AllWhite2312301352

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#include <Adafruit_NeoPixel.h>

// Which pin on the Arduino is connected to the NeoPixels?
#define LED_PIN     6

// How many NeoPixels are attached to the Arduino?
#define LED_COUNT  13

// Declare our NeoPixel strip object:
Adafruit_NeoPixel strip(LED_COUNT, LED_PIN, NEO_GRBW + NEO_KHZ800);
// Argument 1 = Number of pixels in NeoPixel strip
// Argument 2 = Arduino pin number (most are valid)
// Argument 3 = Pixel type flags, add together as needed:
//   NEO_KHZ800  800 KHz bitstream (most NeoPixel products w/WS2812 LEDs)
//   NEO_KHZ400  400 KHz (classic 'v1' (not v2) FLORA pixels, WS2811
drivers)
//   NEO_GRB     Pixels are wired for GRB bitstream (most NeoPixel
products)
//   NEO_RGB     Pixels are wired for RGB bitstream (v1 FLORA pixels, not
v2)
//   NEO_RGBW    Pixels are wired for RGBW bitstream (NeoPixel RGBW
products)

void setup() {
  strip.begin();           // INITIALIZE NeoPixel strip object (REQUIRED)
  strip.show();            // Turn OFF all pixels ASAP
  delay(5);  //wait a second to start flashing
  //Load some arbitrary values into each neopixel to show what happens
when sparkle runs after some other routine
  //left pixels lit.
  for(int i = 0; i< LED_COUNT; i++){
   strip.setPixelColor(i, strip.Color(random(100, 250), random(100, 250),
random(100, 250), random(100, 250)));//set its colors
    strip.show();//Turn it on
  }//end for
  delay(5);  //wait another second to start flashing
}//end setup
```

```
void loop() {
  //SPARKLE???
  //This routine doesn't know or care what each pixel is set to upon entry
  //During execution, each pixel will get overwritten with full white
bright,
  //then dropped to dim white in random sequence.  It may take a while for
all
  //the pixels to be white, but eventually they all will be white.
  //If it matters, the pixels can be initialized to any value.

    int x = random(0,LED_COUNT);//pick a NeoPixel to flash
    //****Change arguments in random calls to get different colors.
    strip.setPixelColor(x, strip.Color(random(100, 250), random(100, 250),
random(100, 250), random(100, 250)));//set its colors
    strip.show();//Turn it on
    delay(60);//****Stay on for this long in milliseconds
    strip.setPixelColor(x, strip.Color(0,0,0, 30));  //****Set its color
back to dim white or change arguments for different colors or brightness
    strip.show();//Turn it on in chosen color and brightness
    delay(5);//****wait this long to go do another, not necessarily
different, NeoPixel in the string
  }//end loop
```