

# PROXIMITY SWITCHES

## Proximity Sensors

The purpose of the StarFire 2 proximity sensors is to prevent the elevator and the hopper from colliding. The sensor or switch senses when a metal object is close to it. This is done electronically so there are no internal moving parts.



When a proximity switch is activated a small LED light on the back of the switch lights. When the steel is out of proximity to the switch it breaks contact and LED goes out.



In normal operation the hopper and elevator are prevented from colliding by the 2 proximity switches. If the main broom/elevator proximity switch is out of adjustment and the hopper is up or the door is open and the elevator moves the hopper functions could be lost. To correct this, apply the park brake and put the chassis in reverse while holding the brakes. The elevator should rise. If not then place a piece of metal in front of the hopper proximity switch. The elevator can go up and the hopper can come down. When everything is up in transport position the elevator proximity switch can then be re adjusted.

