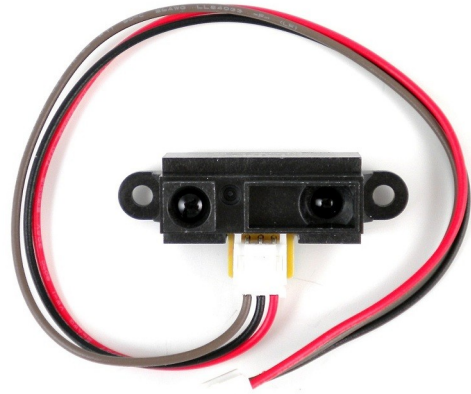


This component provides analog value representing the distance between the detector and the obstacle in front.

This component (GP2D120) can detect the range of 4 to 30 cm.

Connected through standard JST3AA cable (included).

Works with any **pin with Analog input feature** on FEZ Mini starter-kit/robot and FEZ Domino Component shield.



Important note: User must consider only the values in the stated ranges, wrong values could be reported in case the distance is shorter than the minimum.

Provided Driver Example Code:

User should add **FEZ_Components_DistanceDetector.cs** to Visual C# project to use the example below. **FEZ tutorial Document** shows how to create projects and add components drivers. (Both files are available on www.tinyclr.com)

Code snippet:

```
using System;
using Microsoft.SPOT;
using System.Threading;
using GHIElectronics.NETMF.FEZ;
public class Program
{
    public static void Main()
    {
        // Create DistanceDetector object assigned to the a Sharp IR Distance Detector Component connected to
        // An0 with analog input feature.
        FEZ_Components.DistanceDetector myRanger = new
        FEZ_Components.DistanceDetector(FEZ_Pin.AnalogIn.An0,
        FEZ_Components.DistanceDetector.SharpSensorType.GP2D120);
        float value = 0;
        while (true)
        {
            value = myRanger.GetDistance_cm();
            Debug.Print("myRanger reading is: " + value.ToString());
            Thread.Sleep(100);
        }
    }
}
```

