PhidgetCircularTouch

Product Description

The PhidgetCircularTouch detects changes in the capacitance between the on-board electrodes and the object making contact. The side of the circuit board opposite the connector and components is the side intended for contact.

The 1016 can be mounted behind a sheet of glass or plastic; The recommended thickness is 1/8 inch. Use Silicon adhesive when attaching the Phidget to the material; standing the PhidgetCircularTouch off or creating space between the separation material and the Phidget can cause false-triggering to occur. Materials thicker than 1/8” may work, but will require a larger surface area of contact to ensure proper triggering (i.e.: two fingers instead of one).

Sliding a finger along the touch sensor varies the Analog Input 0 value from 0V to 5V in approximately 125 discrete steps. When the finger is removed, the final measured value is retained. Two Digital Inputs are used to convey additional information: Digital Input 0 is True when contact is made with the Phidget, and Digital Input 1 is True when a finger or object comes in close proximity to the board. The Analog Input value is valid when both Digital Inputs are true.

The PhidgetCircularTouch connects directly to your computer via USB, and behaves like an InterfaceKit in software.

Comes packaged with

- A 3016 – 120cm Custom USB Cable
- A Hardware mounting kit (4 nuts and bolts (M3), 4 plastic spacers)

Product Specifications

Sensor Properties

Sensor Type	Touch (Capacitive)
Detecting Distance Max	10 mm

Electrical Properties

Current Consumption Max	36 mA
USB Speed	Low Speed

Physical Properties

Operating Temperature Min	0 °C
Operating Temperature Max	70 °C