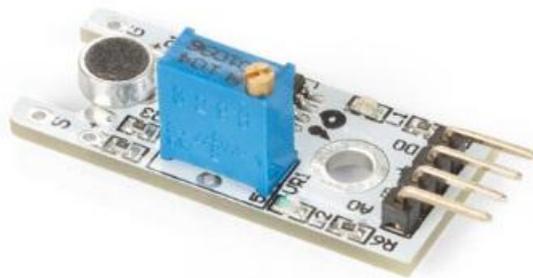


# MAKEVMA309

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**ARDUINO® COMPATIBLE MICROPHONE SOUND SENSOR MODULE**



USER MANUAL



# USER MANUAL

## 1. Introduction

To all residents of the European Union

### Important environmental information about this product



This symbol on the device or the package indicates that disposal of the device after its lifecycle could harm the environment. Do not dispose of the unit (or batteries) as unsorted municipal waste; it should be taken to a specialized company for recycling. This device should be returned to your distributor or to a local recycling service. Respect the local environmental rules.

**■ If in doubt, contact your local waste disposal authorities.**

Please read the manual thoroughly before bringing this device into service. If the device was damaged in transit, do not install or use it and contact your dealer.

## 2. Safety Instructions



- This device can be used by children aged from 8 years and above, and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge if they have been given supervision or instruction concerning the use of the device in a safe way and understand the hazards involved. Children shall not play with the device. Cleaning and user maintenance shall not be made by children without supervision.



- Indoor use only.  
Keep away from rain, moisture, splashing and dripping liquids.

## 3. General Guidelines



- Familiarise yourself with the functions of the device before actually using it.
- All modifications of the device are forbidden for safety reasons. Damage caused by user modifications to the device is not covered by the warranty.
- Only use the device for its intended purpose. Using the device in an unauthorised way will void the warranty.
- Damage caused by disregard of certain guidelines in this manual is not covered by the warranty and the dealer will not accept responsibility for any ensuing defects or problems.
- The dealers cannot be held responsible for any damage (extraordinary, incidental or indirect) – of any nature (financial, physical...) arising from the possession, use or failure of this product.
- Due to constant product improvements, the actual product appearance might differ from the shown images.
- Product images are for illustrative purposes only.
- Do not switch the device on immediately after it has been exposed to changes in temperature. Protect the device against damage by leaving it switched off until it has reached room temperature.
- Keep this manual for future reference.

### 4. What is Arduino®

Arduino® is an open-source prototyping platform based in easy-to-use hardware and software. Arduino® boards are able to read inputs – light-on sensor, a finger on a button or a Twitter message – and turn it into an output – activating of a motor, turning on an LED, publishing something online. You can tell your board what to do by sending a set of instructions to the microcontroller on the board. To do so, you use the Arduino programming language (based on Wiring) and the Arduino® software IDE (based on Processing).

Surf to [www.arduino.cc](http://www.arduino.cc) and [www.arduino.org](http://www.arduino.org) for more information.

### 5. Overview

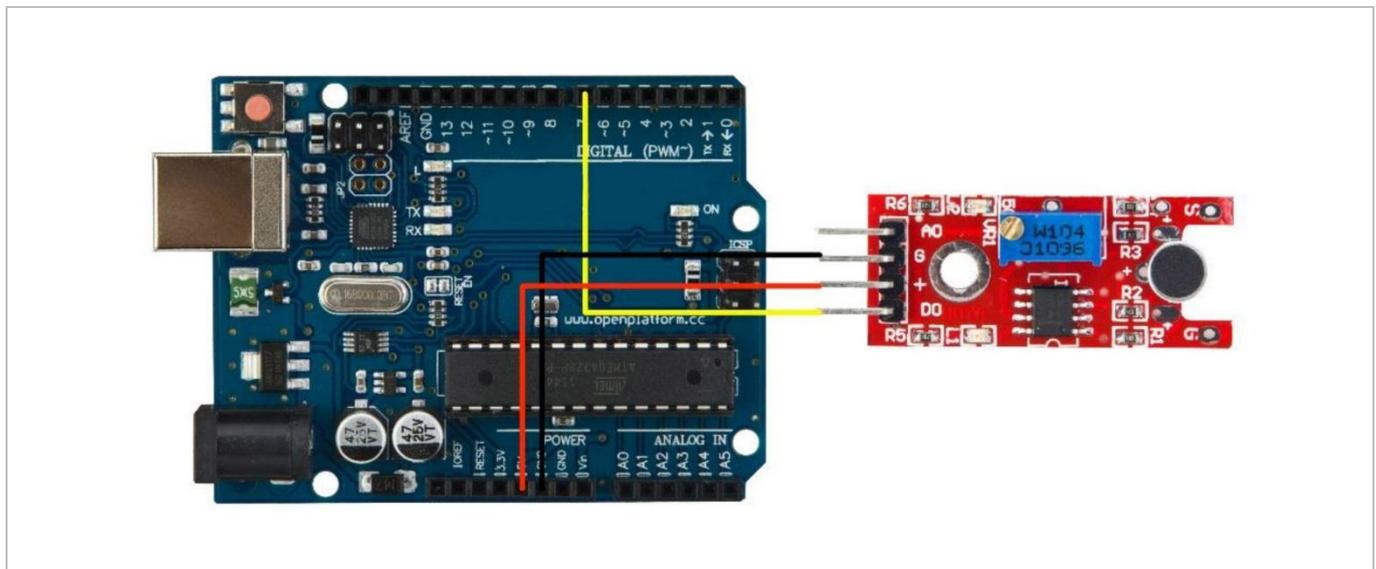
High-sensitivity sound detection module with 2 outputs.  
 AO - analog output, real-time output voltage signal of the microphone.  
 DO - the digital output depends on the sound intensity and the threshold that has been set.

Arduino®	▶▶▶▶	MAKEVMA309
A0		A0
GND		G
+5 V		+
D0		D0

voltage.....	3.3-5 VDC
outputs.....	one analogue + one digital output
fixation.....	1 x mounting screw hole (3 mm)
2 indicator LEDs .....	1 power indicator + 1 comparator output indicator
frequency response.....	50 Hz - 20 KHz
impedance .....	2.2 kΩ
sensitivity .....	48-66 dB
operating temperature.....	-40 °C to +85 °C
dimensions .....	44 x 15 x 10 mm
weight.....	4 g

### 6. Examples

#### 6.1 Example 1



This example shows you the digital pin function. Connect pin 12 from Arduino® to an LED, and connect this module as above. Update the code.

Turn the variable resistor until LED12 turns off. Now, you can make a sound and you will see LED12 turn on.

```

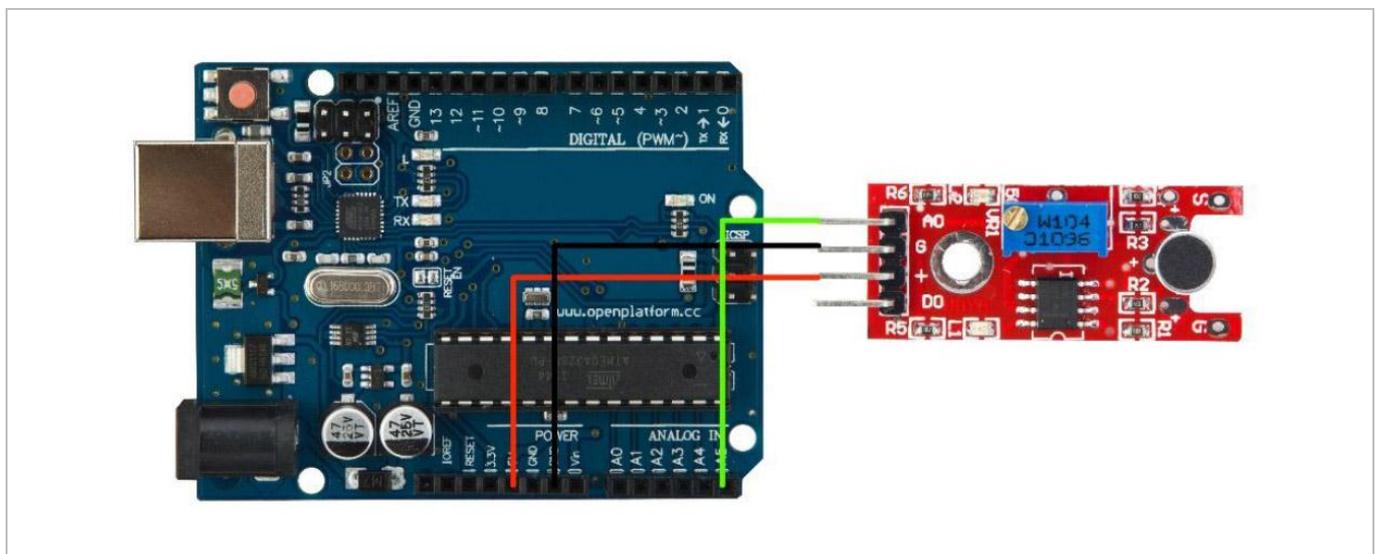
*****Code begin*****
int Led = 12 ;// define LED Interface
int buttonpin = 7; // define D0 Sensor Interface
int val = 0; // define numeric variables val

void setup ()
{
  pinMode (Led, OUTPUT) ;// define LED as output interface
  pinMode (buttonpin, INPUT) ;// output interface D0 is defined sensor
}

void loop ()
{
  val = digitalRead(buttonpin); //
  if (val == HIGH) //
  {
    digitalWrite (Led, HIGH);
  }
  else
  {
    digitalWrite (Led, LOW);
  }
}
*****Code End*****

```

## 6.2 Example 2



This example show the analogue pin connection. Connect the module as above and upload the code. Open the serial monitor. You will see a number displayed, from 0 to 1023. Make some noise to see the number changing.

```

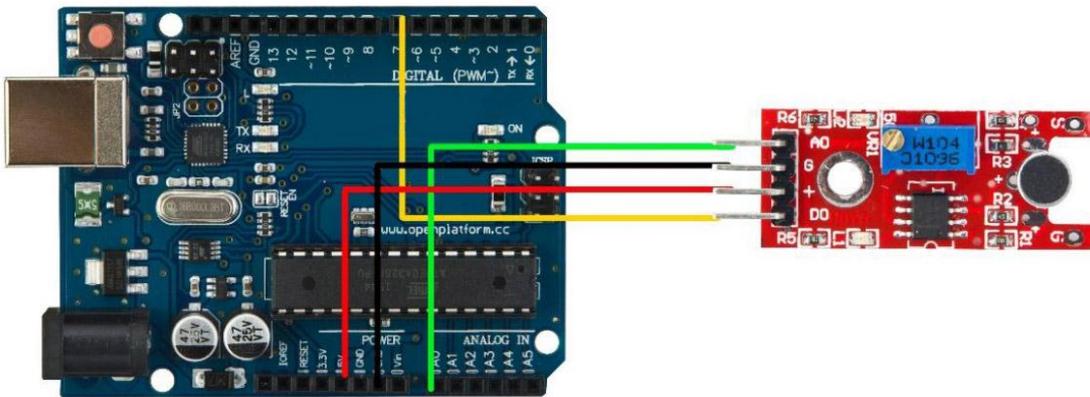
*****Code begin*****
int sensorPin = A5; // select the input pin for the potentiometer
void setup ()
{
  Serial.begin (9600);
}

void loop ()
{
  sensorValue = analogRead (sensorPin);

  delay (500);
  Serial.println (sensorValue, DEC);
}
*****Code End*****

```

### 6.3 Example 3



In this example, we try to combine the digital and analogue pin in order to control two LEDs. Connect as above.

```

*****Code begin*****
int Led=13;
int ledPin=12;
int buttonpin=7;

```

```
int sensorPin = A0;
int sensorValue = 0;
int val;
void setup()
{
  Serial.begin(9600);
  pinMode(Led,OUTPUT);
  pinMode(ledPin, OUTPUT);
  pinMode(buttonpin,INPUT);
}
void loop()
{
  sensorValue = analogRead(sensorPin);
  digitalWrite(ledPin, HIGH);
  delay(sensorValue);
  digitalWrite(ledPin, LOW);
  delay(sensorValue);
  Serial.println(sensorValue, DEC);
  val=digitalRead(buttonpin);
  if(val==HIGH)
  {
    digitalWrite(Led,HIGH);
  }
  else
  {
    digitalWrite(Led,LOW);
  }
}
*****Code End*****
```

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