USER MANUAL

HM-0467
ERU EMULATOR
For testing the ERRS systems

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USER MANUAL

The ERU Emulator is a device designed to be used at installation and test of CM HAMMAR´s ERRS Electronic Remote Release Systems.

With the Emulator it can be verified that an electric pulse sufficient to activate the HAMMAR H20 ERU Electric Release Unit is received at the connection point for the ERU Emulator.

The emulator measure and checks the current and the duration for the electric pulse and compare this with settings stored in the device.

Push button   Red LED   Green LED

TECHNICAL SPECIFICATION

Power supply:	CR2032 (coin cell battery)
Operating time:	Approximately 200 hours
Water ingree protection:	NO
Dimensions (L x H x D):	56 x 31 x24 mm

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FIRST TIME OF USE

- Open the Emulator enclosure by gently twisting a screwdriver in the slot at the side of the enclosure.
- Insert a CR2032 battery in the battery holder.
- Attach two connection wires to the terminals on the Emulator. (Do not use to much torque on the terminal screws)

NORMAL USE

- Open the enclosure and push the pushbutton on the circuit board to switch on the Emulator.

The red and the green LED on the circuit board shall light up simultaneously when the pushbutton is pushed. If the battery is ok the green LED will start flashing green and the device is ready to be used.

- Attach two connection wires to the terminals on the Emulator. (Do not use to much torque on the terminal screws)

- To test the system, connect the wires to the Electronic Remote Release System ERU output. (The polarity is not important)

TEST THE ELECTRONIC REMOTE RELEASE SYSTEM

- Activate the output on the Electronic Remote Release System and check that the flashing green LED is turned off and that the red LED has started to flash.

- If the green LED is turned off and the red LED are turned on (flashing) the ERU output signal from the Electronic Remote Release System has been ok.

NB! The ERU Emulator does not break the circuit when it is activated and it will be detected as an installed ERU by the ERRS system even if it has turned from green to red.

REPEAT THE TEST

Push the pushbutton on the circuit to reset the Emulator. When the green LED is flashing, the device is ready to be used again.

TO TURN OFF THE EMULATOR

- If a test has been performed, the Emulator has to be reset to a flashing green status.
- Then again push the pushbutton and the device will be turned off and the LED´s will stop flashing.

The device will turn itself off automatically 30 minutes from the last push on the pushbutton.

The DIP switches are not used in this application and shall be in off position.

USER GUIDE

Action		LED
Turn on the device	Push the button	Red and Green LED´s light up simultaneously
Reset the device after a test	Push the button	Red LED is turned off, Green LED starts flashing
Turn off the device	Push the button	Green LED is turned off

LED indications	
Emulator is operational (battery ok)	Green LED is flashing
Output has been activated	Green LED is turned off, Red LED is flashing
Low battery voltage on Emulator	Red and Green LED will give alternating flashes and the device will be switched off again.

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