



```

    leds_3[NUM_LEDS3]=CRGB ::Black; //BLACK
}
else if((s>= C )&&(s<= B )) //-----
2▽
{
    leds[NUM_LEDS]=CHSV (255, 200, Value);
    leds_2[NUM_LEDS2]=CHSV (255, 200, Value);
    leds_3[NUM_LEDS3]=CHSV (255, 200, Value);
}
else if((s>= D )&&(s<= C )) //-----
3▽
{
    leds[NUM_LEDS]=CHSV (225, Saturation, Value);
    leds_2[NUM_LEDS2]=CHSV (255, Saturation, Value);
    leds_3[NUM_LEDS3]=CHSV (255, Saturation, Value);
}
else if((s>= E )&&(s<= D )) //-----
4▽
{
    leds[NUM_LEDS]=CHSV (200, Saturation, Value);
    leds_2[NUM_LEDS2]=CHSV (200, Saturation, Value);
    leds_3[NUM_LEDS3]=CHSV (200, Saturation, Value);
}
else if((s>= F )&&(s<= E )) //-----
5▽
{
    leds[NUM_LEDS]=CHSV (180, Saturation, Value);
    leds_2[NUM_LEDS2]=CHSV (180, Saturation, Value);
    leds_3[NUM_LEDS3]=CHSV (180, Saturation, Value);
}
else if((s>= G )&&(s<= F )) //-----
6▽
{
    leds[NUM_LEDS]=CHSV (130, Saturation, Value);
    leds_2[NUM_LEDS2]=CHSV (130, Saturation, Value);
    leds_3[NUM_LEDS3]=CHSV (130, Saturation, Value);
}
else if((s>= H )&&(s<= G )) //-----
7▽
{
    leds[NUM_LEDS]=CHSV (110, Saturation, Value);
    leds_2[NUM_LEDS2]=CHSV (110, Saturation, Value);
    leds_3[NUM_LEDS3]=CHSV (110, Saturation, Value);
}
else if((s>=0)&&(s<= H )) //-----
8▽
{
    leds[NUM_LEDS]=CRGB ::White;
    leds_2[NUM_LEDS2]=CRGB ::White; //White
    leds_3[NUM_LEDS3]=CRGB ::White;
}

for (int i = 0; i <= NUM_LEDS; i++) //-----
{

```

