

This PIR Sensor is just like the one on a garden light.

It senses movement of warm bodies within a few metres.

When the movement stops it waits a second or two, then flips the switch

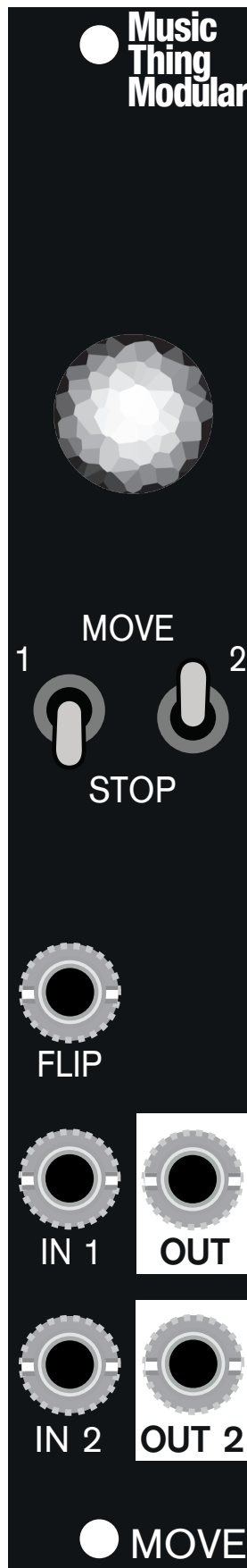
FLIP input overrides the PIR sensor

A high signal here (>1v-ish) simulates movement.

Any signal will work. Try LFOs audio-rate oscillators, or even actual audio

Tip: Stop the module clicking when not in use by patching FLIP to IN 1

Gate mode: If nothing is patched to an input, the output will send +5v when connected



Switches determine how the two channels respond.

Move mode = when movement is sensed, the input and output are connected

Stop mode = the opposite

Two independent channels are switched by a relay (yes, it clicks)

Upside: no impact on the signal. CV or audio. It's just a wire, like a patch cable.

Downside: No smooth switching or crossfade - it's just flicking a switch.

Weird trick: Patch OUT to FLIP in STOP mode to create a crude and very noisy oscillator