LED $_{A}nimationLibraryDocumentation$

Release 1.0

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Perform a variety of LED animation tasks

CHAPTER 1

Dependencies

This driver depends on:

- Adafruit CircuitPython

Please ensure all dependencies are available on the CircuitPython filesystem. This is easily achieved by downloading the Adafruit library and driver bundle.

CHAPTER 2

Installing from PyPI

On supported GNU/Linux systems like the Raspberry Pi, you can install the driver locally from PyPI. To install for current user:

```
pip3 install adafruit-circuitpython-led-animation
```

To install system-wide (this may be required in some cases):

```
sudo pip3 install adafruit-circuitpython-led-animation
```

To install in a virtual environment in your current project:

```
mkdir project-name && cd project-name
python3 -m venv .env
source .env/bin/activate
pip3 install adafruit-circuitpython-led-animation
```

CHAPTER 3

Usage Example

```
import board
import neopixel
from adafruit_led_animation.animation import Blink
import adafruit_led_animation.color as color

# Works on Circuit Playground Express and Bluefruit.
# For other boards, change board.NEOPIXEL to match the pin to which the NeoPixels are␣
↪attached.
pixel_pin = board.NEOPIXEL
# Change to match the number of pixels you have attached to your board.
num_pixels = 10

pixels = neopixel.NeoPixel(pixel_pin, num_pixels)
blink = Blink(pixels, 0.5, color.PURPLE)

while True:
    blink.animate()
```

CHAPTER 4

Contributing

Contributions are welcome! Please read our Code of Conduct before contributing to help this project stay welcoming.

CHAPTER 5

Building locally

5.1 Zip release files

To build this library locally you'll need to install the circuitpython-build-tools package.

```
python3 -m venv .env
source .env/bin/activate
pip install circuitpython-build-tools
```

Once installed, make sure you are in the virtual environment:

```
source .env/bin/activate
```

Then run the build:

```
circuitpython-build-bundles --filename_prefix circuitpython-led_animation --library_
↪location .
```

5.2 Sphinx documentation

Sphinx is used to build the documentation based on rST files and comments in the code. First, install dependencies (feel free to reuse the virtual environment from above):

```
python3 -m venv .env
source .env/bin/activate
pip install Sphinx sphinx-rtd-theme
```

Now, once you have the virtual environment activated:

```
cd docs
sphinx-build -E -W -b html . _build/html
```

This will output the documentation to `docs/_build/html`. Open the index.html in your browser to view them. It will also (due to -W) error out on any warning like Travis will. This is a good way to locally verify it will pass.

CHAPTER 6

Table of Contents

6.1 Simple test

Ensure your device works with this simple test.

Listing 1: examples/led_animation_simpletest.py

```
"""
This simpletest example displays the Blink animation.

For NeoPixel FeatherWing. Update pixel_pin and pixel_num to match your wiring if using
a different form of NeoPixels.
"""
import board
import neopixel
from adafruit_led_animation.animation.blink import Blink
from adafruit_led_animation.color import RED

# Update to match the pin connected to your NeoPixels
pixel_pin = board.D6
# Update to match the number of NeoPixels you have connected
pixel_num = 32

pixels = neopixel.NeoPixel(pixel_pin, pixel_num, brightness=0.5, auto_write=False)

blink = Blink(pixels, speed=0.5, color=RED)

while True:
    blink.animate()
```

6.2 adafruit_led_animation.animation

Animation base class for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.2.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.animation.**Animation**(*pixel_object*, *speed*, *color*, *peers=None*, *paused=False*, *name=None*)

Base class for animations.

add_cycle_complete_receiver(*callback*)

Adds an additional callback when the cycle completes.

Parameters **callback** – Additional callback to trigger when a cycle completes. The callback is passed the animation object instance.

after_draw()

Animation subclasses may implement after_draw() to do operations after the main draw() is called.

animate(*show=True*)

Call animate() from your code's main loop. It will draw the animation draw() at intervals configured by the speed property (set from init).

Parameters **show** (*bool*) – Whether to automatically call show on the pixel object when an animation fires. Default True.

Returns True if the animation draw cycle was triggered, otherwise False.

color

The current color.

cycle_count = None

Number of animation cycles completed.

draw()

Animation subclasses must implement draw() to render the animation sequence. Animations should not call show(), as animate() will do so, after after_draw(). Animations should set .cycle_done = True when an animation cycle is completed.

draw_count = None

Number of animation frames drawn.

fill(*color*)

Fills the pixel object with a color.

freeze()

Stops the animation until resumed.

notify_cycles = None
Number of cycles to trigger additional cycle_done notifications after

on_cycle_complete()
Called by some animations when they complete an animation cycle. Animations that support cycle complete notifications will have X property set to False. Override as needed.

peers
Get the animation's peers. Peers are drawn, then shown together.

reset()
Resets the animation sequence.

resume()
Resumes the animation.

show()
Displays the updated pixels. Called during animates with changes.

speed
The animation speed in fractional seconds.

Color variables made available for import for CircuitPython LED animations library.

RGBW_WHITE_RGB is for RGBW strips to illuminate only the RGB diodes. RGBW_WHITE_W is for RGBW strips to illuminate only White diode. RGBW_WHITE_RGBW is for RGBW strips to illuminate the RGB and White diodes.

RAINBOW is a list of colors to use for cycling through.

adafruit_led_animation.color.**calculate_intensity**(*color*, *intensity=1.0*)
Takes a RGB[W] color tuple and adjusts the intensity. :param float intensity: :param color: color value (tuple, list or int) :return: color

adafruit_led_animation.color.**colorwheel**(*pos*)
Input a value 0 to 255 to get a color value. The colours are a transition r - g - b - back to r.

6.3 adafruit_led_animation.helper

Helper classes for making complex animations using CircuitPython LED animations library.

- Author(s): Kattni Rembor

6.3.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.helper.**PixelMap**(*strip*, *pixel_ranges*, *individual_pixels=False*)
PixelMap lets you treat ranges of pixels as single pixels for animation purposes.

Parameters

- **strip** – An object that implements the Neopixel or Dotstar protocol.
- **pixel_ranges** (*iterable*) – Pixel ranges (or individual pixels).
- **individual_pixels** (*bool*) – Whether pixel_ranges are individual pixels.

To use with ranges of pixels:

```
import board
import neopixel
from adafruit_led_animation.helper import PixelMap
pixels = neopixel.NeoPixel(board.D6, 32, auto_write=False)

pixel_wing_horizontal = PixelMap(pixels, [(0, 8), (8, 16), (16, 24), (24, 32)])

pixel_wing_horizontal[0] = (255, 255, 0)
pixel_wing_horizontal.show()
```

To use with groups of individual pixels:

```
import board
import neopixel
from adafruit_led_animation.helper import PixelMap
pixels = neopixel.NeoPixel(board.D6, 32, auto_write=False)

pixel_wing_vertical = PixelMap(pixels, [
    (0, 8, 16, 24),
    (1, 9, 17, 25),
    (2, 10, 18, 26),
    (3, 11, 19, 27),
    (4, 12, 20, 28),
    (5, 13, 21, 29),
    (6, 14, 22, 30),
    (7, 15, 23, 31),
], individual_pixels=True)

pixel_wing_vertical[0] = (255, 255, 0)
pixel_wing_vertical.show()
```

To use with individual pixels:

```
import board
import neopixel
import time
from adafruit_led_animation.helper import PixelMap

pixels = neopixel.NeoPixel(board.D6, 8, auto_write=False)

pixel_map = PixelMap(pixels, [
    0, 7, 1, 6, 2, 5, 3, 4
], individual_pixels=True)

n = 0
while True:
    pixel_map[n] = AMBER
    pixel_map.show()
    n = n + 1
    if n > 7:
        n = 0
```

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```
        pixel_map.fill(0)
    time.sleep(0.25)
```

auto_write
auto_write from the underlying strip.

brightness
brightness from the underlying strip.

fill(*color*)
Fill the used pixel ranges with color.

Parameters **color** – Color to fill all pixels referenced by this PixelMap definition with.

classmethod horizontal_lines(*pixel_object*, *width*, *height*, *gridmap*)
Generate a PixelMap of horizontal lines on a strip arranged in a grid.

Parameters

- **pixel_object** – pixel object
- **width** – width of grid
- **height** – height of grid
- **gridmap** – a function to map x and y coordinates to the grid see vertical_strip_gridmap and horizontal_strip_gridmap

Returns PixelMap

Example: Horizontal lines on a 16x16 grid with the pixel rows oriented vertically, alternating direction every row.

```
PixelMap.horizontal_lines(pixels, 16, 16, vertical_strip_gridmap(16))
```

show()
Shows the pixels on the underlying strip.

classmethod vertical_lines(*pixel_object*, *width*, *height*, *gridmap*)
Generate a PixelMap of horizontal lines on a strip arranged in a grid.

Parameters

- **pixel_object** – pixel object
- **width** – width of grid
- **height** – height of grid
- **gridmap** – a function to map x and y coordinates to the grid see vertical_strip_gridmap and horizontal_strip_gridmap

Returns PixelMap

Example: Vertical lines on a 32x8 grid with the pixel rows oriented vertically, alternating direction every row.

```
PixelMap.vertical_lines(pixels, 32, 8, vertical_strip_gridmap(8))
```

class adafruit_led_animation.helper.**PixelSubset**(*pixel_object*, *start*, *end*)
PixelSubset lets you work with a subset of a pixel object.

Parameters

- **pixel_object** – An object that implements the Neopixel or Dotstar protocol.
- **start** (*int*) – Starting pixel number.
- **end** (*int*) – Ending pixel number.

```
import board
import neopixel
from adafruit_led_animation.helper import PixelSubset
pixels = neopixel.NeoPixel(board.D12, 307, auto_write=False)

star_start = 260
star_arm = PixelSubset(pixels, star_start + 7, star_start + 15)
star_arm.fill((255, 0, 255))
pixels.show()
```

adafruit_led_animation.helper.**horizontal_strip_gridmap**(*width*, *alternating=True*)

Determines the pixel number for a grid with strips arranged horizontally.

Parameters

- **width** – grid width in pixels
- **alternating** – Whether or not the lines in the grid run alternate directions in a zigzag

Returns mapper(x, y)

adafruit_led_animation.helper.**pulse_generator**(*period: float*, *animation_object*, *dotstar_pwm=False*)

Generates a sequence of colors for a pulse, based on the time period specified. :param period: Pulse duration in seconds. :param animation_object: An animation object to interact with. :param dotstar_pwm: Whether to use the dostar per pixel PWM value for brightness control.

adafruit_led_animation.helper.**vertical_strip_gridmap**(*height*, *alternating=True*)

Returns a function that determines the pixel number for a grid with strips arranged vertically.

Parameters

- **height** – grid height in pixels
- **alternating** – Whether or not the lines in the grid run alternate directions in a zigzag

Returns mapper(x, y)

6.4 adafruit_led_animation.group

Animation group helper for CircuitPython helper library for LED animations..

- Author(s): Kattni Rembor

6.4.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.group.**AnimationGroup**(**members*, *sync=False*, *name=None*)

AnimationGroup synchronizes multiple animations. Allows for multiple animations to be kept in sync, whether or not the same animation or pixel object is in use.

Parameters

- **members** – The animation objects or groups.
- **sync** (*bool*) – Synchronises when draw is called for all members of the group to the settings of the first member of the group. Defaults to `False`.

Example

add_cycle_complete_receiver(*callback*)

Adds an additional callback when the cycle completes.

Parameters **callback** – Additional callback to trigger when a cycle completes. The callback is passed the animation object instance.

animate(*show=True*)

Call animate() from your code's main loop. It will draw all of the animations in the group.

Returns True if any animation draw cycle was triggered, otherwise False.

color

Use this property to change the color of all members of the animation group.

cycle_count = None

Number of animation cycles completed.

draw_count = None

Number of animation frames drawn.

fill(*color*)

Fills all pixel objects in the group with a color.

freeze()

Freeze all animations in the group.

notify_cycles = None

Number of cycles to trigger additional cycle_done notifications after

on_cycle_complete()

Called by some animations when they complete an animation cycle. Animations that support cycle complete notifications will have X property set to False. Override as needed.

reset()

Resets the animations in the group.

resume()

Resume all animations in the group.

show()

Draws the current animation group members.

6.5 adafruit_led_animation.sequence

Animation sequence helper for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.5.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.sequence.**AnimateOnce**(**members*, ***kwargs*)

Wrapper around AnimationSequence that returns False to animate() until a sequence has completed. Takes the same arguments as AnimationSequence, but overrides advance_on_cycle_complete=True and advance_interval=0

Example:

This example animates a comet in one direction then pulses red momentarily

```
import board
import neopixel
from adafruit_led_animation.animation.comet import Comet
from adafruit_led_animation.animation.pulse import Pulse
from adafruit_led_animation.color import BLUE, RED
from adafruit_led_animation.sequence import AnimateOnce

strip_pixels = neopixel.NeoPixel(board.A1, 30, brightness=0.5, auto_write=False)

comet = Comet(strip_pixels, 0.01, color=BLUE, bounce=False)
pulse = Pulse(strip_pixels, 0.01, color=RED, period=2)

animations = AnimateOnce(comet, pulse)

while animations.animate():
    pass
```

animate(*show=True*)

Call animate() from your code's main loop. It will draw the current animation or go to the next animation based on the advance_interval if set.

Returns True if the animation draw cycle was triggered, otherwise False.

on_cycle_complete()

Called by some animations when they complete an animation cycle. Animations that support cycle complete notifications will have X property set to False. Override as needed.

class adafruit_led_animation.sequence.**AnimationSequence**(**members, advance_interval=None, auto_clear=True, random_order=False, auto_reset=False, advance_on_cycle_complete=False, name=None)

A sequence of Animations to run in succession, looping forever. Advances manually, or at the specified interval.

Parameters

- **members** – The animation objects or groups.
- **advance_interval** (*int*) – Time in seconds between animations if cycling automatically. Defaults to `None`.
- **auto_clear** (*bool*) – Clear the pixels between animations. If `True`, the current animation will be cleared from the pixels before the next one starts. Defaults to `False`.
- **random_order** (*bool*) – Activate the animations in a random order. Defaults to `False`.
- **auto_reset** (*bool*) – Automatically call reset() on animations when changing animations.
- **advance_on_cycle_complete** (*bool*) – Automatically advance when *on_cycle_complete* is triggered on member animations. All Animations must support on_cycle_complete to use this.

```
import board
import neopixel
from adafruit_led_animation.sequence import AnimationSequence
import adafruit_led_animation.animation.comet as comet_animation
import adafruit_led_animation.animation.sparkle as sparkle_animation
import adafruit_led_animation.animation.blink as blink_animation
import adafruit_led_animation.color as color

strip_pixels = neopixel.NeoPixel(board.A1, 30, brightness=1, auto_write=False)

blink = blink_animation.Blink(strip_pixels, 0.2, color.RED)
comet = comet_animation.Comet(strip_pixels, 0.1, color.BLUE)
sparkle = sparkle_animation.Sparkle(strip_pixels, 0.05, color.GREEN)

animations = AnimationSequence(blink, comet, sparkle, advance_interval=5)

while True:
    animations.animate()
```

activate(*index*)

Activates a specific animation.

add_cycle_complete_receiver(*callback*)

Adds an additional callback when the cycle completes.

Parameters **callback** – Additional callback to trigger when a cycle completes. The callback is passed the animation object instance.

animate(*show=True*)

Call animate() from your code's main loop. It will draw the current animation or go to the next animation based on the advance_interval if set.

Returns True if the animation draw cycle was triggered, otherwise False.

color
Use this property to change the color of all animations in the sequence.

current_animation
Returns the current animation in the sequence.

fill(*color*)
Fills the current animation with a color.

freeze()
Freeze the current animation in the sequence. Also stops auto_advance.

next()
Jump to the next animation.

on_cycle_complete()
Called by some animations when they complete an animation cycle. Animations that support cycle complete notifications will have X property set to False. Override as needed.

random()
Jump to a random animation.

reset()
Resets the current animation.

resume()
Resume the current animation in the sequence, and resumes auto advance if enabled.

show()
Draws the current animation group members.

6.6 adafruit_led_animation.animation.blink

Blink animation for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.6.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.animation.blink.**Blink**(*pixel_object*, *speed*, *color*, *name=None*)

Blink a color on and off.

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*float*) – Animation speed in seconds, e.g. `0.1`.
- **color** – Animation color in `(r, g, b)` tuple, or `0x000000` hex format.

6.7 adafruit_led_animation.animation.solid

Solid animation for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.7.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class `adafruit_led_animation.animation.solid.`**`Solid`**(*pixel_object*, *color*, *name=None*)

A solid color.

Parameters

- **pixel_object** – The initialised LED object.
- **color** – Animation color in `(r, g, b)` tuple, or `0x000000` hex format.

6.8 adafruit_led_animation.animation.colorcycle

Color cycle animation for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.8.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class `adafruit_led_animation.animation.colorcycle.`**`ColorCycle`**(*pixel_object*, *speed*, *colors=((255, 0, 0), (255, 40, 0), (255, 150, 0), (0, 255, 0), (0, 0, 255), (180, 0, 255))*, *name=None*)

Animate a sequence of one or more colors, cycling at the specified speed.

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*float*) – Animation speed in seconds, e.g. `0.1`.

- **colors** – A list of colors to cycle through in `(r, g, b)` tuple, or `0x000000` hex format. Defaults to a rainbow color cycle.

draw()
Animation subclasses must implement draw() to render the animation sequence. Animations should not call show(), as animate() will do so, after after_draw(). Animations should set .cycle_done = True when an animation cycle is completed.

reset()
Resets to the first color.

6.9 adafruit_led_animation.animation.chase

Theatre chase animation for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.9.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.animation.chase.**Chase**(*pixel_object*, *speed*, *color*, *size=2*, *spacing=3*, *reverse=False*, *name=None*)
Chase pixels in one direction in a single color, like a theater marquee sign.

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*float*) – Animation speed rate in seconds, e.g. `0.1`.
- **color** – Animation color in `(r, g, b)` tuple, or `0x000000` hex format.
- **size** – Number of pixels to turn on in a row.
- **spacing** – Number of pixels to turn off in a row.
- **reverse** – Reverse direction of movement.

bar_color(*n*, *pixel_no=0*)
Generate the color for the n'th bar_color in the Chase

Parameters

- **n** – The pixel group to get the color for
- **pixel_no** – Which pixel in the group to get the color for

draw()
Animation subclasses must implement draw() to render the animation sequence. Animations should not call show(), as animate() will do so, after after_draw(). Animations should set .cycle_done = True when an animation cycle is completed.

reset()
Reset the animation.

reverse
Whether the animation is reversed

space_color(*n*, *pixel_no=0*)
Generate the spacing color for the n'th bar_color in the Chase

Parameters

- **n** – The pixel group to get the spacing color for
- **pixel_no** – Which pixel in the group to get the spacing color for

6.10 adafruit_led_animation.animation.comet

Comet animation for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.10.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.animation.comet.**Comet**(*pixel_object*, *speed*, *color*, *tail_length=0*, *reverse=False*, *bounce=False*, *name=None*, *ring=False*)

A comet animation.

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*float*) – Animation speed in seconds, e.g. `0.1`.
- **color** – Animation color in `(r, g, b)` tuple, or `0x000000` hex format.
- **tail_length** (*int*) – The length of the comet. Defaults to 25% of the length of the `pixel_object`. Automatically compensates for a minimum of 2 and a maximum of the length of the `pixel_object`.
- **reverse** (*bool*) – Animates the comet in the reverse order. Defaults to `False`.
- **bounce** (*bool*) – Comet will bounce back and forth. Defaults to `True`.
- **ring** (*bool*) – Ring mode. Defaults to `False`.

draw()
Animation subclasses must implement draw() to render the animation sequence. Animations should not call show(), as animate() will do so, after after_draw(). Animations should set .cycle_done = True when an animation cycle is completed.

reset()
Resets to the first state.

6.11 adafruit_led_animation.animation.pulse

Pulse animation for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.11.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.animation.pulse.**Pulse**(*pixel_object*, *speed*, *color*, *period=5*, *name=None*)

Pulse all pixels a single color.

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*float*) – Animation refresh rate in seconds, e.g. `0.1`.
- **color** – Animation color in `(r, g, b)` tuple, or `0x000000` hex format.
- **period** – Period to pulse the LEDs over. Default 5.

draw()
Animation subclasses must implement draw() to render the animation sequence. Animations should not call show(), as animate() will do so, after after_draw(). Animations should set .cycle_done = True when an animation cycle is completed.

reset()
Resets the animation.

6.12 adafruit_led_animation.animation.rainbow

Rainbow animation for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.12.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.animation.rainbow.**Rainbow**(*pixel_object*, *speed*, *period=5*, *step=1*, *name=None*, *precompute_rainbow=True*)

The classic rainbow color wheel.

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*float*) – Animation refresh rate in seconds, e.g. `0.1`.
- **period** (*float*) – Period to cycle the rainbow over in seconds. Default 5.
- **step** (*float*) – Color wheel step. Default 1.
- **name** (*str*) – Name of animation (optional, useful for sequences and debugging).
- **precompute_rainbow** (*bool*) – Whether to precompute the rainbow. Uses more memory. (default True).

draw()

Animation subclasses must implement draw() to render the animation sequence. Animations should not call show(), as animate() will do so, after after_draw(). Animations should set .cycle_done = True when an animation cycle is completed.

generate_rainbow()

Generates the rainbow.

reset()

Resets the animation.

6.13 adafruit_led_animation.animation.sparkle

Sparkle animation for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.13.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.animation.sparkle.**Sparkle**(*pixel_object*, *speed*, *color*, *num_sparkles=1*, *name=None*)

Sparkle animation of a single color.

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*float*) – Animation speed in seconds, e.g. `0.1`.

- **color** – Animation color in `(r, g, b)` tuple, or `0x000000` hex format.
- **num_sparkles** – Number of sparkles to generate per animation cycle.

after_draw()
Animation subclasses may implement after_draw() to do operations after the main draw() is called.

draw()
Animation subclasses must implement draw() to render the animation sequence. Animations should not call show(), as animate() will do so, after after_draw(). Animations should set .cycle_done = True when an animation cycle is completed.

6.14 adafruit_led_animation.animation.rainbowchase

Rainbow chase animation for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.14.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.animation.rainbowchase.**RainbowChase**(*pixel_object*, *speed*, *size=2*, *spacing=3*, *reverse=False*, *name=None*, *step=8*)

Chase pixels in one direction, like a theater marquee but with rainbows!

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*float*) – Animation speed rate in seconds, e.g. `0.1`.
- **color** – Animation color in `(r, g, b)` tuple, or `0x000000` hex format.
- **size** – Number of pixels to turn on in a row.
- **spacing** – Number of pixels to turn off in a row.
- **reverse** – Reverse direction of movement.
- **step** – How many colors to skip in *colorwheel* per bar (default 8)

bar_color(*n*, *pixel_no=0*)
Generate the color for the n'th bar_color in the Chase

Parameters

- **n** – The pixel group to get the color for

- **pixel_no** – Which pixel in the group to get the color for

on_cycle_complete()

Called by some animations when they complete an animation cycle. Animations that support cycle complete notifications will have X property set to False. Override as needed.

6.15 adafruit_led_animation.animation.rainbowcomet

Rainbow comet for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.15.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.animation.rainbowcomet.**RainbowComet**(*pixel_object*, *speed*, *tail_length=10*, *reverse=False*, *bounce=False*, *colorwheel_offset=0*, *step=0*, *name=None*, *ring=False*)

A rainbow comet animation.

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*float*) – Animation speed in seconds, e.g. `0.1`.
- **tail_length** (*int*) – The length of the comet. Defaults to 10. Cannot exceed the number of pixels present in the pixel object, e.g. if the strip is 30 pixels long, the `tail_length` cannot exceed 30 pixels.
- **reverse** (*bool*) – Animates the comet in the reverse order. Defaults to `False`.
- **bounce** (*bool*) – Comet will bounce back and forth. Defaults to `True`.
- **colorwheel_offset** (*int*) – Offset from start of colorwheel (0-255).
- **step** (*int*) – Colorwheel step (defaults to automatic).
- **ring** (*bool*) – Ring mode. Defaults to `False`.

6.16 adafruit_led_animation.animation.rainbowsparkle

Rainbow sparkle for CircuitPython helper library for LED animations.

- Author(s): Kattni Rembor

6.16.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class adafruit_led_animation.animation.rainbowsparkle.**RainbowSparkle**(*pixel_object*, *speed*, *period=5*, *num_sparkles=None*, *step=1*, *name=None*, *background_brightness=0.2*, *precompute_rainbow=True*)

Rainbow sparkle animation.

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*float*) – Animation refresh rate in seconds, e.g. `0.1`.
- **period** (*float*) – Period to cycle the rainbow over in seconds. Default 5.
- **num_sparkles** (*int*) – The number of sparkles to display. Defaults to 1/20 of the pixel object length.
- **step** (*float*) – Color wheel step. Default 1.
- **name** (*str*) – Name of animation (optional, useful for sequences and debugging).
- **background_brightness** (*float*) – The brightness of the background rainbow. Defaults to `0.2` or 20 percent.
- **precompute_rainbow** (*bool*) – Whether to precompute the rainbow. Uses more memory. (default True).

after_draw()

Animation subclasses may implement after_draw() to do operations after the main draw() is called.

generate_rainbow()

Generates the rainbow.

6.17 adafruit_led_animation.animation.sparklepulse

Sparkle-pulse animation for CircuitPython helper library for LED animations.

- Author(s): dmolavi

6.17.1 Implementation Notes

Hardware:

- Adafruit NeoPixels
- Adafruit DotStars

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class `adafruit_led_animation.animation.sparklepulse.`**`SparklePulse`**(*pixel_object*, *speed*, *color*, *period=5*, *max_intensity=1*, *min_intensity=0*, *name=None*)

Combination of the Sparkle and Pulse animations.

Parameters

- **pixel_object** – The initialised LED object.
- **speed** (*int*) – Animation refresh rate in seconds, e.g. `0.1`.
- **color** – Animation color in `(r, g, b)` tuple, or `0x000000` hex format.
- **period** – Period to pulse the LEDs over. Default 5.
- **max_intensity** – The maximum intensity to pulse, between 0 and 1.0. Default 1.
- **min_intensity** – The minimum intensity to pulse, between 0 and 1.0. Default 0.

after_draw()

Animation subclasses may implement after_draw() to do operations after the main draw() is called.

draw()

Animation subclasses must implement draw() to render the animation sequence. Animations should not call show(), as animate() will do so, after after_draw(). Animations should set .cycle_done = True when an animation cycle is completed.

CHAPTER 7

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