Arduino Connections with KY-009 RGB LED Module

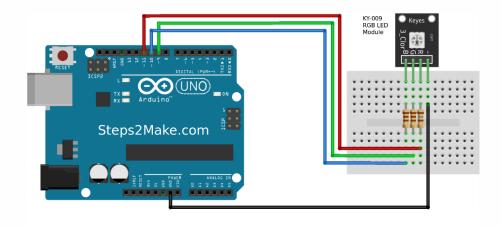


Figure 1: Arduino Connections with KY-009 RGB LED Module

Since you can't connect the led's directly to the Arduino you will need resistors!! Arduino pin 9 -> 110 Ohm resistor -> Pin 'G' of KY-009 module Arduino pin 10 -> 110 Ohm resistor -> Pin 'B' of KY-009 module Arduino pin 11 -> 180 Ohm resistor -> Pin 'R' of KY-009 module Arduino GND -> pin '-' of KY-009 module



Figure 2: KY-009 RGB LED Module

Arduino Code for KY-009 Module Interface

Note: Always use PWM Pins for RGB Led Module

This module provides a few LEDs – with the overlay of the different brightness levels, you can create different colors. This will be shown in the following code example. At the Raspberry Pi, only one Hardware-PWM channel is carried out unrestricted to the GPIO pins, that's why we have used Software-PWM on this example.

```
// RGB LED KY-009 Module
int Led_Green = 9;
int Led_Blue = 10;
int Led_Red = 11;
```

```
int val;
void setup () {
  //Output pin initialization for the LEDs
 pinMode (Led_Red, OUTPUT);
 pinMode (Led_Green, OUTPUT);
 pinMode (Led_Blue, OUTPUT);
}
void loop () {
  // In this for-loop, the 3 LEDs will get different PWM-values
   // Via mixing the brightness of the different LEDs, you will get different
colors.
  for (val = 255; val> 0; val--)
      {
       analogWrite (Led_Blue, val);
       analogWrite (Led_Green, 255-val);
       analogWrite (Led_Red, 128-val);
       delay (1);
  }
  // You will go backwards through the color range in this second for loop.
  for (val = 0; val <255; val++)</pre>
      {
```

```
analogWrite (Led_Blue, val);

analogWrite (Led_Green, 255-val);

analogWrite (Led_Red, 128-val);

delay (1);
}
```

You can regulate the brightness of the LEDs via pulse-width modulation. The LEDs will be switched ON and OFF for specific time periods, in which the relation between ON and OFF leads to a relative brightness, because of the Inertia of the human eyesight, the human eye interprets the ON/OFF as a brightness change.