#include <Adafruit\_NeoPixel.h>

//Modified by Pat McMahon 5/8/2022.

//NeoPixel-Rainbow 2

//from Code Bender, NeoPixel Function Sample by mattnupen

// constants won't change. They're used here to

// set pin numbers:

const int ledPin = 2; // the number of the neopixel strip

const int numLeds = 16;

//Adafruit\_NeoPixel pixels = Adafruit\_NeoPixel(8, ledPin);

Adafruit\_NeoPixel strip = Adafruit\_NeoPixel(numLeds, ledPin, NEO\_GRB + NEO\_KHZ800);

void setup() {

 strip.begin();

 strip.setBrightness(80); // 1/3 brightness

}

void loop() {

 rainbow(30);

 delay(10);

}

void rainbow(uint8\_t wait) {

 uint16\_t i, j;

 for(j=0; j<256; j++) {

 for(i=0; i<strip.numPixels(); i++) {

 strip.setPixelColor(i, Wheel((i\*1+j) & 255));

 }

 strip.show();

 delay(wait);

 }

}

// Input a value 0 to 255 to get a color value.

// The colours are a transition r - g - b - back to r.

uint32\_t Wheel(byte WheelPos) {

 if(WheelPos < 85) {

 return strip.Color(WheelPos \* 3, 255 - WheelPos \* 3, 0);

 }

 else if(WheelPos < 170) {

 WheelPos -= 85;

 return strip.Color(255 - WheelPos \* 3, 0, WheelPos \* 3);

 }

 else {

 WheelPos -= 170;

 return strip.Color(0, WheelPos \* 3, 255 - WheelPos \* 3);

 }

}