// 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);

}