

```

69 // begin() with the addresses of each panel in order
70 // I find it easiest if the addresses are in order
71 trellis.begin(0x71,0x72,0x73,0x74); // only one
72 // trellis.begin(0x70, 0x71, 0x72, 0x73); // or four!
73 trellis.setBrightness(0);
74 // light up all the LEDs in order
75 for (uint8_t i=0; i<numKeys; i++) {
76     trellis.setLED(i);
77     trellis.writeDisplay();
78     delay(50);
79 }
80 // then turn them off
81 for (uint8_t i=0; i<numKeys; i++) {
82     trellis.clrLED(i);
83     trellis.writeDisplay();
84     delay(50);
85 }
86 }
87
88
89 void loop() {
90     delay(30); // 30ms delay is required, dont remove me!
91
92     if (MODE == MOMENTARY) {
93         // If a button was just pressed or released...
94         if (trellis.readSwitches()) {
95             // go through every button
96             for (uint8_t i=0; i<numKeys; i++) {
97                 // if it was pressed, turn it on
98                 if (trellis.justPressed(i)) {
99                     Serial.print("v"); Serial.println(i);
100                     trellis.setLED(i);
101                 }
102                 // if it was released, turn it off
103                 if (trellis.justReleased(i)) {
104                     Serial.print("^"); Serial.println(i);
105                     trellis.clrLED(i);
106                 }
107             }
108             // tell the trellis to set the LEDs we requested
109             trellis.writeDisplay();
110         }
111     }
112
113     if (MODE == LATCHING) {
114         // If a button was just pressed or released...
115         if (trellis.readSwitches()) {
116             // go through every button
117             for (uint8_t i=0; i<numKeys; i++) {
118                 // if it was pressed...
119                 if (trellis.justPressed(i)) {
120                     /*Serial.print("v");*/ Serial.write(i);
121                     // Alternate the LED
122                     if (trellis.isLED(i))
123                         trellis.clrLED(i);
124                     else
125                         trellis.setLED(i);
126                 }
127             }
128             // tell the trellis to set the LEDs we requested
129             trellis.writeDisplay();
130         }
131     }
132 }

```