

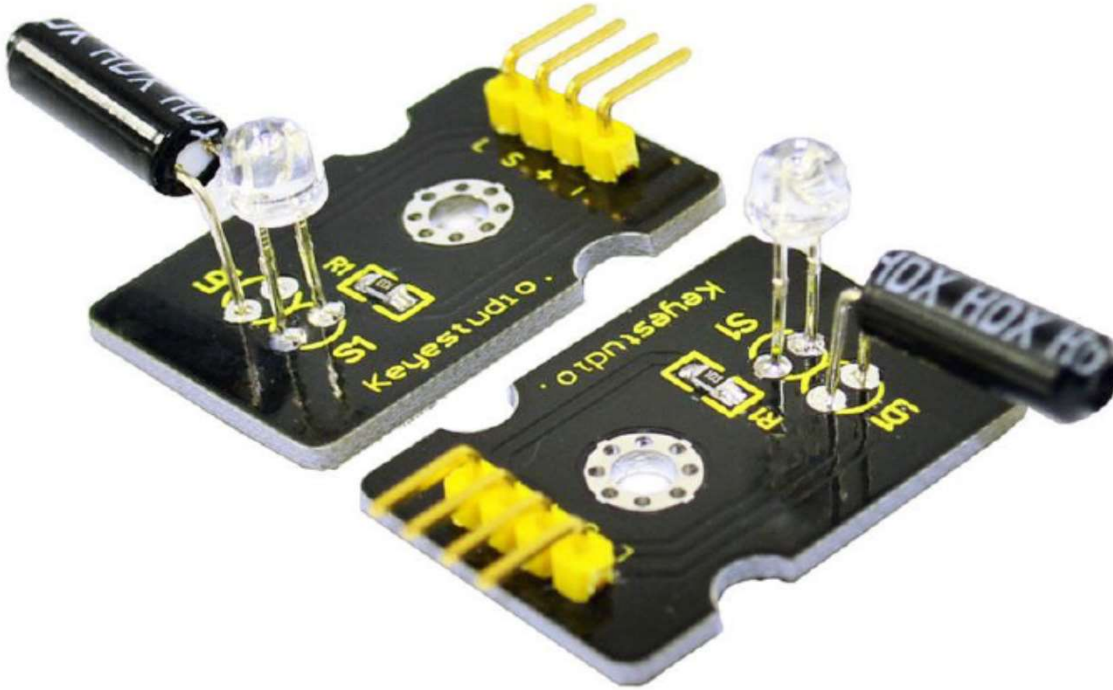


Ks0030 keyestudio Magical Light Cup Module

Introduction:

Keyestudio magic light cup module is able to interact with ARDUINO. The principle is based on the principle of PWM dimming. The brightness of two modules change.

The mercury switch provides a digital signal and trigger PWM regulation, and then you can see the effect like changing two set of cups full of light through the program design.

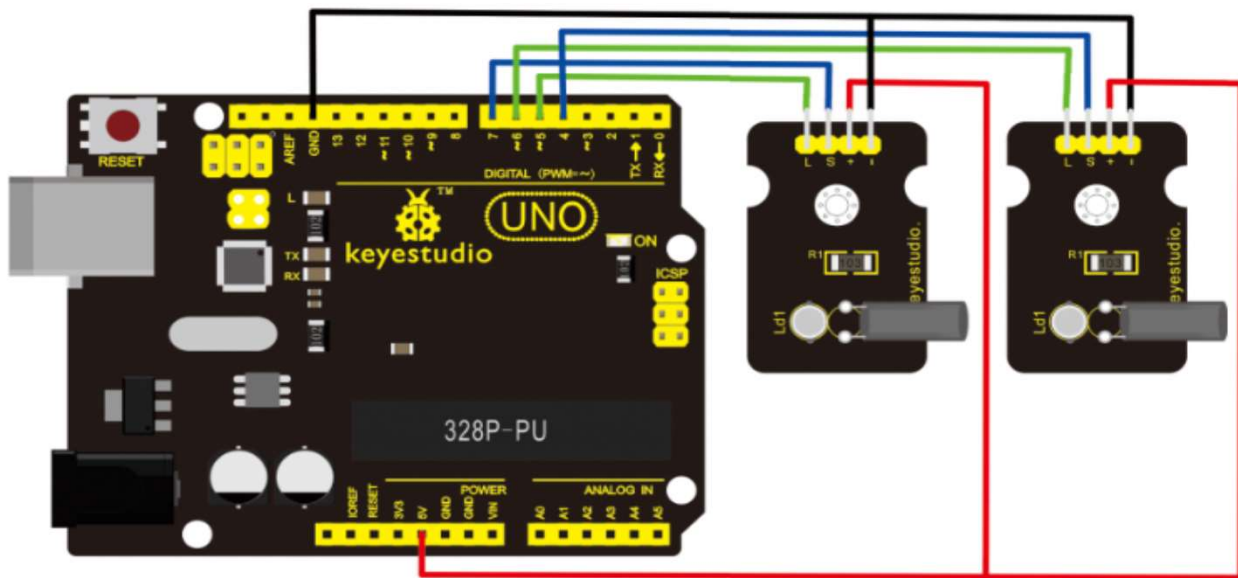


Specification:

Supply Voltage: 3.3V to 5V

Interface: Digital

Connection Diagram:





Sample Code:

```
int LedPinA = 5;
int LedPinB = 6;
int ButtonPinA = 7;
int ButtonPinB = 4;
int buttonStateA = 0;
int buttonStateB = 0;
int brightnessA = 0;
int brightnessB= 255;
```

void setup()

```
{
  Serial.begin(9600);
  pinMode(LedPinA, OUTPUT);
  pinMode(LedPinB, OUTPUT);
  pinMode(ButtonPinA, INPUT);
  pinMode(ButtonPinB, INPUT);
}
```

void loop()

```
{
  buttonStateA = digitalRead(ButtonPinA);
  if (buttonStateA == HIGH && brightnessA != 255)
  {
    brightnessA ++;
  }
  if (buttonStateA == LOW && brightnessA != 0)
  {
    brightnessA --;
  }
  analogWrite(LedPinB, brightnessA);
  Serial.print(brightnessA);

  Serial.print(" ");
  buttonStateB = digitalRead(ButtonPinB);
  if (buttonStateB == HIGH && brightnessB != 0)
  {
    brightnessB --;
  }
  if (buttonStateB == LOW && brightnessB != 255)
  {
    brightnessB++;
  }
  analogWrite(LedPinA, brightnessB);
  Serial.println(brightnessB);
  delay(5);
}
```

Resources:

https://wiki.keyestudio.com/Ks0030_keyestudio_Magical_Light_Cup_Module