



| The Motor Rotating Speed Before Reduction: 12V 11000RPM | | | | | | | | | |
|---------------------------------------------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|
| Reduction Ratio | 18:1 | 30:1 | 43.8:1 | 56.3:1 | 70:1 | 90:1 | 131:1 | 168:1 | 270:1 |
| L Length of Gearbox (mm) | 22 | 22 | 24 | 24 | 24 | 24 | 26.5 | 26.5 | 26.5 |
| No-load Speed(RPM) | 585±10% | 366±10% | 251±10% | 195±10% | 157±10% | 122±10% | 83±10% | 65±10% | 40±10% |
| No-load Current (mA) | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 |
| Stall Torque (Kg.cm) | 8.6 | 13 | 18 | 23 | 28 | 36 | 45 | 58 | 80 |
| Stall Current (A) | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |
| Hall Encoder | Incremental Type | Incremental Type | Incremental Type | Incremental Type | Incremental Type | Incremental Type | Incremental Type | Incremental Type | Incremental Type |
| Encoder Resolution (CPR) | 64 | 64 | 64 | 64 | 64 | 64 | 64 | 64 | 64 |
| Encoder Operating Voltage(V) | 3.3 - 24 | 3.3 - 24 | 3.3 - 24 | 3.3 - 24 | 3.3 - 24 | 3.3 - 24 | 3.3 - 24 | 3.3 - 24 | 3.3 - 24 |
| Product (ASIN) | B0756J95TY | B073QXQW5Y | B072C3FTST | B0756KB3V8 | B0756KVMVR | B01MEGLCPL | B01N755EJ8 | B073QYSMTH | B0731MD6JL |

1. ASIN: B0756J95TY (18:1)

2. ASIN: B073QXQW5Y (30:1)

3. ASIN: B072C3FTST (43.8:1)

4. ASIN: B0756KB3V8 (56.3:1)

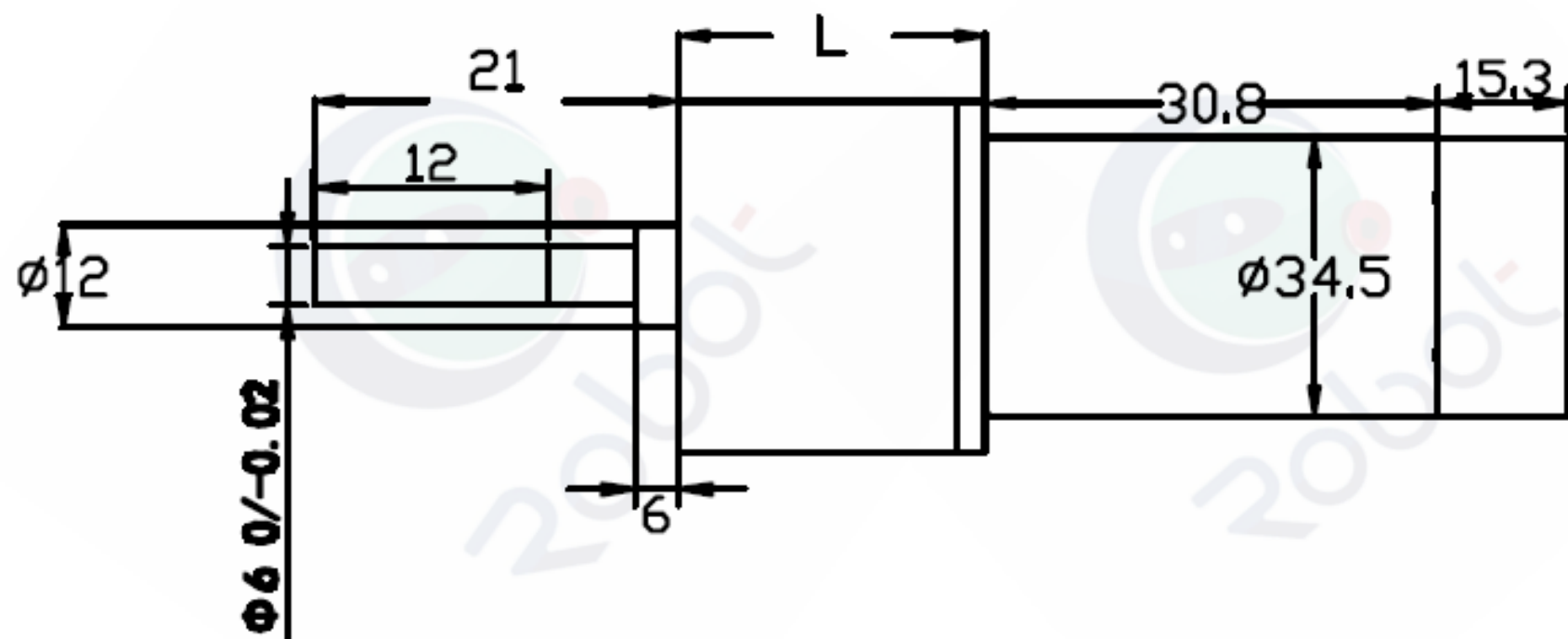
5. ASIN: B0756KVMVR (70:1)

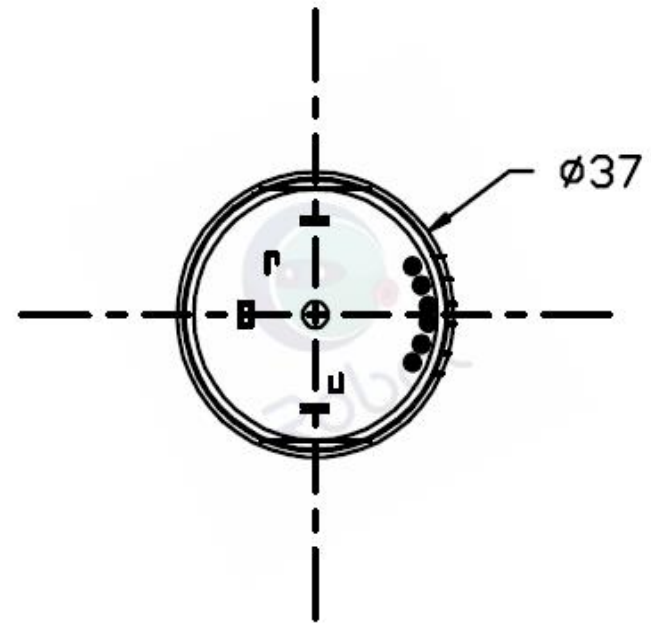
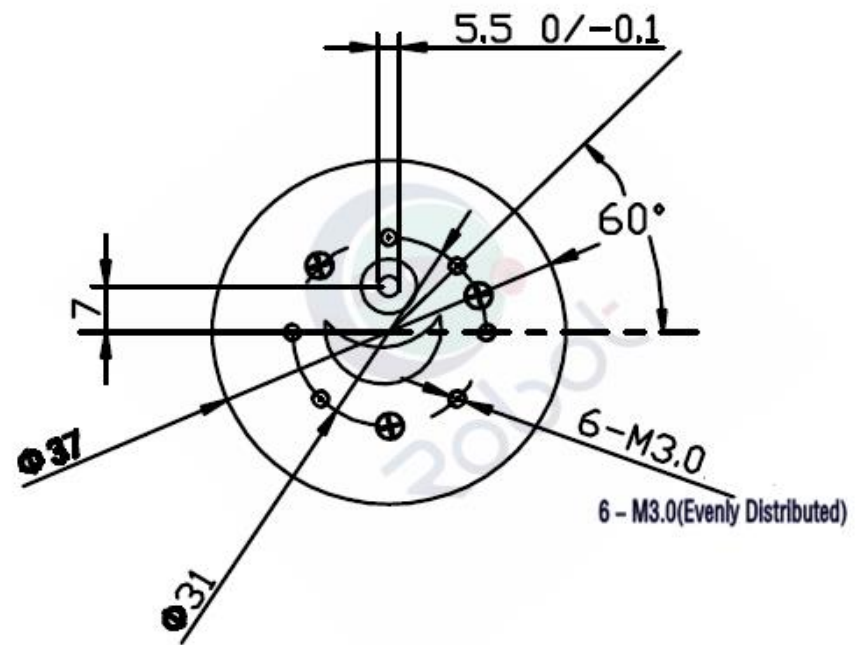
6. ASIN: B01MEGLCPL (90:1)

7. ASIN: B01N755EJ8 (131:1)

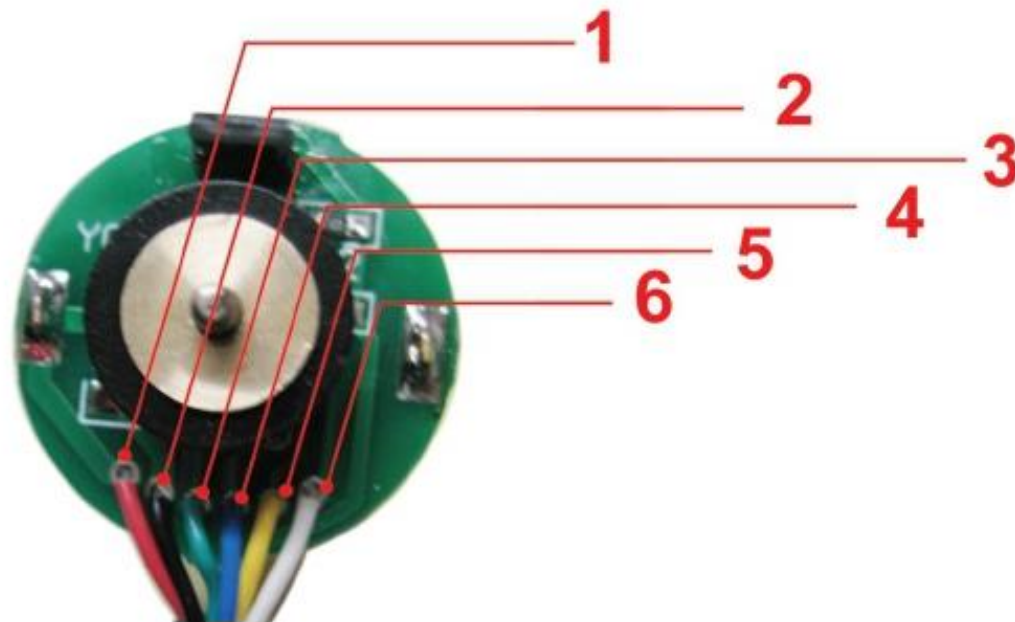
8. ASIN: B073QYSMTH (168:1)

9. ASIN: B0731MD6JL (168:1)





Connect the renderings

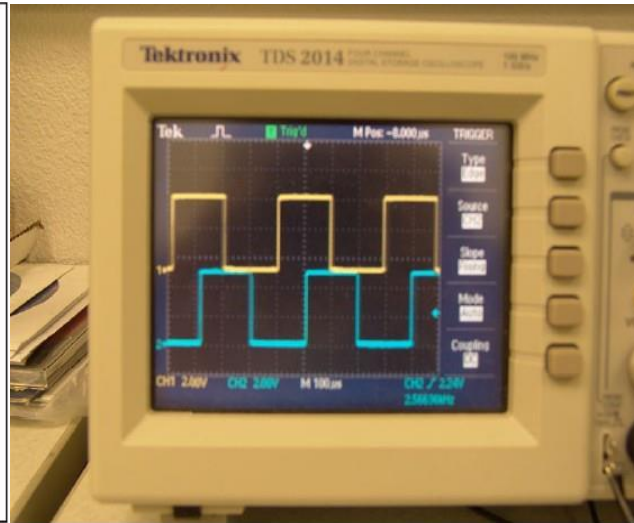
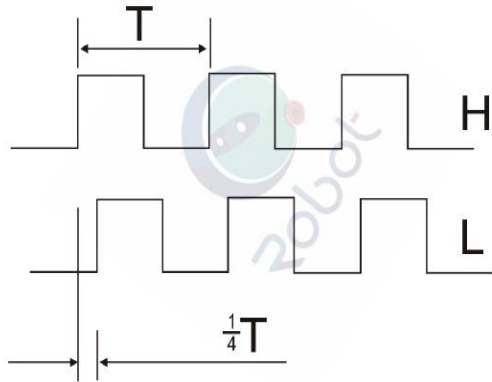


Connection:

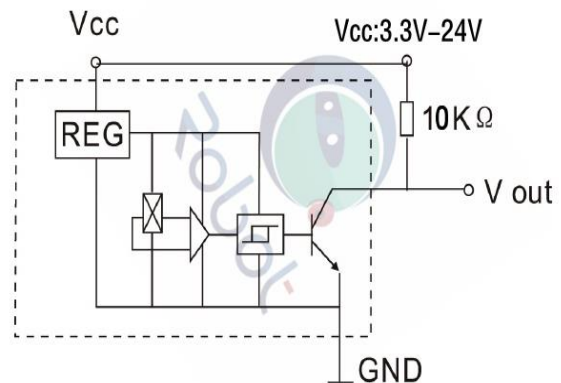
1. MOTOR+
2. MOTOR-
3. HALL SENSOR GND
4. HALL SENSOR Vcc
5. HALL SENSOR A Vout
6. HALL SENSOR B Vout

| Specifications | Code | Test Conditions | Small | Basic | Big | UNITS |
|----------------|------|-----------------------|-------|-------|-----|-------|
| Input Voltage | VCC | --- | 4.5 | --- | 24 | V |
| Output current | IC | Vcc=12V, GAUSS < -170 | --- | < 0.1 | 20 | MA |

Output Waveform:

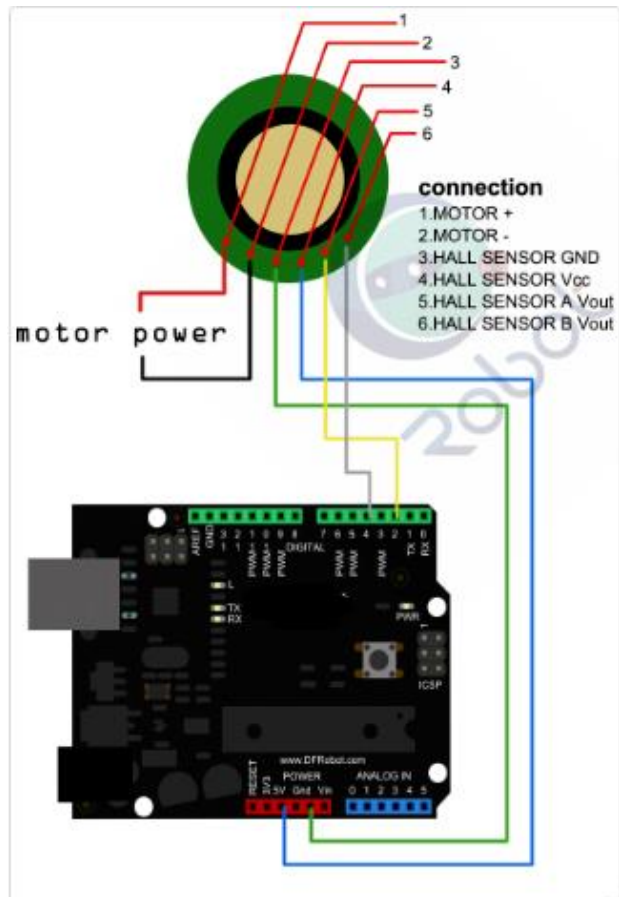


Output Circuit:



Encoder Diagram

====Diagram for UNO====



Notcie:attachInterrupt()

| Board | int.0 | int.1 | int.2 | int.3 | int.4 | int.5 |
|---------------|-------|-------|-------|-------|-------|-------|
| Uno, Ethernet | 2 | 3 | | | | |
| Mega2560 | 2 | 3 | 21 | 20 | 19 | 18 |
| Leonardo | 3 | 2 | 0 | 1 | 7 | |

For example, with **arduino UNO board**, you want to use interrupt port 0(int.0). You should connect digital pin 2 with the board. So, the following code is only used in UNO and Mega2560. If you want to use **arduino Leonardo** or Romeo, you should change digital pin 3 instead of digital pin 2.

See the link for detail <http://arduino.cc/en/Reference/AttachInterrupt>

Encoder Sample Code

```
//The sample code for driving one way motor encoder
const byte encoder0pinA = 2; //A pin -> the interrupt pin 0
const byte encoder0pinB = 4; //B pin -> the digital pin 4
byte encoder0PinALast;
int duration; //the number of the pulses
```

```
boolean Direction;//the rotation direction

void setup()
{
  Serial.begin(57600);//Initialize the serial port
  EncoderInit();//Initialize the module
}

void loop()
{
  Serial.print("Pulse:");
  Serial.println(duration);
  duration = 0;
  delay(100);
}
```

```
void EncoderInit()
```

```
{
```

```
    Direction = true; //default -> Forward
```

```
    pinMode(encoder0pinB, INPUT);
```

```
    attachInterrupt(0, wheelSpeed, CHANGE);
```

```
}
```

```
void wheelSpeed()
```

```
{
```

```
    int Lstate = digitalRead(encoder0pinA);
```

```
    if((encoder0PinALast == LOW) && Lstate==HIGH)
```

```
    {
```

```
        int val = digitalRead(encoder0pinB);
```

```
        if(val == LOW && Direction)
```

```
        {
```

```
            Direction = false; //Reverse
```

```
}
```

```
else if(val == HIGH && !Direction)
```

```
{
```

```
    Direction = true;  //Forward
```

```
}
```

```
}
```

```
encoder0PinALast = Lstate;
```

```
if(!Direction) duration++;
```

```
else duration--;
```

```
}
```