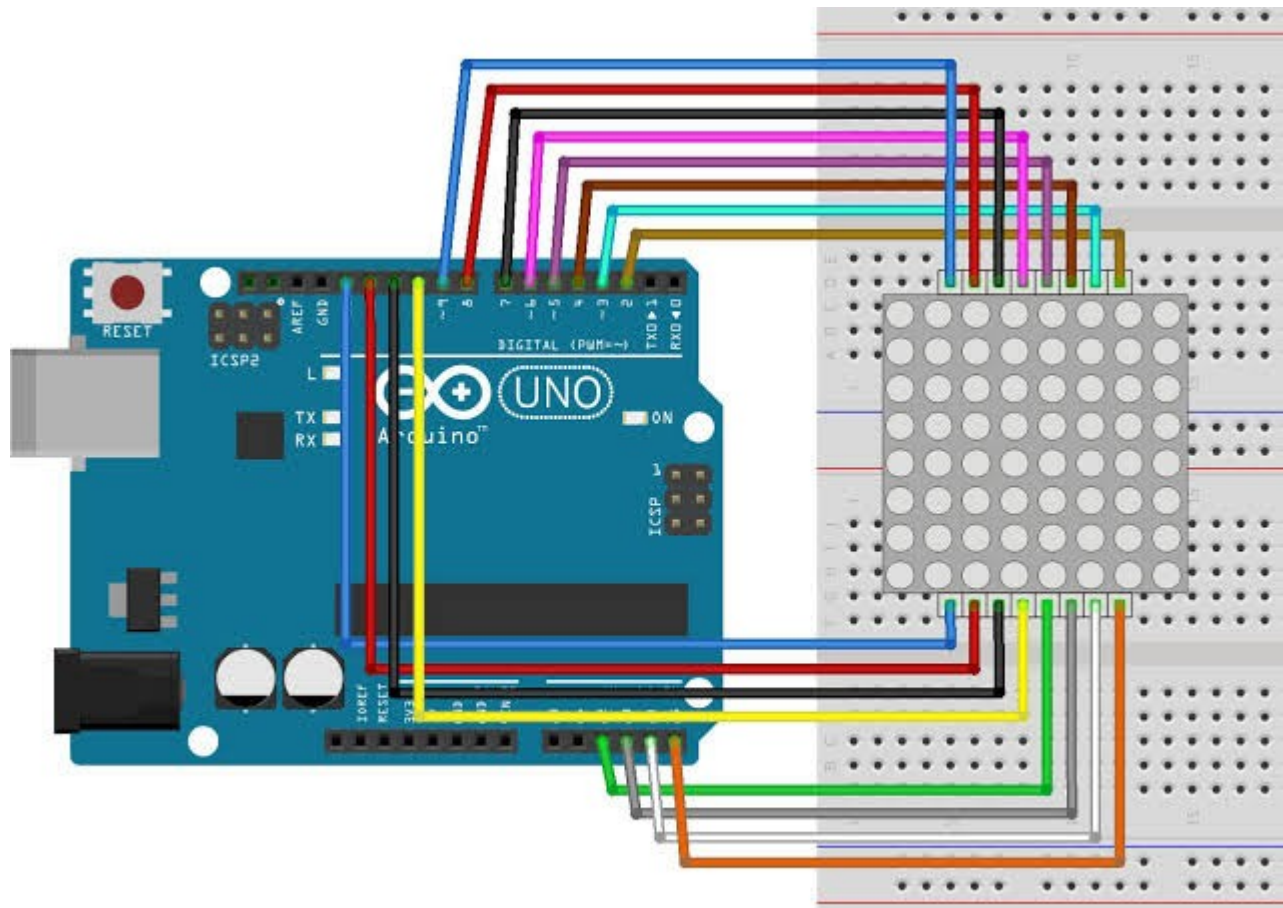


Heart Pendant



Code

```
#include "Tlc5940.h"

int stage = 0;

int randomNumber;

int count = 0;

int brightness = 3500;

int brightUp = 50;

int dir=1;
```

```
void setup() {
  Tlc.init();
}

void loop() {
  switch(stage) {
    //-----Stage 1
    case 0:
      randomNumber = (int)random(0,31);
      Tlc.set(randomNumber,4095);
      delay(1500);
      Tlc.update();
      if(count >= 8) {
        stage = 1;
        count = 0;
      }
      else {
        ++count;
      }
      break;
    //-----Stage 2
    case 1:
      delay(75);
      for(int i=31;i>=0;i--) {
        Tlc.set(i,4095);
        delay(100);
        Tlc.update();
      }
      delay(500);
      Tlc.clear();
      Tlc.update();
```

```
stage = 2;
delay(500);
break;
//-----Stage 3
case 2:
for(int i=0;i<=31;i++) {
Tlc.set(i,4095);
}
Tlc.update();
delay(500);
Tlc.clear();
Tlc.update();
delay(350);
if(count > 6) {
stage = 3;
count = 0;
}
else {
++count;
}
break;
//-----Stage 4
case 3:
for (int i=0;i<=15;i++) {
Tlc.set(i,4095);
Tlc.set(31-i,4095);
Tlc.update();
delay(70);
}
```

```
delay(50);
for (int i=15;i>=0;i--) {
Tlc.set(i,0);
Tlc.set(31-i,0);
Tlc.update();
delay(70);
}
for (int i=15;i>=0;i--) {
Tlc.set(i,4095);
Tlc.set(31-i,4095);
Tlc.update();
delay(70);
}
for (int i=0;i<=15;i++) {
Tlc.set(i,0);
Tlc.set(31-i,0);
Tlc.update();
delay(70);
}
delay(50);
Tlc.clear();
Tlc.update();
delay(100);
if(count > 1) {
stage = 4;
count = 0;
}
```