Art project with HLK-LD2450 Human detection sensor (Microwave-based)

This repo is using a HLK-LD2450 microwave human presence sensor and a Sparkfun Thing Plus. This uses Micropython. See below for instructions to set it up.

When at least one human being is in a pre defined target area in front of the sensor, a relay is triggered. In this application, this relay is wired to eg. a 30VAC source that switches off a PDLC foil (Polymer Dispersed Liquid Crystal) in front of a mirror.

Change the area in which the relay triggers in the main.py file:

```
p1 = (-66, 777)

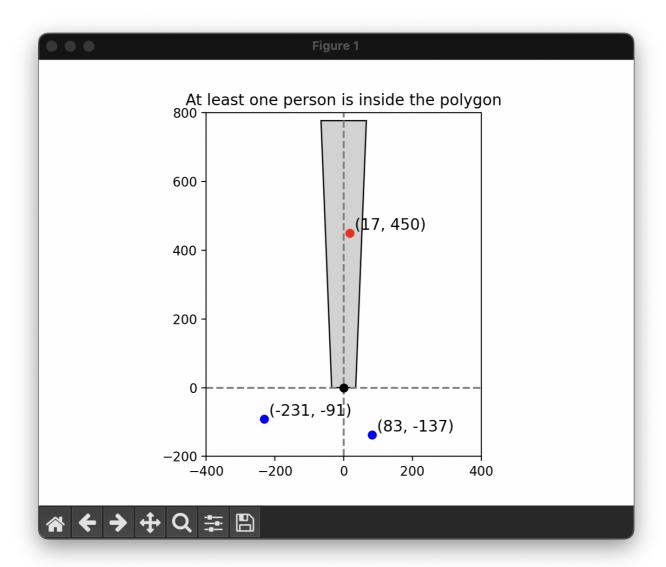
p2 = (66, 777)

p3 = (35, 0)

p4 = (-35, 0)
```

Points clockwise, all values in cm.

Visualized and tested with script _archive/tests/test-polygon-finder.py.



Based on

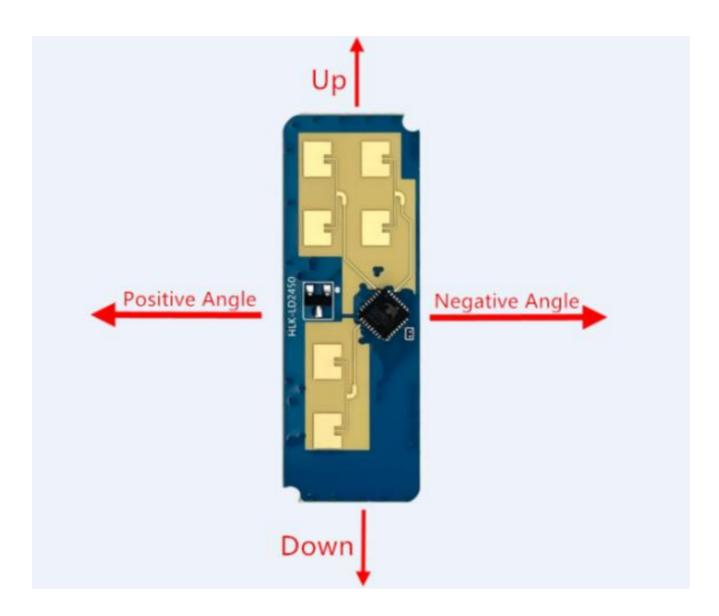
- https://github.com/christianDUCROS/ld2410-human_sensor
- https://github.com/QuirkyCort/loTy/blob/main/public/extensions/ld2410.py

Sensor

Can be installed in case, but must have good wave transmission characteristics at 24 GHz and cannot contain metallic materials or materials that have a shielding effect on electromagnetic waves.

For example data and a lot more, check out the > HLK-LD2450-Instruction-Manual.pdf.

Sensor mounting direction



Specs

Key	Value
Max targets	3
ISM band	24 GHz
Detection distance	6m
Detection angle	±60°
Data per target	Xmm, Ymm, Speed mm/s

Attention:

- Do not install multiple sensor directly opposite to each other to avoid mutual interference
- Install 150cm to 200cm from floor

SOFTWARE

Micropython

Firmware - once per device

Get https://github.com/espressif/esptool

First, erase flash memory from dir esptool-maser

```
cd _archive/esptool
esptool.py --port /dev/cu.usbserial-02762195 erase_flash
```

lf:

```
A fatal error occurred: Could not open /dev/cu.usbserial-02762195, the port is busy or doesn't exist. ([Errno 16] could not open port /dev/cu.usbserial-02762195: [Errno 16] Resource busy: '/dev/cu.usbserial-02762195')
```

Unconnect & reconnect, immediatly run the command above again

Download generic firmware esp wroom:

- https://micropython.org/download/#esp32
- https://micropython.org/download/ESP32_GENERIC/

```
Eg. v1.23.0 (2024-06-02) .bin
```

Flash firmware:

```
esptool.py —-chip esp32 —-port /dev/cu.usbserial-02762195 —-baud 460800 write_flash -z 0x1000 ESP32_GENERIC-20240602-v1.23.0.bin
```

To upload code

For vscode:

- pymakr extension install
- "new project" from sidebar
- connect device or three dots when hovering over project name select devices
- Click on the bolt on the device (if greyed out, right click three dots stop script)
- To upload click on "upload cloud" when hovering over device name
- After upload, three dots on device, hard reset device

Attention

 When changing the pymakr.conf file, its changes only take effect after its uploaded to the board. Right click on the pymakr.conf file > "pymakr" > "upload to device" before you upload the whole thing • When using "Development mode" (auto-upload files after each change), folders, subfolders and their content (like the libraries) do not get uploaded

When in death loop

Delete main file directly on the flash memory:

```
• pip install oder so rshell & repl
```

```
    rshell --port /dev/cu.usbserial-0275EAB2
```

```
• repl ~ /dev/cu_usbserial-0275EAB2
```

```
• ctrl+x = exit
```

- import os
- os.remove("main.py")

Pymakr.conf

Example:

```
{
  "py_ignore": [
    "_archive",
    "_tools",
    "docs",
    ".DS_Store",
    ".git",
    ".gitignore",
    ".gitmodules",
    ".vscode",
    "env",
    "README.md",
    "README.pdf",
    "venv"
  ],
  "name": "Rebekkas Smart Foil Extravaganza"
```

In terminal:

```
import os
os.listdir()
os.chdir("libraries")
```

Interesting links from our research

- Library taken from https://github.com/QuirkyCort/loTy/blob/main/public/extensions/ld2410.py
- Alternatively this french guy is using a similar or the same library:

- $\circ \ \ https://www.youtube.com/watch?v=QDC7T2RiKgo$
- https://github.com/christianDUCROS/ld2410-human_sensor
- Arduino edition: https://github.com/0ingchun/arduino-lib_HLK-LD2450_Radar