

Rainbow Blink

Code Walkthrough

Code Color Guide			
Keyword	Function	Built-In Function	Comments

Set up

Needed for all NeoPixels see Fade (WS2812) for more detail.

```
#include <Adafruit_NeoPixel.h>
#ifdef __AVR__
#endif
Adafruit_NeoPixel pixels(24, PIN, NEO_GRB + NEO_KHZ800);
```

Define Pins

Start by defining your pins so that they will not get mixed up. This also allows for us to use this definition in the remainder of the code.

```
#define pin 6
```

Set Integers

The keyword `int` is a declaration of a variable whose datatype is an integer.

```
int colors[6][3] = {
  {255, 0, 0}, //red
  {255, 69, 0}, //orange
  {255, 255, 0}, //yellow
  {0, 255, 0}, //green
  {0, 0, 255}, //blue
  {100, 0, 100} //purple
};
```

Void Setup

The void setup runs one time as soon as the program starts

```
void setup()
{
  pixels.begin();
  pixels.setBrightness(50);
}
```

Void Loop

Runs in a constant loop

```
void loop() {
  NeoBlink(24, 200); //number of pixels and speed
}
```

Void Runlights

Loops through the colors.

```
void NeoBlink(int num, int wait) {  
  for (int i = 0; i < 6; i++){ //this loop runs through all 6 colors  
    for (int r = 0; r < num; r++){ /*this loop picks the colors from our array*/  
      pixels.setPixelColor(r, colors[i][0], colors[i][1], colors[i][2]);  
    }  
    pixels.show();  
    delay(wait);  
  }  
}
```