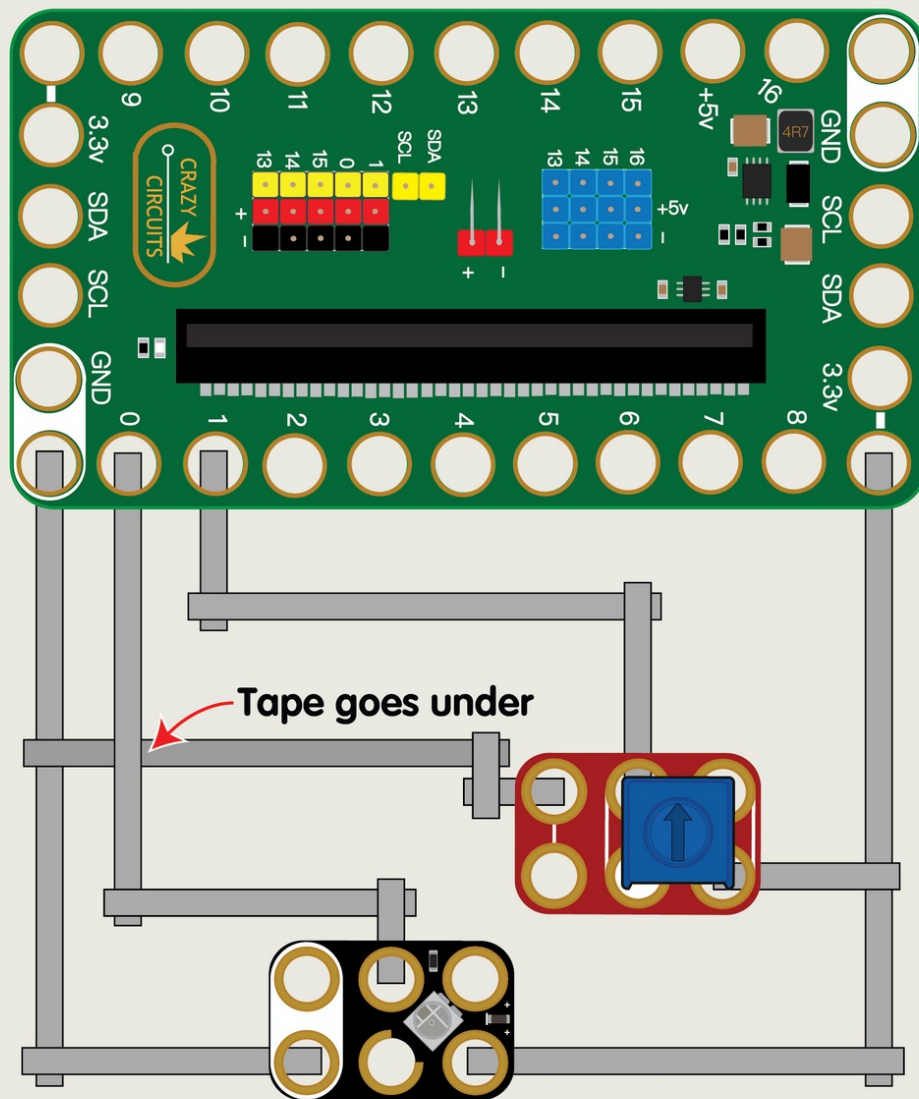




CH19-C - NeoPixel Potentiometer RG

Connect a Crazy Circuits NeoPixel and a Potentiometer to a Bit Board and control them with code.

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INTRODUCTION

Connect a Crazy Circuits NeoPixel and a Potentiometer to a Bit Board and control them with code.

We'll explore how to control an RGB LED (a "NeoPixel") using a potentiometer.



TOOLS:

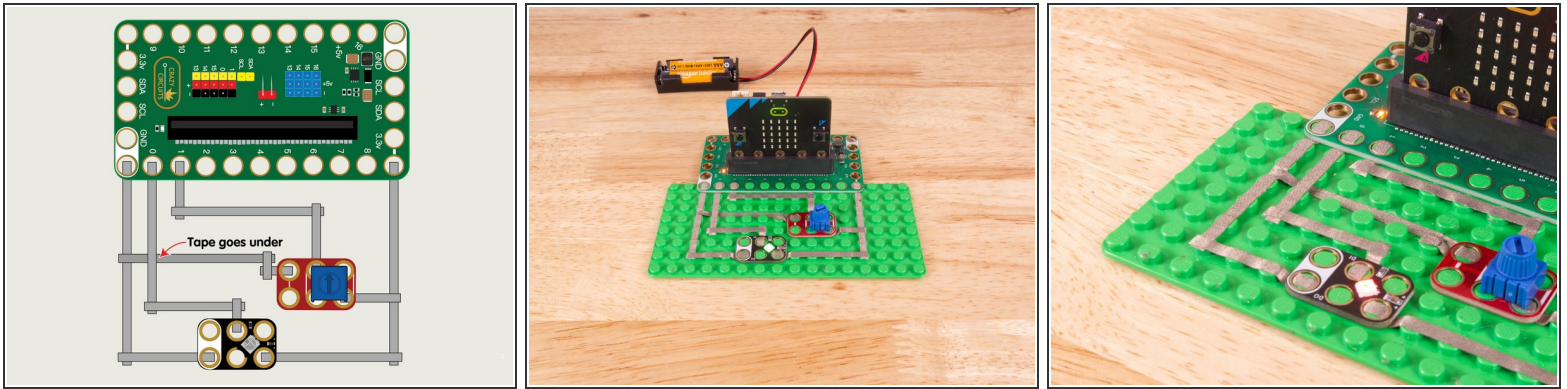
- [Computer](#) (1)
- [Scissors](#) (1)



PARTS:

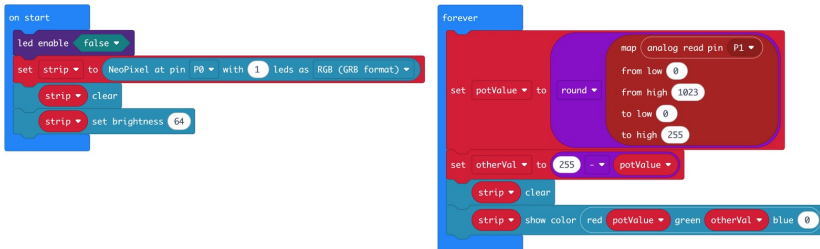
- [Crazy Circuits Bit Board](#) (1)
- [micro:bit](#) (1)
- [Maker Tape](#) (1)
1/8" Wide
- [NeoPixel Chip](#) (1)
- [Crazy Circuits Potentiometer Chip](#) (1)

Step 1 — Connect the NeoPixel and Button



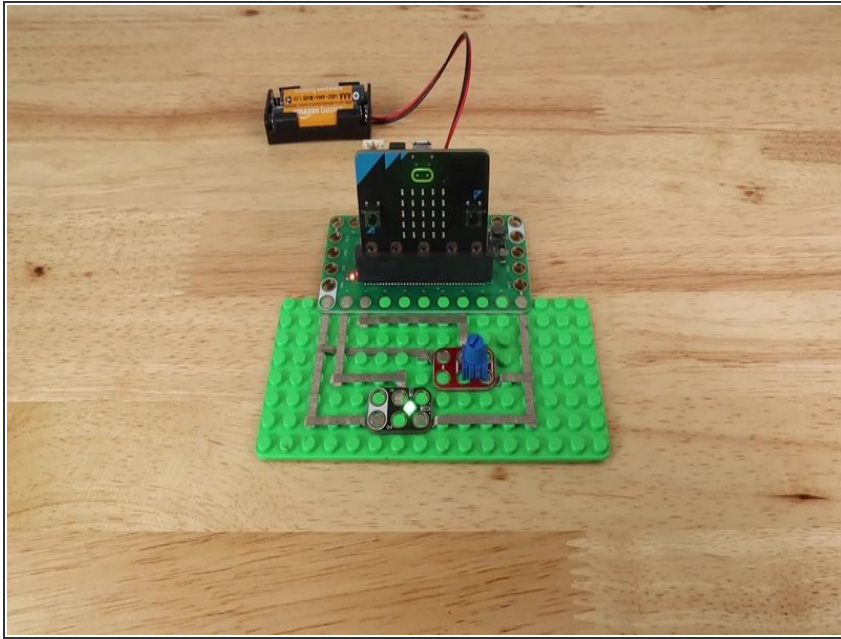
- We'll use **Maker Tape** to connect the NeoPixel and the Potentiometer to the Bit Board on a LEGO baseplate.
- We'll connect our **Potentiometer** to **Pin 1**, **Ground** (GND), and **3.3v** **BUT!** We're going to use the "gutter" between the LEGO baseplate studs so we can have **two layers of tape** that do not touch.
 - See the photos to show how this works. It's a technique we'll use for certain projects. It can also be used when you're tight on space for tape paths.
- Once the Button is connected we'll need to connect the NeoPixel. One side goes to **Ground** (GND) and the other side to **3.3v**
- We'll then connect the center pin labeled **DI** (for **Digital Input**) to **Pin 0**, which will control the NeoPixel. *Run the tape on top of the studs so it does not touch the tape connected to the Potentiometer.*
- ☑ You'll notice the **Ground** on the Bit Board (as well as the NeoPixel and other Crazy Circuits components we'll use) is color coded **White**.
- ☑ The **3.3v** hole on the Bit Board is labeled and is actually two holes right next to each other on the Bit Board. (There is a small line showing the connection between them.)

Step 2 — Load the Code



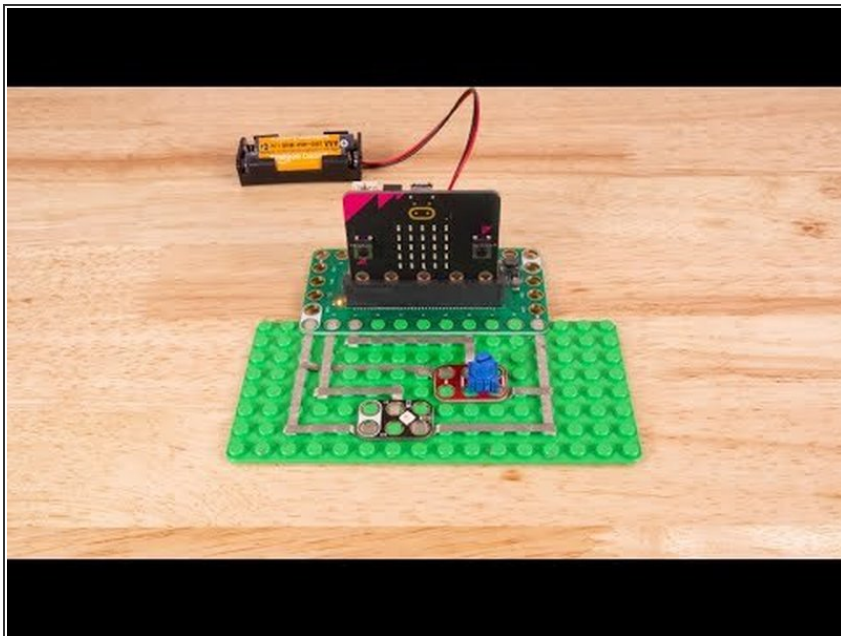
- If you've never used a micro:bit before you'll want to check out this guide: [Bit Board V2 Setup and Use](#)
- We're going to load the following code for our **NeoPixel Potentiometer RG** program: https://makecode.microbit.org/_JW1bi7cgu...
- We will once again read (and map) the value from the potentiometer, but then we'll do some math to set another variable...
- We'll use the **otherVal** in conjunction with our **potVal** so that as one increases the amount of a color, the other will decrease the amount of a color...
- The result will be a change from red to green as you turn the dial, with the colors mixing equally in the center, and to various amounts as you turn.

Step 3 — Test it Out!



- Once the code is loaded it should start running immediately.
- ① You can power the micro:bit via the USB cable you used to load the code or you can use a battery pack plugged into the Bit Board.
- Turn the small blue knob on the Potentiometer and you'll see the color go from red to green, with a mixing of the two colors during the turn.

Step 4 — Follow Along



- Follow along with our recorded Live Stream!
- ① You can watch the full video of us walking through this project, along with explaining and exploring the code:
<https://youtube.com/live/KBatTBnfasY>