## Lighting Up

import pylaunchpad as lp  
pad = lp.get\_me\_a\_pad()  
pad.set\_led\_xy\_by\_colour(0,0)  
pad.set\_led\_xy\_by\_colour(8,8)

## Turning On & Off

import time

import pylaunchpad as lp

pad = lp.get\_me\_a\_pad()

pad.set\_led\_xy\_by\_colour(0,0)

pad.set\_led\_xy\_by\_colour(8,8)

time.sleep(1)

pad.set\_led\_xy\_by\_colour(0,0,’off’)

pad.set\_led\_xy\_by\_colour(8,8,’off’)

## Red, Green & Blue

import pylaunchpad as lp

pad = lp.get\_me\_a\_pad()

pad.set\_led\_xy(0,0,63,0,0)

pad.set\_led\_xy(4,4,0,63,0)

pad.set\_led\_xy(8,8,0,0,63)

## White Light

pad.set\_led\_xy(3,4,63,63,63)

## Colour Mixer

import pylaunchpad as lp

from colourmixer import colour\_mix

pad = lp.get\_me\_a\_pad()

colour\_mix(pad)

## Whole Letters.

import pylaunchpad as lp

pad = lp.get\_me\_a\_pad()

pad.draw\_letter("A")

## Green Letter

import pylaunchpad as lp

pad = lp.get\_me\_a\_pad()

pad.draw\_colour = “green”

pad.draw\_letter("A")

## Messages

import pylaunchpad as lp

pad = lp.get\_me\_a\_pad()

pad.scroll\_message(“Hello!”)

## Shapes

import pylaunchpad as lp

import bitmaps as bmp

pad = lp.get\_me\_a\_pad()

pad.draw\_colour = "green"

pad.draw\_char(bmp.invader\_one)

## Scrolling Characters.

import pylaunchpad as lp

import bitmaps as bmp

pad = lp.get\_me\_a\_pad()

pad.draw\_colour = "green"

pad.scroll\_on\_right(bmp.invader\_one)

## Scrolling Left

pad.scroll\_on\_left(bmp.invader\_one)

## Animating characters.

import pylaunchpad as lp

import bitmaps as bmp

pad = lp.get\_me\_a\_pad()

pad.draw\_colour = "red"

pad.scroll\_frames\_right([bmp.pac\_one, bmp.pac\_two])

## Changing speed and Colour

pad.draw\_colour = “red”

pad.delay\_time = 0.05

pad.scroll\_frames\_right([bmp.pac\_one, bmp.pac\_two])

## Scrolling Single Character

pad.scroll\_frames\_right([bmp.club, bmp.club])

## Full colour animations.

import pylaunchpad as lp

import show\_patterns as patterns

pad = lp.get\_me\_a\_pad()

patterns.show\_file(pad, "fireworks.csv")

## All Animations

import pylaunchpad as lp

import show\_patterns as patterns

pad = lp.get\_me\_a\_pad()

patterns.show\_all(pad)

## Scrolling a single pad

import pylaunchpad as lp

import time

pad = lp.get\_me\_a\_pad()

for x in range (0, 9):

pad.set\_led\_xy\_by\_colour(x, 0, "red")

time.sleep(0.1)

pad.set\_led\_xy\_by\_colour(x, 0, "off")

## Drawing Random Colours.

pad.reset()

pad.in\_ports.set\_callback(pad.random\_paint)

while True:

if (pad.last\_x >= pad.max\_x) and (pad.last\_y == 8):

break

time.sleep(.4)

pad.in\_ports.cancel\_callback()

pad.reset()

## Show X and Y

import pylaunchpad as lp

import time

pad = lp.get\_me\_a\_pad()

pad.in\_ports.set\_callback(pad.midi\_in\_cb)

for loop in range(20):

time.sleep(1)

pad.in\_ports.cancel\_callback()

## Mini Drawing App.

import pylaunchpad as lp

import time

pad = lp.get\_me\_a\_pad()

pad.setup\_painter\_colours()

pad.in\_ports.set\_callback(pad.paint\_app)

while True:

if pad.last\_x >= pad.max\_x and pad.last\_y == 8:

break

time.sleep(.4)

pad.in\_ports.cancel\_callback()

lp.save\_frame(pad.painter\_frame)

## Loading a saved picture

import pylaunchpad as lp

pad = lp.get\_me\_a\_pad()

lp.load\_frame(pad)

## Christmas Tree

import pylaunchpad as lp

import time

import snow\_tree as tree

pad = lp.get\_me\_a\_pad()

pad.reset()

tree.tree(pad)

for loops in range(10):

tree.snow\_tree(pad)

## Spinning Ghost

import pylaunchpad as lp

from rotate\_bmp import spin\_ghost

pad = lp.get\_me\_a\_pad()

spin\_ghost(pad)

## Fancy lighting.

import arduinoPort as ap

pad = lp.get\_me\_a\_pad()

ap.rainbow\_pad(pad)

ap.theatre\_chase(pad,63, 12, 55)

ap.rainbow\_cycle(pad)

ap.theater\_chase\_rainbow(pad)