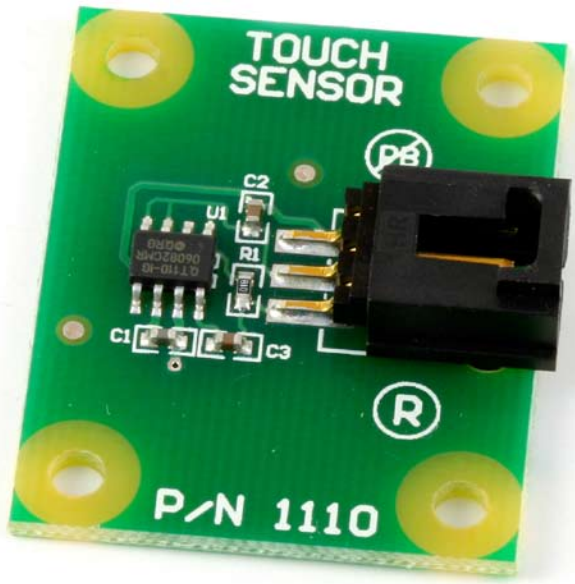
Touch Sensor



The Touch Sensor is a capacitive touch sensor; it detects a touch through plastic, glass, or paper.

Designed For Use With:

- **PhidgetInterfaceKit 8/8/8**
- **PhidgetTextLCD with InterfaceKit 8/8/8**

Examples:

You will find program examples in the download section of www.phidgets.com

Getting Started

Installing the hardware

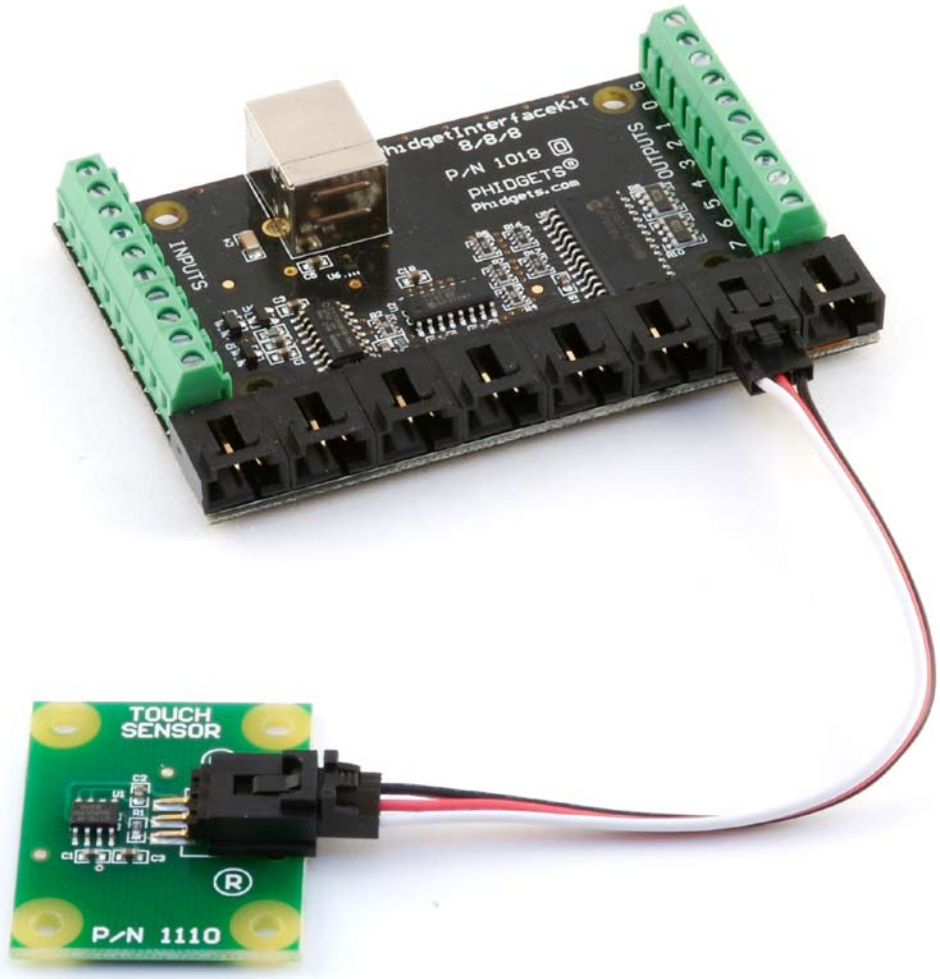
The Kit contains:

- A Touch Sensor
- A Sensor Cable

You will also need:

- A PhidgetInterfaceKit 8/8/8 or a PhidgetTextLCD
- A USB Cable

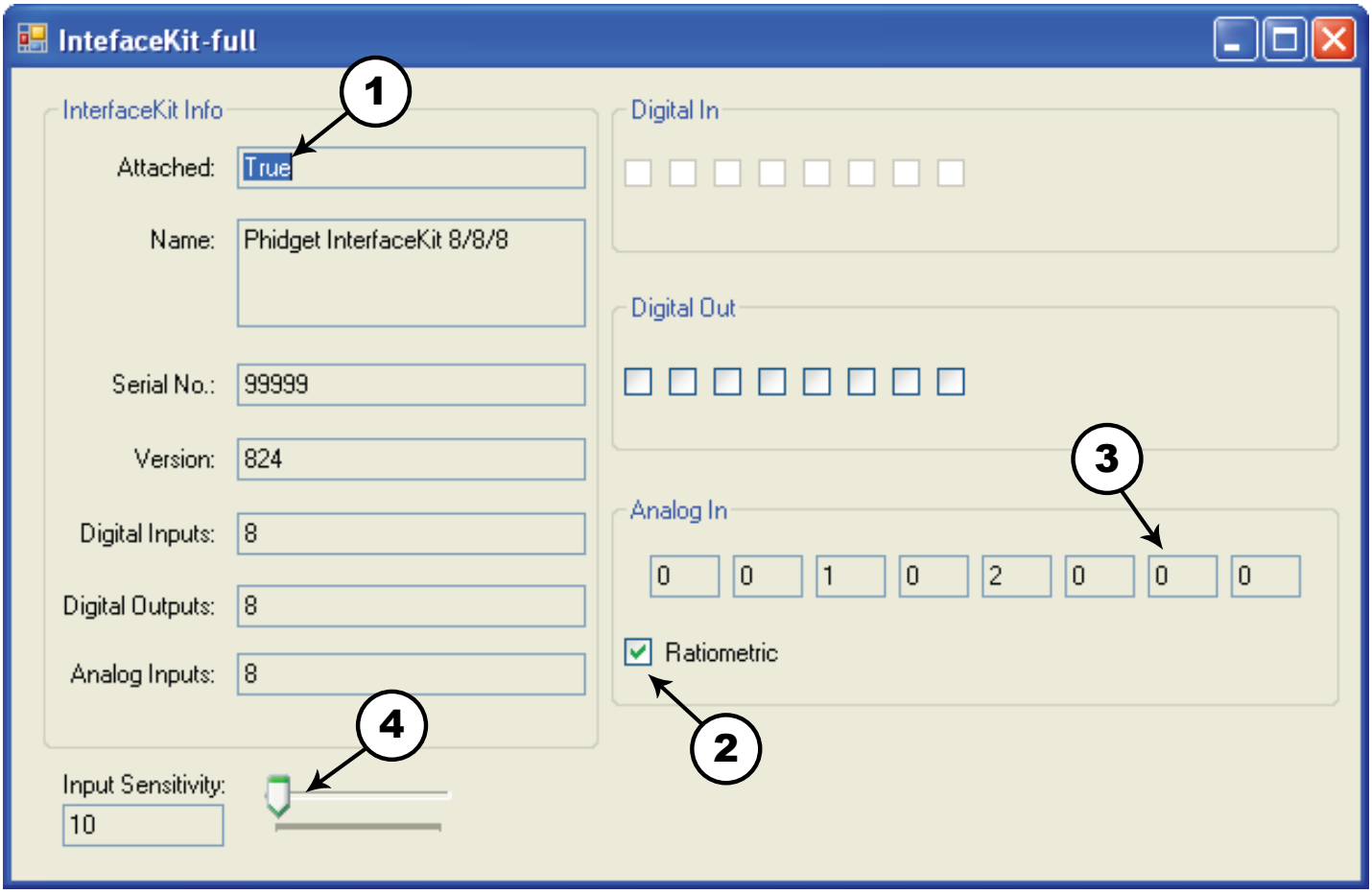
Connecting all the pieces



Connect the Touch Sensor to an Analog Input on the PhidgetInterfaceKit 8/8/8 board using the sensor cable.

Testing the Touch Sensor using Windows

Run the Program InterfaceKit-full.



1. Run the program ***InterfaceKit-full*** and check that the box labelled Attached contains the word True.
2. Make sure that the Ratiometric box is Ticked.
3. Touch the back of the Sensor Board. When you touch anywhere on the flat surface, the value in the Analog In box goes to 0. It goes back to 1000 when you stop touching it.
4. You can adjust the input sensitivity by moving the slider pointer.

Technical Information

The Touch Sensor changes value from 1000 to 0 when it is touched. More specifically, this sensor is actually a capacitive change sensor. When the capacitance changes the sensor goes to zero.

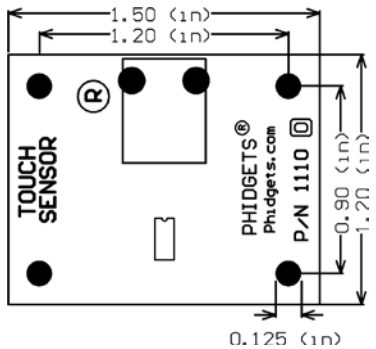
It will work through ¼ inch of glass.

Device Specifications

Current Consumption	150uA
Output Impedance	10K ohms

Mechanical Drawing

1:1 scale



Product History

Date	Product Revision	Comment
June 2002	n/a	Product Release
August 2004	n/a	Analog input connector changed from stereo jack to 3-pin Molex