

Flame Sensor Module(SE033)



1. Introduction

This is a flame sensor module that can be used to detect whether a flame source exists or not. It's sensitive to IR wavelength at 760nm~1100nm. Usually, the detection angle is about 60 degrees.

Specification

- Operation voltage: 5V for analog, 3.3V for digital
- Both digital and analog output pin
- Adjustable sensitive
- Detect IR wavelength: 760nm~1100nm
- Size: 30*15mm
- Weight: 3g

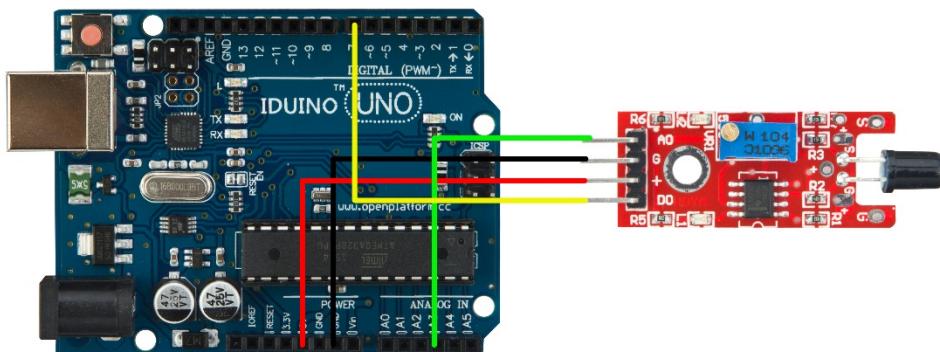
2. Pinout

Pin	Description
A0	Analog output pin, real-time output voltage signal on thermal resistance
D0	Digital output pin, output Low or High signal when the temperature reaches a certain threshold
+	Power(5V for analog, 3.3V for digital)
G	Ground

3. Example

IDUINO for Maker's life

Here is a example for how to use both the analog pin(A0) and digital pin(D0), connect the circuit as below, upload this sketch, open the Serial Monitor, you will see the real-time value of the thermal resistance, and once the flame closing to it, the value will change. If the value reaches a certain threshold, the D0 pin will output High signal meanwhile the LED13 turns on. And threshold can be adjusted by potentiometer.



*****Code begin*****

```
int Led = 13 ;// define LED Interface
int buttonpin = 3; // define the flame sensor interface
int analoog = A3; // define the flame sensor interface

int val ;// define numeric variables val
float sensor; //read analoog value

void setup ()
{
    pinMode (Led, OUTPUT) ;// define LED as output interface
    pinMode (buttonpin, INPUT) ;// output interface defines the flame sensor
    pinMode (analoog, INPUT) ;// output interface defines the flame sensor
    Serial.begin(9600);
}

void loop ()
{
    sensor = analogRead(analoog);
```

IDUINO for Maker's life

```
Serial.println(sensor); // display tempature

val = digitalRead (buttonpin) ;// digital interface will be assigned a
value of 3 to read val
if (val == HIGH) // When the flame sensor detects a signal, LED
flashes
{
    digitalWrite (Led, HIGH);
}
else
{
    digitalWrite (Led, LOW);
}
delay(1000);
}

*****Code End*****
```

