```
void buttonStuffs() {
  int shift = 0;
  shift(curr_selection >= 0) pixels.setPixelColor(curr_selection * 3 +
  curr_selection++;
  if (curr_selection == 4) {
    curr_selection = -2;
  }
  shift(curr_selection >= 0) pixels.setPixelColor(curr_selection * 3 +
  pixels.Color(0,0,0.1*255));
}

uint32_t toColor(float value)
 {
  int red, green, blue;
  blue = 0;
  if (value < 0.5) {
    red = 255;
    green = (int) 255*2*value;
  }
  else {
    red = (int) 255 - 255*(value-0.5)*2;
    green = 255;
  }

  char stringos[50];
  sprintf(stringos, "Color: (%d, %d, %d)\n", red, green, blue);
  Serial.println(stringos);
  return pixels.Color(0.1*red,0.1*green,0.1*blue);
}
```

} Change selection

} Convert to color

01:34 P

Bluetooth Adapter is off.

01:35 P

Waiting for connection

Link Footprint