Code example: NeoPixel status LED

The Mercury has either 1 "Neopixel" type status LED, or 4 in a square from revision 3 onwards.
The easiest way to use these is to turn them on (See the Power control page) and then use a standard library.
In this example you can change it to either 4 or 1 pixel we've defaulted it to 4 pixels.

Using Arduino IDE? Our online programmer includes Mercury_Pins.h by default so the pin names work without issue. If you are using Arduino IDE or another programmer, copy the Mercury_Pins.h tab content and paste it into the top of your program.

```
/*
 * Mercury V1 (ESP32-C6) Status LED example
 * Cycles the Neopixel(s) through various colours
 */
#include "Mercury_Pins.h"
#include "Adafruit_NeoPixel.h"

Adafruit_NeoPixel pixels(4, LED, NEO_GRB + NEO_KHZ800);

void setup() {
  Serial.begin(115200);

  // Enable the NeoPixel power rail
  pinMode(LEDPOWER, OUTPUT);
  digitalWrite(LEDPOWER, HIGH);
  delay(10);

  pixels.begin();
  pixels.setBrightness(140);  // Keep brightness low (0-255)
  pixels.show();

  Serial.println("NeoPixel colour cycle started");
}

// Smoothly cycle all pixels through the colour wheel
void rainbow(int wait) {
  static uint16_t hue = 0;
  for (int i = 0; i < pixels.numPixels(); i++) {
    uint16_t pixelHue = hue + (i * 65536L / pixels.numPixels());
    pixels.setPixelColor(i, pixels.gamma32(pixels.ColorHSV(pixelHue)));
  }
  pixels.show();
  hue += 256;
  delay(wait);
}

void loop() {
  rainbow(20);
}
```

```
#pragma once
```

```
/*
 * Mercury (ESP32-C6) Pin Definitions
 * Board-specific GPIO assignments
 */

// —— Status LED (NeoPixel) ——
#define LEDPOWER      3    // NeoPixel power (drive HIGH to enable)
#define LED           2    // NeoPixel data signal

// —— I2C Bus ——
#define SDA           21   // I2C data
#define SCL           22   // I2C clock

// —— Sensor Power ——
#define VACC          20   // Sensor power rail (drive HIGH to enable)

// —— General Purpose Ports ——
#define GP06          6    // GP06 port
#define GP07          7    // GP07 port

// —— High Current Output ——
#define OUT1          5    // High current output (e.g. pyro / relay)

// —— Battery Bar LEDs ——
#define BL1           4    // Battery LED 1 (lowest)
#define BL2           14   // Battery LED 2
#define BL3           15   // Battery LED 3
#define BL4           18   // Battery LED 4
#define BL5           19   // Battery LED 5 (highest)

// —— Indicators ——
#define DISK          8    // Disk activity LED

// —— Analogue / Detection ——
#define BATIN         0    // Battery voltage (1:1 divider)
#define USBDETECT     1    // USB power detect (HIGH = USB present)
#define BUTTON        9    // BUTTON on the board, boot button but can be used
```