

WIRE THE PHOTO EYES

Connect wires as shown in Figure 5 (next page)

For additional HySecurity wiring diagrams, review the [HySecurity Gate Operators UL 325 - 2016 Quick Start Supplement](#).

ASSIGN INPUT TO PHOTO EYE

To configure the sensor input for the photo eye, take the following steps:

1. Enter Installer Menu.

Press NEXT until S1 Sensor Type appears (if connected to S1. You may connect to S1, S2, or S3). See Figure 1.

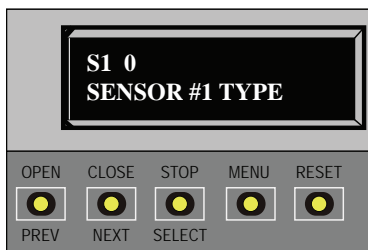


Figure 1. S1 Sensor Type

2. Set S1 to 2(EYE CLOSE) [or 4(EYE OPEN), if protecting open direction] and press SELECT. See Figure 2.

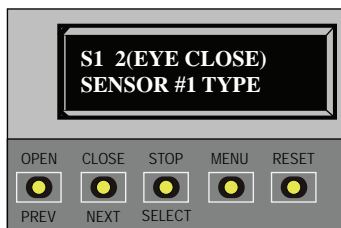


Figure 2. S1 to 2(EYE CLOSE) Sensor Type

ALIGN PHOTO EYES

To power sensors, turn on Photo Eye Align. When enabled the controller will chirp twice when the photo beam is aligned, once when it is broken. Enable by taking the following steps:

1. From the display keypad, press MENU once. Status displays scroll. When the scrolling stops, the CLOSE TIMER display appears which indicates you have accessed the User Menu.

2. Press NEXT and continue to press NEXT until PE 0 (OFF) appears. See Figure 3.



Figure 3. PE 0 (OFF)

3. Press SELECT. PE characters should begin blinking.
4. To turn ON photo eye alignment and temporarily power the sensors, press NEXT so PE 1 (ON) appears. See Figure 4.



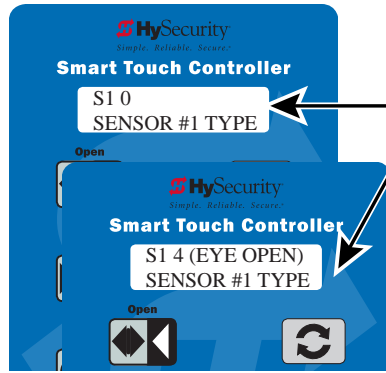
Figure 4. PE 1 (ON)

5. Press SELECT. PE stops blinking. The LEDs associated with the sensor devices should be lit if the sensors are properly connected.

NOTICE

The Photo Eye Align mode turns off with the next limit contact. A power cycle can also turn off the Photo Eye Align mode.

Installation Instructions EMX IRB-MON Photo Eye



Installer Menu showing Sensor 1 set to Eye Open (Option #4)*

NOTICE

DIP switches must be set as shown, otherwise the photo eye will not operate correctly. Note that older green receiver PCBs are set differently from the newer red PCBs. If you receive an Alert, "ACTION BLOCKED" "Photo Eye Open" PEO or "Photo Eye Close" PEC, take steps to align the photo eye. See Photo Eye Alignment Feature on

