



No-Solder LED Disco Tie with Bluetooth

Created by Collin Cunningham



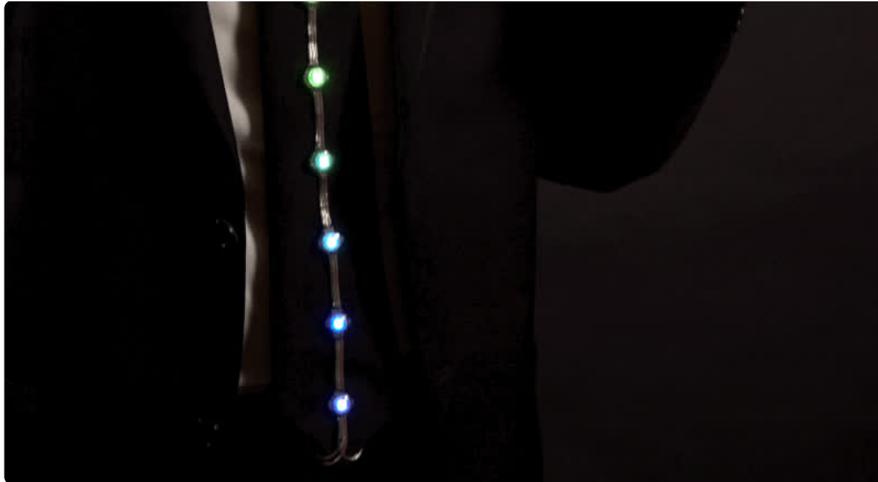
<https://learn.adafruit.com/no-solder-circuit-playground-bluetooth-disco-tie>

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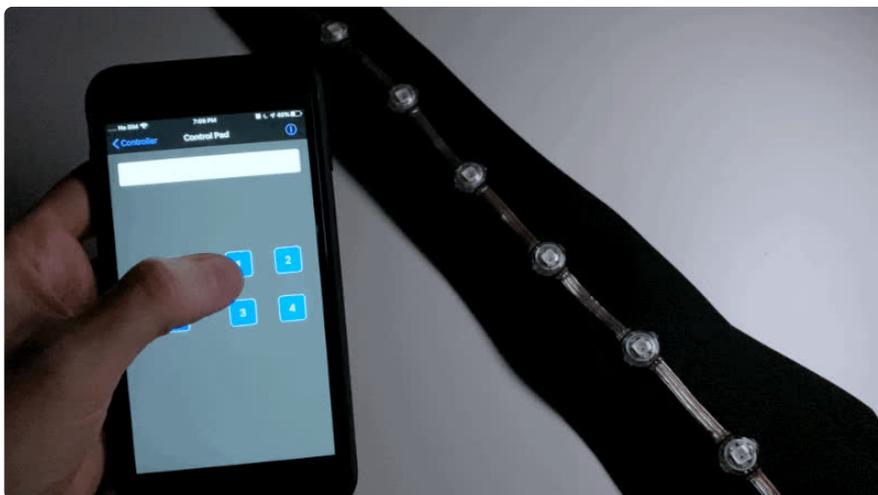
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Overview

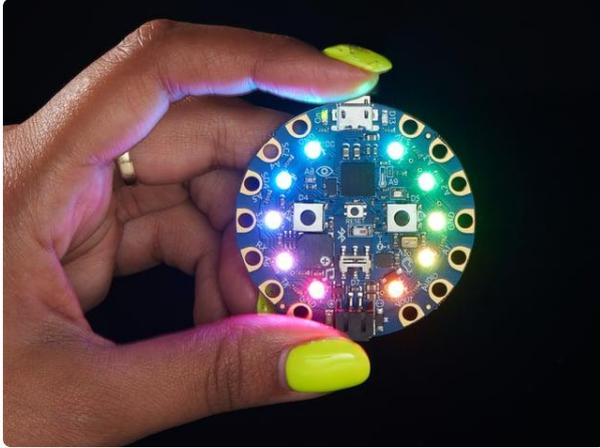


Merge a timeless fashion standard with sound-reactive, full-color LED animation, and control it all wirelessly from your phone.

Inspired by [John G \(https://adafru.it/GKB\)](https://adafru.it/GKB), this update to the classic [Ampli-Tie \(https://adafru.it/CdT\)](https://adafru.it/CdT) uses **Circuit Playground Bluefruit** and **Neopixel LEDs** to turn your tie into a portable, customizable light show – with **no soldering** required. This one's guaranteed to get you noticed on the dance floor and the vast majority of formal events.



What you'll need



[Circuit Playground Bluefruit - Bluetooth Low Energy](https://www.adafruit.com/product/4333)

Circuit Playground Bluefruit is our third board in the Circuit Playground series, another step towards a perfect introduction to electronics and programming. We've...

<https://www.adafruit.com/product/4333>



[Adafruit NeoPixel LED Dots Strand - 20 LEDs at 2" Pitch](https://www.adafruit.com/product/3630)

Attaching NeoPixel strips to your costume can be a struggle as the flexible PCBs can crack when bent too much. So how to add little dots of color? Use these stranded NeoPixel dots!...

<https://www.adafruit.com/product/3630>



[USB cable - USB A to Micro-B](https://www.adafruit.com/product/592)

This here is your standard A to micro-B USB cable, for USB 1.1 or 2.0. Perfect for connecting a PC to your Metro, Feather, Raspberry Pi or other dev-board or...

<https://www.adafruit.com/product/592>



[Bolt-On Kit for Circuit Playground, micro:bit, Flora or Gemma](https://www.adafruit.com/product/4103)

You have a Circuit Playground Express, and want to connect some wires to it for adding LEDs or sensors or speakers? You can use our...

<https://www.adafruit.com/product/4103>

1 x [Lithium Ion Polymer Battery - 3.7v 1200mAh](https://www.adafruit.com/product/258)

<https://www.adafruit.com/product/258>

The power

1 x [Wire Strippers](https://www.adafruit.com/product/527)

<https://www.adafruit.com/product/527>

For exposing leads

1 x [Scissors](https://www.adafruit.com/product/1599)

<https://www.adafruit.com/product/1599>

For trimming wires, thread, & more

1 x [Pocket Screwdriver](https://www.adafruit.com/product/3284)

<https://www.adafruit.com/product/3284>

For securing the wires

1 x [Sewing Needs](https://www.adafruit.com/product/615)

<https://www.adafruit.com/product/615>

Sew those pixels

Plus ...

- [Breakaway or Clip-on Tie \(https://adafru.it/GKC\)](https://adafru.it/GKC) - if you want a nice one, see [this one in the shop \(http://adafru.it/486\)](#) but any tie will do.
- Fabric (for battery pocket)
- Thread
- [10mm Hem Tape \(https://adafru.it/GKD\)](https://adafru.it/GKD)
- Iron & Ironing Board
- iPhone/iPad (iOS 11.3 or later) or Android device w BLE (Android 4.4 or later)

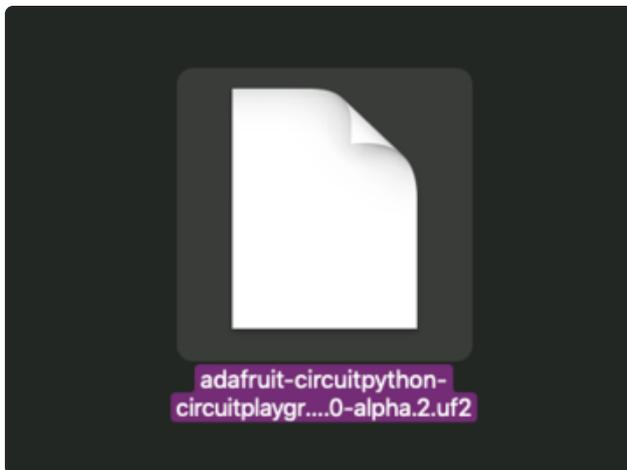
CircuitPython on Circuit Playground Bluefruit

Install or Update CircuitPython

Follow this quick step-by-step to install or update CircuitPython on your Circuit Playground Bluefruit.

Download the latest version of
CircuitPython for this board via
circuitpython.org

<https://adafru.it/FNK>

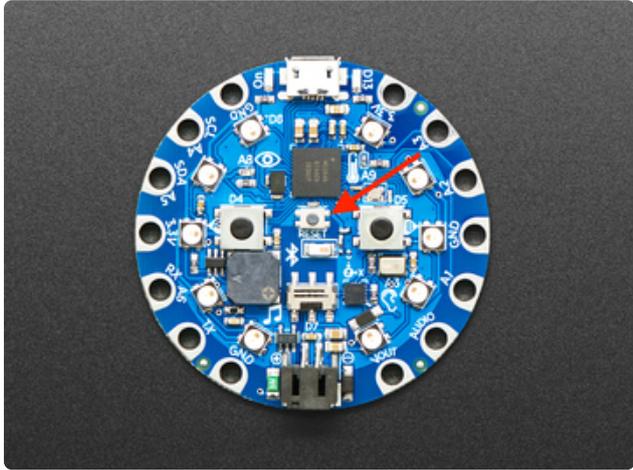


Click the link above and download the
latest UF2 file

Download and save it to your Desktop (or
wherever is handy)

Plug your Circuit Playground Bluefruit into your computer using a known-good data-capable USB cable.

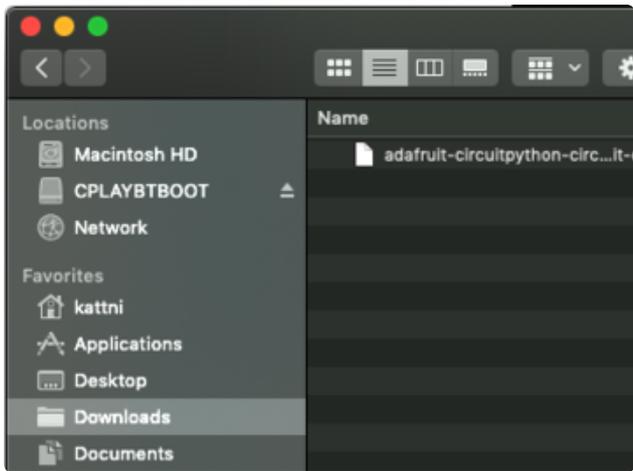
A lot of people end up using charge-only USB cables and it is very frustrating! So make sure you have a USB cable you know is good for data sync.



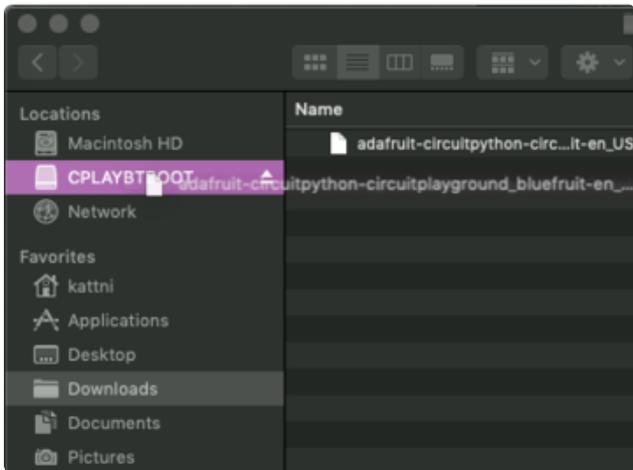
Double-click the small **Reset** button in the middle of the CPB (indicated by the red arrow in the image). The ten NeoPixel LEDs will all turn red, and then will all turn green. If they turn all red and stay red, check the USB cable, try another USB port, etc. The little red LED next to the USB connector will pulse red - this is ok!

If double-clicking doesn't work the first time, try again. Sometimes it can take a few tries to get the rhythm right!

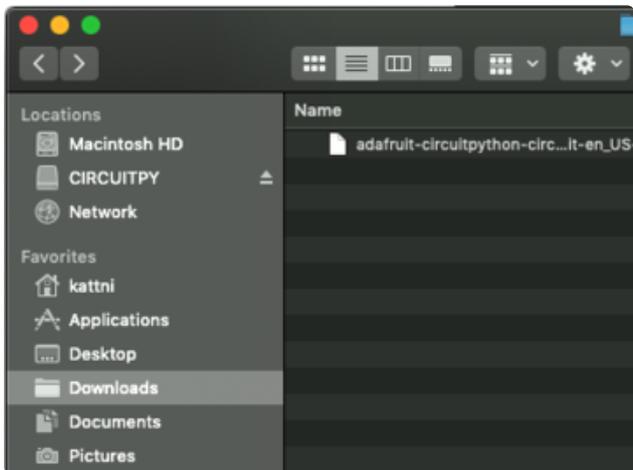
(If double-clicking doesn't do it, try a single-click!)



You will see a new disk drive appear called **CPLAYBTBOOT**.



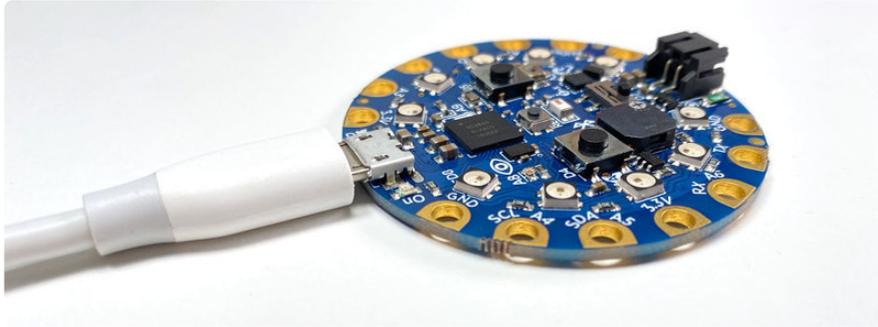
Drag the `adafruit_circuitpython_etc.uf2` file to **CPLAYBTBOOT**.



The LEDs will turn red. Then, the **CPLAYBTBOOT** drive will disappear and a new disk drive called **CIRCUITPY** will appear.

That's it, you're done! :)

Software



Now that **CircuitPython** is installed on the CPB, we can move on to installing the project software.

Install Bluefruit Connect & Neopixel libraries

The project code requires three code libraries to assist with Bluetooth communication. **Click the link below** to download the CircuitPython library **bundle**:

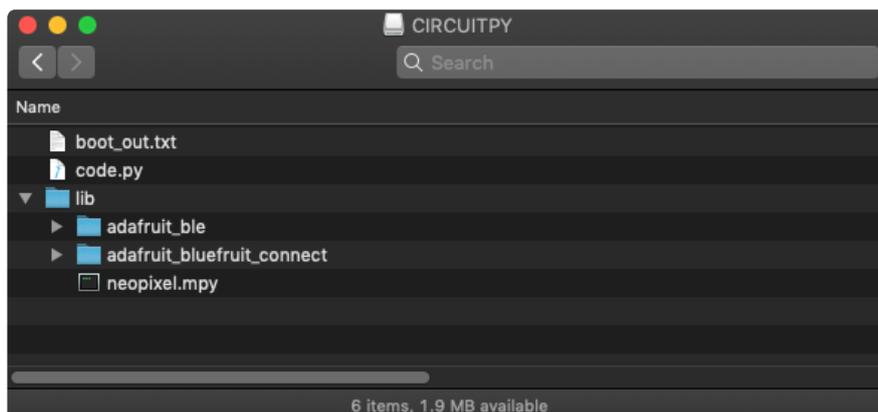
Library Bundle

<https://adafru.it/ENC>

Unzip the library bundle, and open the **lib** folder inside. You'll need to copy three libraries from this folder to the **CIRCUITPY** drive's **lib** folder.

- Locate the folders named **adafruit_bluefruit_connect** & **adafruit_ble** and copy them to the **CIRCUITPY** drive's **lib** folder.
- Locate the file named **neopixel.mpy** and copy it to the **CIRCUITPY** drive's **lib** folder.

Your CIRCUITPY drive's file structure should now look like this:



Upload code

Copy the code below and paste it into a **new text file**.

Save the text file as **code.py** to the root of the **CIRCUITPY** drive.

```
# SPDX-FileCopyrightText: 2019 Collin Cunningham for Adafruit Industries
#
# SPDX-License-Identifier: MIT

"""
LED Disco Tie with Bluetooth
=====
Give your suit an sound-reactive upgrade with Circuit
Playground Bluefruit & Neopixels. Set color and animation
mode using the Bluefruit LE Connect app.

Author: Collin Cunningham for Adafruit Industries, 2019
"""
# pylint: disable=global-statement

import time
import array
import math
import audiobusio
import board
from rainbowio import colorwheel
import neopixel

from adafruit_ble import BLERadio
from adafruit_ble.advertising.standard import ProvideServicesAdvertisement
from adafruit_ble.services.nordic import UARTService
from adafruit_bluefruit_connect.packet import Packet
from adafruit_bluefruit_connect.color_packet import ColorPacket
from adafruit_bluefruit_connect.button_packet import ButtonPacket

ble = BLERadio()
uart_service = UARTService()
advertisement = ProvideServicesAdvertisement(uart_service)

# User input vars
mode = 0 # 0=audio, 1=rainbow, 2=larsen_scanner, 3=solid
user_color= (127,0,0)

# Audio meter vars
PEAK_COLOR = (100, 0, 255)
NUM_PIXELS = 10
NEOPIXEL_PIN = board.A1
# Use this instead if you want to use the NeoPixels on the Circuit Playground
Bluefruit.
# NEOPIXEL_PIN = board.NEOPIXEL
CURVE = 2
SCALE_EXPONENT = math.pow(10, CURVE * -0.1)
NUM_SAMPLES = 160

# Restrict value to be between floor and ceiling.
def constrain(value, floor, ceiling):
    return max(floor, min(value, ceiling))

# Scale input_value between output_min and output_max, exponentially.
def log_scale(input_value, input_min, input_max, output_min, output_max):
    normalized_input_value = (input_value - input_min) / \
        (input_max - input_min)
    return output_min + \
```

```

        math.pow(normalized_input_value, SCALE_EXPONENT) \
        * (output_max - output_min)

# Remove DC bias before computing RMS.
def normalized_rms(values):
    minbuf = int(mean(values))
    samples_sum = sum(
        float(sample - minbuf) * (sample - minbuf)
        for sample in values
    )

    return math.sqrt(samples_sum / len(values))

def mean(values):
    return sum(values) / len(values)

def volume_color(volume):
    return 200, volume * (255 // NUM_PIXELS), 0

# Set up NeoPixels and turn them all off.
pixels = neopixel.NeoPixel(NEOPIXEL_PIN, NUM_PIXELS, brightness=0.1,
    auto_write=False)
pixels.fill(0)
pixels.show()

mic = audiobusio.PDMIn(board.MICROPHONE_CLOCK, board.MICROPHONE_DATA,
    sample_rate=16000, bit_depth=16)

# Record an initial sample to calibrate. Assume it's quiet when we start.
samples = array.array('H', [0] * NUM_SAMPLES)
mic.record(samples, len(samples))
# Set lowest level to expect, plus a little.
input_floor = normalized_rms(samples) + 10
# Corresponds to sensitivity: lower means more pixels light up with lower sound
input_ceiling = input_floor + 500
peak = 0

def rainbow_cycle(delay):
    for j in range(255):
        for i in range(NUM_PIXELS):
            pixel_index = (i * 256 // NUM_PIXELS) + j
            pixels[i] = colorwheel(pixel_index & 255)
        pixels.show()
        time.sleep(delay)

def audio_meter(new_peak):
    mic.record(samples, len(samples))
    magnitude = normalized_rms(samples)

    # Compute scaled logarithmic reading in the range 0 to NUM_PIXELS
    c = log_scale(constrain(magnitude, input_floor, input_ceiling),
        input_floor, input_ceiling, 0, NUM_PIXELS)

    # Light up pixels that are below the scaled and interpolated magnitude.
    pixels.fill(0)
    for i in range(NUM_PIXELS):
        if i < c:
            pixels[i] = volume_color(i)
    # Light up the peak pixel and animate it slowly dropping.
    if c >= new_peak:
        new_peak = min(c, NUM_PIXELS - 1)
    elif new_peak > 0:
        new_peak = new_peak - 1
    if new_peak > 0:
        pixels[int(new_peak)] = PEAK_COLOR
    pixels.show()
    return new_peak

```

```

pos = 0 # position
direction = 1 # direction of "eye"

def larsen_set(index, color):
    if index < 0:
        return
    else:
        pixels[index] = color

def larsen(delay):
    global pos
    global direction
    color_dark = (int(user_color[0]/8), int(user_color[1]/8),
                  int(user_color[2]/8))
    color_med = (int(user_color[0]/2), int(user_color[1]/2),
                 int(user_color[2]/2))

    larsen_set(pos - 2, color_dark)
    larsen_set(pos - 1, color_med)
    larsen_set(pos, user_color)
    larsen_set(pos + 1, color_med)

    if (pos + 2) < NUM_PIXELS:
        # Dark red, do not exceed number of pixels
        larsen_set(pos + 2, color_dark)

    pixels.write()
    time.sleep(delay)

    # Erase all and draw a new one next time
    for j in range(-2, 2):
        larsen_set(pos + j, (0, 0, 0))
        if (pos + 2) < NUM_PIXELS:
            larsen_set(pos + 2, (0, 0, 0))

    # Bounce off ends of strip
    pos += direction
    if pos < 0:
        pos = 1
        direction = -direction
    elif pos >= (NUM_PIXELS - 1):
        pos = NUM_PIXELS - 2
        direction = -direction

def solid(new_color):
    pixels.fill(new_color)
    pixels.show()

def map_value(value, in_min, in_max, out_min, out_max):
    out_range = out_max - out_min
    in_range = in_max - in_min
    return out_min + out_range * ((value - in_min) / in_range)

speed = 6.0
wait = 0.097

def change_speed(mod, old_speed):
    new_speed = constrain(old_speed + mod, 1.0, 10.0)
    return(new_speed, map_value(new_speed, 10.0, 0.0, 0.01, 0.3))

def animate(pause, top):
    # Determine animation based on mode
    if mode == 0:
        top = audio_meter(top)
    elif mode == 1:
        rainbow_cycle(0.001)
    elif mode == 2:
        larsen(pause)

```

```

elif mode == 3:
    solid(user_color)
    return top

while True:
    ble.start_advertising(advertisement)
    while not ble.connected:
        # Animate while disconnected
        peak = animate(wait, peak)

    # While BLE is connected
    while ble.connected:
        if uart_service.in_waiting:
            try:
                packet = Packet.from_stream(uart_service)
                # Ignore malformed packets.
            except ValueError:
                continue

            # Received ColorPacket
            if isinstance(packet, ColorPacket):
                user_color = packet.color

            # Received ButtonPacket
            elif isinstance(packet, ButtonPacket):
                if packet.pressed:
                    if packet.button == ButtonPacket.UP:
                        speed, wait = change_speed(1, speed)
                    elif packet.button == ButtonPacket.DOWN:
                        speed, wait = change_speed(-1, speed)
                    elif packet.button == ButtonPacket.BUTTON_1:
                        mode = 0
                    elif packet.button == ButtonPacket.BUTTON_2:
                        mode = 1
                    elif packet.button == ButtonPacket.BUTTON_3:
                        mode = 2
                    elif packet.button == ButtonPacket.BUTTON_4:
                        mode = 3

            # Animate while connected
            peak = animate(wait, peak)

```

Once the project code is **saved to CIRCUITPY** as **code.py**, the software is all set – time to move on to assembling the hardware.

Prepare NeoPixels

First thing to do is trim the neopixel LED strip to match the length of the tie. The [20" breakaway tie \(https://adafru.it/GKC\)](https://adafru.it/GKC) can fit a length of **9 NeoPixels**. If you're using a different tie, be sure to find the appropriate length before cutting.

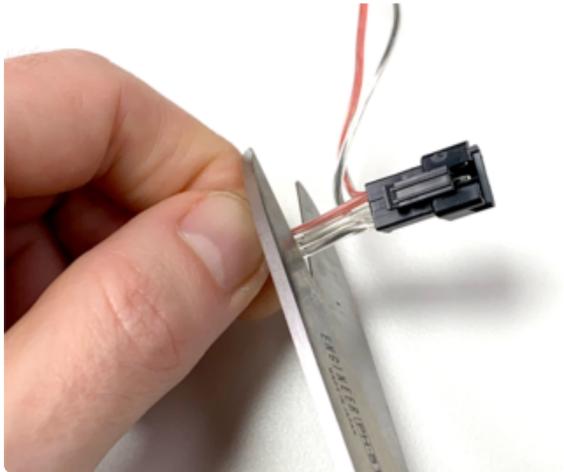


Regular scissors can be **dulled** or **damaged** by cutting wire, so make sure you use a pair of **wire cutters** or scissors designed to **cut metal**, like [these \(http://adafru.it/1599\)](http://adafru.it/1599).

We'll be cutting the strip at two points indicated by dashed red lines in the image below.



Cut input wires

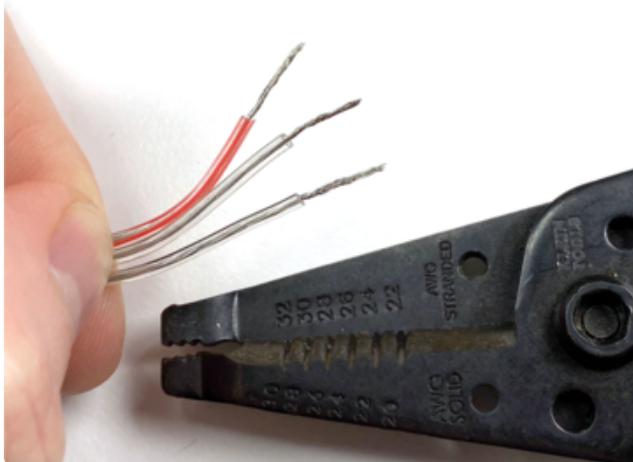


Cut the **male pin connector** (the one with protruding metal pins inside a plastic shroud) from the strip. Cut close to the connector itself to provide extra length. This is the end of the strip that will connect to the Circuit Playground Bluefruit.



In the picture, there are two extra wires coming out. But depending on the strip, those may be at the male end or the female end. They are not a reliable indicator of which end is which.

Use **wire strippers** to remove about **15mm** of insulation from the end of each freshly cut wire.



Gently **twist** each bundle of wire strands to keep them from fraying.

Remove extra neopixels



Starting from the end you just cut, count out a length of **9 NeoPixels**.

Cut the strip after the ninth neopixel, leaving as much of a tail as possible.

Don't strip or split the wires at this end.



When you're all done, the **finished strip** should look like the image above.

Alternate connection without cutting



Alternatively, if you are making a similar project and have room, you can use the [3-pin JST SM Plug + Receptacle Cable Set \(http://adafru.it/1663\)](http://adafru.it/1663) to plug into the male end of the NeoPixel strip.

Add Battery Pocket

To safely hold the **lipo battery**, we'll create a simple pocket on the back side of the tie.

This pocket will be attached to the tie using heat-activated hem tape, but you could easily recreate it using traditional sewing if you prefer.

Cut & arrange materials



Cut a piece of fabric **60mm x 75mm** in size.



Cut 4 strips of hem tape; **2 x 75mm**, & **2 x 15mm**

Arrange the pieces of hem tape in the shape of the pocket near the bottom of the tie's back seam. Leave a gap in the middle of the pocket's bottom to allow the battery's wiring to pass through.

Carefully place the pocket fabric **on top** of the hem tape. Make sure the tape is at the outer edges of the pocket – you won't be able to reposition it after ironing.





Iron pocket in place



Gently place a piece of **scrap fabric** over everything to **protect** the pocket fabric while ironing.



Apply **firm pressure** with a **hot iron** for 10 to 20 seconds. Move the iron back and forth to fix the pocket evenly in place.



Once you're done, check to make sure the pocket is **fully adhered** to the tie.

Assembly and Wiring

Assemble all components with needle and thread and a bit of wiring.

Position neopixel strip



Find the vertical **center line** of the tie and **mark** it using pins or tailor's chalk.

Position the strip along the center line so that **about an inch** of wire **hangs** over the tie's tip.

Tuck the **excess tail** of the wire strip near the neck into the tie's **knot**.



Sew NeoPixels

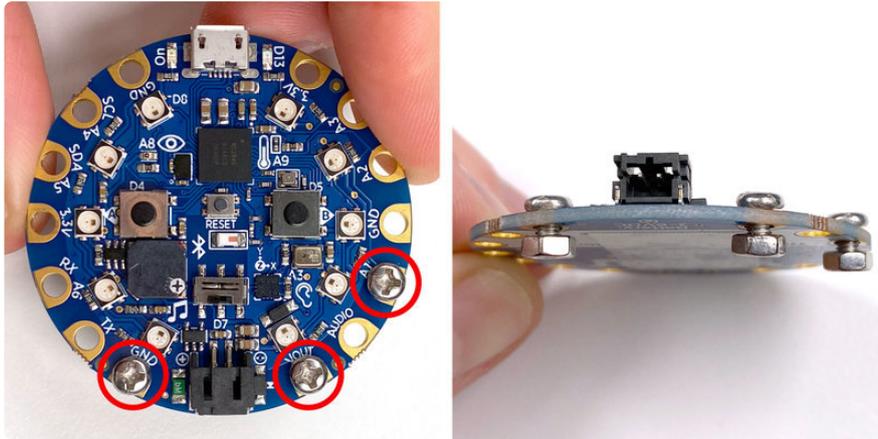


Sew each NeoPixel in place by passing thread through the **top layer** of fabric and wrapping around one end of the NeoPixel capsule. Then do the same for the other end of the capsule.



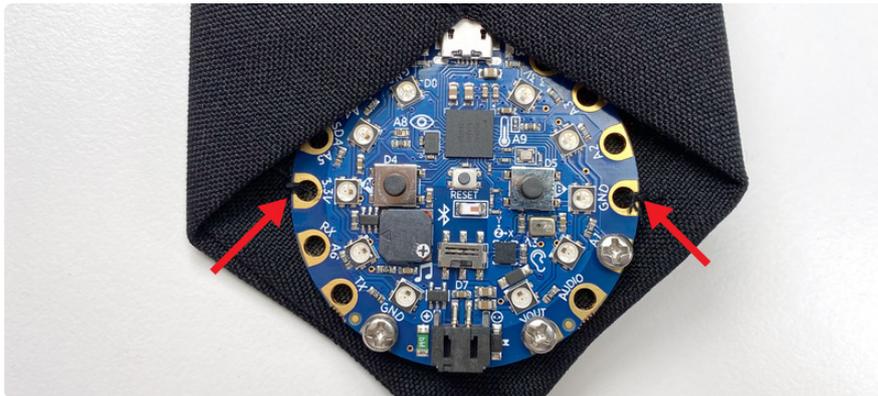
To keep the strip aligned while you work, sew the top, bottom, and middle NeoPixels first.

Attach Circuit Playground Bluefruit



Mount **bolts** to the CPB's **GND**, **VOUT**, & **A1** pads. Leave them a bit loose so you can easily thread wire around the screw later on.

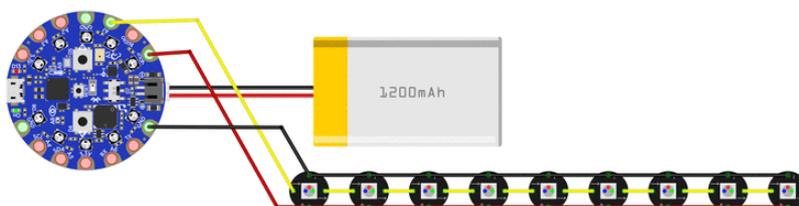
Position the CPB at the bottom of the back of the tie so that the micro USB port tucks slightly under the tie's fold.



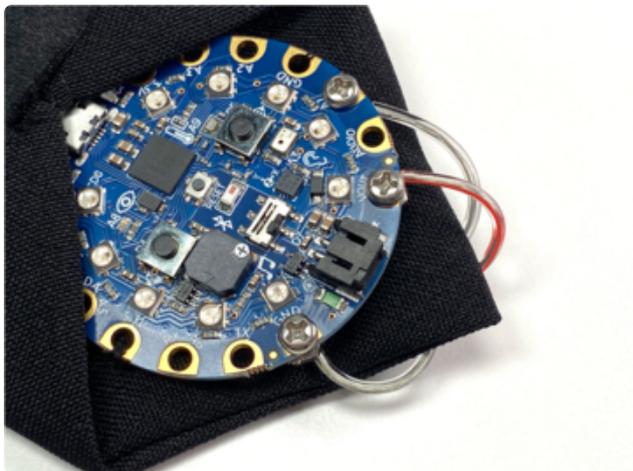
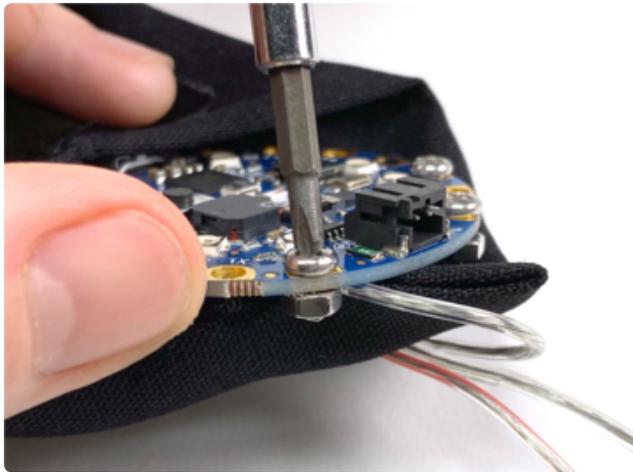
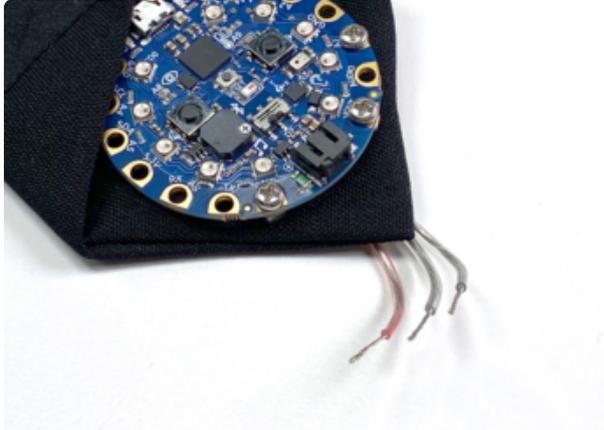
Sew the CPB in place by stitching the **GND** and **3.3V** pads securely to the top layer of fabric.

Wiring Diagram

Below is a diagram showing all the electrical connections which need to be made. Click the image for a larger view.



Wire the NeoPixel Strip



The three wires from the NeoPixel strip connect to the following pads on the CPB:

Red wire -> **VOUT**

Middle wire -> **A1**

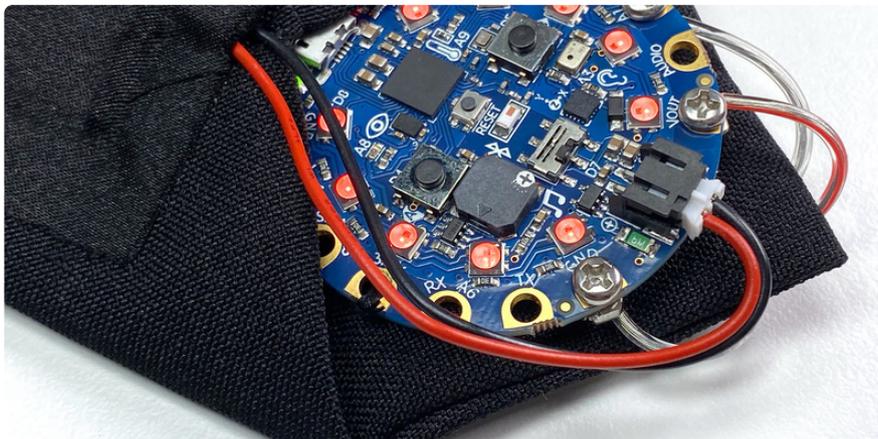
Remaining wire -> **GND**

Bend the wires over the bottom edge of the tie and **secure** the **exposed wires** to their respective pads by tightening the bolts with a small screwdriver.

Connect the Battery



Slide the lipo battery into the pocket while feeding its wire connector through the opening at the pockets end.



Connect the battery to the black JST port on the CPB.

Congrats - your new tie is powered up and ready to wear!

Use it



Download app

Adafruit's [Bluefruit LE Connect \(https://adafru.it/GLc\)](https://adafru.it/GLc) app is a free, multi-faceted Bluetooth LE toolkit that we'll use to control the tie's lighting and animation.

Download and **install** the app on your mobile device below:

Download for iOS

<https://adafru.it/FxK>

Download for Android

<https://adafru.it/f4G>

Connect via BLE

Ensure your mobile device has **Bluetooth enabled**, and launch the app. The startup screen will display a list of nearby Bluetooth LE devices the app can connect to.

Select Device

[Disconnect](#)

Modules

▼ Filter: with name, with UART

🔍 Filter by name

RSSI >=

Show unnamed devices

Must have UART Service

▶ Multiple UART mode

 CIRCUIPTY8ac6
Uart capable

DEVICE

CIRCUIPTY8ac6

 -69 dBm

MODULES

 Info

 UART

 Plotter

 Pin I/O

 **Controller**

 AHRS/Calibration

 Thermal Camera

 Image Transfer

Find the device with a name beginning with **CIRCUITPY** and click **Connect** on the button to the right.

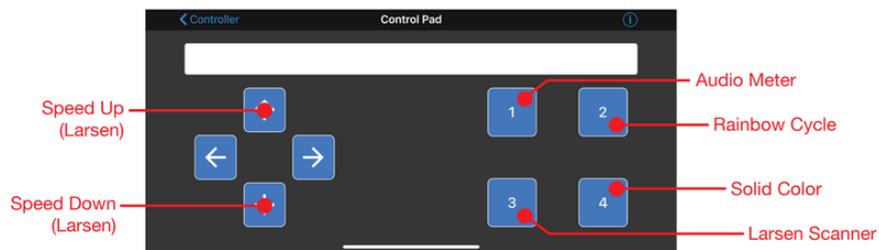
Once connected, tap the table row titled **Controller**. This is the module we'll use to control the tie's color and animations.

Change animation

The tie has 4 animation modes:

- **Audio Meter** - Live sound level detected by the CPB
- **Rainbow Cycle** - All LEDs fade across color spectrum
- **Larsen Scanner** - LEDs move up & down, 'cylon' style
- **Solid Color** - All LEDs same color

From the **Controller** view, tap **Control Pad**. A game controller button interface will appear.

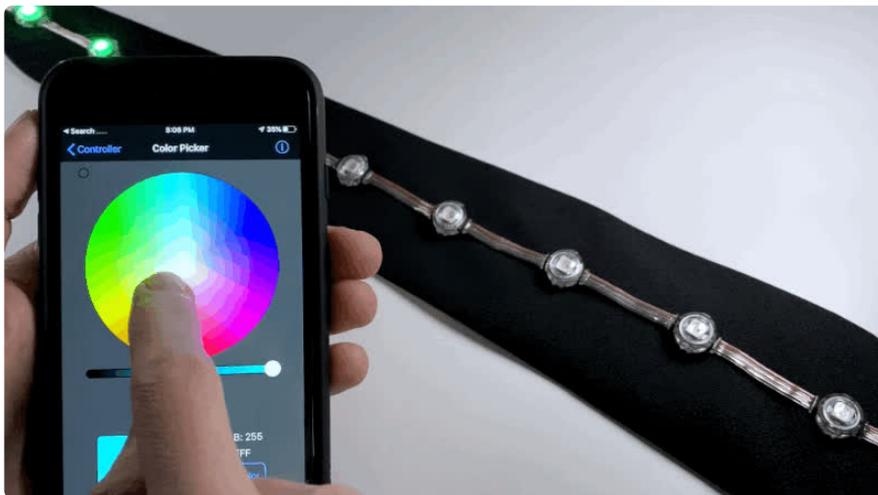


Here's a breakdown of what each Control Pad button does:

- **Button 1** – change to Audio Meter mode
- **Button 2** – change to Rainbow Cycle mode
- **Button 3** – change to Larsen Scanner mode
- **Button 4** – change to Solid Color mode
- **Up Arrow Button** - Speed up Larsen Scanner
- **Down Arrow Button** - Slow down Larsen Scanner



Change Color



From the **Controller** view, tap **Color Picker** – a color wheel interface will appear. The **Color Picker** will allow you to change the color of the **Larsen Scanner** and **Solid Color** animation modes.

Touch a point on the color wheel to select a hue and drag the slider below to adjust color brightness. Press the **Send** button to send color data to the tie.