

BlueBus Photo Eyes:

The EPMOB photocell is a thru-beam device - consisting of a transmitter (TX) and a receiver (RX) that connects via two (2) wires. Polarity of the wiring is not important. EPMOBs may be wired in parallel to one another or directly to the board - it is not necessary to make a home run to the board with each EPMOB. Multiple sets of EPMOBs may be used, however each PAIR must be set to an exclusive address by setting the jumpers in the units. What this means, is that each pair of eyes must have their jumpers set to match each other - but every pair must be set differently from the other pairs. The address jumpers also determine the functionality of each set of eyes: Open direction or close direction, etc. (see Table)

DOODLEBEE?

1. Mount the transmitter and receiver appropriately to a rigid mounting surface. Eyes should be placed appropriately to protect areas of entrapment according to UL325 guidelines.
2. Set the jumpers in each pair of eyes to match each other. Ensure that each pair of eyes are set differently. Use the table to find the setting of the jumpers that corresponds to the functionality desired from each pair of eyes.
3. Connect the EPMOBs to the Bluebus connector of the circuit board. Polarity of the wiring is not important. Eyes may be connected in parallel to one another or directly to the board.
4. LEARN the Bluebus Port:
 - a. Press Functions (1. Learn)
 - b. Press "OK" (Learn Bluebus)
 - c. Press "OK" (Allow board to scan the Bluebus Port)
 - d. Once Complete - Test functionality of each set of photo eyes
5. Fine tune the alignment of each pair of eyes. The more slowly the lights flash on the units, the better they are aligned.

PRIOR TO INSTALLTION:

- HMWGSRRIGXTS IV exxli gsrxvspterip fjsvi qeomrk er ipigxvmgviivzmgj ts iv gsrrigxmsr2
- Fi e evi sj epqszmrk tevwxwerh ezsmhgpswitvs mqrms er tmrgl tsmrxw2
- Ors ls xs stivexi xli qeryep vipiewi2
- Ehnywxli yrmxs ywi xli qmrmqyq jsvgi viuymvih xs stivexi xli kexi wqssxlp izir hyvmrk qmh1xvezip vizivwmrk2
- Tpegi gsrxvspw qmrmqyqsj jiiix e e jvsq xli kexi ws xlex xli ywiv ger wii xli kexi erh stivexi gsrxvspw fyx gerrsx xsygl xli kexi sv kexi stivexsv lmpi stivexmrk xli gsrxvspw2
- evrmrkwmkrwqyxw fi tpegih sr iegl wmhjsj xli kexi sv mrlmkl1zwmfmfpmx eview xs epivx sj eyxsqexmg kexi stivexmsr2

Photocell	Jumpers
CLOSE DIRECTION A	
CLOSE DIRECTION B	
CLOSE DIRECTION 2A	
CLOSE DIRECTION 2B	
OPEN DIRECTION A	
OPEN DIRECTION B	
NOT USED	

Close Direction A/B: Resets timer to close in open position, reverses gate if closing, no effect if gate is closed or during opening cycling typically used when the photo eyes are on the outside of the property (gates opening inward).

Close Direction 2 A/B: Resets timer to close in open position, reverses gate if closing AFTER obstruction is cleared, pauses the gate on opening cycle - opening resumes after obstruction clears. Typically used when the photo eyes are on the inside of the property (gates opening inward).

Open Direction A/B: Delays gate opening from closed position. Stops and reverses gate back closed on open cycle. Typically used to protect an entrapment point when the gates are opening.