

## P.I.R. OCCUPANCY DETECTORS CEILING MOUNTED

### EO-C..1

These units are used for lighting control and designed to be installed into ceiling tiles. They can be connected to control circuits or BMS systems. The EO-CL1 has an in-built adjustable lux sensor which will switch on the lighting only when ambient light falls below the pre-set level and movement is detected. The time delay prevents nuisance switching and is reset whenever movement is detected.



EO-C..1

Terminals 0.5-2.5mm  
Enclosure Flammability = UL94-V0

Lights switch on when movement is detected.

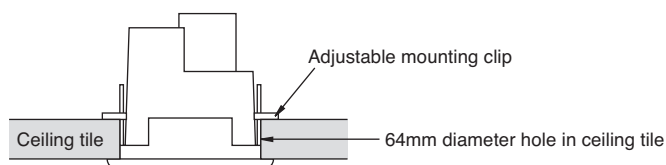
**EO-CL1**  
In-built adjustable lux sensor  
Set Lux to max. if it is not required.  
Range: 10-2000 LUX.

Type	Ceiling Mounting	Supply Voltage	Switch Rating 230VAC ±10%	Movement Time Delay	Enclosure
<b>EO-CO1</b>	Flush	12-24VAC/DC	6A Incandescent 6A Fluorescent 6A SPDT Resistive	10s - 30 mins	IP40
<b>EO-CL1</b>	Flush	12-24VAC/DC	6A Incandescent 6A Fluorescent 6A SPDT Resistive	10s - 30 mins <b>+ lux sensor</b>	IP40
<b>EE-BP12</b>	Surface Mounting Back Box				

**INSTALLATION:** Install the unit at least 1m away from any lighting source. Do not mount onto a vibrating surface.

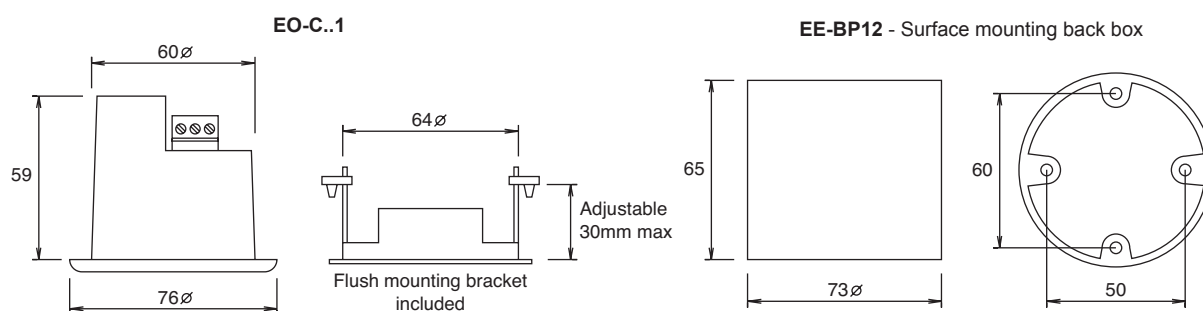
DO NOT MOUNT IN DIRECT SUNLIGHT OR NEAR HEAT SOURCES. In larger areas wire more switches in parallel to power the load.

**Flush Mounting:** The occupancy detectors may be flush mounted through a 64mm diameter hole in the ceiling. Use the plastic mounting bracket and clips supplied to fix the flush mounted detector.

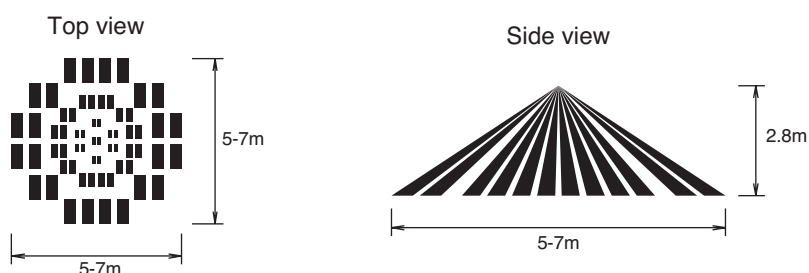


**Surface Mounting:** Alternatively the detectors can be surface mounted using the optional Back Box, which may be screwed to the ceiling.

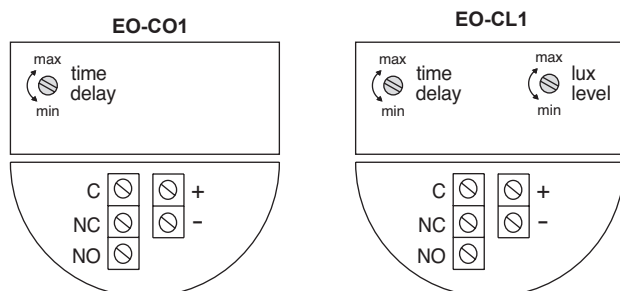
### DIMENSIONS



### DETECTION FIELD:



### WIRING:



#### Time Delay Setting (EO-CO & EO-CL):

Timing is adjustable between 10secs to 30mins using the screwdriver slot labelled TIME.

#### LUX Setting (EO-CL only):

The LUX level can be adjusted using the screwdriver slot labelled LUX. Turning towards maximum allows the lights to come on at a higher ambient light level (set fully to maximum, lights will be activated regardless of ambient level).

On movement C-NO closes  
No movement C-NO opens (after time delay)