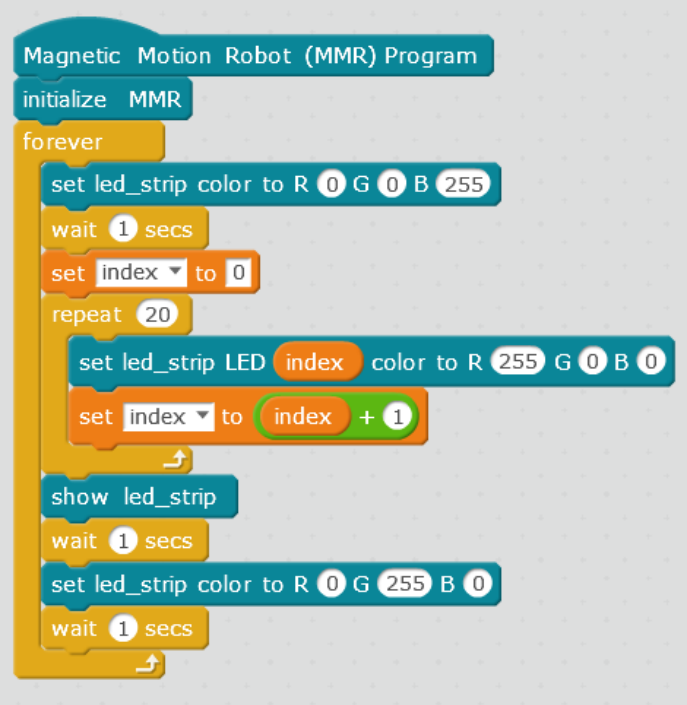
Magnetic Motion Robot (MMR): How to use the Led Strip




```
22 void loop(){
23
24     for(int index=0;index<NUMLEDS;index++)
25     {
26         Strip_1.setPixelColor(index, Strip_1.Color(0, 0, 255));
27     }
28     Strip_1.show();
29     _delay(1);
30     index = 0;
31     for(int __i__=0;__i__<20;++__i__)
32     {
33         Strip_1.setPixelColor(index, Strip_1.Color(255, 0, 0));
34         index = (index) + (1);
35     }
36     Strip_1.show();
37     _delay(1);
38     for(int index=0;index<NUMLEDS;index++)
39     {
40         Strip_1.setPixelColor(index, Strip_1.Color(0, 255, 0));
41     }
42     Strip_1.show();
43     _delay(1);
44
45     _loop();
46 }
```

Teachers

The code “DemoLedStrip.sb2” is an example how to use it.
The code is very simple as you can see in the block section in the image:

- Initialize the Magnetic Motion Robot (MMR).
- The block "forever" (loop in the Arduino code).
- The code switch on (blue, red and green) the LED strip during one second.
- Observe the code use the “set led_strip color to RGB” block that sets the LED strip to a specific RGB color in one sentence and the “set led_strip LED index to RGB” block that only change a specific LED to a specific RGB color. So, in the last case, we have to use a repeat block to switch on the LED strip.
- Observe too, that only in the last case we have to use a “show led_strip” block to view the effects in the LED strip.

Kids

ACTIVITY 1
Switch on the LED #1 (**red**), waits 1 second, switch off the same LED and wait 1 second

ACTIVITY 2
Switch on the LED #1 and #2 (**blue**), waits 1 second, switch off the same LEDs

ACTIVITY 3
Switch on the LED #1 (**red**) and #2 (**blue**), waits 1 second, switch off the same LEDs and waits 1 second

ACTIVITY 4
Switch on LED´s from #1 to #10 (**green**), waits 1 second, switch off all the LEDs and waits 1 second