

# LEGO® Education SPIKE™ Prime Technical Specifications

## LEGO® Technic™ Force Sensor



<b>Hardware name</b>	LEGO® Technic™ Force Sensor
<b>Description</b>	The sensor can detect simple touch and measure force.
<b>Key features</b>	<ul style="list-style-type: none"><li>• Touch sensing</li><li>• Tap sensing</li><li>• Force sensing</li><li>• The sensor has a Technic build geometry that allows for versatile building and easy integration into models</li></ul>
<b>Connector type</b>	LEGO Power Functions 2.0 (LPF2) for connection to LEGO Smarthubs
<b>Wire length</b>	250 mm (fixed to sensor)
<b>Sensor sample rate</b>	100 Hz
<b>Sensor input</b>	<p>Touch sensing:</p> <ul style="list-style-type: none"><li>• Activation zone: 0–2 mm</li><li>• Threshold point is defined in firmware 1 mm <math>\pm</math> 0.5 mm</li><li>• Activation force: 0.5–1.0 newton <math>\pm</math> 10%</li><li>• Sensor output is binary (1=activated or 0=not activated)</li></ul> <p>Tap sensing:</p> <ul style="list-style-type: none"><li>• Activation zone: 0–2 mm</li><li>• Threshold point is defined in firmware 1 mm <math>\pm</math> 0.5 mm</li><li>• Activation force: 0.5–1.0 newton <math>\pm</math> 10%</li><li>• Sensor data output: 0–3</li><li>• Applicable to the following:<ul style="list-style-type: none"><li>• Single tap</li><li>• Quick tap</li><li>• Press and hold</li></ul></li></ul> <p>Force sensing:</p> <ul style="list-style-type: none"><li>• Activation zone: 2–8 mm</li><li>• Activation force: 2.5–10 newtons</li><li>• Sensor output resolution: 0.1 newton steps</li><li>• Sensor output is limited to a fixed max output value: 10 newtons</li><li>• Sensor output accuracy: <math>\pm</math> 0.65 newton</li></ul> <p>Force-filter sensing (high speed "peak" sensing):</p> <ul style="list-style-type: none"><li>• Like the force sensing mode</li><li>• Internal sensor sample rate: 1kHz</li><li>• Keeps the maximum value until reset by the Hub firmware or powered down</li></ul>

The LEGO® Education SPIKE™ App might not support all hardware features and functionalities.

