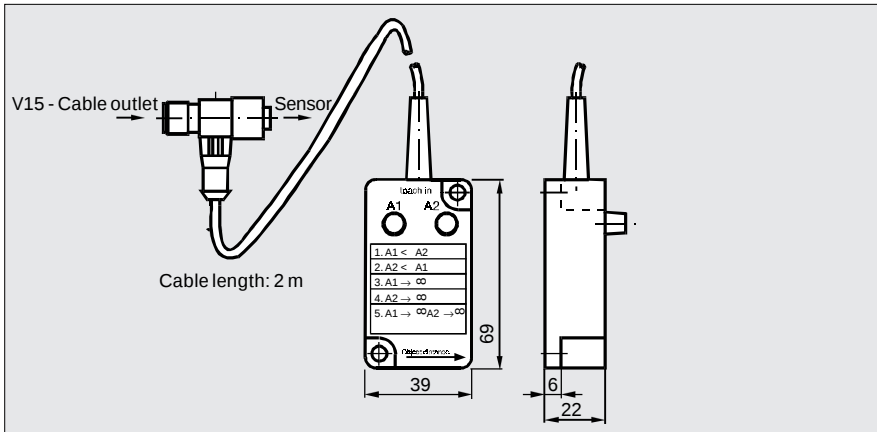




Programming device UB-PROG1

- for sensors UB 500/2000/4000/6000-30GM-E0/E2-V15
- easy teach-in of the switching points A1/A2 or measurement window
- easy teach-in of the output function: window operation, normally-open / normally-closed function
- one switch point, normally-open / normally-closed function
- monitoring of the detection range

For the teach-in procedure, the device can be switched between V15 cable connection outlet and V15 connector on the sensor.

With the two pushbuttons A1 and A2, the switching points/measurement window and the output function are to be set according to the given table at the right.

The set switching points and functions remain after removal of the programming device and/or after swit-

Output functions		Teach-in
Window	1. $A_1 < A_2$: normally-open function 	- target near switching point - press pushbutton A1 1s - target far from switching point - press pushbutton A2 1s
	2. $A_2 < A_1$: normally-closed function 	- target near switching point - press pushbutton A2 1s - target far from switching point - press pushbutton A1 1s
Switching on point	3. $A_1 \rightarrow \infty$:*) normally-open function 	- target near switching point - press pushbutton A2 1s - no object in the acquisition range*) - Press pushbutton A1 1s
	4. $A_2 \rightarrow \infty$:*) normally-closed function 	- target near switching point - press pushbutton A1 1s - no object in the acquisition range*) - press pushbutton A2 1s
Monitoring of the acquisition range	5. $A_1 \rightarrow \infty, A_2 \rightarrow \infty$:*) object detected: switching output closed no object detected: switching output open	- no object in the acquisition range*) - press pushbutton A1 1s - press pushbutton A2 1s

*) $A_1 \rightarrow \infty$ or $A_2 \rightarrow \infty$ means that the sonic beam cannot detect an object during teach-in.
 Either all objects will be removed from the acquisition range or the sound converter on the sensor is covered with the hand. In this way, the converter must be deactivated.

Display during teach-in	LED green	LED red	LED yellow
Object known	Flashing	Off	Off
No object known	Flashing	Off	On
Object unsure (teach-in not valid)	Off	Flashing	Off