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Four-button light sequencer

by **thedod** on November 14, 2010

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Intro: Four-button light sequencer

I'm still waiting for my order of breadboard etc. and I didn't feel like soldering a new board from scratch, so I've decided to turn Fairly Simple Simon into a "light show" sequencer.

(Music: "Talk to me" by Boelo de Smit (@theBOELO), shared under the cc-by creative common license).

4 LEDs may not be much of a light show, but the sequencer can be modified to run anything you want (and with as many outputs as you want) as "patterns" (relays, fountains, missiles, light-cube, etc.). IMHO, the fact that 4 buttons can actually do something remotely interesting and record it, says there's a lot more potential with a little bit more buttons.
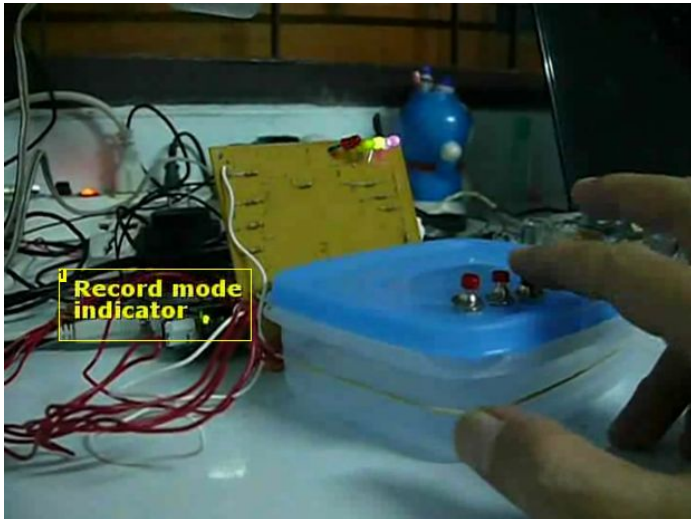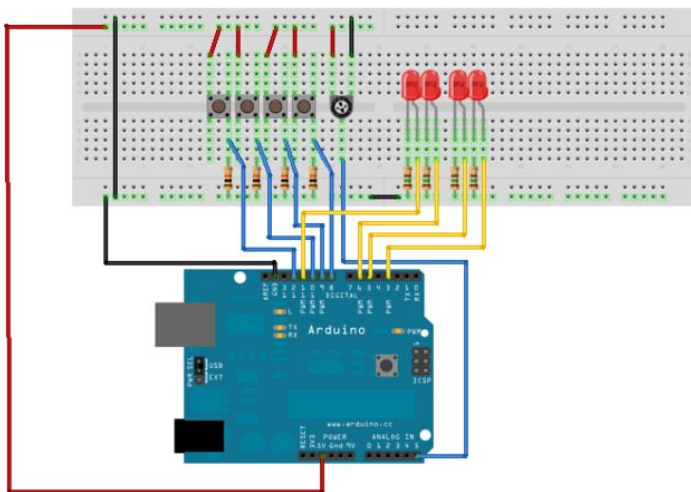

Image Notes
1. Good old pin-13 on-board LED

Step 1: Build it

The only difference between this circuit and the "analog version " of Fairly Simple Simon is a potentiometer for tuning the speed of the patterns (it doesn't affect sequence timing, though. When there's a tempo change, best thing is to record a new sequence anyway).

The code (**ledseq.pde**) is attached.

Enjoy.

File Downloads

ledseq.pde (6 KB)
[NOTE: When saving, if you see .tmp as the file ext, rename it to 'ledseq.pde']

Related Instructables

Fairly Simple Simon - the evolution of an Arduino game by thedod

MicroSimon by simoninns

Simon Game (Photos) by TheSmartLemon

Total Recall-Arduino Simon Says on steroids! by mpilchfamily

Arduino Simon Says by mpilchfamily

How to: Simon Game by TheSmartLemon