// Sound Activated EL Wire Costume

// Blink EL Wire to music and other ambient sound.

//JenFoxBot

**void** setup() {

 Serial.begin(9600);

 // The EL channels are on pins 2 through 9

 // Initialize the pins as outputs

 pinMode(2, OUTPUT); // channel A

 pinMode(3, OUTPUT); // channel B

 pinMode(4, OUTPUT); // channel C

 pinMode(5, OUTPUT); // channel D

 pinMode(6, OUTPUT); // channel E

 pinMode(7, OUTPUT); // channel F

 pinMode(8, OUTPUT); // channel G

 pinMode(9, OUTPUT); // channel H

//Initialize input pins on EL Sequencer

 pinMode(A2, INPUT);

}

**void** loop() {

 **int** amp **=** digitalRead(A2);

 //If Gate output detects sound, turn EL Wire on

 **if**(amp **==** HIGH){

 digitalWrite(2, HIGH); //turn EL channel on

 digitalWrite(3, HIGH);

 digitalWrite(4, HIGH);

 delay(100);

}

 digitalWrite(2, LOW); //turn EL channel off

 digitalWrite(3, LOW);

 digitalWrite(4, LOW);

}