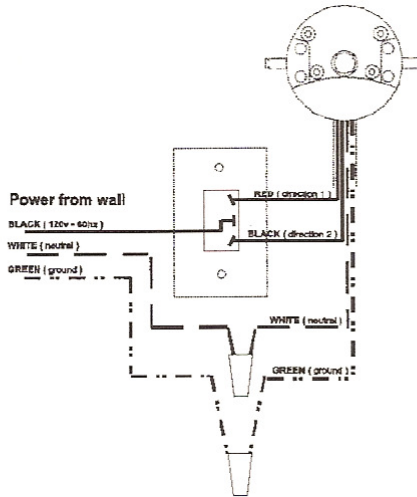
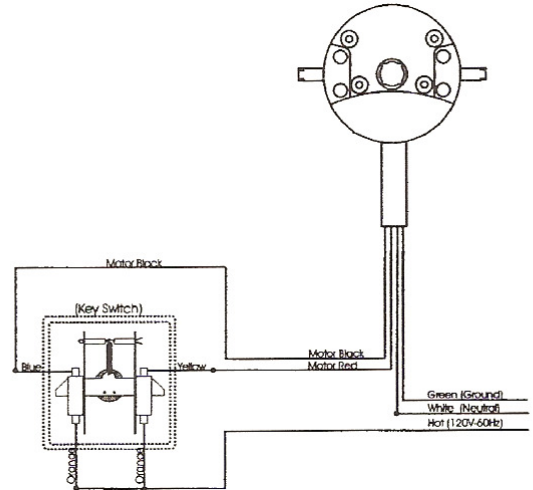


WIRING INSTRUCTIONS FOR MOTORS

Wiring for one motor & one rocker switch



Wiring for one motor & one key switch



WARNING

DO NOT wire more than one operator to a single pole switch. A second operator can be wired to the second pole of a double pole double throw (DPDT) switch.

DO NOT connect two switches to one operator without a relay.

Because of the type of motor (Asynchronous with built-in capacitor) and the built-in limit switches, it is important to follow two important recommendations to assure proper operation of the motorized systems - All operators are not universal motors.

DO NOT wire operators in parallel. Parallel wiring means several operators are wired to only one electrical contact per direction of rotation. There will be constant feedback from one motor to another, so stopping points will not be stable and there is a risk of motor burn out. The correct wiring solution is to use a double pole, double throw, centre off switch which would isolate both motors.

DO NOT control one operator from several locations without using a proper controller. These motor control systems are designed to comply with these two basic criteria and assure reliable operation of motorized systems. Non-compliance to these basic principles void the motor warranty.

We have a full range of switches, relay systems, remote control systems, group control systems, battery backup systems and electronic sensing edges. Consult factory for further details.

WIRING FOR H_Z REMOTE CONTROL MOTORS

H_Z Operator Wiring

All wiring must conform to the National Electrical Code and local codes

- The H_Z operator can be wired to power in parallel (unlike normal AC tubular operators)

- It is recommended that provisions be made to cut power individually when wiring H_Z operator. This can be in the form of an inline off/on switch, a disconnect plug, or access to the operator cable for use of an installers power cable with off/on switch. The ability to cut the power to each motor individually is required to easily program the receiver in the operator.

