#include "FastLED.h"

// How many leds in your strip?

#define NUM\_LEDS 140

// For led chips like Neopixels, which have a data line, ground, and power, you just

// need to define DATA\_PIN. For led chipsets that are SPI based (four wires - data, clock,

// ground, and power), like the LPD8806, define both DATA\_PIN and CLOCK\_PIN

#define DATA\_PIN 13

// #define CLOCK\_PIN 13

// Define the array of leds

CRGB leds[NUM\_LEDS];

void setup() {

Serial.begin(57600);

Serial.println("resetting");

LEDS.addLeds<WS2812,DATA\_PIN,RGB>(leds,NUM\_LEDS);

LEDS.setBrightness(84);

}

void fadeall() { for(int i = 0; i < NUM\_LEDS; i++) { leds[i].nscale8(250); } }

void loop() {

static uint8\_t hue = 0;

Serial.print("x");

// First slide the led in one direction

for(int i = 0; i < NUM\_LEDS; i++) {

// Set the i'th led to red

leds[i] = CHSV(hue++, 255, 255);

// Show the leds

FastLED.show();

// now that we've shown the leds, reset the i'th led to black

// leds[i] = CRGB::Black;

fadeall();

// Wait a little bit before we loop around and do it again

delay(10);

}

Serial.print("x");

// Now go in the other direction.

for(int i = (NUM\_LEDS)-1; i >= 0; i--) {

// Set the i'th led to red

leds[i] = CHSV(hue++, 255, 255);

// Show the leds

FastLED.show();

// now that we've shown the leds, reset the i'th led to black

// leds[i] = CRGB::Black;

fadeall();

// Wait a little bit before we loop around and do it again

delay(10);

}

}