PIR Motion Sensor

Quick Start Guide
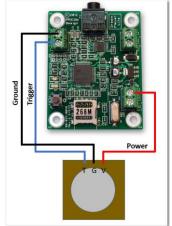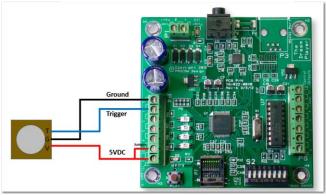
1 Operation

The PIR Motion Sensor is an easy to use circuit. It has three wires
that will be labeled when you receive it. The wires are Trigger (T),
Ground (G), and Voltage (V). The illustrations below give you a
visual illustration of where all the wires connect to on a Dream
Player LITE, Dream Player MK2, and Dream Player PRO.
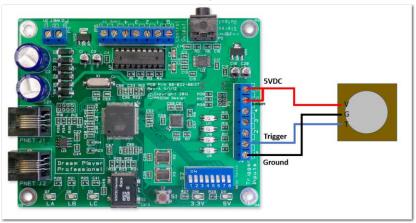
Figure 1 - Connection Diagram

Please note that actual wire colors may vary from the illustrations.

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2 Power

The Motion Sensor operates from 5-12 Volts DC. After initial power-on the sensor will require a "warm-up" period of 5-10 seconds to determine the positioning of articles in the room and establish a reference of what the 'normal' room looks like.
If you are connecting your PIR Motion Sensor to a PRICOM Dream Player MK2, MK2 AMP or PRO you will need a small jumper wire between the POS and 5V pins on the Trigger-In Terminal Strip.
If this jumper wire is not in place your sensor WILL NOT work.

3 Connections

Trigger (T): When looking at the sensor from the top where you can see the white cover dome and the wires facing away from you this is the left most wire. When the motion sensor is activated this is the wire that the sensor will send the signal to indicate there is activity in front of the sensor. This particular PIR Motion Sensor is Active Low (like a push button) which means when triggered the circuit connects to ground. This is important when editing your Dream Player's CONFIG file.

Ground (G): This is the middle wire on the sensor, and is a simple connection to Ground.

Voltage (V): This is the right most wire. This is the wire that you connect to power between 5-12 Volts DC.

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4 Support

If you have any questions, comments, or concerns about your PIR Motion Sensor do not hesitate to contact us.
We are happy to offer any necessary assistance:

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