



Overview

The LED is possibly the simplest actuator available. It's a low power light source available in many colors. It lights up when powered from an Arduino pin.

Input: Arduino provides a maximum of 40 mA per pin; this is enough to light up the LED through the digitalWrite() and analogWrite() functions.

Module description: this module features a 5mm Green Light Emitting Diode, the standard TinkerKit 3pin connector and a green LED that signals that the module is correctly powered and a tiny yellow LED that shows the current brightness of the main green LED. A resistor provides the optimal amount of current when connected to an Arduino.

This module is an ACTUATOR therefore the connector is an INPUT that need to be connected to one of the OUTPUT connectors on the TinkerKit Shield.

Code Example

```
based on Blink, Arduino's "Hello World!"
Turns on an LED on for one second, then off for one second, repeatedly.
The Tinkerkit Led Modules (T010110-7) is hooked up on 00
This example code is in the public domain.
#define 00 11
#define O1 10
#define 02 9
#define 03 6
#define 04 5
#define O5 3
#define IO AO
#define I1 A1
#define I2 A2
#define I3 A3
#define I4 A4
#define I5 A5
void setup() {
// initialize the digital pin as an output.
// Pin 13 has an LED connected on most Arduino boards:
pinMode(O0, OUTPUT);
void loop() {
digitalWrite(00, HIGH); // set the LED on
delay(1000); // wait for a second
digitalWrite(O0, LOW); // set the LED off
delay(1000); // wait for a second
}
```