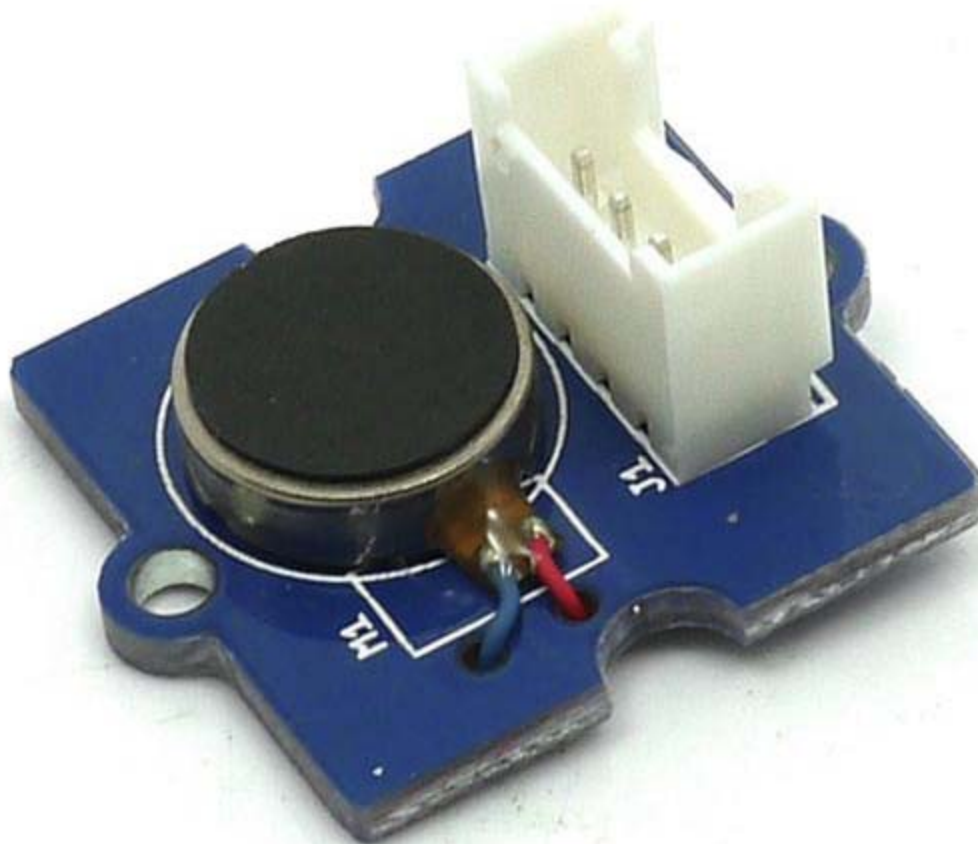


Grove - Vibration Motor



This is a mini vibration motor suitable as a non-audible indicator. When the input is HIGH, the motor will vibrate just like your cell phone on silent mode.

Version Tracker

Revision	Description	Release
v0.9b	Initial public release	May 10, 2011
v1.0	Directly uses an I/O port to drive Vibration Motor	Nov 5, 2011
v1.2	Transistor added, uses bigger current to drive Vibration Motor	July 11, 2013

Features

- Grove compatible
- Non-audible
- Low power consumption
- High reliability

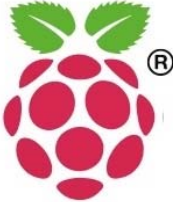



Tip

More details about Grove modules please refer to [Grove System](#)

Specifications

Item	Min	Typ	Max
Operating Voltage	3.0V	5.0V	5.5V
Control Mode	Logic Level (When Logic HIGH, the motor is ON. When LOW, the motor is OFF.)		
Rated speed	9000 rpm		

Platforms Supported

Arduino	Raspberry Pi	BeagleBone	Wio	LinkIt ONE
				

Caution

The platforms mentioned above as supported is/are an indication of the module's hardware or theoretical compatibility. We only provide software library or code examples for Arduino platform in most cases. It is not possible to provide software library / demo code for all possible MCU platforms. Hence, users have to write their own software library.

Getting Started

Note




If this is the first time you work with Arduino, we firmly recommend you to see [Getting Started with Arduino](#) before the start.

Play With Arduino

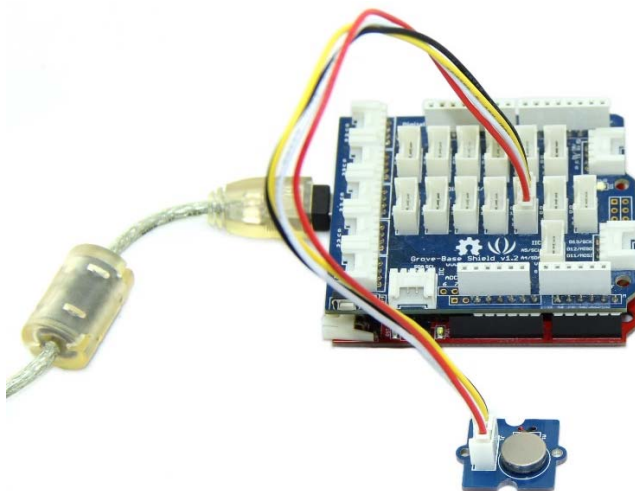
To make it vibrate is just as easy as to turn on an LED. Here is an example showing how to turn on the vibration motor.

Hardware

- **Step 1.** Prepare the below stuffs:

Seeeduino V4.2	Base Shield	Grove - Vibration Motor
		

- **Step 2.** Grove - Vibration Motor to port 9 of Grove-Base Shield.
- **Step 3.** Plug Grove - Base Shield into Seeeduino.
- **Step 4.** Connect Seeeduino to PC via a USB cable.



Note

If we don't have Grove Base Shield, We also can directly connect Grove - Vibration Motor to Seeeduino as below.

Seeeduino	Grove - Vibration Motor
5V	Red
GND	Black
Not Conencted	White
D9	Yellow

Software

- **Step 1.** Copy the code into Arduino IDE and upload. If you do not know how to upload the code, please check how to upload code.




```
1 int MoPin = 9; // vibrator Grove connected to digital pin 9
2
3 void setup() {
4   pinMode( MoPin, OUTPUT );
5 }
6
7 void loop() {
8
9   digitalWrite(MoPin, HIGH);
10  delay(1000);
11
12  digitalWrite(MoPin, LOW);
13  delay(1000);
14 }
```

- **Step 2.** Now, feel the vibration of your motor!

Play With Raspberry Pi

Hardware

- **Step 1.** Prepare the below stuffs:

Raspberry pi	GrovePi_Plus	Grove - Vibration Motor
		

- **Step 2.** Plug the GrovePi_Plus into Raspberry.
- **Step 3.** Connect Grove - Vibration Motor ranger to **D8** port of GrovePi_Plus.
- **Step 4.** Connect the Raspberry to PC through USB cable.

Software

- **Step 1.** Navigate to the demos' directory:

```
1cd yourpath/GrovePi/Software/Python/
```

- **Step 2.** To see the code

```
1nano grove_vibration_motor.py # "Ctrl+x" to exit #
```

```
1import time
2import grovepi
3
4# Connect the Grove Vibration Motor to digital port D8
5# SIG,NC,VCC,GND
6vibration_motor = 8
7
8grovepi.pinMode(vibration_motor,"OUTPUT")
9
10while True:
11    try:
12        # Start vibrating for 1 second
13        grovepi.digitalWrite(vibration_motor,1)
14        print 'start'
15        time.sleep(1)
16
17        # Stop vibrating for 1 second, then repeat
18        grovepi.digitalWrite(vibration_motor,0)
19        print 'stop'
20        time.sleep(1)
21
22    except KeyboardInterrupt:
```

```
23 grovepi.digitalWrite(vibration_motor,0)
24 break
25 except IOError:
26     print "Error"
```

- **Step 3.** Run the demo.

```
1sudo python grove_vibration_motor.py
```

Project

Grove - Introduction in a Vibration Motor - only for adults: Beginner-Example

Inspired by OVERWATCH, we have made a very cool Wooden Laser Gun toy for fun these day!

The Wooden Laser Gun and the Gun Target are all based on an Arduino board called Seedduino Lotus. The laser emitter on the Laser Gun is controlled to fire laser pulse to "activate" the Gun Target. And there are 3 light sensors on the Gun Target to detect the laser pulse. It seems very simple right? If you are interested in our project, please make one for yourself or your child! It's worth to spend one day DIY it as a Xmas present.



Tech Support

Please submit any technical issue into our forum or drop mail to techsupport@seed.cc.