

### SKILLS NEEDED

 **Skill Level: Competent** - You will encounter surface mount components and basic SMD soldering techniques are required.  
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If a board needs code or communicates somehow, you're going to need to know how to program or interface with it. The programming skill is all about communication and code.

If it requires power, you need to know how much, what all the pins do, and how to hook it up. You may need to reference datasheets, schematics, and know the ins and outs of electronics.

**Skill Level: Competent** - You will be required to reference a datasheet or schematic to know how to use a component. Your knowledge of a datasheet will only require basic features like power requirements, pinouts, or communications type. Also, you may need a power supply that's greater than 12V or more than 1A worth of current.

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 Colecago / about 5 years ago / ★ 1

Anyone have any idea on eye safety of this? I want to use it as a blink sensor, but I am not too keen on shining invisible light into my eye at a close range :-)

 **baum** / about 6 years ago / ★ 1

Take a look at <http://www.sparkfun.com/products/246>. almost the same device (this is the 1113, that is the 1114), and it is through hole.

 **bbotany** / about 7 years ago / ★ 1

940 nm, just in case you don't want to have to dig through the datasheet. Also, slightly longer wavelength than the IrDA standard of 850nm to 900nm.

 **DC177E** / about 6 years ago / ★ 1

It should be in the SFE lib. Just search for QF

 Bit9 / about 7 years ago / ★ 1  
Yes! About 2 to 10mm.

 **Pearce** / about 8 years ago / ★ 1  
Yes, it would have to be very close range (<1 inch) but it will work.