#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);

}

}