LEDs

ME218B Winter 2017, Team 4



Figure 1: LED Circuitry in Altium

We used a 2N3904 NPN BJT connected to a TP0606N3 PMOS to control the LEDS. We picked $12k\Omega$ for the BJT gate resistance, and $10k\Omega$ for the PMOS gate pullup resistance - typical values we have used in labs in the past. The most important components to pick were the current limiting resistors in series with the LEDs.

Our red LED, C503B-RCN-CW0Z0AA1, has a forward voltage of $V_F = 2.1V$ and a maximum current of 50mA, and in order to have 25mA of current flowing through the LED, the resistance we want is:

$$R_{limit,red} = \frac{5V - V_f}{25mA} = 116\Omega\tag{1}$$

The TP0606N3 has a typical $R_{dson} = 5\Omega$, so a conservative standard resistance to pick would be 120 Ω .

Our green LED, C503B-GCS-CY0C0791-ND, has a typical forward voltage of $V_F = 3.2V$ and a maximum current of 30mA, and in order to have 20mA of current flowing through the LED, the resistance we want is:

$$R_{limit,green} = \frac{5V - V_f}{20mA} = 90\Omega \tag{2}$$

The TP0606N3 has a typical $R_{dson} = 5\Omega$, so a reasonable standard resistance to pick would be 91 Ω . This results in a current less than 20mA, however after observing that our LED was bright enough we ended up using 91 Ω as our final resistor value.

Our white LED, C535A-WJN-CT0W0231-ND, has a typical forward voltage of $V_F = 3.2V$ as well, therefore we picked $R_{limit,white} = 91\Omega$.

Our IR LEDs were the LTE-5208A, with $V_f = 1.2V$ and a maximum current of 100mA. Since we were having issues with getting the game field ball dispenser to detect the pulses from our IR LEDs, we wanted to run them bright at 30mA, and did the following calculation:

$$R_{limit,IR} = \frac{5V - V_f}{30mA} = 126\Omega\tag{3}$$

In the end we just used $R_{limit,IR} = 120\Omega$, since we had a bunch of those resistors lying around from the LED circuitry for the red LED. And since our P-channel MOSFET TP0606N3 can handle a continuous drain current of 320 mA, running 3 IR emitters, each at 30 mA, is fine.