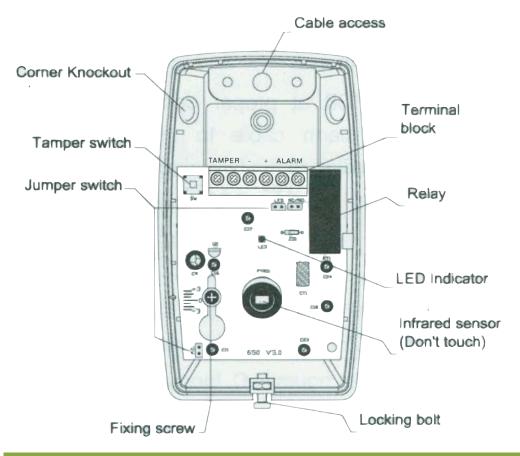
- Eli the Mule, CEM

ilder App Note Application Hints from the World of Gilderfluk

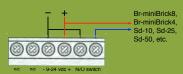
GilderHeadquarters • 205 South Flower Street • Burbank, California 91502-2102 • 818/840-9484 • 800/776-5972 • FAX: 818/840-9485



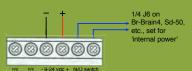
Wiring the Ir-Passive Motion Detector

The Ir-Passive requires a 9 to 24 vdc power supply to run. This can be an independent power supply, or power can be 'borrowed' from the GilderGear or some other equipment in your installation. The Ir-Passive may be damaged by supply voltages over 24 vdc, so do not use an unregulated 24 vdc power supply.

The Ir-Passive provides a 'dry' switch closure to the GilderGear it is controlling. All GilderGear has optically isolated inputs, and most will need you to supply a voltage in order to trigger the input. You can borrow this from the voltage that is used to run the Ir-Passive:



For attaching to inputs that have the option of using 'internal' power, the contacts can be wired directly to the inputs:



The normally closed 'Tamper Switch' contacts are not normally used. They open when the Ir-Passive's cover is opened.

Settings

Jumpers:

The 'NC/NO' jumper is normally removed so that the sensor is operated in the 'Normally Open' ('NO' mode. When the sensor is tripped, the 'Alarm' outputs are closed. When it is idle, the 'Alarm' output is open. On the GilderGear that the IR-Passive will be triggering, set the show or sound to start on the 'closing' edge, and set it for 'unsteppable' so it isn;'t retriggered each time the sensor trips.

The 'PC' jumper is for selecting between two or three 'Pulse Counts' before the sensor trips. With the jumper in place, the sensor is slightly more sensitive than when you have the jumper removed.

The 'LED' jumper disables the red indicator LED on the IR-Passive when it is removed.

Adjustment:

If your Ir-Passive has a 'Walk Test' ('WT') jumper, temporarily remove it to test the sensitivity of the Ir-Passive.

If the Ir-Passive is mounted on a wall facing horizontally, you can adjust the minimum height of objects it can see by loosening the 'Fixing Screw' and sliding the PCB upwards and downwards. By sliding the PCB downwards, it will shoot over small moving objects like children and other small animals.

