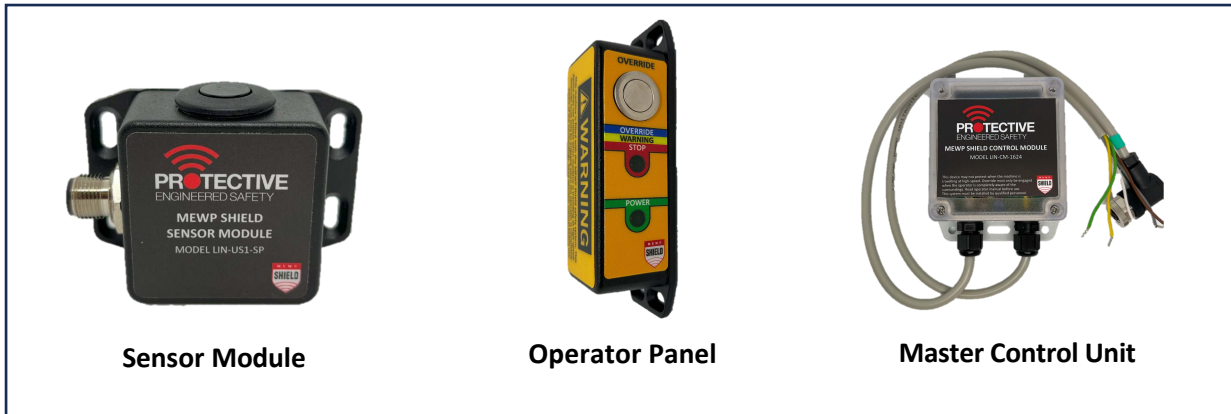


Protective Shield System

Quick User Guide – Refer to the entire user manual for more information.



System Status Stages



Normal/ON - During operation, when no objects are detected within the sensor Alarm or Warning zone, the system will be “Clear”, and the operator panel will show a solid Green Status indicator. Functions will perform as per normal.



Warning - When the operator begins to approach an object, the system will enter a ‘Warning’ mode. In this mode, the machine is still able to move. The Operator Panel will display the amber LED flashing with an audible alarm, alerting the operator of an approaching hazard.



Alarm Zone - When the sensor detects an obstacle within its Alarm zone, the system will lock out the machine, and the Operator Panel will display a solid red LED indication. The red LED will remain active until the hazard is cleared. If the system is in the Alarm mode, pressing the **OVERRIDE** button will release machine lockout and reengage the operator controls for a set duration (max 30 seconds). The Blue **OVERRIDE** indication LED will be lit and blink alternating Red/Blue while the system is in override mode and a hazard is still detected.



Override - If the system is in the Alarm state, pressing the override button will release machine lockout, re-engaging the operator controls, and the Blue Override indication LED will come on and blink alternating Red/Blue while the system is in alarm, thus allowing regular operation of the machine. The override will remain active even in the Warning state so that as the machine moves away from the obstacle, the warning siren output will not re-engage. This allows the operators to enable the override from the alarm, move away from the obstacle and continue to work in the warning zone without the siren constantly activating. The Override will automatically clear once the affected sensor’s Alarm zone is clear for 1 second continuously. At this point, the warning state will once again use the siren output, and the machine can be locked out when an obstacle is detected in the Alarm zone.

The Override will also clear after 10 seconds if there is a system error. This is so that in the case of a malfunction, the operator can still move the machine to a safe area to fix the malfunction but also prevent the constant override requirement if a system component is removed/damaged.

Protective Shield Pre-start System Checks

Before operating any machinery with the MEWP SHIELD System installed, a pre-start check is required to ensure all system components are functioning correctly and that no damage has occurred to the system during transit/storage.

1. Before Power On - Check the Master Control Unit (MCU)

- a. Ensure all cabling leading into the MCU is connected.
- b. No wiring shows signs of strain/stress or damage.
- c. Inspect the MCU enclosure for any physical damage (cracks, dents, etc).
- d. Ensure the MCU is mounted securely.

2. Before Power On - Check the Sensor(s) for the following

- a. Check sensor alignment (bent brackets, loose mounting, etc).
- b. Ensure the sensor face is clean (free from dirt or foreign materials).
- c. Inspect the sensor face for any damage (chips, dents, etc).
- d. Ensure the sensor connector is secure and undamaged.
- e. Inspect sensor cabling for any damage (cuts, signs of stress, etc).

3. On system power-up

- a. Ensure all LEDs on the Operator Panel illuminate in sequence to indicate the correct startup functionality.
- b. Check that no errors occur on startup (Indicated by blinking RED indicator and beeping horn/buzzer).
- c. Block each sensor individually to check that they communicate with the base correctly and that the base lockout features behave as expected.
- d. While the sensor is blocked check that the Override button on the user panel functions correctly by pressing it and observing that the BLUE indicator becomes visible AND that the siren output stops sounding.
- e. With the sensor still blocked and the Override active (BLUE indicator), ensure that the machine can be moved after activating the dead-man switch.