BlueBus Photo Eyes:

BlueBus photocells are thru-beam devices - consisting of a transmitter (TX) and a receiver (RX) that connects via two (2) wires. Polarity of the wiring is not important. They 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 unit. Multiple sets 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)

Installation Instructions:

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:

- DISCONNECT POWER at the control panel before making any electric service power connection.
- Be aware of all moving parts and avoid close proximity to any pinch points.
- Know how to operate the manual release.
- Adjust the unit to use the minimum force required to operate the gate smoothly even during mid-travel reversing.
- Place controls a minimum of 8 feet away from the gate so that the user can see the gate and operate controls but cannot touch the gate or gate operator while operating the controls.
- Warning signs must be placed on each side of the gate or in high-visibility areas to alert of automatic gate operations.

<table>
<thead>
<tr>
<th>Photocell</th>
<th>Jumpers</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLOSE DIRECTION A</td>
<td></td>
</tr>
<tr>
<td>CLOSE DIRECTION B</td>
<td></td>
</tr>
<tr>
<td>OPEN DIRECTION A</td>
<td></td>
</tr>
<tr>
<td>OPEN DIRECTION B</td>
<td></td>
</tr>
<tr>
<td>NOT USED</td>
<td></td>
</tr>
</tbody>
</table>

Close Direction A/B: Resets timer to close in open position, reverse gate if closing, no effect if gate is closed or during opening cycling. Typically used when the photo eyes are 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.