

# NXT Ultrasonic Sensor

Non-Visible component

Category	Requires	Version
LEGO® MINDSTORMS® > NXT	API 19, Android 4.4 - 4.4.4 KitKat	1

## Overview

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A component that provides a high-level interface to an ultrasonic sensor on a LEGO MINDSTORMS NXT robot.

## Events

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### Above Range

Distance has gone above the range.

### Below Range

Distance has gone below the range.

### Within Range

Distance has gone within the range.

## Methods

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### Get Distance

Returns: *Number*

Returns the current distance in centimeters as a value between 0 and 254, or -1 if the distance can not be read.

## Properties

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### Above Range Event Enabled

**Boolean** **Default: *False*** — **Read** **Write** - **Designer** **Blocks**

Whether the AboveRange event should fire when the distance goes above the TopOfRange.

### Below Range Event Enabled

**Boolean** **Default: *False*** — **Read** **Write** - **Designer** **Blocks**

Whether the BelowRange event should fire when the distance goes below the BottomOfRange.

### Bluetooth Client

**Component** — **Write** - **Designer**

The BluetoothClient component that should be used for communication.

### Bottom Of Range

**Number** **Default: *30*** — **Read** **Write** - **Designer** **Blocks**

The bottom of the range used for the BelowRange, WithinRange, and AboveRange events.

## Sensor Port

Text Default: 4 — Write - Designer

The sensor port that the sensor is connected to.

## Top Of Range

Number Default: 90 — Read Write - Designer Blocks

The top of the range used for the BelowRange, WithinRange, and AboveRange events.

## Within Range Event Enabled

Boolean Default: *False* — Read Write - Designer Blocks

Whether the WithinRange event should fire when the distance goes between the BottomOfRange and the TopOfRange.

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Last update: January 26, 2020