

# GY-521 MPU6050 6DOF acc/gyro



**Produktkode:** 455  
**Tilgjengelighet:** 1

**Pris:** kr. 60,00



## Short Description

MPU-6050 6DOF 3 Axis Gyroscope + Accelerometer Module for Arduino DIY GY SS556

## Beskrivelse

Chip: MPU-6050 Description? 100% brand new Model: GY-521  
 Use the chip: MPU-6050 Power supply: 3V-5v. Communication modes: standard IIC communication protocol. Chip built-in 16 bit AD converter, 16 bits of data output Gyroscope range: + 250 500 1000 2000 ° / s Acceleration range: ± 2 ± 4 ± 8 ± 16 g Pin Definition: VCC, GND, SCL, SDA, XDA, XCL, ADO, INT Pitch: 2.54mm Board size : 20mm(length)\*16mm(width) Package Included 1pc GY-521 6 DOF MPU-6050 Module 3 Axis Accelerometer Gyroscope Module for Arduino

## Features:

This board is a PCB interface board with a an MPU6050 sensor mounted. MPU-6050 is the world's first 6 axis MotionTracking devices designed for the low power, low cost,

and high-performance requirements of smartphones, tablets and wearable sensors.

The sensor combines a 3 axis gyroscope and a 3 axis accelerometer on the same silicon die together with an onboard DPM(Digital Motion Processor) capable of processing complex 9 axis Motion Fusion algorithms.

- user-programmable gyro full-scale range of 250, 500, 1000, and 2000 deg sec (DPS)
- and user-programmable accelerometer full-scale range of 2g, 4g, 8g, and 16g
- the sensor itself is in a 4x4x0.9 mm QFN package, and the board size is 20X15mm

Please go to INVESENS to get more detail datasheet and documentation regarding MPU6050.

[www.invensense.com/mems/gyro/mpu6050.html](http://www.invensense.com/mems/gyro/mpu6050.html)

### **Specifications:**

Chip: MPU-6050

Power supply: 3-5V

Communication mode: standard IIC communication protocol

Chip built-in 16bit AD converter, 16-bit data output

Gyroscopes range:  $\pm 250$   $500$   $1000$   $2000$  °/s

Acceleration range:  $\pm 2 \pm 4 \pm 8 \pm 16g$

Immersion Gold plating PCB, machine welding process to ensure quality, Pin spacing 2.54mm

## **Applications:**

Motion sensing game

Augmented Reality

Electronic image stabilization (EIS: Electronic Image Stabilization)

Optical image stabilization (OIS: Optical Image Stabilization)

Pedestrian navigation

"Zero-touch" gesture user interface

Posture shortcuts

Authenticate

**Product Gallery**

