
AdafruitAPDS9960 Library Documentation

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The APDS9960 is a specialize chip that detects hand gestures, proximity detection and ambient light color over I2C. Its available on [Adafruit as a breakout](#).

Installation and Dependencies

This driver depends on:

- [Adafruit CircuitPython](#)

Please ensure all dependencies are available on the CircuitPython filesystem. This is easily achieved by downloading the [Adafruit library and driver bundle](#).

1.1 Installing from PyPI

On supported GNU/Linux systems like the Raspberry Pi, you can install the driver locally [from PyPI](#). To install for current user:

```
pip3 install adafruit-circuitpython-apds9960
```

To install system-wide (this may be required in some cases):

```
sudo pip3 install adafruit-circuitpython-apds9960
```

To install in a virtual environment in your current project:

```
mkdir project-name && cd project-name
python3 -m venv .env
source .env/bin/activate
pip3 install adafruit-circuitpython-apds9960
```


CHAPTER 2

Usage Example

```
import board
import busio
import digitalio
from adafruit_apds9960.apds9960 import APDS9960

i2c = busio.I2C(board.SCL, board.SDA)
int_pin = digitalio.DigitalInOut(board.D5)
apds = APDS9960(i2c, interrupt_pin=int_pin)

apds.enable_proximity = True
apds.proximity_interrupt_threshold = (0, 175)
apds.enable_proximity_interrupt = True

while True:
    print(apds.proximity())
    apds.clear_interrupt()
```

2.1 Hardware Set-up

Connect Vin to 3.3 V or 5 V power source, GND to ground, SCL and SDA to the appropriate pins.

2.2 Basics

Of course, you must import i2c bus device, board pins, and the library:

```
from board import SCL, SDA, A1
from adafruit_apds9960.apds9960 import APDS9960
import busio
import digitalio
```

To set-up the device to gather data, initialize the I2CDevice using SCL and SDA pins. Then initialize the library. Optionally provide an interrupt pin for proximity detection.

```
int_pin = digitalio.DigitalInOut(A1)
i2c = busio.I2C(SCL, SDA)
apds = APDS9960(i2c, interrupt_pin=int_pin)
```

2.3 Gestures

To get a gesture, see if a gesture is available first, then get the gesture Code

```
gesture = apds.gesture()
if gesture == 1:
    print("up")
if gesture == 2:
    print("down")
if gesture == 3:
    print("left")
if gesture == 4:
    print("right")
```

2.4 Color Measurement

To get a color measure, enable color measures, wait for color data, then get the color data.

```
apds.enable_color = True

while not apds.color_data_ready:
    time.sleep(0.005)

r, g, b, c = apds.color_data
print("r: {}, g: {}, b: {}, c: {}".format(r, g, b, c))
```

2.5 Proximity Detection

To check for a object in proximity, see if a gesture is available first, then get the gesture Code

```
apds.enable_proximity = True

# set the interrupt threshold to fire when proximity reading goes above 175
apds.proximity_interrupt_threshold = (0, 175)

# enable the proximity interrupt
apds.enable_proximity_interrupt = True

while True:
    if not interrupt_pin.value:
        print(apds.proximity())

        # clear the interrupt
        apds.clear_interrupt()
```

CHAPTER 3

Contributing

Contributions are welcome! Please read our [Code of Conduct](#) before contributing to help this project stay welcoming.

CHAPTER 4

Building locally

To build this library locally you'll need to install the `circuitpython-travis-build-tools` package.

Once installed, make sure you are in the virtual environment:

Then run the build:

4.1 Sphinx documentation

Sphinx is used to build the documentation based on rST files and comments in the code. First, install dependencies (feel free to reuse the virtual environment from above):

```
python3 -m venv .env
source .env/bin/activate
pip install Sphinx sphinx-rtd-theme
```

Now, once you have the virtual environment activated:

```
cd docs
sphinx-build -E -W -b html . _build/html
```

This will output the documentation to `docs/_build/html`. Open the `index.html` in your browser to view them. It will also (due to `-W`) error out on any warning like Travis will. This is a good way to locally verify it will pass.

5.1 Simple test

Ensure your device works with this simple test.

Listing 1: examples/apds9960_color_simpletest.py

```
1 import time
2 import board
3 import busio
4 from adafruit_apds9960.apds9960 import APDS9960
5 from adafruit_apds9960 import colorutility
6
7 i2c = busio.I2C(board.SCL, board.SDA)
8 apds = APDS9960(i2c)
9 apds.enable_color = True
10
11
12 while True:
13     #create some variables to store the color data in
14
15     #wait for color data to be ready
16     while not apds.color_data_ready:
17         time.sleep(0.005)
18
19
20     #get the data and print the different channels
21     r, g, b, c = apds.color_data
22     print("red: ", r)
23     print("green: ", g)
24     print("blue: ", b)
25     print("clear: ", c)
26
27     print("color temp {}".format(colorutility.calculate_color_temperature(r, g, b)))
```

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```

28     print("light lux {}".format(colorutility.calculate_lux(r, g, b)))
29     time.sleep(0.5)

```

Listing 2: examples/apds9960_gesture_simpletest.py

```

1  from board import SCL, SDA
2  import busio
3  from adafruit_apds9960.apds9960 import APDS9960
4
5  i2c = busio.I2C(SCL, SDA)
6
7  apds = APDS9960(i2c)
8  apds.enable_proximity = True
9  apds.enable_gesture = True
10
11 while True:
12     gesture = apds.gesture()
13
14     if gesture == 0x01:
15         print("up")
16     elif gesture == 0x02:
17         print("down")
18     elif gesture == 0x03:
19         print("left")
20     elif gesture == 0x04:
21         print("right")

```

Listing 3: examples/apds9960_proximity_simpletest.py

```

1  import board
2  import busio
3  import digitalio
4  from adafruit_apds9960.apds9960 import APDS9960
5
6  i2c = busio.I2C(board.SCL, board.SDA)
7  int_pin = digitalio.DigitalInOut(board.D5)
8  apds = APDS9960(i2c, interrupt_pin=int_pin)
9
10 apds.enable_proximity = True
11 apds.proximity_interrupt_threshold = (0, 175)
12 apds.enable_proximity_interrupt = True
13
14 while True:
15     # print the proximity reading when the interrupt pin goes low
16     if not int_pin.value:
17         print(apds.proximity())
18
19     # clear the interrupt
20     apds.clear_interrupt()

```

5.2 APDS9960

Driver class for the APDS9960 board. Supports gesture, proximity, and color detection.

- Author(s): Michael McWethy

```
class adafruit_apds9960.apds9960.APDS9960 (i2c, *, interrupt_pin=None, address=57, integration_time=1, gain=1)
```

APDS9900 provide basic driver services for the ASDS9960 breakout board

clear_interrupt ()
Clear all interrupts

color_data
Tuple containing r, g, b, c values

color_data_ready
Color data ready flag. zero if not ready, 1 is ready

color_gain
Color gain value

enable
Board enable. True to enable, False to disable

enable_color
Color detection enable flag. True when color detection is enabled, else False

enable_gesture
Gesture detection enable flag. True to enable, False to disable. Note that when disabled, gesture mode is turned off

enable_proximity
Enable of proximity mode

enable_proximity_interrupt
Proximity interrupt enable flag. True if enabled, False to disable

gesture ()
Returns gesture code if detected. =0 if no gesture detected =1 if an UP, =2 if a DOWN, =3 if an LEFT, =4 if a RIGHT

gesture_dimensions
Gesture dimension value: range 0-3

gesture_fifo_threshold
Gesture fifo threshold value: range 0-3

gesture_gain
Gesture gain value: range 0-3

gesture_proximity_threshold
Proximity threshold value: range 0-255

integration_time
Proximity integration time: range 0-255

proximity ()
proximity value: range 0-255

proximity_interrupt_threshold
Tuple containing low and high threshold followed by the proximity interrupt persistence. When setting the proximity interrupt threshold values using a tuple of zero to three values: low threshold, high threshold, persistence. persistence defaults to 4 if not provided

5.3 colorutility

Helper functions for color calculations

- Author(s): Michael McWethy

`adafruit_apds9960.colorutility.calculate_color_temperature` (*r*, *g*, *b*)

Converts the raw R/G/B values to color temperature in degrees Kelvin

`adafruit_apds9960.colorutility.calculate_lux` (*r*, *g*, *b*)

Calculate ambient light values

CHAPTER 6

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