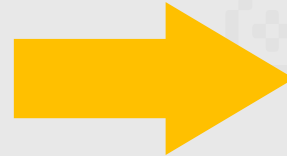


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```
#include "Wire.h"
uint8_t i,j,r,g,b,temp[4];
void setColor(uint8_t x, uint8_t ye)
Wire.beginTransmission(6);
temp[0] = 0x80|((y<<3)|x);
temp[1] = red;
temp[2] = 0x20|green;
temp[3] = 0x40|blue;
Wire.write(temp, 4);
Wire.endTransmission();
```

Complicated Code



Simple Drag and Drop Code

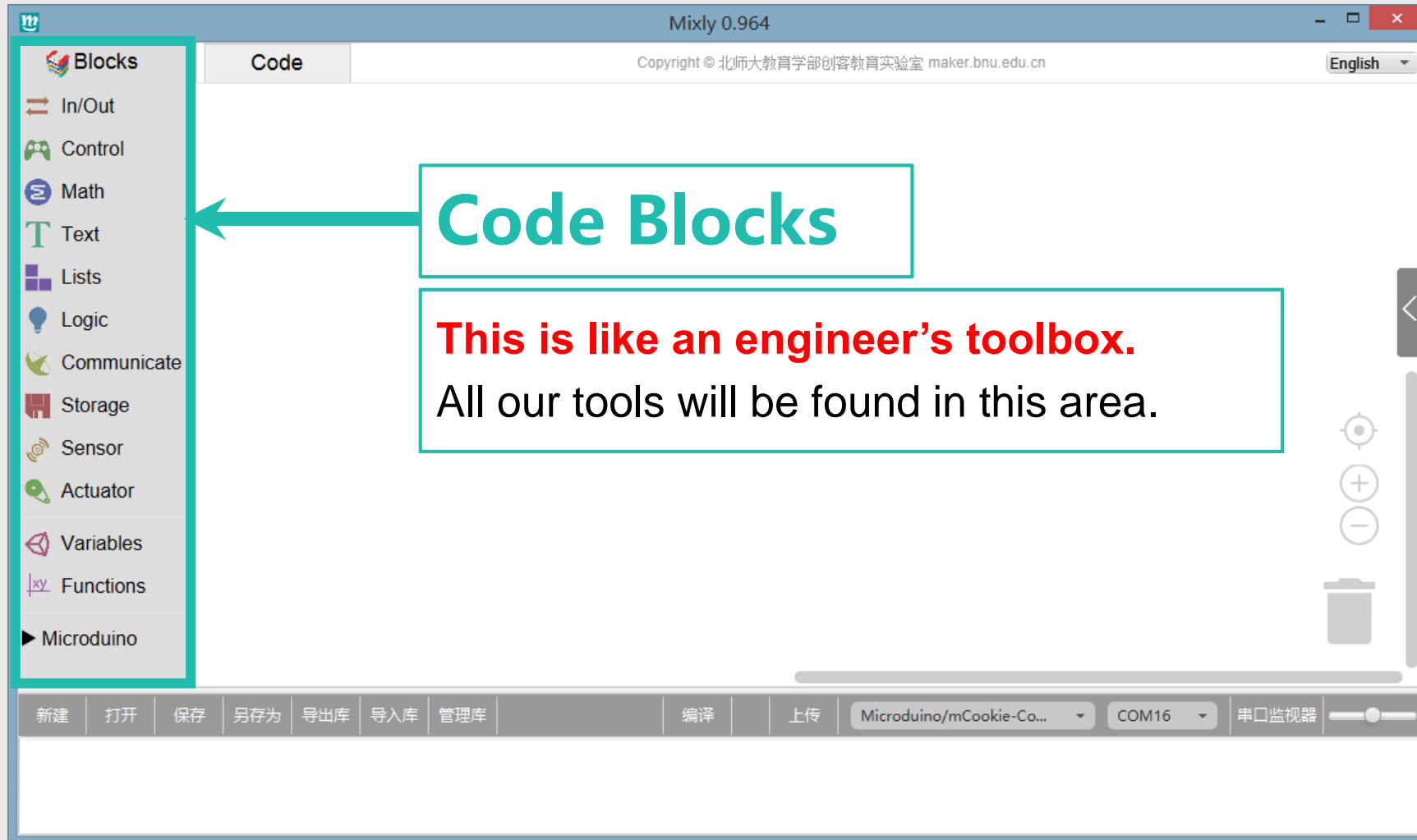
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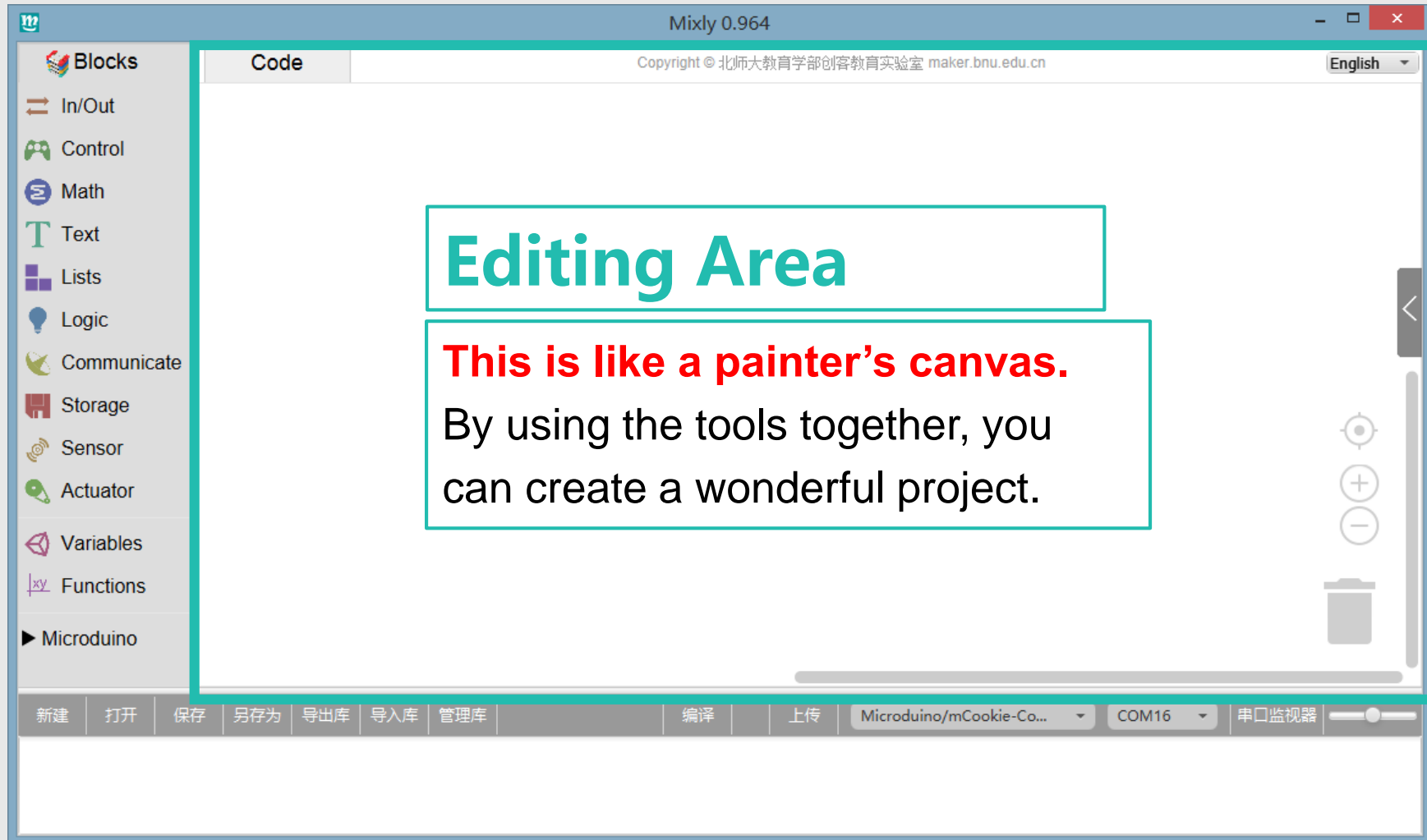
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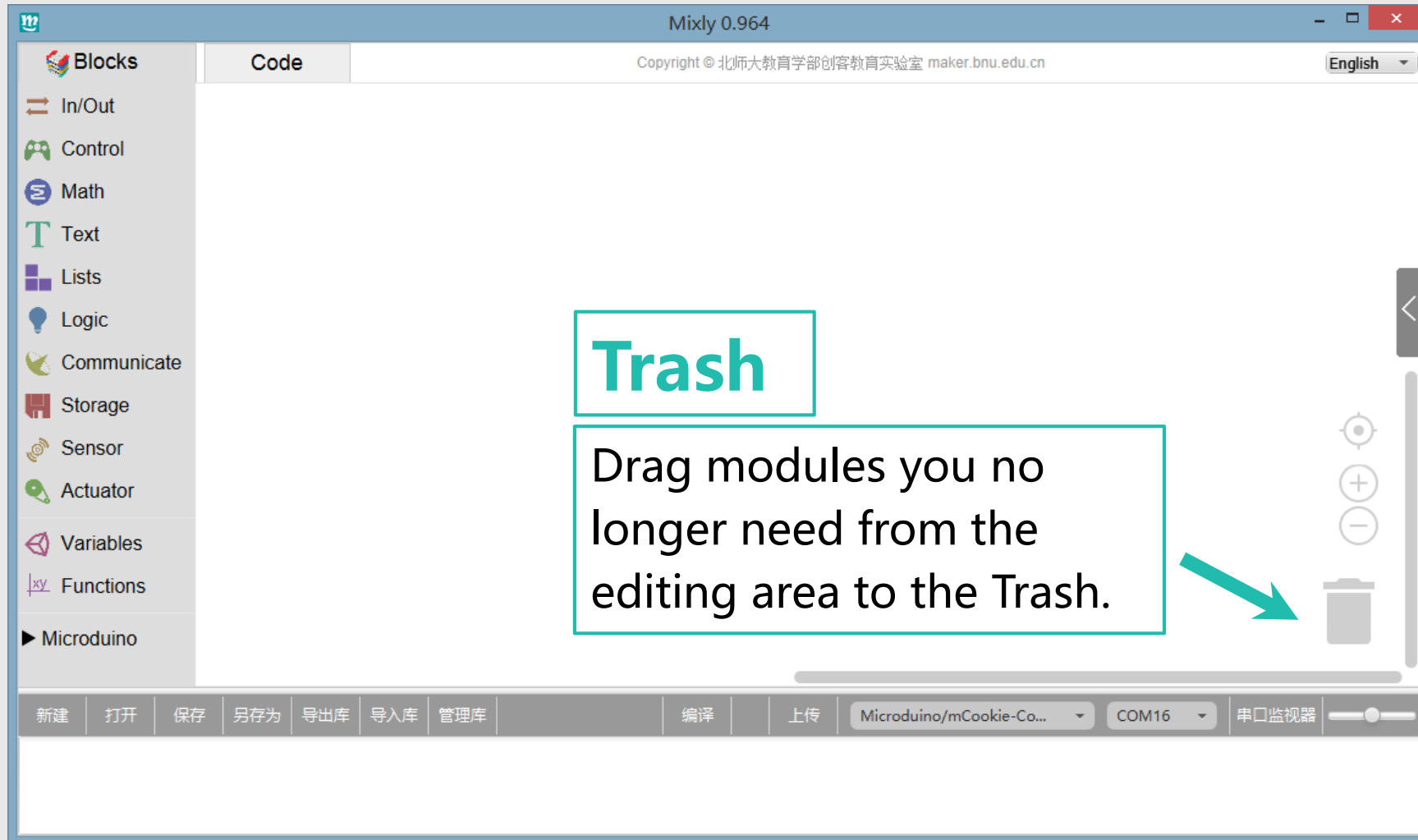
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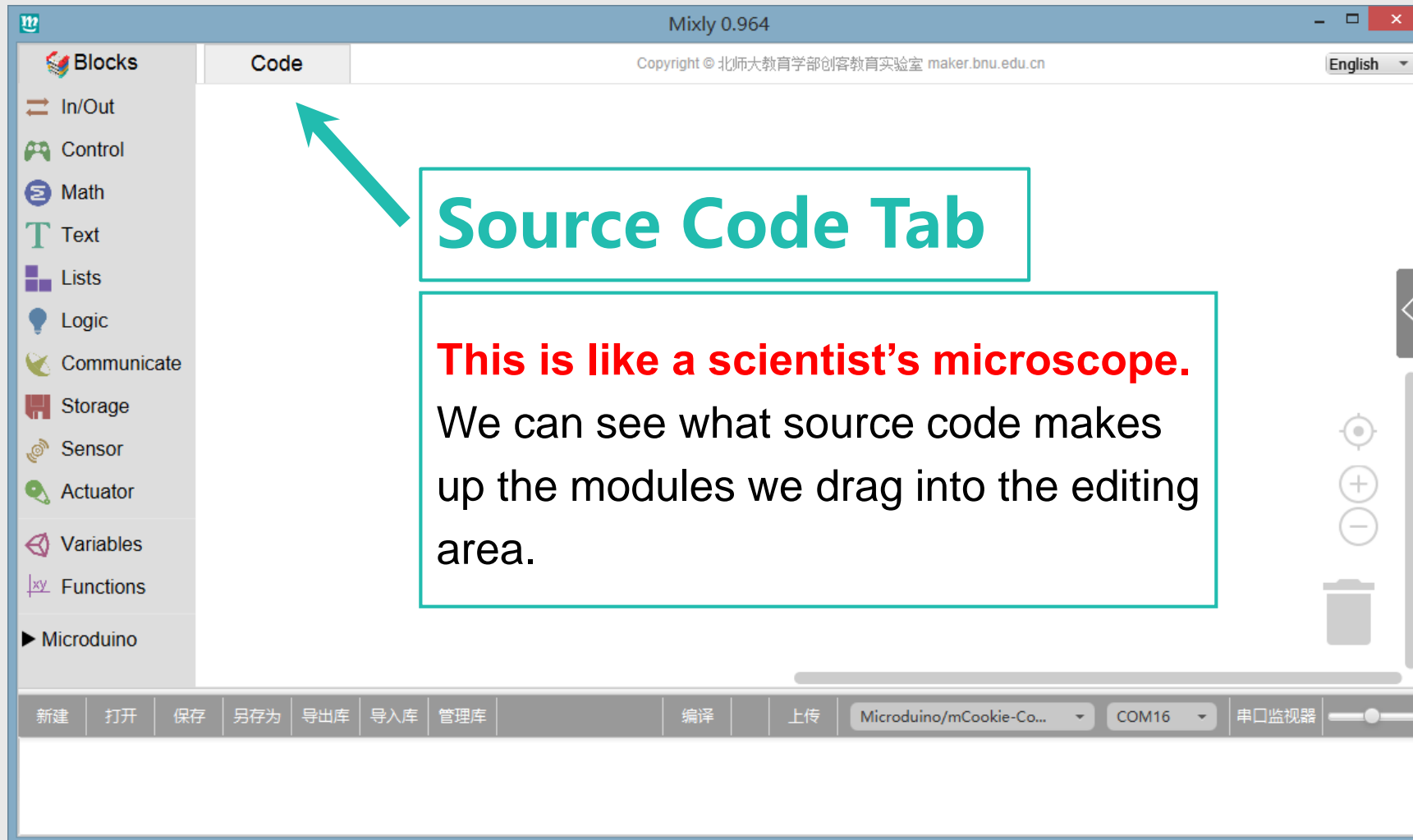
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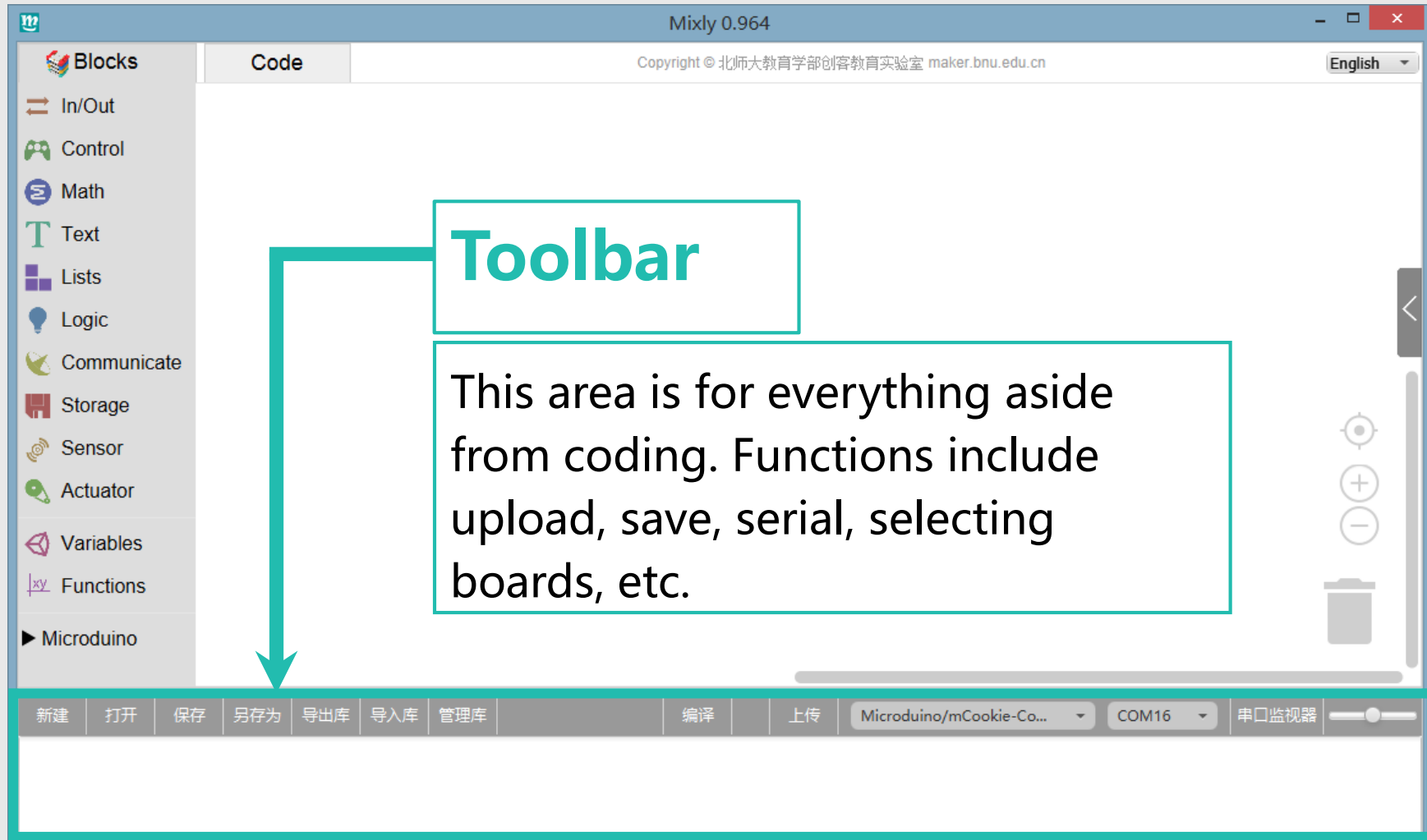
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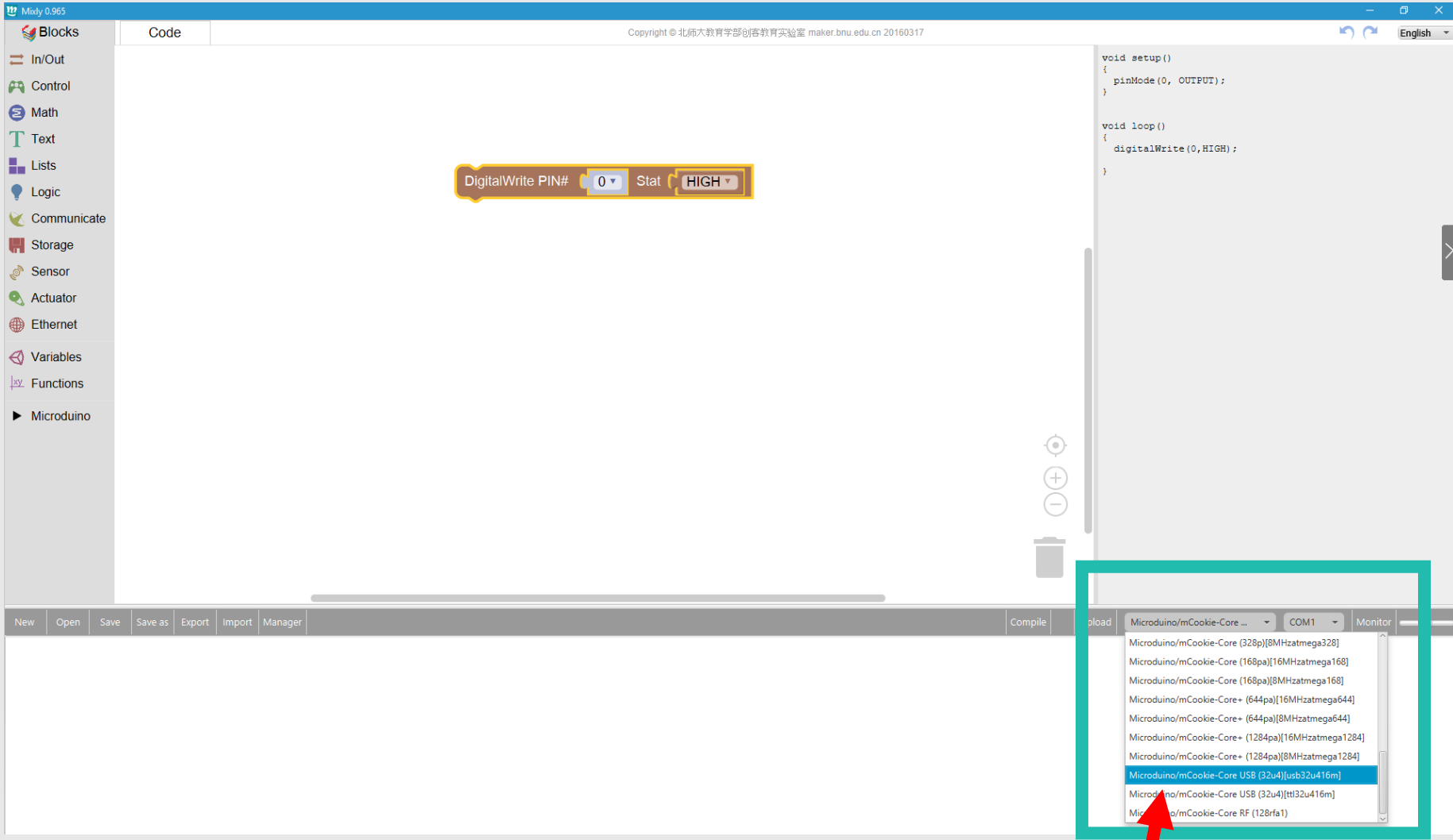
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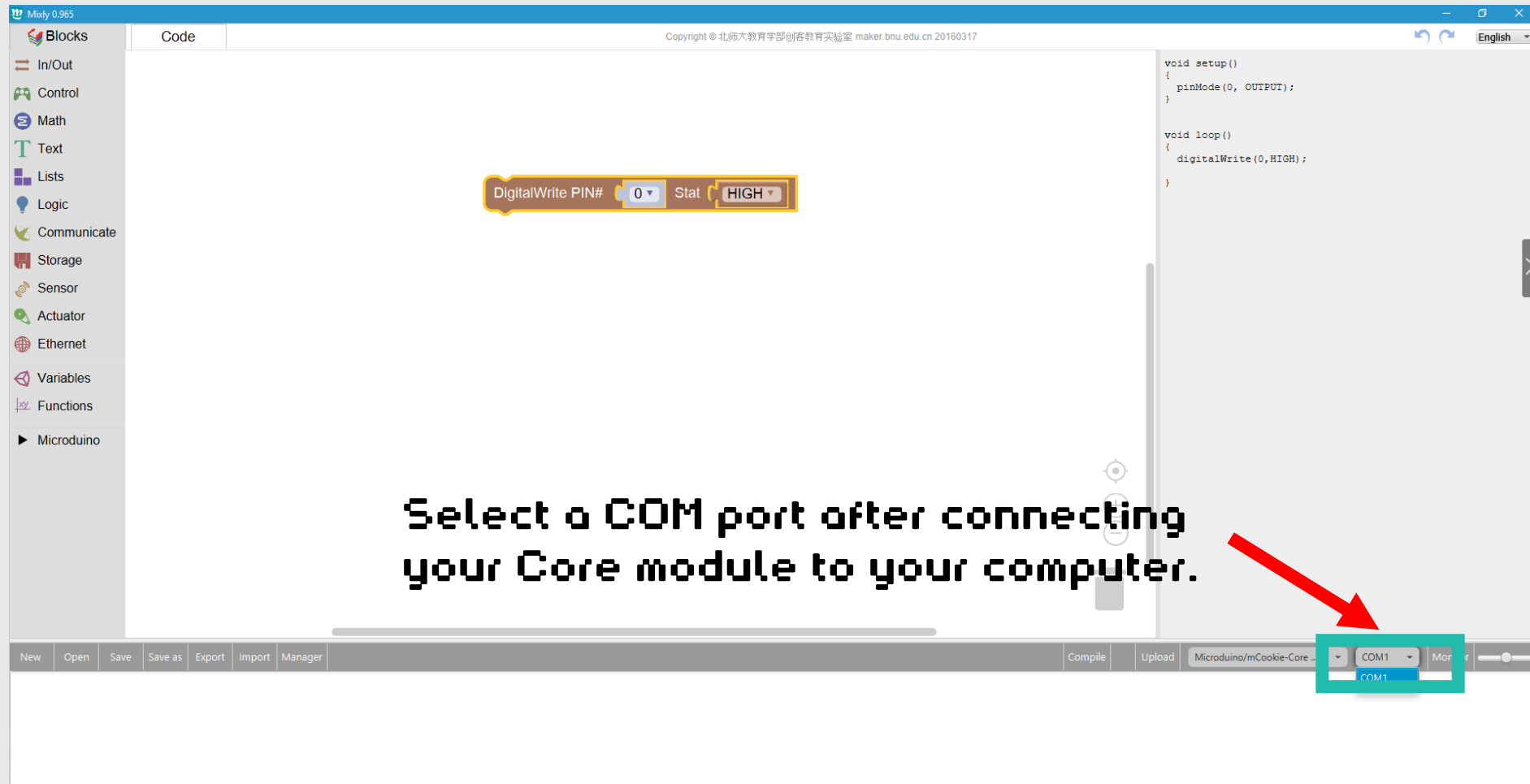


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