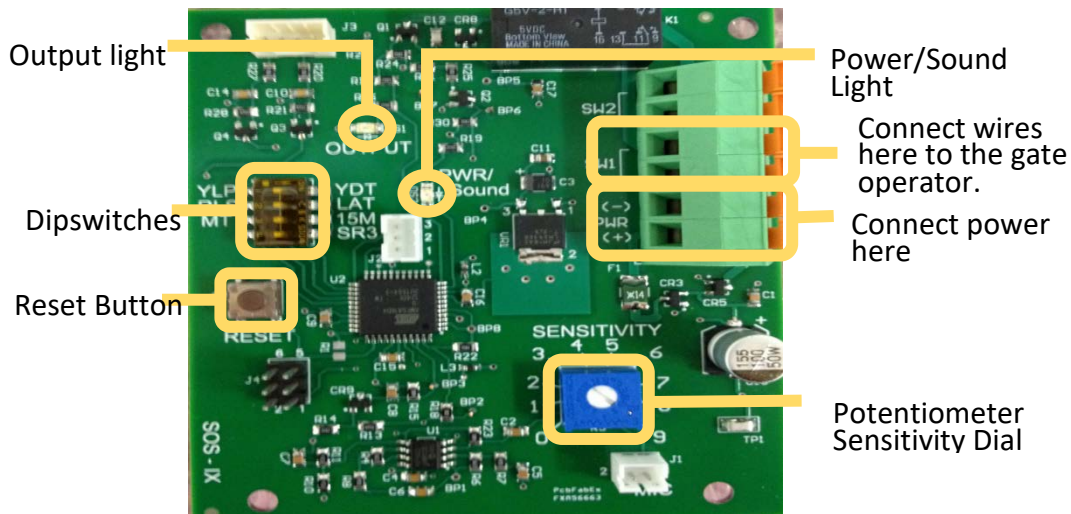
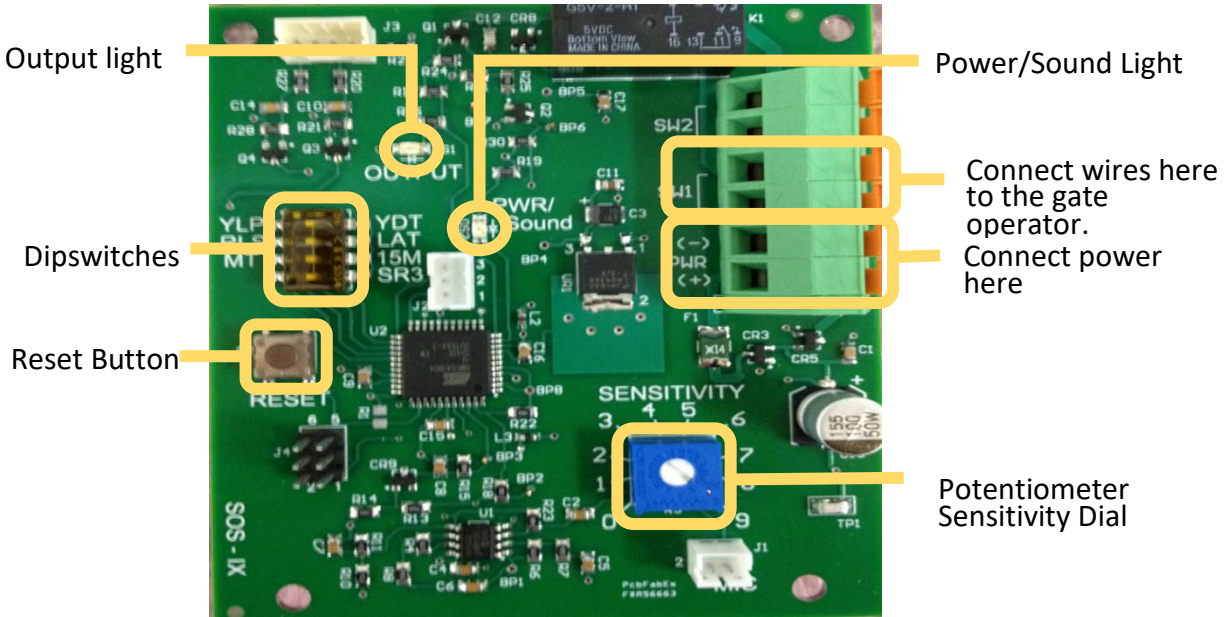


Trouble Shooting the SOS



1. The number one reason for the SOS not opening the gate is that the emergency responder is not using the “YELP” siren. If they use a different siren the gate will not open.
2. Check that the Power/Sound blinks about every 8 seconds. If blinking go to step 3.
 - a. If the light is not blinking you do not have power to the board or the board has been damaged.
 - i. Confirm that the board is receiving 9-30 volts DC or 9-16 volts AC.
 - ii. If the board is receiving the proper power and the Power/Sound light is not blinking, the board has been damaged and needs to be replaced. If under the 5 year warranty return it to us at:
 1. SOS
671 Filer Ave
Twin Falls, ID 83301
3. Make a noise – (play the siren, whistle, yell) – While doing this the Power/Sound light should come on solid while the noise is being made. If the light comes on go to step 4.
 - a. If the light does not come on solid then there is something wrong with the microphone or the Potentiometer is too low.
 - i. Turn the Potentiometer up to 8.5 & make a noise again. If the light comes on solid go to step 4.
 - ii. Unplug the microphone from the board, then plug it back in. This is the white connector below the potentiometer. Make noise again – if the light does not come on solid the microphone is bad.
 1. Contact us at 208-734-0467 to purchase a new microphone.
4. Sound the “YELP” Siren for at least 5 seconds. If you are using a hand held device or car stereo turn the potentiometer to 8.5. The output light should come on solid and the gate should open.
 - a. If the light does not come on and the Siren is on “YELP”, the board is damaged and needs to be replaced.
 - b. If the output light comes on but the gate does not open.
 - i. Take the wires out of SW1 and SW2 that lead to the gate. Touch them together - the gate should open.
 1. If the gate does not open ensure those wires are connected to the normally open and common terminals on the gate operator.
 - ii. If the gate opens, then there is something wrong with the relay on the board and will need to be sent to us for repair or replacement.

Trouble Shooting the SOS



5. If the gate is opening without a siren present.
 - a. The potentiometer needs to be turned down and the first dipswitch needs to be in the YLP position.
 - b. Arrange to have a courtesy visit from an emergency vehicle so that the potentiometer can be set as low as possible but still open the gate.
6. Please see the dipswitch setting below for holding the gate open.

Dipswitch 1: When this switch is in the YLP position, the sensor will detect only a “yelp” siren and will open the gate after a valid signal has been detected for 3 seconds. When the switch is in the YDT position, the sensor will open the gate once it has detected any siren or any continuous loud noise (such as a loud engine) for 4.5 seconds. To avoid false triggers, SOS suggests keeping this switch in the YLP position.

Dipswitch 2: When this switch is in the RLS position, the sensor will not interfere with the gate’s normal closure time. When the switch is in the LAT position, the gate will remain open until the reset button is pushed or power is recycled. This will override any other programming for closing times and the gate will remain open until it is reset. There is a reset button on the outside of the enclosure.

Dipswitch 3: When this switch is in the MT position, the sensor will not interfere with the gate’s normal closure time. When the switch is set to 15M, the gate will remain open for 15 minutes. **Note:** When switch #2 is in the LAT position, the settings for switch #3 are irrelevant.

Dipswitch 4: This dipswitch is not currently being used.