Arduino sample code

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


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


void serialEvent(Serial myPort) {              //get the ASCII string
 String inString = myPort.readStringUntil('\r');   //read the string until <CR>
  if(inString != null) {                       //if we see a string
   inString = trim(inString);                  //trim off any whitespace
   int[] colors = int(split(inString, ","));   //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
                                               // the whole thing. Put the numbers in the color variables
     redValue = colors[0];                     //set R
     greenValue = colors[1];                   //set G
     blueValue = colors[2];                    //set B
     println(inString);                        //print out what we have

    }

   }

  }
```