

8x32 2812 c project

Main loop

while(true) {

1. Define animate sin waves

2. Maybe stars transitioning

Sin wave color

3. Maybe transition background
color.

3

, Sin wave

Void) setSineForTime(int time)

n ... num columns:

for column ~~that pixel~~:

~~Set pixel for sine wave~~

$$\text{row} = \sin(\text{col} + \text{time})$$

~~index = get index (row, col)~~

~~set pixel (index, color)~~

what color is
that

(~~int time, uint 16 colorForColumn[3]~~)

Updating the color:

i will set the color array before

~~that pixel~~

Calling Set Sine Wave.

void mutate ColorsForTime (

~~uint 16^3 colors,~~

uint time

2.
 b.

3

questions:

now do i know which to increment?

time offset is a large number
time % num column won't be guaranteed
r → start at 0.

enum ColorState
Color Animation Step

void updateColorForEnum {
 while (ColorState[3],
 enum ~~AnimationState~~,
 bool shouldStart)
 int * relativeOffset

 if (shouldStart) {
 relative = 0
 3
 color = ColorFor (state)
 ColorState [relative offset] = color;
 }
}

(relative ++);

if should start
* should start = false

3

questions:

how do i know

color for (state) which color?

Index?
green & purple & blue?

a better state machine:

- some animations I would like to display longer/shorter ✓
- maybe I would like to show same animations twice ✓
- ~~- would I pass by reference the number of times? X~~

~~Struct with Counts No.~~

~~make an array of counts.~~



Splash

how to Recolor the sin wave?

cols

0...numColumns one color will animate along this,
then switch to another color, offset = 0;

a

Animation State State

Color State Color State

bool ↗ shouldStart

int ↗ column offset

inx Color Array [width][3]

)Σ

if shouldStart {

 columnOffset = 0

3

switch colorState

case purple:

 Setpurple At Index (colors[Offset])

(whichpurple)

the array of colors now has one more purple last
(whichpurple index) needs to be the same..

}





