


```
56     }
57   }
58   if (button == BrainPad.Button.DPad.Right)
59   {
60     if (state == BrainPad.Button.State.Pressed)
61     {
62       random = false;
63       if (count < 7)
64         count++;
65       else
66         count = 0;
67     }
68   }
69   auswertenCount();
70 }
71
72 private void auswertenCount()
73 {
74   if(!random)
75   {
76     switch(count)
77     {
78       case 0:
79         leuchten(BrainPad.Color.Black);
80         anzeigen();
81         break;
82       case 1:
83         leuchten(BrainPad.Color.Red);
84         anzeigen();
85         break;
86       case 2:
87         leuchten(BrainPad.Color.Green);
88         anzeigen();
89         break;
90       case 3:
91         leuchten(BrainPad.Color.Blue);
92         anzeigen();
93         break;
94       case 4:
95         leuchten(BrainPad.Color.White);
96         anzeigen();
97         break;
98       case 5:
99         leuchten(BrainPad.Color.Cyan);
100        anzeigen();
101        break;
102       case 6:
103        leuchten(BrainPad.Color.Magenta);
104        anzeigen();
105        break;
106       case 7:
107        leuchten(BrainPad.Color.Yellow);
108        anzeigen();
109        break;
110     }
111   }
```

```
112     else
113     {
114         helpR = rColor.Next(32);
115         helpG = rColor.Next(64);
116         helpB = rColor.Next(32);
117         showColor.R = (byte)helpR;
118         showColor.G = (byte)helpG;
119         showColor.B = (byte)helpB;
120         leuchten(showColor);
121         anzeigen();
122     }
123 }
124 private void leuchten(BrainPad.Color Color)
125 {
126     BrainPad.LightBulb.TurnOn();
127     BrainPad.LightBulb.SetColor(Color);
128     BrainPad.LightBulb.TurnOn();
129 }
130
131 private void anzeigen()
132 {
133     setGrey();
134     if (!random)
135     {
136         switch (count)
137         {
138             case 0:
139                 BrainPad.Display.DrawFilledRectangle(12, 59, 10, 10, ↗
140                 BrainPad.Color.Black);
141                 BrainPad.Display.DrawRectangle(10, 57, 14, 14, ↗
142                 BrainPad.Color.White);
143                 BrainPad.Display.DrawText(17, 15, "R 00   G 00   B 00", ↗
144                 BrainPad.Color.White);
145                 break;
146             case 1:
147                 BrainPad.Display.DrawFilledRectangle(30, 59, 10, 10, ↗
148                 BrainPad.Color.Red);
149                 BrainPad.Display.DrawRectangle(28, 57, 14, 14, ↗
150                 BrainPad.Color.White);
151                 BrainPad.Display.DrawText(22, 15, "R 31   G 00   B 00", ↗
152                 BrainPad.Color.White);
153                 break;
154             case 2:
155                 BrainPad.Display.DrawFilledRectangle(48, 59, 10, 10, ↗
156                 BrainPad.Color.Green);
157                 BrainPad.Display.DrawRectangle(46, 57, 14, 14, ↗
158                 BrainPad.Color.White);
159                 BrainPad.Display.DrawText(22, 15, "R 00   G 63   B 00", ↗
160                 BrainPad.Color.White);
161                 break;
162             case 3:
163                 BrainPad.Display.DrawFilledRectangle(66, 59, 10, 10, ↗
164                 BrainPad.Color.Blue);
165                 BrainPad.Display.DrawRectangle(64, 57, 14, 14, ↗
166                 BrainPad.Color.White);
167                 BrainPad.Display.DrawText(22, 15, "R 00   G 00   B 31", ↗
```

```
BrainPad.Color.White);
157     break;
158     case 4:
159         BrainPad.Display.DrawFilledRectangle(84, 59, 10, 10, ↗
BrainPad.Color.White);
160         BrainPad.Display.DrawRectangle(82, 57, 14, 14, ↗
BrainPad.Color.White);
161         BrainPad.Display.DrawText(22, 15, "R 31   G 63   B 31", ↗
BrainPad.Color.White);
162         break;
163     case 5:
164         BrainPad.Display.DrawFilledRectangle(102, 59, 10, 10, ↗
BrainPad.Color.Cyan);
165         BrainPad.Display.DrawRectangle(100, 57, 14, 14, ↗
BrainPad.Color.White);
166         BrainPad.Display.DrawText(22, 15, "R 00   G 63   B 31", ↗
BrainPad.Color.White);
167         break;
168     case 6:
169         BrainPad.Display.DrawFilledRectangle(120, 59, 10, 10, ↗
BrainPad.Color.Magenta);
170         BrainPad.Display.DrawRectangle(118, 57, 14, 14, ↗
BrainPad.Color.White);
171         BrainPad.Display.DrawText(22, 15, "R 31   G 00   B 31", ↗
BrainPad.Color.White);
172         break;
173     case 7:
174         BrainPad.Display.DrawFilledRectangle(138, 59, 10, 10, ↗
BrainPad.Color.Yellow);
175         BrainPad.Display.DrawRectangle(136, 57, 14, 14, ↗
BrainPad.Color.White);
176         BrainPad.Display.DrawText(22, 15, "R 31   G 63   B 00", ↗
BrainPad.Color.White);
177         break;
178     }
179     BrainPad.Display.DrawRectangle(60, 100, 40, 20, ↗
BrainPad.Color.Black);
180     BrainPad.Display.DrawFilledRectangle(61, 101, 38, ↗
18,BrainPad.Color.Black);
181 }
182 else
183 {
184     BrainPad.Display.DrawText(22, 15, "R " + helpR.ToString("D2") + " ↗
G " + helpG.ToString("D2") + "   B " + helpB.ToString("D2"), ↗
BrainPad.Color.White);
185     BrainPad.Display.DrawRectangle(60, 100, 40, 15, ↗
BrainPad.Color.White);
186     BrainPad.Display.DrawFilledRectangle(61, 101, 38, 13, showColor);
187 }
188 }
189
190 private void setGrey()
191 {
192     BrainPad.Display.Clear();
193     BrainPad.Color grey = new BrainPad.Color(7, 15, 7);
194     BrainPad.Display.DrawFilledRectangle(12, 59, 10, 10, grey);
```

```
195     BrainPad.Display.DrawFilledRectangle(30, 59, 10, 10, grey);
196     BrainPad.Display.DrawFilledRectangle(48, 59, 10, 10, grey);
197     BrainPad.Display.DrawFilledRectangle(66, 59, 10, 10, grey);
198     BrainPad.Display.DrawFilledRectangle(84, 59, 10, 10, grey);
199     BrainPad.Display.DrawFilledRectangle(102, 59, 10, 10, grey);
200     BrainPad.Display.DrawFilledRectangle(120, 59, 10, 10, grey);
201     BrainPad.Display.DrawFilledRectangle(138, 59, 10, 10, grey);
202 }
203
204 public void BrainPadLoop()
205 {
206 }
207 }
208
```