

# Henry's Bench

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## Arduino HC-SR501 Motion Sensor Tutorial

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### The HC-SR501 Passive Infrared (PIR) Motion Sensor



This motion sensor module uses the LHI778 Passive Infrared Sensor and the BISS0001 IC to control how motion is detected.

The module features adjustable sensitivity that allows for a motion detection range from 3 meters to 7 meters.

The module also includes time delay adjustments and trigger selection that allow for fine tuning within your application.

This article discusses these various functions and demonstrates how to integrate them for use with your Arduino.

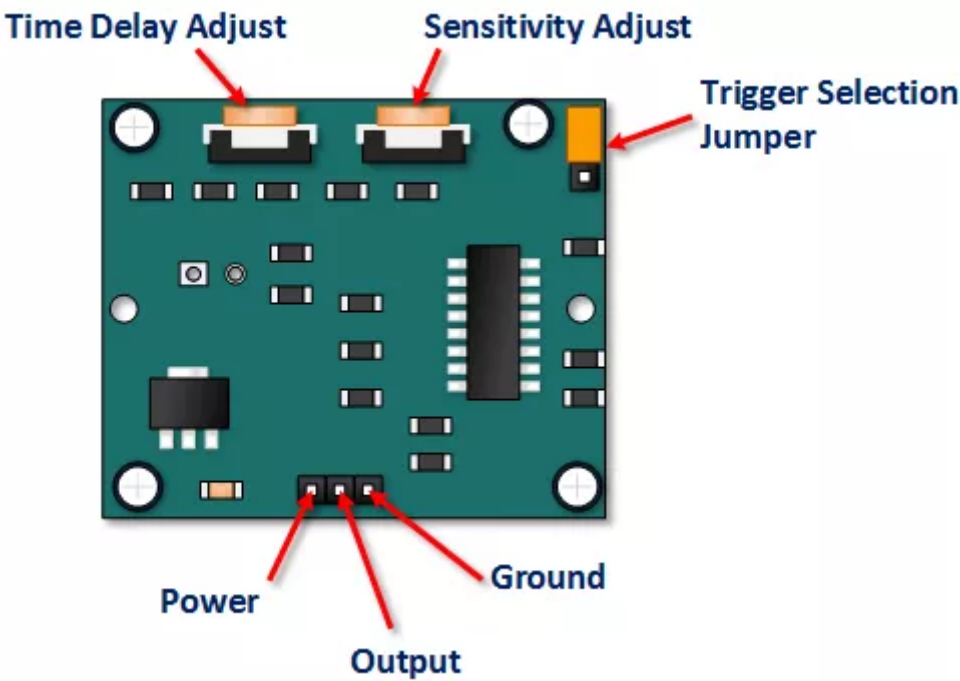
### Where to Get the HC-SR501

The HC-SR501 is readily available for several online sources.

[eBay](#)   [Amazon](#)   [Bang Good](#)   [Fast Tech](#)

### HC-SR501 Pin Outs and Controls

The pin-outs and controls for this device are shown in the picture below and described in the following table.



Pin or Control	Function
Time Delay Adjust	Sets how long the output remains high after detecting motion.... Anywhere from seconds to 5 minutes.
Sensitivity Adjust	Sets the detection range.... from 3 meters to 7 meters
Trigger Selection Jumper	Set for single or repeatable triggers.
Ground pin	Ground input
Output Pin	Low when no motion is detected.. High when motion is detected. High is 3.3V
Power Pin	5 to 20 VDC Supply input

## HC SR501 PIR Functional Description

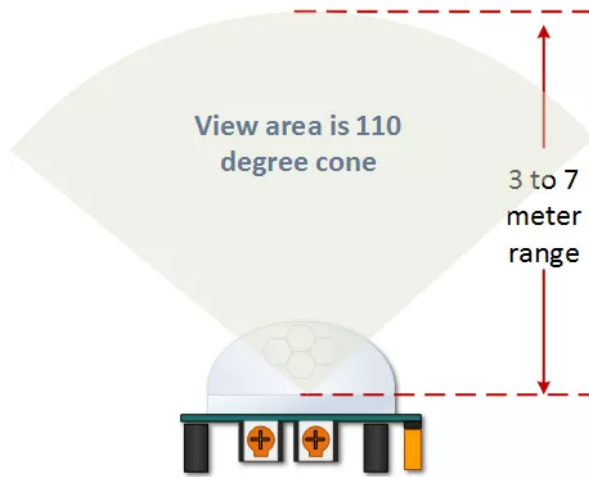
The SR501 will detect infrared changes and if interpreted as motion, will set its output low. What is or is interpreted as motion is largely dependent on user settings and adjustments.

### Device Initialization

The device requires nearly a minute to initialize. During this period, it can and often will output false detection signals. Circuit or controller logic needs to take this initialization period into consideration.

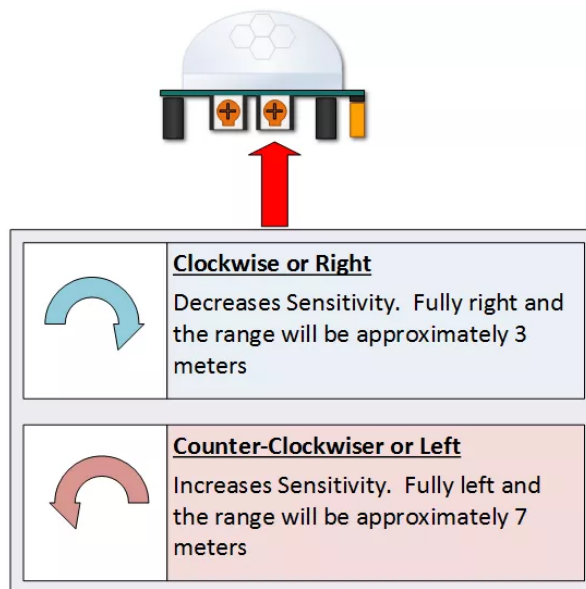
### Device Area of Detection

The device will detect motion inside a 110 degree cone with a range of 3 to 7 meters.



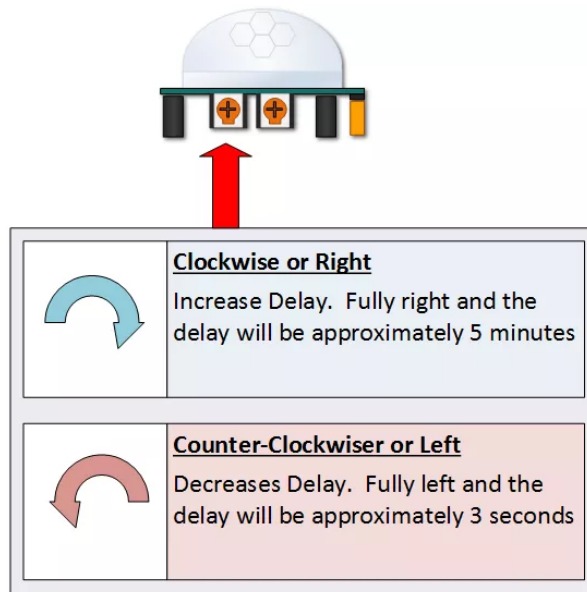
## PIR Range (Sensitivity) Adjustment

As mentioned, the adjustable range is from approximately 3 to 7 meters. The illustration below shows the adjustment. You may click to enlarge the illustration.



## Time Delay Adjustment

The time delay adjustment determines how long the output of the PIR sensor module will remain high after detection motion. The range is from about 3 seconds to five minutes. The illustration below shows this adjustment.



## 3 Seconds Off After Time Delay Completes – IMPORTANT

The output of this device will go LOW (or Off) for approximately 3 seconds AFTER the time delay completes. In other words, ALL motion detection is blocked during this three second period.

For Example:

- Imagine you're in the single trigger mode (see below) and your time delay is set 5 seconds.
  - The PIR will detect motion and set it high for 5 seconds.
  - After five seconds, the PIR will set its output low for about 3 seconds.
  - During the three seconds, the PIR will not detect motion.
  - After three seconds, the PIR will detect motion again and detected motion will once again set the output high and the output will remain on as dictated by the Time Delay adjustment at trigger mode selection.

”

**OVERRIDING THE TIME DELAY** – If you're connecting your HC-SR501 to an Arduino, it is likely that you are going to take some sort of action when motion is detected. For example, you may wish to brighten lights when motion is detected and dim the lights when motion is no longer connected.

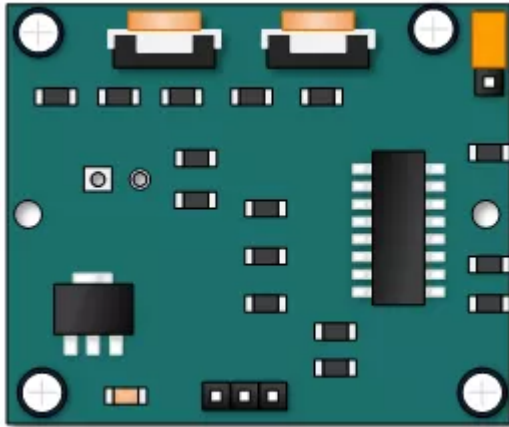
Simply delay dimming within your sketch.

## Trigger Mode Selection Jumper

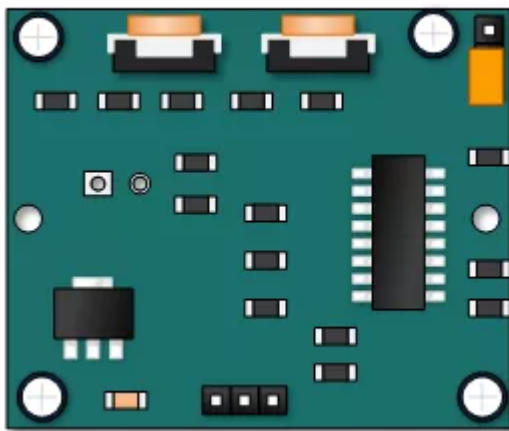
The trigger mode selection jumper allows you to select between single and repeatable triggers. The effect of this jumper setting is to determine when the time delay begins.

- **SINGLE TRIGGER** – The time delay begins immediately when motion is first detected.

- **REPEATABLE TRIGGER** – Each detected motion resets the time delay. Thus the time delay begins the last motion detected.



**Single Trigger Mode** – Time Delay is started immediately upon detecting motion. Continued detection is blocked



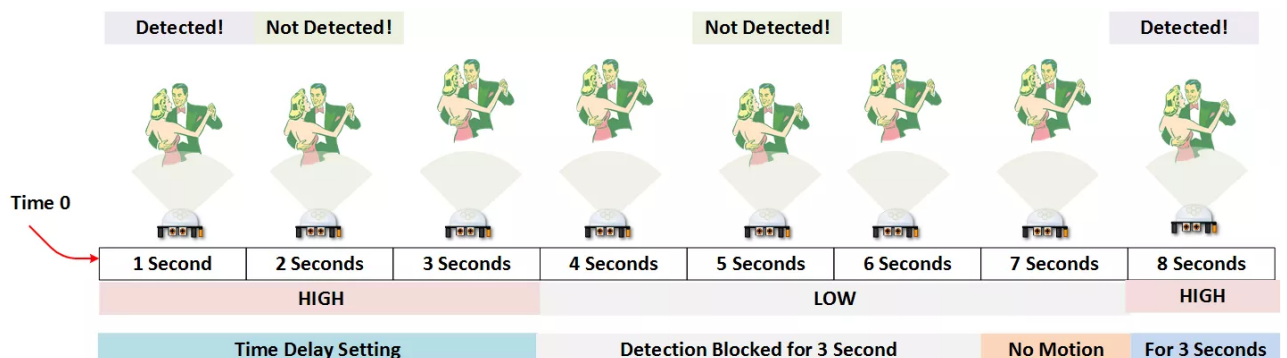
**Repeatabe Trigger Mode** – Time Delay is re-started every time motion is detected.

## HC-SR501 Dance Floor Application Examples

Imagine that you want to control lighting on a dance floor based upon where the dancers are dancing. Understanding how the time delay and trigger mode interact will be necessary to controlling that lighting manner that you want.

### Example One

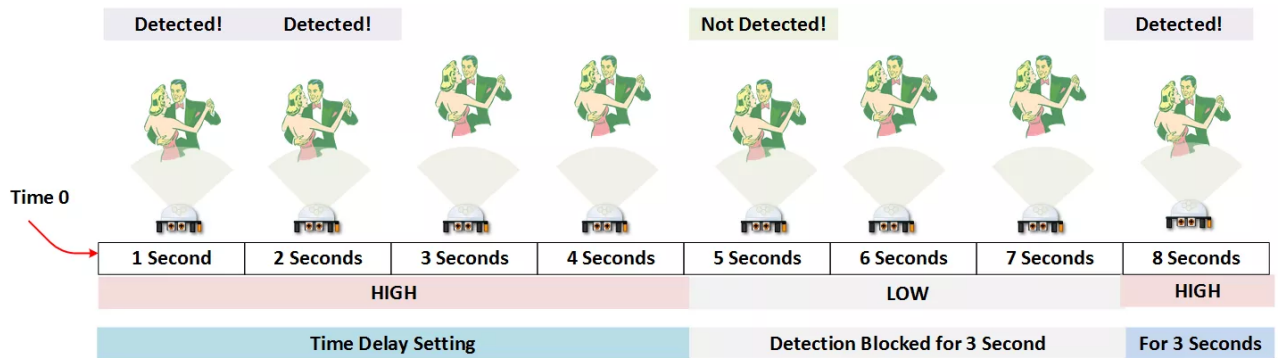
In this first example, the time delay is set to three seconds and the trigger mode is set to single. As you c see in the illustration below, the motion is not always detected. In fact, there is a period of about six sec where motion can not be detected. Feel free to click on the image to enlarge.



## Example Two

In the next example, the time delay is still at three seconds and the trigger is set to repeatable. In the illustration below, you can see that the time delay period is restarted. However, after that three seconds detection will still be blocked for three seconds.

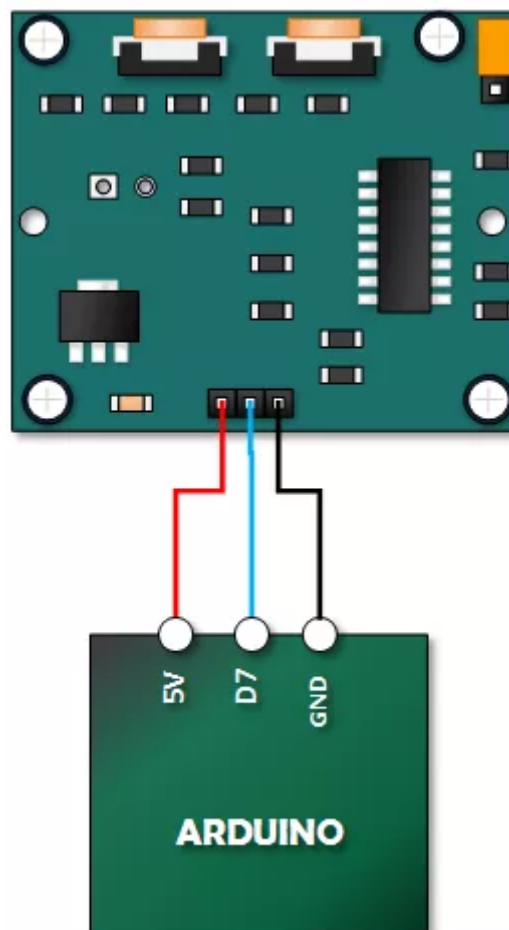
As I mentioned previously, you could override the 3 second blocking period with some creative code, but give that consideration. Some of the electronics you use may not like an on and then off jolt. The three seconds allows for a little rest before starting back up.



## Arduino HC-SR501 Motion Sensor Tutorial

### Connect Your Arduino to the HC-SR501

This only requires three wires.



## Copy, Paste and Upload the Tutorial Sketch

The sketch simply turns on Your Arduino LED connected to Pin 13 whenever motion is detected.

Be sure to beware of and somehow handle the 1 minute initialization in whatever application you develop

```
//Henry's Bench
// HC-SR501 Motion Detector
// Sample Sketch

int ledPin = 13;  // LED on Pin 13 of Arduino
int pirPin = 7;  // Input for HC-S501

int pirValue; // Place to store read PIR Value

void setup() {

  pinMode(ledPin, OUTPUT);
  pinMode(pirPin, INPUT);

  digitalWrite(ledPin, LOW);

}

void loop() {
  pirValue = digitalRead(pirPin);
  digitalWrite(ledPin, pirValue);
}
```

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