



PRODUCT NAME : XBee 2MW Wire Antenn
a - Series 2C

PRICE : Rs 950.00

SKU : RM0119



DESCRIPTION

Bee ZB / ZigBee modules provide cost-effective wireless connectivity to devices in ZigBee mesh networks. Utilizing the ZigBee PRO Feature Set, these modules are interoperable with other ZigBee devices, including devices from other vendors. The most common factor in determining whether to use ZB is the potential need to tie-in with other ZigBee-compatible networks or mesh networking. If this is not a requirement, the series 1 802.15.4 modules may be perfectly suitable for your project.

Features:

- Low-power module uses only ~33 mA to transmit
- Indoor range of 200 feet, or outdoors up to 4000 feet line-of-sight
- Supports binding and multicasting for home automation
- 15 general-purpose I/O lines
- Industry-leading sleep current of sub 1µA

Application Ideas:

- Remote Industrial Control and Monitoring
- Long range remote control
- Wireless data acquisition
- Wireless networking

Key Specifications

- Digital I/O: 15
- ADC Channels: (4) 10-bit ADC inputs
- Data Rate: RF 250 Kbps, Serial up to 1 Mbps
- Range: Indoor 200 ft (60 m), Outdoor (LOS) 4000 ft (1200 m)
- Transmit Power: 3.1 mW (+5 dBm)
- Channels: 16 channels
- Encryption: 128-bit AES
- Voltage requirements: 2.1 to 3.6 VDC
- Current requirements: ~33 mA @ 3.3VDC (transmit), ~28 mA @ 3.3VDC (receive), <1 uA @25°C (sleep)
- Communication: CMOS UART / SPI @ ~3.3V
- Dimensions: 1.087" L x 0.960" W x 0.16" H (27.61 x 24.38 x 4.06 mm)
- Operating temperature range: -40 to +185 °F (-40 to +85 °C)

Note: Because XBee modules have 2 mm pin spacing, we recommend one of our adapter boards for each module. Our adapter boards provide several advantages to the XBee modules such breadboard-friendly standard 0.1 inch pin spacing, mounting holes, and easy-to-solder connections. Even if you are communicating point-to-point without a PC, we still recommend that you always have at least one XBee USB Adapter Board (# 32400) so you can easily configure and test each XBee module prior to putting it in a point-to-point application.

