

## EF04024 Octopus Rain/Steam Sensor



The output voltage will increase when the humidity of the sensor surface goes up. You even could use it as a touch panel, interestingly, it also be a **touch pad** in your project.

Warning: The connector is not waterproof, please be careful not to put the connector directly in water.

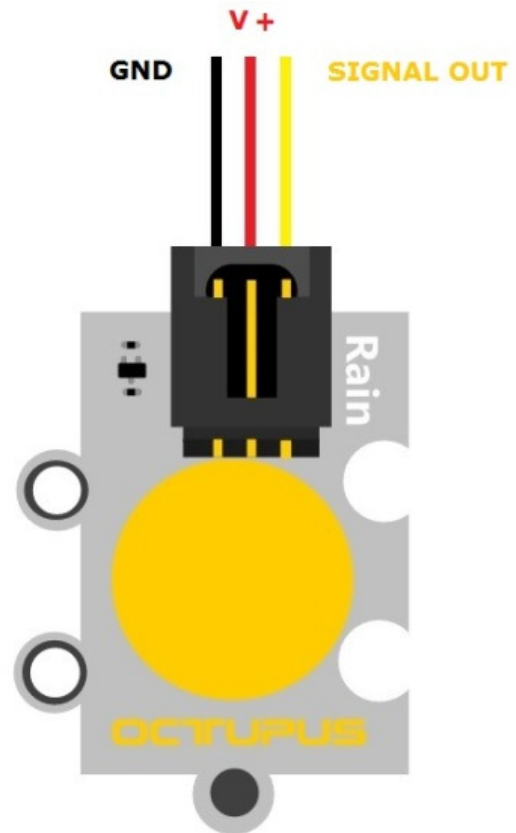
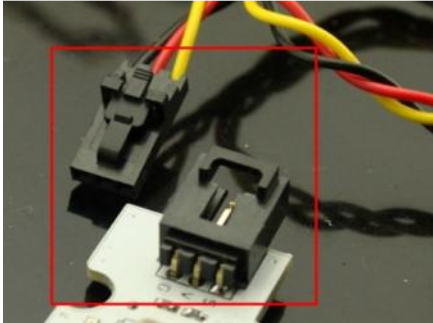
## Specification

Item	Condition	Min	Typical	Max	Unit
Voltage	-	3.3	/	5	V
Current	-	0	/	35	mA
Output Voltage	Supply Voltage 3.3 V	0	~	3	V
	Supply Voltage 5 V			4.5	V
Output Value	-	0	~	950	/

## Pinout:

- **G:** GND (Black wire)
- **V:** Voltage Supply (+) (Red wire)
- **S:** Signal out (Yellow wire)

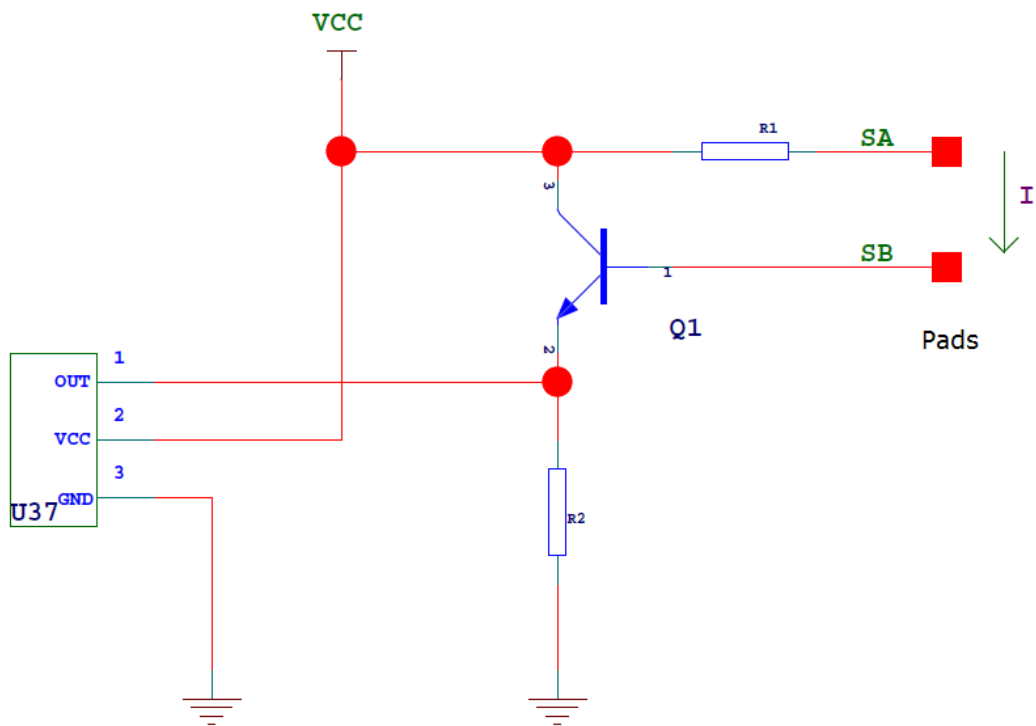
3P buckled wires connector and cable included:



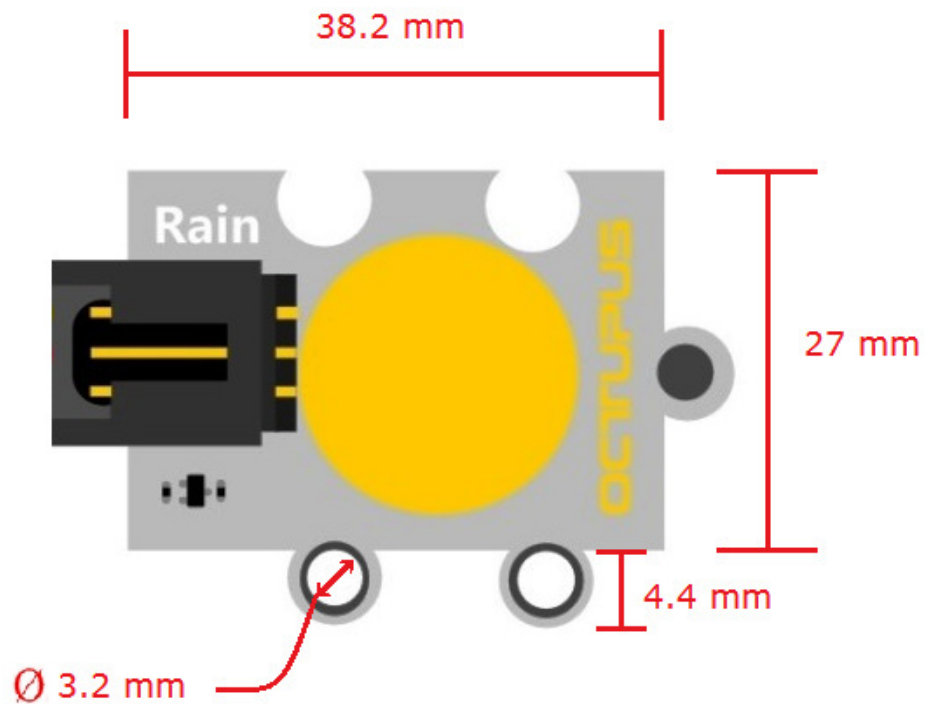
## Applications

- Simple rain detector
- Cheap steam level switch flood detection
- Touch sensor based on humidity

## Internal Schematic

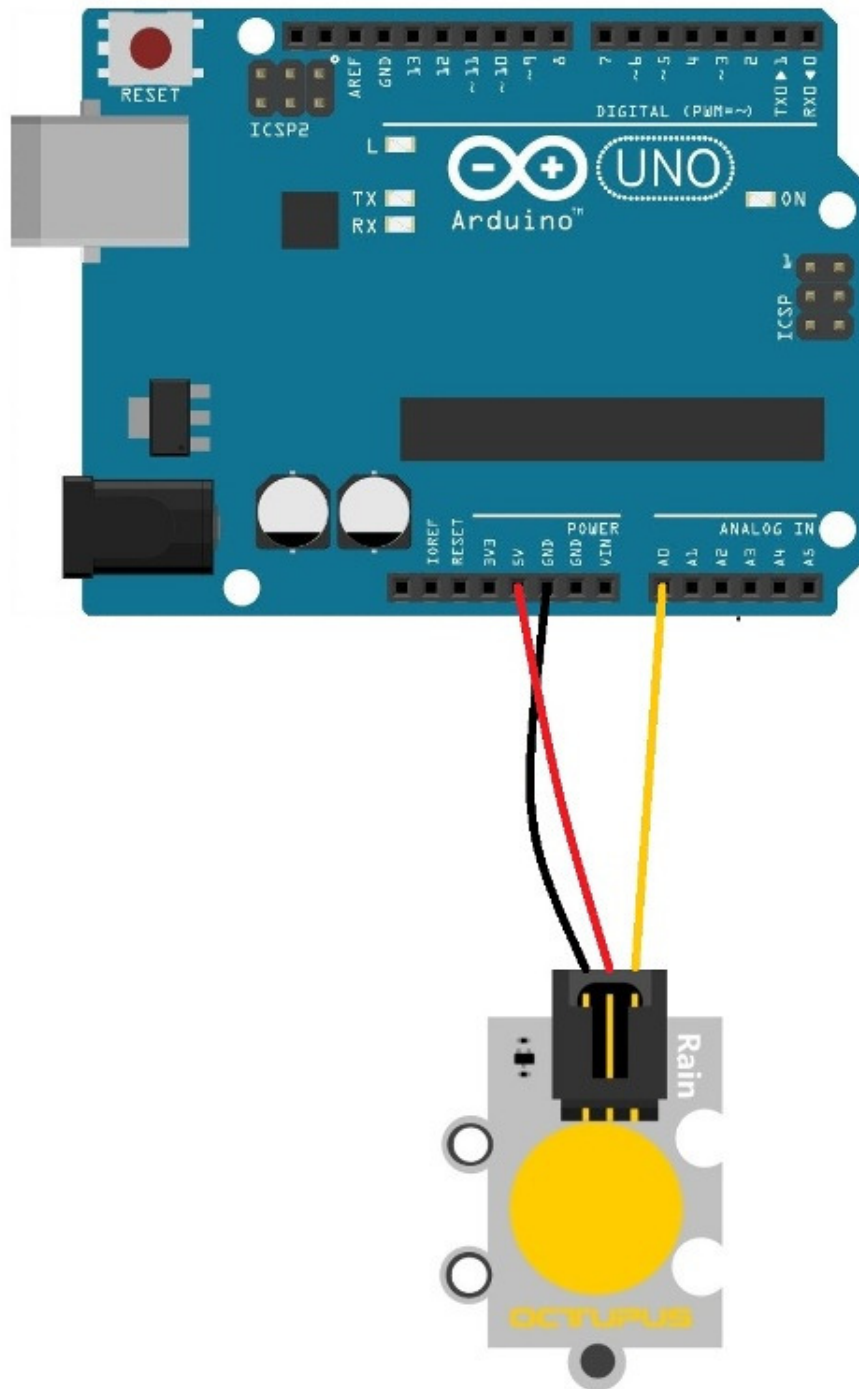


## Mechanic Dimensions



# Arduino Example

## Connection Diagram



## Sample Code

```
/******  
    Connection:  
    VCC-5V  
    GND-GND  
    S-Analog pin 0  
  
    You can put the sensor on your palm,  
    it may sense the humidity of your palm  
  
the sensor value description  
>8      Touch  
30 ~400  Humid / Rain  
400~950  Water / Rain  
  
*****/  
  
void setup()  
{  
    Serial.begin(9600); // open serial port, set the baud rate to 9600 bps  
}  
void loop()  
{  
    int sensorValue;  
    sensorValue = analogRead(0); //connect Steam sensors to Analog 0  
    Serial.println(sensorValue); //print the value to serial  
    delay(200);  
}
```

The Result in different condition after open the “serial monitor” of Arduino IDE (Under tools menu):

