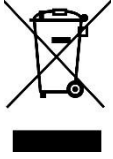


**EN** RGB LED module

WPM307



## Introduction



### To all residents of the European Union

#### Important environmental information about this product

This symbol on the device or the package indicates that disposal of the device after its lifecycle could harm the environment. Do not dispose of the unit (or batteries) as unsorted municipal waste; it should be taken to a specialized company for recycling. This device should be returned to your distributor or to a local recycling service. Respect the local environmental rules.

**If in doubt, contact your local waste disposal authorities.**

Thank you for choosing Whadda! Please read the manual thoroughly before bringing this device into service. If the device was damaged in transit, do not install or use it and contact your dealer.

## Safety Instructions



Read and understand this manual and all safety signs before using this appliance.



For indoor use only.

- This device can be used by children aged from 8 years and above, and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge if they have been given supervision or instruction concerning the use of the device in a safe way and understand the hazards involved. Children shall not play with the device. Cleaning and user maintenance shall not be made by children without supervision.

## General Guidelines

- Refer to the Velleman® Service and Quality Warranty on the last pages of this manual.
- All modifications of the device are forbidden for safety reasons. Damage caused by user modifications to the device is not covered by the warranty.
- Only use the device for its intended purpose. Using the device in an unauthorized way will void the warranty.
- Damage caused by disregard of certain guidelines in this manual is not covered by the warranty and the dealer will not accept responsibility for any ensuing defects or problems.
- Nor Velleman Group nv nor its dealers can be held responsible for any damage (extraordinary, incidental or indirect) – of any nature (financial, physical...) arising from the possession, use or failure of this product.
- Keep this manual for future reference.

## What is Arduino®

Arduino® is an open-source prototyping platform based on easy-to-use hardware and software. Arduino® boards are able to read inputs – light-on sensor, a finger on a button or a Twitter message – and turn it into an output – activating of a motor, turning on an LED, publishing something online. You can tell your board what to do by sending a set of instructions to the microcontroller on the board. To do so, you use the Arduino programming language (based on Wiring) and the Arduino® software IDE (based on Processing). Additional shields/modules/components are required for reading a twitter message or publishing online. Surf to [www.arduino.cc](http://www.arduino.cc) for more information.

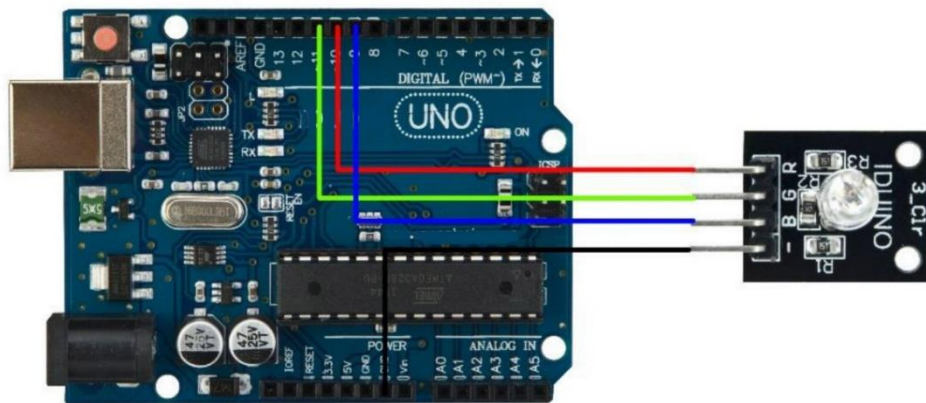
## Product Overview

RGB LED module with on-board current limiting resistors.

## Specifications

- voltage: 5 VDC
- connection: 4-pin male header
- pins: GND, RED, GREEN, BLUE
- dimensions: 24 x 16 x 16 mm
- weight: 2 g

## Connection



Arduino®
D11
D10
D9
GND



WPM307
R
G
B
-

## Coding

### Whadda WPM307 RGB LED Module Arduino example code

This Arduino demo will fade the red, green and blue channels of the RGB LED module in and out.

For more information about the Whadda WPM307 RGB LED Module, consult the manual, available online at [whadda.com](http://whadda.com)

Example based on Arduino fade example:  
This example code is in the public domain.  
<http://www.arduino.cc/en/Tutorial/Fade>

\*/

```
// define colors
#define RED 0
#define GREEN 1
#define BLUE 2
```

```
// define RGB LED Pins
int rgbLed[] = {10, 11, 9}; // Pin mapping of the Red, Green and Blue LED channels
```

```
void setup(){
  // Set all of the pins of the RGB LED to OUTPUT
  for(int i=0; i<3; i++){
    pinMode(rgbLed[i], OUTPUT);
  }
}
```

```
void loop(){
  // fade RED LED in from min to max in increments of 5 points:
  for(int fadeValue = 0 ; fadeValue <= 255; fadeValue += 5){
    // sets the value (range from 0 to 255) of the RED LED:
    analogWrite(rgbLed[ RED], fadeValue);
    // wait for 30 milliseconds to see the dimming effect
    delay(30);
  }
```

```
  // fade RED LED out from max to min in increments of 5 points:
  for(int fadeValue = 255 ; fadeValue >= 0; fadeValue -= 5){
    // sets the value (range from 0 to 255) of the RED LED:
    analogWrite(rgbLed[ RED], fadeValue);
    // wait for 30 milliseconds to see the dimming effect
    delay(30);
  }
```

```
  // fade GREEN LED in from min to max in increments of 5 points:
  for(int fadeValue = 0 ; fadeValue <= 255; fadeValue += 5){
    // sets the value (range from 0 to 255) of the GREEN LED:
```

```
    analogWrite(rgblEd[ GREEN ], fadeValue);  
    // wait for 30 milliseconds to see the dimming effect  
    delay(30);  
}  
  
// fade GREEN LED out from max to min in increments of 5 points:  
for(int fadeValue = 255 ; fadeValue >= 0; fadeValue -= 5){  
    // sets the value (range from 0 to 255) of the RED LED:  
    analogWrite(rgblEd[ GREEN ], fadeValue);  
    // wait for 30 milliseconds to see the dimming effect  
    delay(30);  
}  
  
// fade BLUE LED in from min to max in increments of 5 points:  
for(int fadeValue = 0 ; fadeValue <= 255; fadeValue += 5){  
    // sets the value (range from 0 to 255) of the BLUE LED:  
    analogWrite(rgblEd[ BLUE ], fadeValue);  
    // wait for 30 milliseconds to see the dimming effect  
    delay(30);  
}
```



[whadda.com](http://whadda.com)



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Velleman Group nv, Legen Heirweg 33 - 9890 Gavere.