

Hardware::LED_SetColor



```
graph LR; A[Hardware::LED_SetColor] --> B[strip_PD1]
```

A diagram showing a call from the function `Hardware::LED_SetColor` to the variable `strip_PD1`. The function name is in a grey box on the left, and the variable name is in a white box on the right. A blue arrow points from the function box to the variable box.

strip_PD1