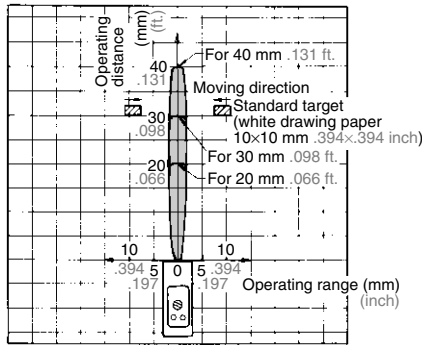


MQ-W

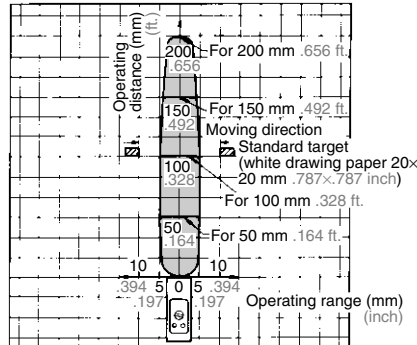
DATA

1. Operating range characteristics

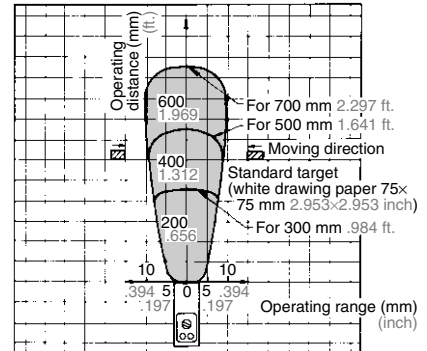
MQ-W3 types



MQ-W20 types



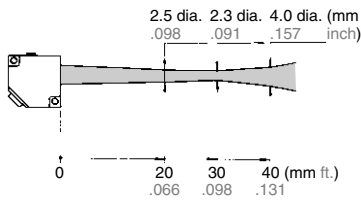
MQ-W70 types



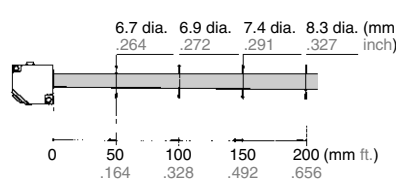
2. Projector beam diameter characteristics

Light beam diameter is determined as the region where the amount of light is decreased to $1/e^2$ ($e \approx 2.72$) when the largest amount of light is assumed as 1.

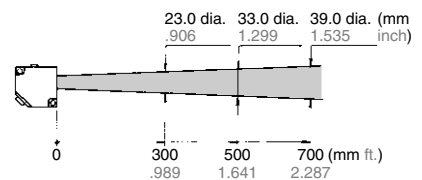
MQ-W3 types



MQ-W20 types

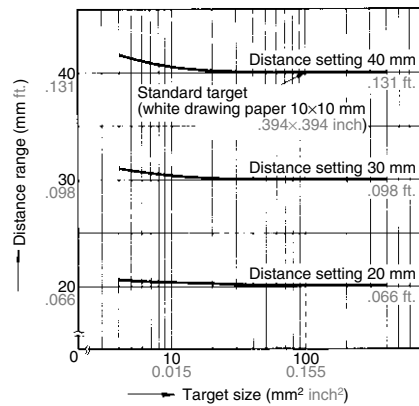


MQ-W70 types

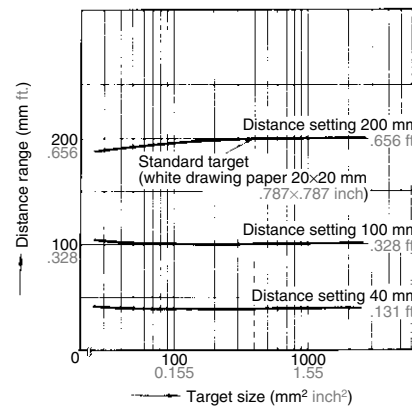


3 Detectable target characteristics

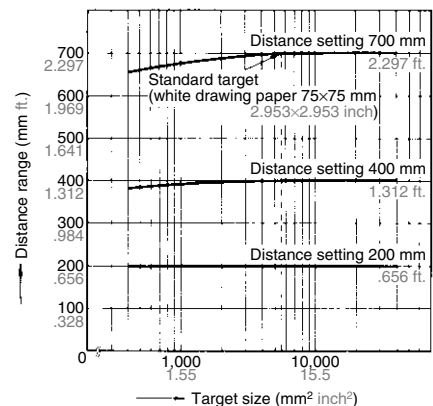
MQ-W3 types



MQ-W20 types



MQ-W70 types

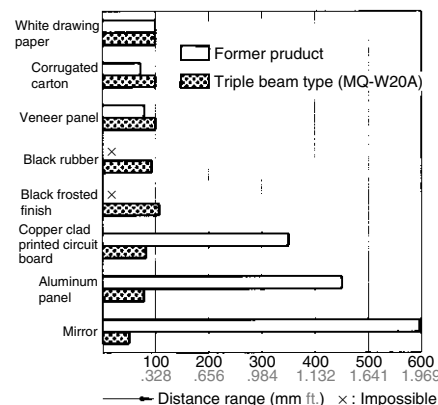


4. Material characteristics

Comparison between MQ-W20A and former product

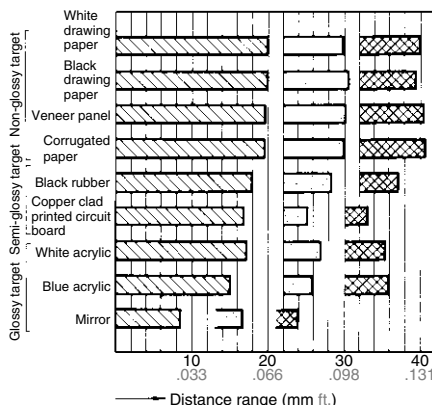
Condition: Target (40x60 mm 1.575x2.362 inch), target assumed as natural shape

For the former product (diffuse reflective type), depending upon the object material, the operating range varied greatly, but for the triple beam type there a little variation.



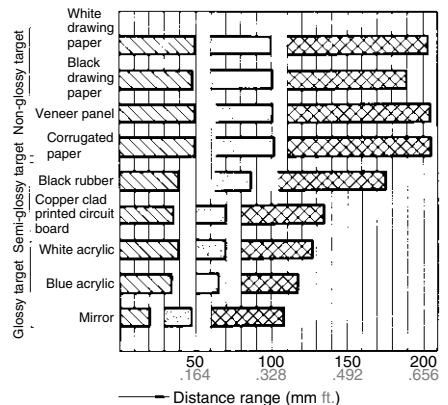
MQ-W3 types

Condition: Target (40x60 mm 1.575x2.362 inch), natural shape



MQ-W20 types

Condition: Target (40x60 mm 1.575x2.362 inch), natural shape

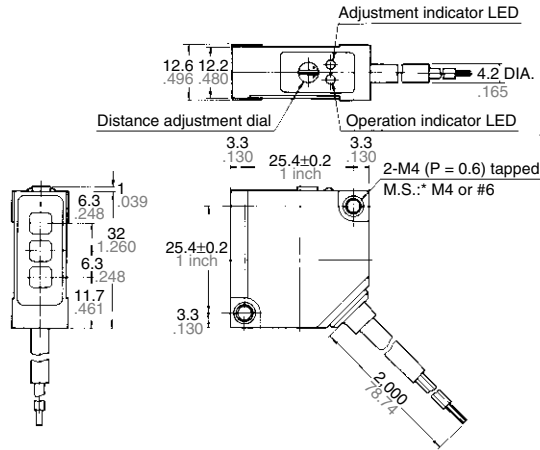


DIMENSIONS mm inch

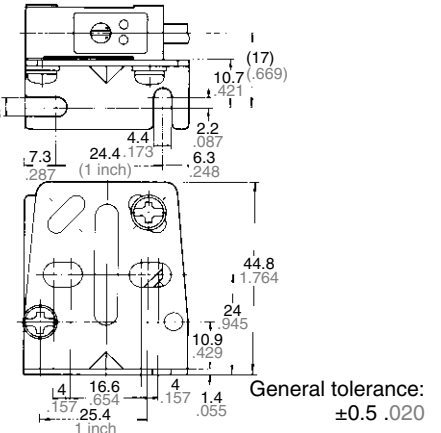
1. MQ-W3 types



Outline dimensions



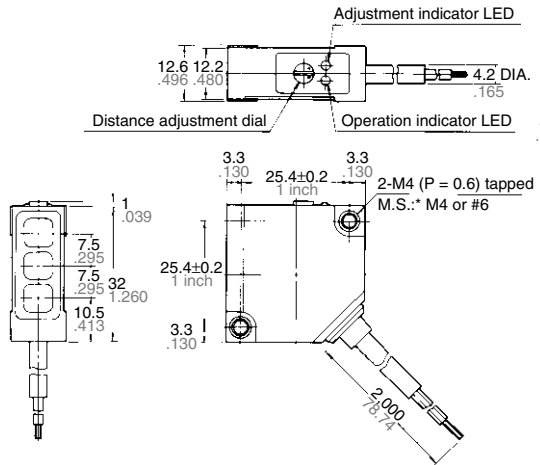
Dimensions with the mounting bracket** attached



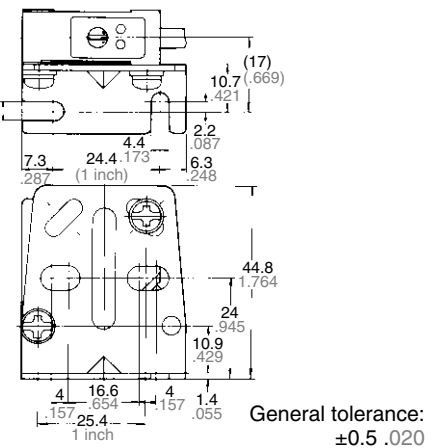
2. MQ-W20 types



Outline dimensions



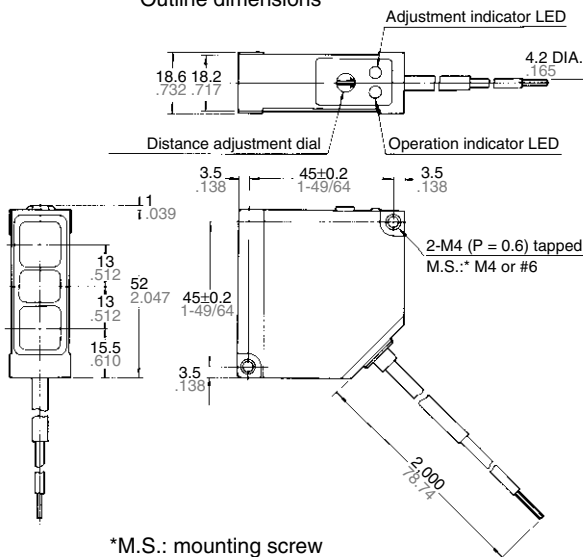
Dimensions with the mounting bracket** attached



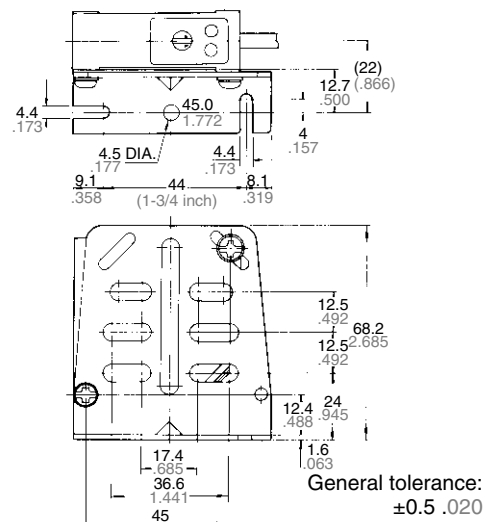
3. MQ-W70 types



Outline dimensions



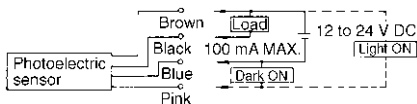
Dimensions with the mounting bracket** attached



*M.S.: mounting screw

**The mounting bracket is enclosed in the inner carton.

CONNECTING DIAGRAM



Make connection to ⊕ side with pink wire for Light ON

Make connection to ⊖ side with pink wire for Dark ON

Note: When switching a power source, make ground connection to the frame ground terminal or to the ground terminal. This will assure more stable operation.

Operating condition	
Output transistor	With light intercepted With light ON With light entering ON
Operation indicator LED	Lights with light entering