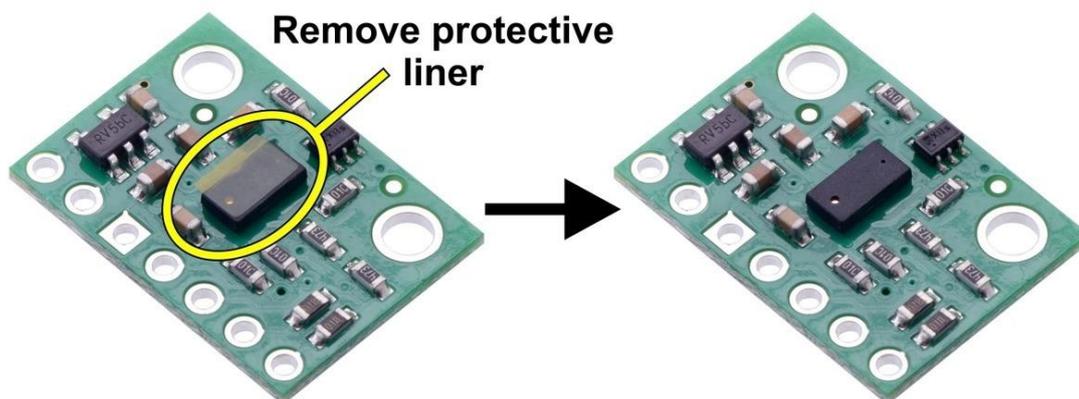


POLOLU VL53L0X TIME-OF-FLIGHT DISTANCE  
SENSOR CARRIER WITH VOLTAGE REGULATOR,  
200CM MAX

USER'S GUIDE

USING THE VL53L0X

**Important note:** This product might ship with a protective liner covering the sensor IC. The liner must be removed for proper sensing performance.

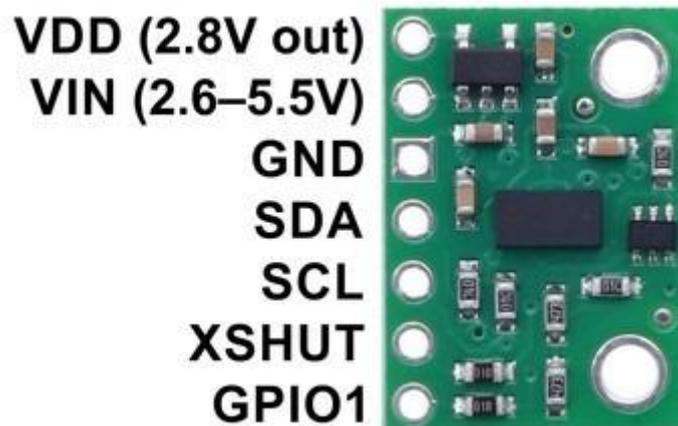


## CONNECTIONS

At least four connections are necessary to use the VL53L0X board: VIN, GND, SCL, and SDA. The VIN pin should be connected to a 2.6 V to 5.5 V source, and GND should be connected to 0 volts. An on-board linear voltage regulator converts VIN to a 2.8 V supply for the VL53L0X IC.

The I<sup>2</sup>C pins, SCL and SDA, are connected to built-in level-shifters that make them safe to use at voltages over 2.8 V; they should be connected to an I<sup>2</sup>C bus operating at the same logic level as VIN.

The XSHUT pin is an input and the GPIO1 pin is an open-drain output; both pins are pulled up to 2.8 V by the board. They are not connected to level-shifters on the board and are not 5V-tolerant, but they are usable as-is with many 3.3 V and 5 V microcontrollers: the microcontroller can read the GPIO1 output as long as its logic high threshold is below 2.8 V, and the microcontroller can alternate its own output between low and high-impedance states to drive the XSHUT pin. Alternatively, our 4-channel bidirectional logic level shifter can be used externally with those pins.



## PINOUT

PIN	Description
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<b>VDD</b>	Regulated 2.8 V output. Almost 150 mA is available to power external components. (If you want to bypass the internal regulator, you can instead use this pin as an input for voltages between 2.6 V and 3.5 V with VIN disconnected.)
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<b>VIN</b>	This is the main 2.6 V to 5.5 V power supply connection. The SCL and SDA level shifters pull the I <sup>2</sup> C lines high to this level.
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<b>GND</b>	The ground (0 V) connection for your power supply. Your I <sup>2</sup> C control source must also share a common ground with this board.
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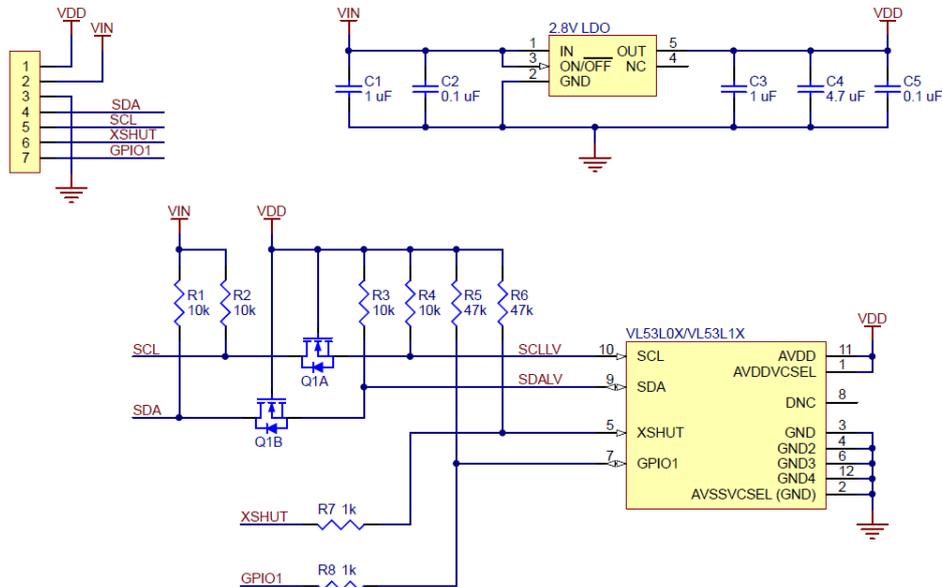
<b>SDA</b>	Level-shifted I <sup>2</sup> C data line: HIGH is VIN, LOW is 0 V
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<b>SCL</b>	Level-shifted I <sup>2</sup> C clock line: HIGH is VIN, LOW is 0 V
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<b>XSHUT</b>	This pin is an active-low shutdown input; the board pulls it up to VDD to enable the sensor by default. Driving this pin low puts the sensor into hardware standby. This input is not level-shifted.
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<b>GPIO1</b>	Programmable interrupt output (VDD logic level). This output is not level-shifted
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## SCHEMATIC DIAGRAM



**Schematic diagram of VL53L0X Time-of-Flight Distance Sensor Carrier with Voltage Regulator, 200cm Max**

## I<sup>2</sup>C COMMUNICATION

The VL53L0X can be configured and its distance readings can be queried through the I<sup>2</sup>C bus. Level shifters on the I<sup>2</sup>C clock (SCL) and data (SDA) lines enable I<sup>2</sup>C communication with microcontrollers operating at the same voltage as VIN (2.6 V to 5.5 V).

The sensor's 7-bit slave address defaults to 0101001b on power-up. It can be changed to any other value by writing one of the device configuration registers, but the new address only applies until the sensor is reset or powered off. ST provides an application note (196k pdf) that describes how to use multiple VL53L0X sensors on the same I<sup>2</sup>C bus by individually bringing each sensor out of reset and assigning it a unique address.

The I<sup>2</sup>C interface on the VL53L0X is compliant with the I<sup>2</sup>C fast mode (400 kHz) standard. In our tests of the board, we were able to communicate with the chip at clock frequencies up to 400 kHz; higher frequencies might work but were not tested.

## SENSOR CONFIGURATION AND CONTROL

In contrast with the information available for many other devices, ST has not publicly released a register map and descriptions or other documentation about configuring and controlling the VL53L0X. Instead, communication with the sensor is intended to be done through ST's VL53L0X API (STSW-IMG005), a set of C functions that take care of the low-level interfacing. To use the VL53L0X, you can customize the API to run on a host platform of your choice using the information in the API documentation. Alternatively, it is possible to use the API source code as a guide for your own implementation.