## XYC-WB-DC Microwave Radar Motion sensor module

Technical Manual Rev 1r0





The module has a wider range from 6 to 9 meters, 360 detection angle. Other applications for such modules include security, body sensors toys, industrial automation and control, auto-sensing electrical equipment, and battery-powered automatic control. Compatible in all gizDuino and Arduino boards.

## **Features:**

- Wide range of motion detection
- The microwave module will also work through walls but the signal can be blocked by metal
- The module will output high signal (3.3V) when motion is detected.

## **General Specifications:**

Operating Frequency: 5.8GHz Detection angle: 360 degrees Detection range: 6 to 9 meters Working voltage: 3.3 to 20V DC

Standby current: <3mA Transmit power: <2mW

Operating temperature range: -20 to +80 C

Dimensions: 32mm x 23mm



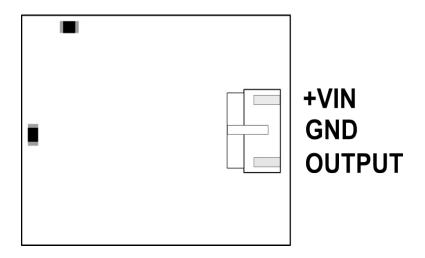


Figure 1. Pinouts Presentation

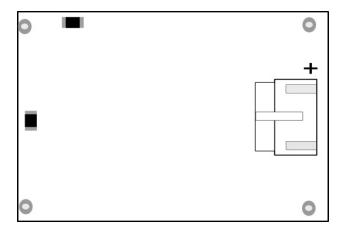


Figure 2. PCB Bottom Layer Guide

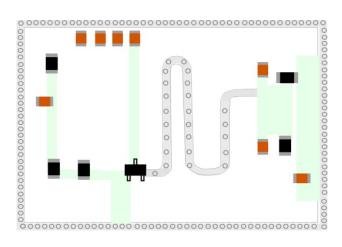
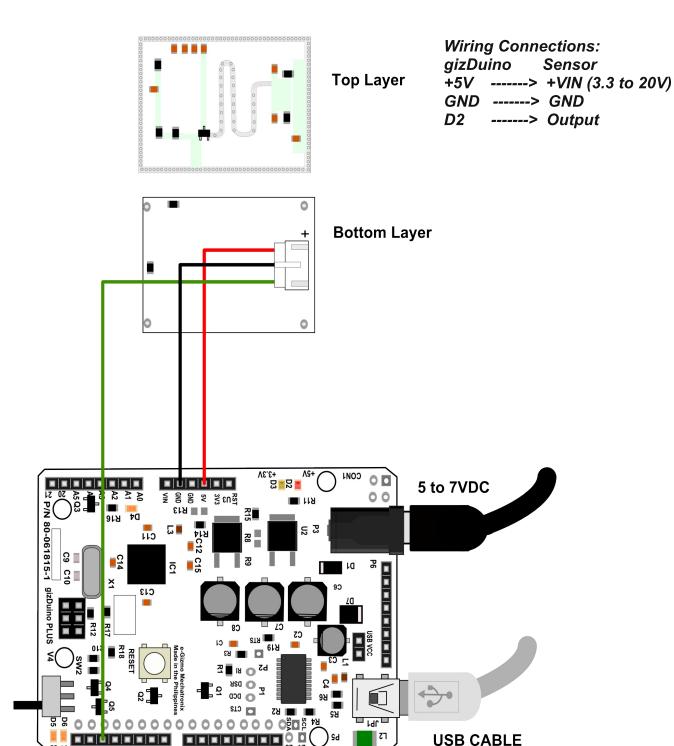


Figure 3. PCB Top Layer Guide





gizDuino PLUS w/ ATmega644P

miniType B



```
XYC-WB-DC Microwave Radar
 Motion sensor module
 This sample sketch is for reading the
 Output and display it to the Serial Monitor.
 No detection = 0; detected motion = 1.
 Wiring connections:
 ==============
 gizDuino to Microwave Radar Motion sensor
 +5V ----> +VIN (3.3V to 20V DC)
 GND -----> GND
 D2
      -----> OUTPUT
 Codes by:
 e-Gizmo Mechatronix Central
 http://www.e-gizmo.com
 June 19,2017
 */
//pin assignment for input
int Output = 2;
// the setup routine runs once when you press reset:
void setup() {
 // initialize serial communication at 9600 bits per second:
 Serial.begin(9600);
 // make the pushbutton's pin an input:
 pinMode(Output, INPUT);
// the loop routine runs over and over again forever:
void loop() {
 // read the input pin:
 int SensorVal = digitalRead(Output);
 // print out the state of sensor:
 Serial.println(SensorVal);
              // delay in between reads for stability
 delay(1);
}
```



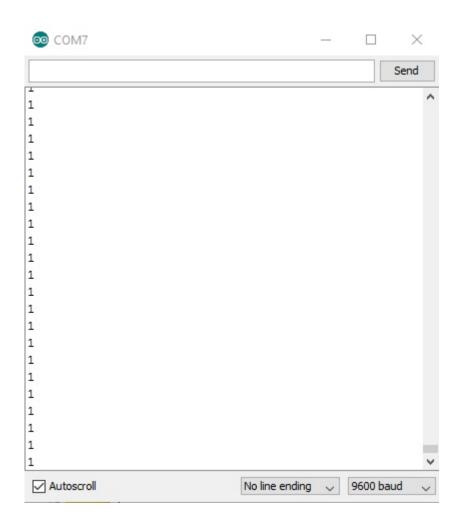


Figure 4. Serial Monitor