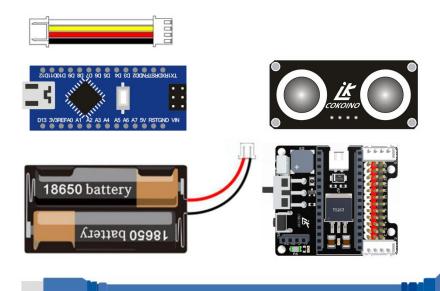
# **Full Color RGB Led Light Module**

## You need to prepare:

- A Nano board
- A Nano shield
- A 2LED full color RGB light module
- 4PIN -70mm cable
- A usb cable
- A battery case with two 18650 batteries



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## 1. Overview

The LK COKOINO 2LED full-color self-flashing RGB light module is inspired by the owl's eyes, and the owl's eyes can automatically emit cool different colors in the dark. This RGB module is used in a lot of ways, such as simulating the eyes of an arduino robot, as well as simulating stage lighting and making a variety of interesting arduino projects. It has a white connector with XH2.54-4P, which is very convenient to connect with other hardware with XH2.54-4P interface, and it is foolproof.

## 2. Specifications

(1) Working voltage: recommended working voltage 3-5V

(2) Single LED specifications:

Brightness: 18000-20000MCD brightness

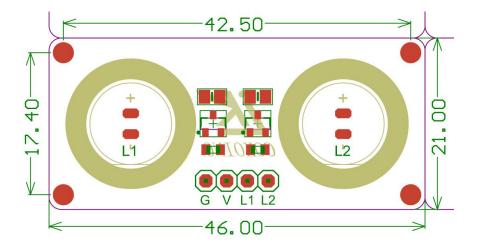
Turn-on voltage: 2.9-3.1V

Power: 0.06W Current: 20MA

Wavelength: 520-525

(3) Input signal: digital signal(4) Interface: XH2.54-4P

## 3, Size (unit mm)

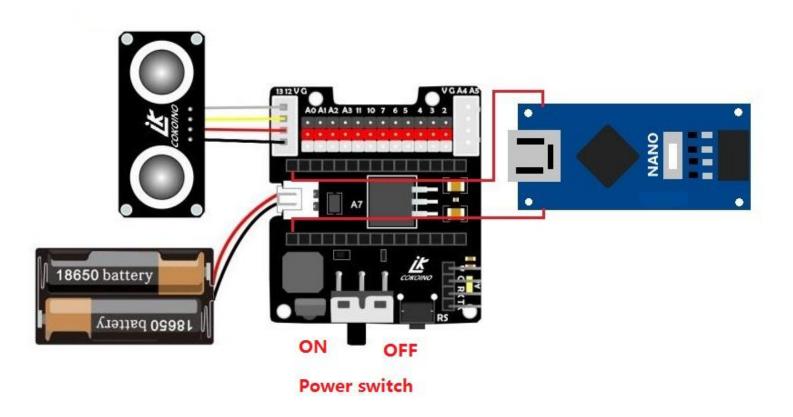


## 4. Interface definition

GND: Connect the negative pole of the power supply VCC: Connect the positive pole of the power supply

L1: Input high level control L1 LED will be lit, input low level LED will be off L2: Input high level control L2 LED will be lit, input low level LED will be off

## 5. Let LK COKOINO 2LED full color RGB light module flash



#### 5.1, Arduino Test Code

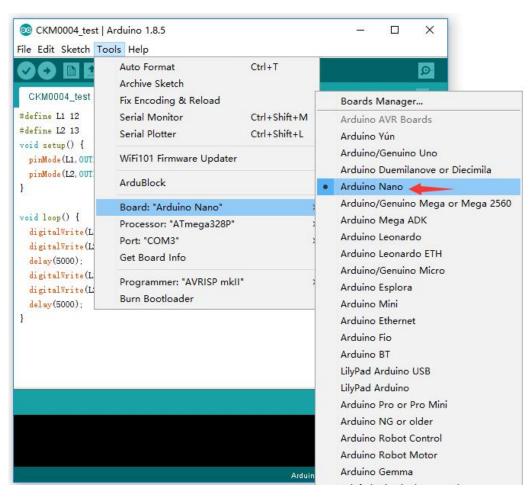
```
#define L1 12
#define L2 13
void setup() {
  pinMode(L1,OUTPUT); // initialize digital pin L1 as an output.
  pinMode(L2,OUTPUT); // initialize digital pin L2 as an output.
void loop() {
  digitalWrite(L1,HIGH); // turn the LED on
  digitalWrite(L2,HIGH); // turn the LED on
  delay(5000);
                             // wait for a second
  digitalWrite(L1,LOW);
                           // turn the LED off
  digitalWrite(L2,LOW);
                           // turn the LED off
  delay(5000);
                             // wait for a second
```

### 5.2 Upload code

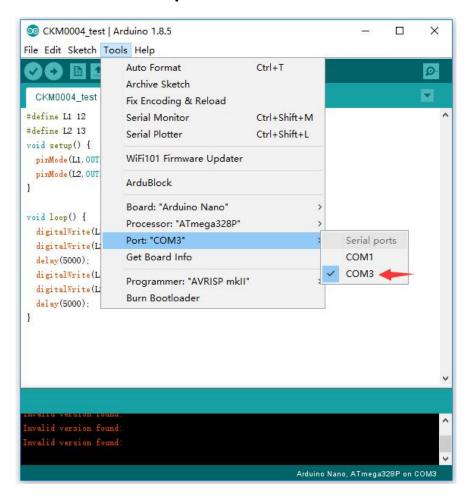
#### 5.21 copy the above code into the arduino IDE

```
OCKM0004_test | Arduino 1.8.5
                                                                                 X
File Edit Sketch Tools Help
    CKM0004_test
#define L1 12
#define L2 13
void setup() {
  pinMode(L1, OUTPUT); // initialize digital pin L1 as an output.
 pinMode(L2, OUTPUT); // initialize digital pin L2 as an output.
void loop() {
  digitalWrite(L1, HIGH); // turn the LED on
  digitalWrite(L2, HIGH); // turn the LED on
 delay(5000);
                         // wait for a second
 digitalWrite(L1, LOW); // turn the LED off
  digitalWrite(L2, LOW); // turn the LED off
  delay(5000);
                         // wait for a second
}
nvalid version found:
nvalid version found:
                                                           Arduino Nano, ATmega328P on COM3
```

### 5.22 select the board type



#### 5.23 Select USB port



## 5.24 inspection code

```
O CKM0004_test | Arduino 1.8.5
                                                                                File Edit Sketch Tools Help
  CKM0004_test
#define L1 12
#define L2 13
void setup() {
  pinMode(L1, OUTPUT); // initialize digital pin L1 as an output.
  pinMode(L2, OUTPUT); // initialize digital pin L2 as an output.
}
void loop() {
  digitalWrite(L1, HIGH); // turn the LED on
  digitalWrite(L2, HIGH); // turn the LED on
                         // wait for a second
  digitalWrite(L1, LOW); // turn the LED off
  digitalWrite(L2, LOW); // turn the LED off
  delay(5000);
                         // wait for a second
}
Done compiling.
Sketch uses 9/6 bytes (3%) of program storage space. Maximum is 30/20 bytes
Global variables use 9 bytes (0%) of dynamic memory, leaving 2039 bytes for local variables
                                                           Arduino Nano, ATmega328P on COM3
```

#### 5.25 upload

```
    ○ CKM0004_test | Arduino 1.8.5

                                                                                 ×
File Edit Sketch Tools Help
  CK 10004_test
define L1 12
#define L2 13
void setup() {
  pinMode(L1, OUTPUT); // initialize digital pin L1 as an output.
  pinMode(L2, OUTPUT); // initialize digital pin L2 as an output.
void loop() {
  digitalWrite(L1, HIGH); // turn the LED on
  digitalWrite(L2, HIGH); // turn the LED on
 del ay (5000);
                          // wait for a second
  digitalWrite(L1, LOW); // turn the LED off
  digitalWrite(L2, LOW); // turn the LED off
  delay(5000);
                          // wait for a second
Done uploading.
                                                           Arduino Nano, ATmega328P on COM3
```

#### 5.26 Result

After uploading the code, then turn on the power switch on the expansion board, the module will automatically flash for 5 seconds and turn off for 5 seconds

#### 6. Schematic

