Rainbow Blink

# 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

When defining pins they won’t get confused and mixed up. When you change the pin number you also only have to change it once rather than finding it and changing it in every part of the code you used it.

#define pin 6

# Set Integers

The keyword Int is a declaration of a variable whose datatype is an integer. This is a multidimensional array to pick all the colors.

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);

}

}