

ENV-RGB To Color Display



//This code will take the output of the ENV-RGB and show you what it sees by applying that RGB color to
 //the background of a 400X400 window. This code is to be compiled using the processing IDE. It can be
 //downloaded here: <http://processing.org/download/>. This code was written in processing V1.5.1
 //connect the ENV-RGB to a usb to serial converter.
 //You may have to modify this code to get it operational on your system.
 //Atlas Scientific does not offer support for this sample code.

```
import processing.serial.*;           //enable the serial port
Serial myPort;                       //set the serial port to "myPort"

int redValue = 0;                    //red value
int greenValue = 0;                  //green value
int blueValue = 0;                   //blue value

void setup()                          //set the screen size
{
  size(400, 400);                     //show what ports are on the computer
  println(Serial.list());             //select port 1. YOU MAY HAVE TO CHANGE
  myPort = new Serial(this, Serial.list()[1], 38400); //THIS FOR YOUR COMPUTER.
}

void draw() {background(redValue, greenValue, blueValue);} //set the background color
//with the color values

void serialEvent(Serial myPort) {
  String inString = myPort.readStringUntil('\r'); //get the ASCII string
  if(inString != null) {                       //read the string until <CR>
    inString = trim(inString);                 //if we see a string
    int[] colors = int(split(inString, ",")); //trim off any whitespace
                                              //split the string on the commas and convert
                                              // the resulting substrings into an integer array.
  }

  if(colors.length >=3){                    //if the array has at least three elements, you know you got
    redValue = colors[0];                    // the whole thing. Put the numbers in the color variables
    greenValue = colors[1];                 //set R
    blueValue = colors[2];                  //set G
    println(inString);                      //set B
  }
  //print out what we have
}
}
```