

# SEED TECHNOLOGY INC (SEEEDUINO)

## Ultra Sonic range measurement module

### Model: SEN136B5B

### **Introduction**

Seed ultrasonic sensor is non-contact distance measurement module, which is also compatible with electronic brick. It's designed for easy modular project usage with industrial performance.

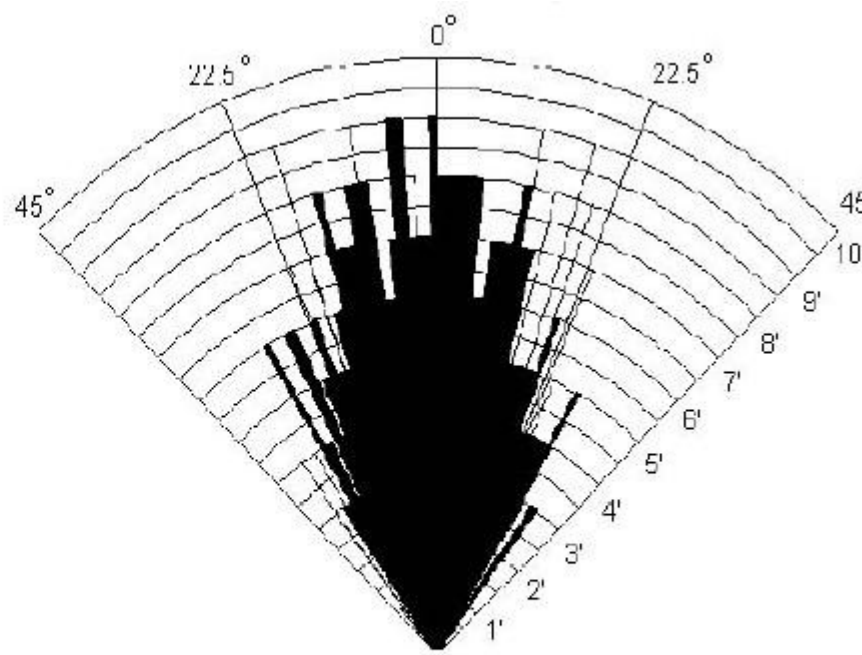
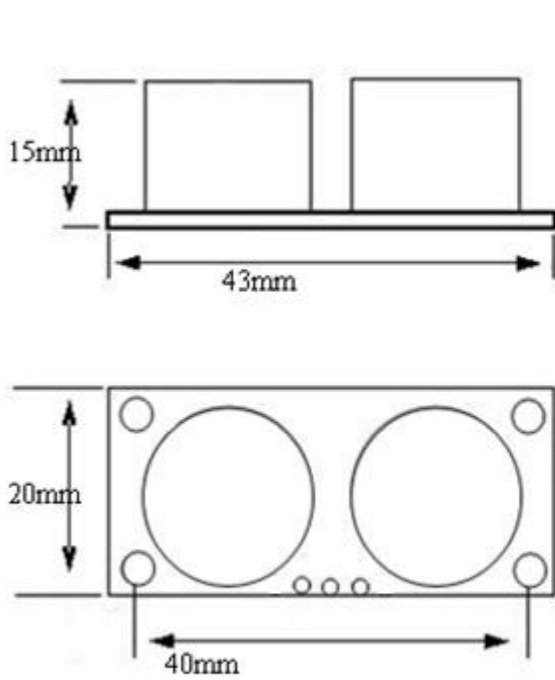


### **Features**

- Detecting range: 3cm-4m
- Best in 30 degree angle
- Electronic brick compatible interface
- 5VDC power supply
- Breadboard friendly
- Dual transducer
- Arduino library ready

### **Specification**

Supply voltage	5V
Global Current Consumption	15 mA
Ultrasonic Frequency	40k Hz
Maximal Range	400 cm
Minimal Range	3 cm
Resolution	1 cm
Trigger Pulse Width	10 $\mu$ s
Outline Dimension	43x20x15 mm

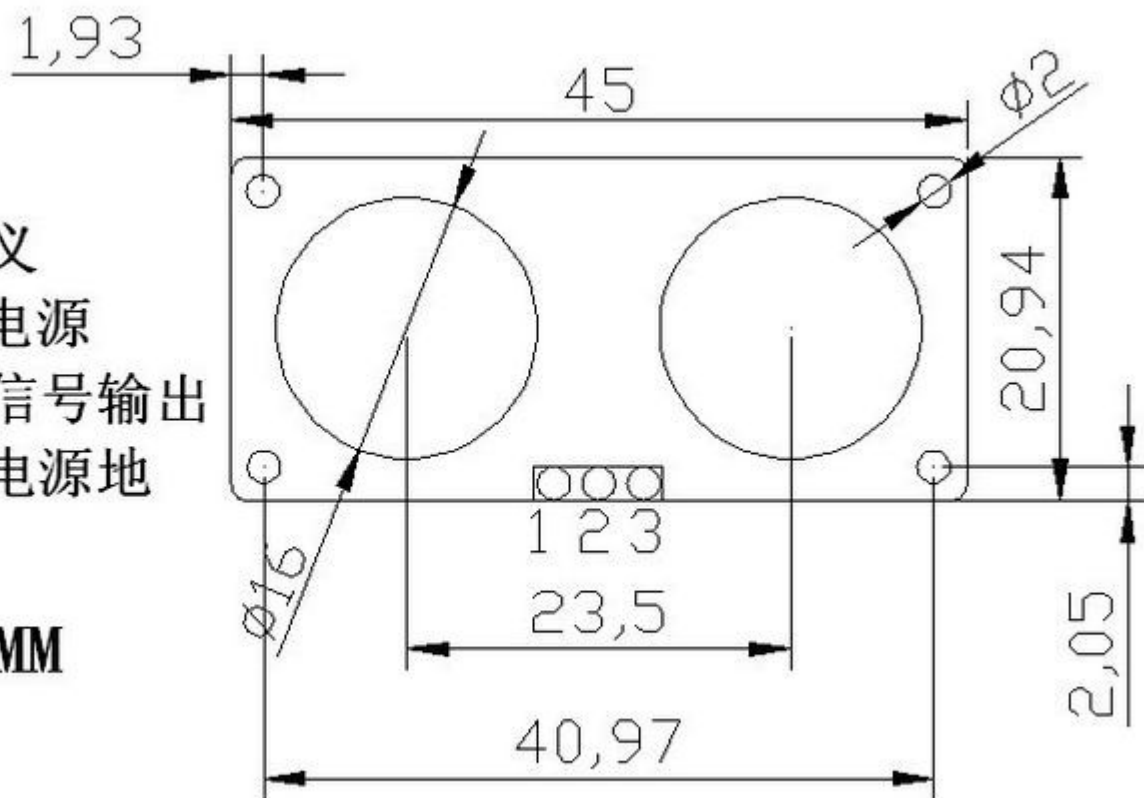


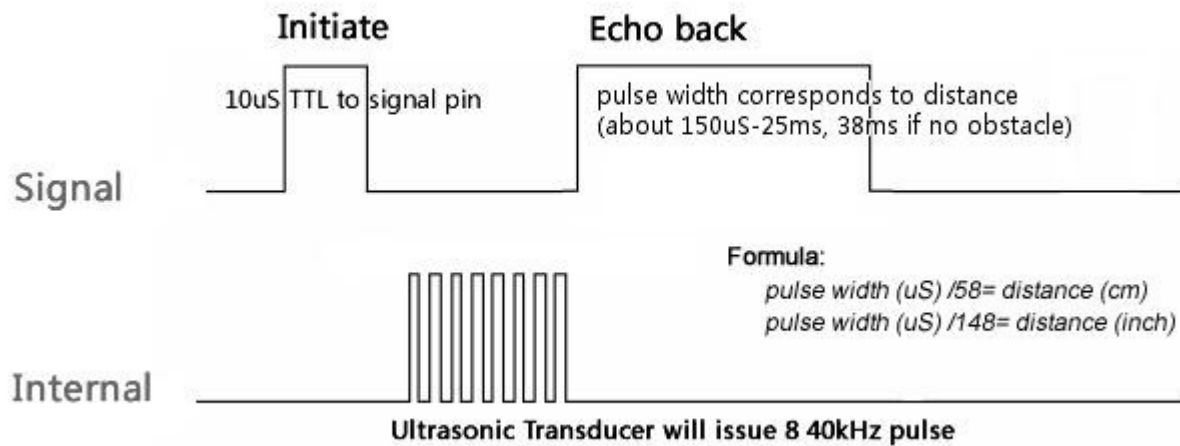
*Practical test of performance,  
Best in 30 degree angle*

接口定义

- 1:VCC 电源
- 2:OUT 信号输出
- 3:GND 电源地

单位:MM



**Usage****Hardware Installation**

A short ultrasonic pulse is transmitted at the time 0, reflected by an object. The sensor receives this signal and converts it to an electric signal. The next pulse can be transmitted when the echo is faded away. This time period is called cycle period. The recommended cycle period should be no less than 50ms. If a 10µs width trigger pulse is sent to the signal pin, the Ultrasonic module will output eight 40kHz ultrasonic signal and detect the echo back. The measured distance is proportional to the echo pulse width and can be calculated by the formula above. If no obstacle is detected, the output pin will give a 38ms high level signal.

**Programming**

Includes important code snippet. Demo code like :

```
/* Ping)) Sensor
```

```
This sketch reads a PING)) ultrasonic rangefinder and returns the distance to the closest object in range. To do this, it sends a pulse to the sensor to initiate a reading, then listens for a pulse to return. The length of the returning pulse is proportional to the distance of the object from the sensor.
```

The circuit:

- \* +V connection of the PING)) attached to +5V
- \* GND connection of the PING)) attached to ground
- \* SIG connection of the PING)) attached to digital pin 7

<http://www.arduino.cc/en/Tutorial/Ping>

```
created 3 Nov 2008
by David A. Mellis
modified 30 Jun 2009
by Tom Igoe
```

This example code is in the public domain.

```
*/

// this constant won't change. It's the pin number
// of the sensor's output:
const int pingPin = 7;

void setup() {
  // initialize serial communication:
  Serial.begin(9600);
}
```

```
void loop()
{
  // establish variables for duration of the ping,
  // and the distance result in inches and centimeters:
  long duration, inches, cm;

  // The PING))) is triggered by a HIGH pulse of 2 or more microseconds.
  // Give a short LOW pulse beforehand to ensure a clean HIGH pulse:
  pinMode(pingPin, OUTPUT);
  digitalWrite(pingPin, LOW);
  delayMicroseconds(2);
  digitalWrite(pingPin, HIGH);
  delayMicroseconds(5);
  digitalWrite(pingPin, LOW);

  // The same pin is used to read the signal from the PING)): a HIGH
  // pulse whose duration is the time (in microseconds) from the sending
  // of the ping to the reception of its echo off of an object.
  pinMode(pingPin, INPUT);
  duration = pulseIn(pingPin, HIGH);

  // convert the time into a distance
  inches = microsecondsToInches(duration);
  cm = microsecondsToCentimeters(duration);

  Serial.print(inches);
  Serial.print("in, ");
  Serial.print(cm);
  Serial.print("cm");
  Serial.println();

  delay(100);
}

long microsecondsToInches(long microseconds)
{
  // According to Parallax's datasheet for the PING))), there are
  // 73.746 microseconds per inch (i.e. sound travels at 1130 feet per
  // second). This gives the distance travelled by the ping, outbound
  // and return, so we divide by 2 to get the distance of the obstacle.
  // See: http://www.parallax.com/dl/docs/prod/acc/28015-PING-v1.3.pdf
  return microseconds / 74 / 2;
}

long microsecondsToCentimeters(long microseconds)
{
  // The speed of sound is 340 m/s or 29 microseconds per centimeter.
  // The ping travels out and back, so to find the distance of the
  // object we take half of the distance travelled.
  return microseconds / 29 / 2;
}
```

## FAQ

Please list your question here:

## Support

If you have questions or other better design ideas, you can go to our [forum](#) or [wish](#) to discuss.

## Version Tracker

Revision	Descriptions	Release
v1.0	Seed Ultrasonic Sensor	May 14, 2010

## **Resources**

The resources need to be downloaded, like Eagle file, Demo code, project or other datasheet.

## **Licensing**

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## **External Links**

Links to external webpages which provide more application ideas, documents/datasheet or software libraries