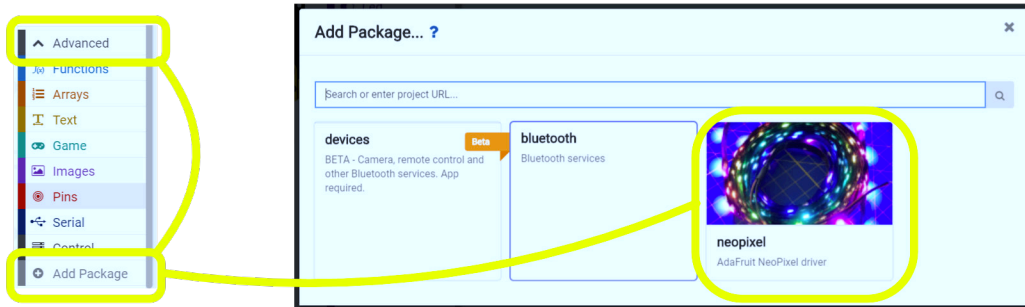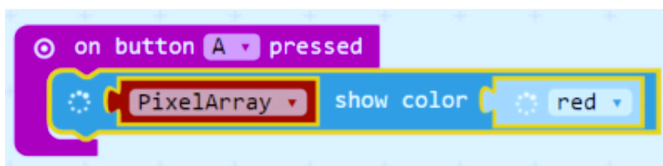# Neopixel (RGB LEDs)
MakeCode

To start with you need to add the NeoPixel library to MakeCode.
Expand the Advanced section of the toolkit, and scroll down the bottom
to Add package.
When you click the Add Package button, it may take the neopixel library
a second or two to show up.

The NeoPixel strip on the Move: Buggy kits have 5 LEDs, and they are connected to
Pin0, so these should be initialised in the **start** event.
Create a new variable to store information about the pixel array.
The brightness is reset each time you call show, so it can be a good idea to set a default
here as well, before colours are chosen.

Now you can either control the whole array by using your variable with the **show color**
block from the NeoPixel section.

Or you can set the colour of individual LEDs or sub-ranges of LEDs.