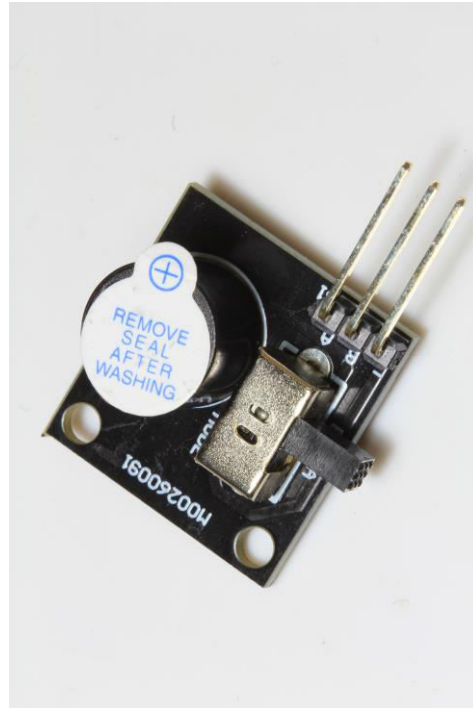


ACTIVE BUZZER MODULE WITH TWO MODE SELECTIONS

(ARDUINO COMPATIBLE)
PRODUCT CODE: M00270056

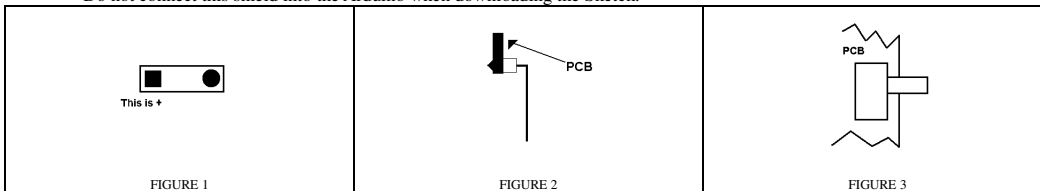
FEATURE:

- Selective switch for two modes is provided
- 3 pins, one for mode A, one for mode B and one for ground.
- Assembly is needed.
- Arduino Sketch example for showing two mode of beeping is shown.
- Requires 1 Arduino UNO (not included).



READ BEFORE INSTALLATION:

- Put the component on the side of screen printing and solder on the back of PCB without printing.
- On component, longer leg is "+".
- On PCB marking, square pad as Figure 1 is always "+".
- Do not connect this shield into the Arduino when downloading the Sketch.



DESCRIPTION:

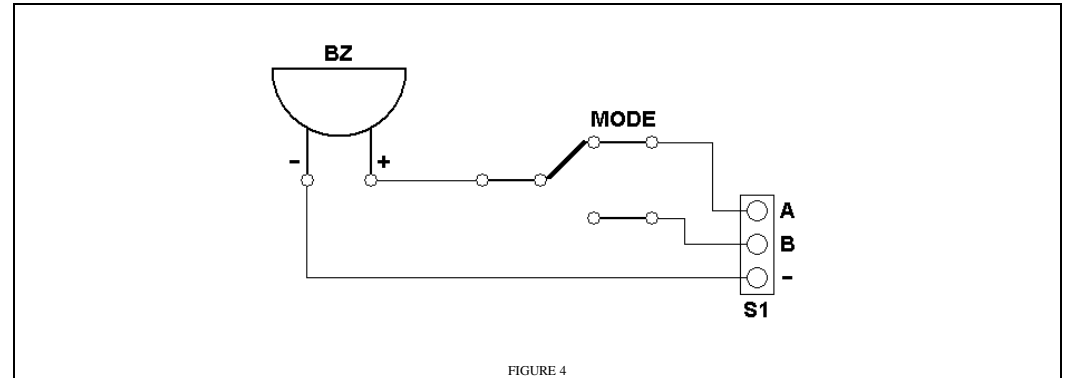
The circuit design is based on the Arduino UNO. Of course, this can be used on any brand of Microcontroller or external circuit if the pin location is matched. If this is not matched, just route this yourself. The Sketch has shown you how to run the two mode of beeping according to connection of pin on the table. After installing the Sketch into Arduino, you can run the module between mode A and mode B according to circuit description on FIGURE 4.

INSTALLATION:

Just install the component to the PCB M00260091 according to below table

ITEM	SYMBOL ON PCB	DESCRIPTION	OUTLOOK	DIRECTION IS IMPORTANT?
1	BZ	BUZZER (5V)	TWO LEGS (ONE IS LONG AND ONE IS SHORT)	YES
2	MODE	SLIDE SWITCH	SIX LEGS	YES
3	S1	BREAK AWAY MALE HEADERS	3 PINS	FIGURE 2

CIRCUIT DIAGRAM:



SKETCH:

The Sketch use the below UNO pin connection as example.	
PIN ON MODULE	PIN ON UNO BOARD
A	PIN 5
B	PIN 6
-	G

```
/* This module allow two modes of beeping way by using the program and the slide switch.
The program has shown how to run the buzzer in two beeping modes. */
```

```
int A = 5;
int B = 6;
int count = 0;

void setup() {
  pinMode(A, OUTPUT); /* Pin 5 is setting as Mode A. */
  pinMode(B, OUTPUT); /* Pin 6 is setting as Mode B. */
}
```

```
void loop() {
  beeping(); /* Beeping of two modes */
}
```

```
/* You can change to other beeping way by changing the program. */
void beeping() {
  if (count != 1000) {
    count = count + 1;
    delay(1);
  }
  else {
    count = 0;
  }
  /* Mode A */
  if (count < 500) { /* You can set any value you want. */
    digitalWrite(A, HIGH);
  }
  else {
    digitalWrite(A, LOW);
  }
  /* Mode B */
  if (count < 200) { /* You can set any value you want. */
    digitalWrite(B, HIGH);
  }
  else {
    digitalWrite(B, LOW);
  }
}
```