RoutinesRGB

v1.9.2

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Contents

Chapter 1

Module Index

1.1 Modules

Here is a list of all modules:

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 3

File Index

3.1 File List

Here is a list of all documented files with brief descriptions:

Chapter 4

Module Documentation

4.1 Getters and Setters

Functions

- void RoutinesRGB::setMainColor (byte r, byte g, byte b)
- void RoutinesRGB::setColor (uint16_t colorIndex, byte r, byte g, byte b)
- void RoutinesRGB::setCustomColorCount (uint8_t count)
- uint8_t RoutinesRGB::customColorCount ()
- void RoutinesRGB::brightness (uint8_t brightness)
- void RoutinesRGB::fadeSpeed (uint8_t fadeSpeed)
- void RoutinesRGB::blinkSpeed (uint8_t blinkSpeed)
- Color RoutinesRGB::mainColor ()
- Color RoutinesRGB::color (uint16_t i)
- uint8_t RoutinesRGB::red (uint16_t i)
- uint8_t RoutinesRGB::green (uint16_t i)
- uint8_t RoutinesRGB::blue (uint16_t i)

4.1.1 Detailed Description

These are the getters and setters for RoutinesRGB that are used to control the settings and the colors.

4.1.2 Function Documentation

4.1.2.1 void RoutinesRGB::blinkSpeed (uint8_t *blinkSpeed*)

Sets how many updates to wait before changing the light state in the blink routine and in routines that switch between solid colors.

Parameters

blinkSpeed	a value between 1 and 255 representing how fast to blink. A value of 1 will make it blink on every frame, which may be too fast when used with other routines.

4.1.2.2 uint8_t RoutinesRGB::blue (uint16_t *i*)

Retrieve the b value at a given index in the buffer.

4.1.2.3 void RoutinesRGB::brightness (uint8_t *brightness*)

Set the brightness between 0 and 100. 0 is off, 100 is full power.

4.1.2.4 RoutinesRGB::Color RoutinesRGB::color (uint16_t *i*)

Retrieve the color at the given index.

4.1.2.5 uint8_t RoutinesRGB::customColorCount ( )

Retrieve the amount of colors that are used from the custom array.

4.1.2.6 void RoutinesRGB::fadeSpeed (uint8_t *fadeSpeed*)

Sets the speed of routines that fade between colors between 1 and 100. A fade speed of 1 is the slowest possible fade.

4.1.2.7 uint8_t RoutinesRGB::green (uint16_t *i*)

Retrieve the g value at a given index in the buffer.

4.1.2.8 RoutinesRGB::Color RoutinesRGB::mainColor ( )

Retrieve the main color, which is used for single color routines.

4.1.2.9 uint8_t RoutinesRGB::red (uint16_t *i*)

Retrieve the r value at a given index in the buffer.

4.1.2.10 void RoutinesRGB::setColor (uint16_t *colorIndex*, byte *r*, byte *g*, byte *b*)

Set the color in the custom color array at the provided index. colorIndex must be less than the size of the custom color array or else it won't have any effect.

4.1.2.11 void RoutinesRGB::setCustomColorCount (uint8_t *count*)

Sets the amount of colors used in custom multi color routines. This is useful when you want to use a subset of the custom colors. The value given must be less than the size of the custom array or else it will be set to use the entire array.

4.1.2.12 void RoutinesRGB::setMainColor (byte *r*, byte *g*, byte *b*)

Sets the color used for single color routines.

4.2 Single Color Routines

Functions

- void RoutinesRGB::singleSolid (uint8_t red, uint8_t green, uint8_t blue)
- void RoutinesRGB::singleBlink (uint8_t red, uint8_t green, uint8_t blue)
- void RoutinesRGB::singleFade (uint8_t red, uint8_t green, uint8_t blue, uint8_t fadeSpeed, boolean shouldUpdate)
- void RoutinesRGB::singleGlimmer (uint8_t red, uint8_t green, uint8_t blue, long percent, boolean shouldUpdate)

4.2.1 Detailed Description

These routines each take a R, G, and B value as parameters to generate a color. This color is the only color used by the routine.

Blink, fade, and glimmer, should be called repeatedly on a loop for their full effect. The speed of the loop determines how fast the LEDs update.

4.2.2 Function Documentation

4.2.2.1 void RoutinesRGB::singleBlink (uint8_t *red*, uint8_t *green*, uint8_t *blue*)

Switches between ON and OFF states using the provided color.

Parameters

red	strength of red LED, between 0 and 255
green	strength of green LED, between 0 and 255
blue	strength of blue LED, between 0 and 255

4.2.2.2 void RoutinesRGB::singleFade (uint8_t *red*, uint8_t *green*, uint8_t *blue*, uint8_t *fadeSpeed*, boolean *shouldUpdate*)

Fades the LEDs on and off based on the provided color. Uses the parameter fadeSpeed to determine how fast to fade. A larger number leads to a slower fade.

Parameters

red	strength of red LED, between 0 and 255
green	strength of green LED, between 0 and 255
blue	strength of blue LED, between 0 and 255
fadeSpeed	how many ticks it takes to fade. Higher numbers are slower.

4.2.2.3 void RoutinesRGB::singleGlimmer (uint8_t *red,* uint8_t *green,* uint8_t *blue,* long *percent,* boolean *shouldUpdate*)

Set every LED to the provided color. A subset of the LEDs based on the percent parameter will be less bright than the rest of the LEDs.

Parameters

red	strength of red LED, between 0 and 255
green	strength of green LED, between 0 and 255
blue	strength of blue LED, between 0 and 255
percent	determines how many LEDs will be slightly dimmer than the rest

4.2.2.4 void RoutinesRGB::singleSolid (uint8_t *red,* uint8_t *green,* uint8_t *blue*)

Set every LED to the provided color.

Parameters

red	strength of red LED, between 0 and 255
green	strength of green LED, between 0 and 255
blue	strength of blue LED, between 0 and 255

4.3 Multi Colors Routines

Functions

- void RoutinesRGB::multiGlimmer (EColorGroup colorGroup, long percent)
- void RoutinesRGB::multiFade (EColorGroup colorGroup)
- void RoutinesRGB::multiRandomIndividual (EColorGroup colorGroup)
- void RoutinesRGB::multiRandomSolid (EColorGroup colorGroup)
- void RoutinesRGB::multiBarsSolid (EColorGroup colorGroup, byte barSize)
- void RoutinesRGB::multiBarsMoving (EColorGroup colorGroup, byte barSize)

4.3.1 Detailed Description

These routines use multiple colors. They all take the parameter of `colorGroup` which is used to determine which set of colors to use. The custom color array is eCustom, all other values for `colorGroup` come from presets color. Go to the project's github for a full list of the colorGroups and their corresponding values.

All routines except multiBarsSolid should be called repeatedly on a loop for their full effect. The speed of the loop determines how fast the LEDs update.

4.3.2 Function Documentation

4.3.2.1 void RoutinesRGB::multiBarsMoving (EColorGroup *colorGroup,* byte *barSize*)

Provides a similar effect as multiBarSolid, but the alternating patches move up one LED index on each frame update to create a "scrolling" effect.

Parameters

colorGroup	the color group to use for the routine. eCustom is the custom array, all other values are preset groups.
barSize	how many LEDs before switching to the other bar.

4.3.2.2 void RoutinesRGB::multiBarsSolid (EColorGroup *colorGroup,* byte *barSize*)

Uses the chosen color group to set the LEDs in alternating patches with a size of barSize.

Parameters

colorGroup	the color group to use for the routine. eCustom is the custom array, all other values are preset groups.
barSize	how many LEDs before switching to the other bar.

4.3.2.3 void RoutinesRGB::multiFade (EColorGroup *colorGroup*)

Fades between all the colors used by the color group.

Parameters

colorGroup	the color group to use for the routine. eCustom is the custom array, all other values are preset groups.

4.3.2.4 void RoutinesRGB::multiGlimmer (EColorGroup *colorGroup,* long *percent*)

This method uses its percent parameter to dim LEDs randomly, similar to the standard glimmer mode. It also uses the percent to randomly change the color of select LEDs to a color in the chosen color group. The base color is the first from the chosen color group.

Parameters

colorGroup	the color group to use for the routine. eCustom is the custom array, all other values are preset groups.
percent	percent of LEDs that will get the glimmer applied

4.3.2.5 void RoutinesRGB::multiRandomIndividual (EColorGroup *colorGroup*)

sets each individual LED as a random color from the chosen color group.

Parameters

colorGroup	the color array to use for the routine. eCustom is the custom array, all other values are colorGroup arrays

4.3.2.6 void RoutinesRGB::multiRandomSolid (EColorGroup *colorGroup*)

A random color is chosen from the chosen color group and applied to each LED.

Parameters

colorGroup	the color group to use for the routine. eCustom is the custom array, all other values are preset groups.

Chapter 5

Class Documentation

5.1 RoutinesRGB Class Reference

An Arduino library that provides a set of RGB lighting routines for compatible LED array hardware.

```
#include <RoutinesRGB.h>
```

Public Member Functions

- RoutinesRGB (uint16_t ledCount)
- void resetToDefaults ()
- void setMainColor (byte r, byte g, byte b)
- void setColor (uint16_t colorIndex, byte r, byte g, byte b)
- void setCustomColorCount (uint8_t count)
- uint8_t customColorCount ()
- void brightness (uint8_t brightness)
- void fadeSpeed (uint8_t fadeSpeed)
- void blinkSpeed (uint8_t blinkSpeed)
- Color mainColor ()
- Color color (uint16_t i)
- uint8_t red (uint16_t i)
- uint8_t green (uint16_t i)
- uint8_t blue (uint16_t i)
- void singleSolid (uint8_t red, uint8_t green, uint8_t blue)
- void singleBlink (uint8_t red, uint8_t green, uint8_t blue)
- void singleFade (uint8_t red, uint8_t green, uint8_t blue, uint8_t fadeSpeed, boolean shouldUpdate)
- void singleGlimmer (uint8_t red, uint8_t green, uint8_t blue, long percent, boolean shouldUpdate)
- void multiGlimmer (EColorGroup colorGroup, long percent)
- void multiFade (EColorGroup colorGroup)
- void multiRandomIndividual (EColorGroup colorGroup)
- void multiRandomSolid (EColorGroup colorGroup)
- void multiBarsSolid (EColorGroup colorGroup, byte barSize)
- void multiBarsMoving (EColorGroup colorGroup, byte barSize)

5.1.1 Detailed Description

An Arduino library that provides a set of RGB lighting routines for compatible LED array hardware.

Version

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Date

May 5, 2016

Author

Tim Seemann

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This library has been tested with SeeedStudio Rainbowduinos, quite a few of the Adafruit Neopixels products, and a standard RGB LED. Sample code is provided in the git repo for all tested hardware in the samples folder of the git repository.

If you are starting a project from scratch, first you'll need to make a global object in the arduino sketch:

```
RoutinesRGB routines = RoutinesRGB(LED_COUNT);
```

where `LED_COUNT` is the number of LEDs in your array.

The library produces lighting routines based on the functions used and stores the routine in its internal buffers. These buffers can then be accessed by getters and displayed on the LED hardware. For routines that change over time, this processed should be repeated on a loop. For example, here is how you would make a red blinking light with the library and a Neopixels board:

First, call this function to store the routine in the library's internal buffers:

```
routines.singleBlink(255, 0, 0);
```

Then, update the LED array with the values from the library's RGB buffer. The way to do this will vary from hardware to hardware, but for a NeoPixels sample, it would look something like this:

```
for (int x = 0; x < LED_COUNT; x++) {
   pixels.setPixelColor(x, pixels.Color(routines.red(x),
                                        routines.green(x),
                                        routines.blue(x)));
}
pixels.show();
```

By this point, the LEDs should be showing red. To achieve the blink effect, put both of these in your `loop()` function and then put a delay between updates. This delay will be used to determine how fast the LED's blink.

5.1.2 Constructor & Destructor Documentation

5.1.2.1 RoutinesRGB::RoutinesRGB (uint16_t *ledCount*)

Required constructor. The library should be stored in global memory and allocated only once at startup.

It will allocate `4 * ledCount` bytes.

Parameters

ledCount	number of individual RGB LEDs.

5.1.3 Member Function Documentation

5.1.3.1 void RoutinesRGB::resetToDefaults ( )

Resets all internal values to the original values.

Chapter 6

File Documentation

6.1 ColorPresets.h File Reference

```
#include <avr/pgmspace.h>
```

6.1.1 Detailed Description

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Date

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Author

Tim Seemann

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These color presets are stored in program memory and loaded into a buffer when accessed. This makes the presets read-only, but in return, it allows them to take a much smaller hit on SRAM usage.

6.2 LightingProtocols.h File Reference

Enumerations

6.2.1 Detailed Description

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Author

Tim Seemann

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This file defines the protocols used for the Arduino libraries and the GUI.

A slightly modified version of this file exists in the Qt GUI project. None of the modifications change the naming, documentation, or order of the protocols. Instead, the changes allow the GUI version to use the strongly typed enums that were made available in C++11.

6.2.2 Enumeration Type Documentation

6.2.2.1 enum EColorGroup

used during multi color routines to determine which colors to use in the routine. eCustom uses the custom color array, eAll generates its colors randomly. All other values use presets based around overall themes.

Enumerator

eCustom **0**
Use the custom color array instead of a preset group.

eWater **1**
Shades of blue with some teal.

eFrozen **2**
Shades of teal with some blue, white, and light purple.

eSnow **3**
Shades of white with some blue and teal.

eCool **4**
Based on the cool colors: blue, green, and purple.

eWarm **5**
Based on the warm colors: red, orange, and yellow.

eFire **6**
Similar to the warm set, but with an emphasis on oranges to give it a fire-like glow.

eEvil **7**
Mostly red, with some other, evil highlights.

eCorrorsive **8**
Greens and whites, similar to radioactive goo from a 90s kids cartoon.

ePoison **9**
A purple-based theme. Similar to poison vials from a 90s kids cartoon.

eRose **10**
Shades of pink, red, and white.

ePinkGreen **11**
The colors of watermelon candy. bright pinks and bright green.

eRedWhiteBlue **12**
Bruce Springsteen's favorite color scheme, good ol' red, white, and blue.

eRGB **13**
red, green, and blue.

eCMY **14**
Cyan, magenta, yellow.

eSixColor **15**
Red, yellow, green, cyan, blue, magenta.

eSevenColor **16**
Red, yellow, green, cyan, blue, magenta, white.

eAll **17**
Rather than using using preset colors, it uses all possible colors.

6.2.2.2 enum ELightingRoutine

Each routine makes the LEDs shine in different ways. There are two main types of routines: Single Color Routines use a single color while Multi Color Routines rely on an EColorGroup.

Enumerator

eOff **0**
Turns off the LEDs.

eSingleSolid **1**
Shows a single color at a fixed brightness.

eSingleBlink **2**
Alternates between showing a single color at a fixed brightness and turning the LEDs completely off.

eSingleFade **3**
Linear fade of the brightness of the LEDs.

eSingleGlimmer **4**
Randomly dims some of the LEDs to give a glimmer effect.

eMultiGlimmer **5**
Uses the first color of the array as the base color and uses the other colors for a glimmer effect.

eMultiFade **6**
Fades slowly between each color in the array.

eMultiRandomSolid **7**
Chooses a random color from the array and lights all all LEDs to match that color.

eMultiRandomIndividual **8**
Chooses a random color from the array for each individual LED.

***eMultiBarsSolid* 9**
Draws the colors of the array in alternating groups of equal size.

***eMultiBarsMoving* 10**
Draws the colors of the array in alternating groups of equal size. On each update, it moves those groups one index to the right, creating a scrolling effect.

6.2.2.3 enum EPacketHeader

Message headers for packets coming over serial.

Enumerator

***eModeChange* 0**
Takes one int parameter that gets cast to ELightingMode.

***eMainColorChange* 1**
Takes 3 parameters, a 0-255 representation of Red, Green, and Blue.

***eCustomArrayColorChange* 2**
Takes four parameters, three parameters, the LED, a 0-255 representation of Red, Green, and Blue.

***eBrightnessChange* 3**
Takes one parameter, sets the brightness between 0 and 100.

***eSpeedChange* 4**
Takes one parameter, sets the delay value 1 - 23767.

***eCustomColorCountChange* 5**
Change the number of colors used in a custom array routine.

***eIdleTimeoutChange* 6**
Set to 0 to turn off, set to any other number minutes until idle timeout happens.

***eResetSettingsToDefaults* 7**
Resets all values inside of RoutinesRGB back to their default values. Useful for soft reseting the LED hardware.

Index