

4 Channel AC Dimmer Module User Manual

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Description

The 4 Channel AC Dimmer Module can control the power of two 220V AC loads using microcontrollers.

The logical level is tolerant to 5V and 3.3V, therefore it can be connected to the microcontroller with 5V and 3.3V level logic.

In Arduino, the dimmer is controlled with RBDdimmer.h library, which uses external interrupts and process time interrupts. It simplifies the code writing and gives more processing time for main code. Which is why you can control multiple Dimmers from one microcontroller.

You can download RBDDimmer.h library and a few examples in «Documents» or on GitHub. We are constantly updating our library, so we recommend to check for the website updates or subscribe to our newsletter.

Dimmer is connected to Arduino controllers via two digital pins. First (Zero) to control the passing of Phase Null of AC, which is used to initiate the interrupt signal. Second (DIM/PWM) to control (dim) current.

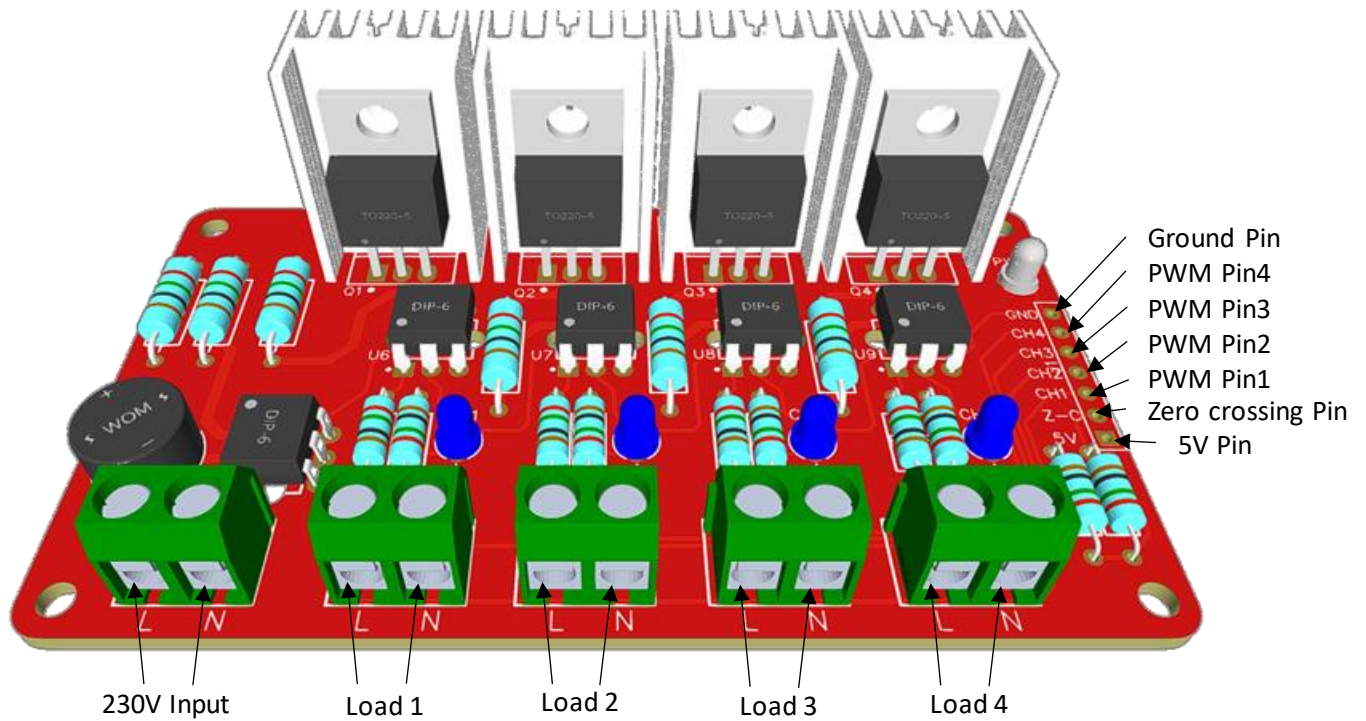
Specifications

- Channels - 4
- Operating Voltage - 5V
- Controlling Mode – Pulse Width Modulation (PWM)
- Load voltage - 230V AC
- Load Current - 5A

NOTE:

- Use this module with caution to avoid getting electric shock
- Do not handle this module without adult supervision
- Do not touch the heat sink or the bottom of the PCB when the main supply is connected

Pin Configuration



- Supply 5V to the 5V pin and GND pin
- Do not connect the main power supply to the Load side, if not the module will burn
- When using the module find the operating region of the module with the connected load by fine tuning the power percentage from the code

Sample Code

```
/******  
RobotDyn  
Dimmer Library  
* *****/  
  
The following sketch is meant to define the dimming value through the serial  
port of the controller,  
using USE_SERIAL.begin  
void printSpace() function is used for adding of space after functional  
data  
void loop() serial port evaluator, used to register and define values in  
dimmer.setPower(outVal);
```

----- OUTPUT & INPUT Pin table -----

Board	INPUT Pin Zero-Cross	OUTPUT Pin
Lenardo	D7 (NOT CHANGABLE)	D0-D6, D8-D13
Mega	D2 (NOT CHANGABLE)	D0-D1, D3-D70
Uno	D2 (NOT CHANGABLE)	D0-D1, D3-D20
ESP8266	D1(I05), D2(I04), D5(I014), D6(I012), D7(I013), D8(I015),	D0(I016), D1(I05), D2(I04), D5(I014), D6(I012), D7(I013), D8(I015)
ESP32	4(GPI36), 6(GPI34), 5(GPI39), 7(GPI35), 8(GP032), 9(GP033), 10(GPI025), 11(GPI026), 12(GPI027), 13(GPI014), 14(GPI012), 16(GPI013), 21(GPI07), 23(GPI015), 24(GPI02), 25(GPI00), 26(GPI04), 27(GPI016), 28(GPI017), 29(GPI05), 30(GPI018), 31(GPI019), 33(GPI021), 35(GPI01), 36(GPI022), 37(GPI023),	8(GP032), 9(GP033), 10(GPI025), 11(GPI026), 12(GPI027), 13(GPI014), 14(GPI012), 16(GPI013), 23(GPI015), 24(GPI02), 25(GPI00), 26(GPI04), 27(GPI016), 28(GPI017), 29(GPI05), 30(GPI018), 31(GPI019), 33(GPI021), 34(GPI03), 35(GPI01), 36(GPI022), 37(GPI023),

Arduino M0	D7 (NOT CHANGABLE)	D0-D6, D8-D13
Arduino Zero		

Arduino Due	D0-D53	D0-D53
-------------	--------	--------

STM32	PA0-PA15,PB0-PB15	PA0-PA15,PB0-PB15
Black Pill	PC13-PC15	PC13-PC15
BluePill		
Etc...		

```

*/

#include <RBDdimmer.h>

// #define USE_SERIAL SerialUSB // Serial for boards with USB serial port
#define USE_SERIAL Serial
#define outputPin1 3
#define outputPin2 4
#define outputPin3 5
#define outputPin4 6
// #define zerocross 5 // for boards with CHANGABLE input pins

// dimmerLamp dimmer(outputPin, zerocross); // initialise port for dimmer for
// ESP8266, ESP32, Arduino due boards
dimmerLamp dimmer1(outputPin1); // initialise port for dimmer for MEGA, Leonardo,
// UNO, Arduino M0, Arduino Zero
dimmerLamp dimmer2(outputPin2); // initialise port for dimmer for MEGA, Leonardo,
// UNO, Arduino M0, Arduino Zero
dimmerLamp dimmer3(outputPin3); // initialise port for dimmer for MEGA, Leonardo,
// UNO, Arduino M0, Arduino Zero
dimmerLamp dimmer4(outputPin4); // initialise port for dimmer for MEGA, Leonardo,
// UNO, Arduino M0, Arduino Zero

int outVal = 0;

void setup() {
  USE_SERIAL.begin(9600);
  dimmer1.begin(NORMAL_MODE, ON); // dimmer initialisation: name.begin(MODE,
// STATE)
  dimmer2.begin(NORMAL_MODE, ON); // dimmer initialisation: name.begin(MODE,
// STATE)
  dimmer3.begin(NORMAL_MODE, ON); // dimmer initialisation: name.begin(MODE,
// STATE)
  dimmer4.begin(NORMAL_MODE, ON); // dimmer initialisation: name.begin(MODE,
// STATE)
  USE_SERIAL.println("Dimmer Program is starting...");
}

```

```

    USE_SERIAL.println("Set value");
}

void printSpace(int val)
{
    if ((val / 100) == 0) USE_SERIAL.print(" ");
    if ((val / 10) == 0) USE_SERIAL.print(" ");
}

void loop() {
    int preVal = outVal;

    if (USE_SERIAL.available())
    {
        int buf = USE_SERIAL.parseInt();
        if (buf != 0) outVal = buf;
        delay(200);
    }
    dimmer1.setPower(outVal); // setPower(0-100%);
    dimmer2.setPower(outVal); // setPower(0-100%);

    if (preVal != outVal)
    {
        USE_SERIAL.print("lampValue 1 -> ");
        printSpace(dimmer1.getPower());
        USE_SERIAL.print(dimmer1.getPower());
        USE_SERIAL.println("%");

        USE_SERIAL.print("lampValue 2 -> ");
        printSpace(dimmer2.getPower());
        USE_SERIAL.print(dimmer2.getPower());
        USE_SERIAL.println("%");

        USE_SERIAL.print("lampValue 3 -> ");
        printSpace(dimmer3.getPower());
        USE_SERIAL.print(dimmer3.getPower());
        USE_SERIAL.println("%");

        USE_SERIAL.print("lampValue 4 -> ");
        printSpace(dimmer4.getPower());
        USE_SERIAL.print(dimmer4.getPower());
        USE_SERIAL.println("%");

    }
    delay(50);
}

```


Note: Above code is a sample and it will dim all four loads in the same value user can change the code as per the requirement. Also, check the examples that come with the library.

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Report issues to: info@optimus.lk

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