

RGB LED



What It Does: This LED has three different colors, red, blue, and green. They can be turned on individually and at different brightness levels to create a variety of colors.

Required Connections: There are four pins on the LED, one for each color and one for ground. This component should already be wired for the workshop. Each wire should correspond to the appropriate color, and black should be connected to ground. *Note: It is possible for LEDs to burn out. We have extras if this happens.*

Wire the longest pin on the LED to ground. The other three pins should be connected to Digital Pin {5, 6, 9} as each pin controls Red, Green, or Blue.

Using the RGB LED in Scratch:

To turn on the individual LEDs, use the *analogWrite* block to adjust the voltage sent to each pin. In *AnalogWrite* you must select a pin and value to write. A value of 0 will send no voltage and the LED will be off. A value of 255 will send the maximum voltage and the sensor will be at its brightest. In the example below, the LED attached to pin 5 is set to its brightest.



Figure 1: Turing on Pin 5 to Maximum Brightness

A variable can be used in place of a fixed number. In the example below, the variable Blue is initially set to zero, then incremented to 255. Each iteration of the loop stops for 1 second to show the brightness of the LED.

```
set Blue to 0
repeat until Blue > 255
  analog 6 value Blue
  change Blue by 10
  wait 1 secs
```

Figure 2: Looping Through All Brightness For An LED Attached to Pin 6