

BLAKE

WATER SOLUTIONS



EQUIPMENT MODULES

Operation & Installation Instructions



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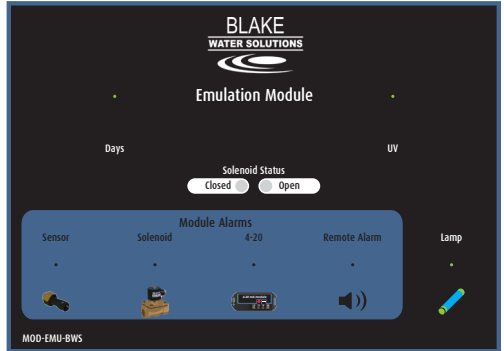
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EMULATOR MODULE

MODEL # MOD-EMU-BWS

The Emulator module comes with a male IEP connection (Infinite Expandability Port). Prior to start-up, first ensure all the toggle switches for the “Module Alarms” and “Lamp Alarm” are in the OFF (toggle up) position. Plug the Emulator connector into the IEP on the BLAKE/HO controller, then plug in the controller power cord.

To emulate a particular module failure, toggle the corresponding switch to the ON (toggle down) position. The alarm can be cleared by returning the switch to its OFF (toggle up) position. The device also can emulate the UV intensity reported by a UV sensor module. Turning the right “UV” knob in the clockwise direction will increase the intensity, while turning it counterclockwise will decrease the intensity. Please note that to see all the capabilities of the sensor, you will need to cycle the intensity through the range of 49 through 66 %. The “Days Remaining” cycle can also be adjusted by turning the left “Days” knob.



BWS5/BWS6
Series controllers

IEP
connection



BWS5-C/6-C
Series controllers

IEP
connection

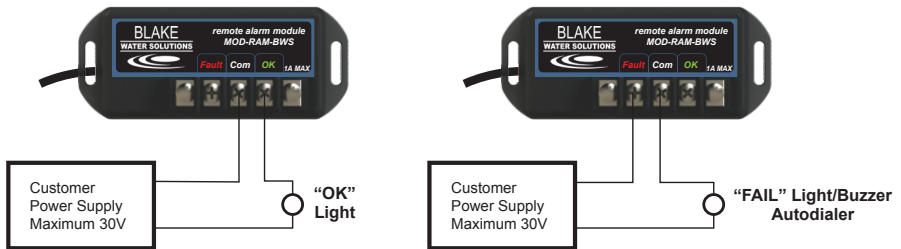
REMOTE ALARM MODULE

MODEL # MOD-RAM-BWS



The Remote Alarm module comes with both a male and female IEP connection (Infinite Expandability Port). To initiate the module simply plug the male plug into the IEP on the Standard or High Output controller, or into any other BLAKE module that contains an IEP (sensor, 4-20 mA module, solenoid module, etc.) and then restart the system.

The Remote Alarm module is a pair of dry contacts and can be used to connect the controller to a PLC based system, an alarm buzzer (or light), or an “OK” light. The Maximum contact rating is 30V / 1A. If your device draws more current, please use the module to switch a relay with contacts rated for the device you wish to use.



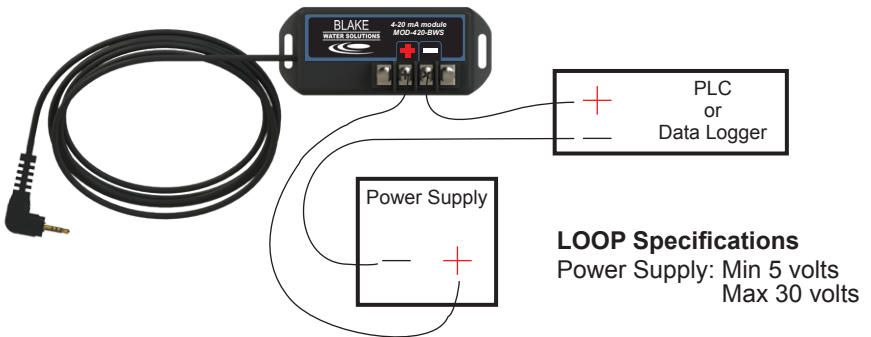
4-20 mA MODULE

MODEL # MOD-420-BWS



The 4-20 mA module comes with both a male and female IEP connection (Infinite Expandability Port). To initiate the module simply plug the male plug into the IEP on the controller, or into any other BLAKE module that contains an IEP (sensor, remote alarm, solenoid module, etc.)

Connect "LOOP" Connections as follows:



SOLENOID MODULE

MODEL # MOD-SOL1-BWS

The Solenoid Module is designed to connect a NORMALLY CLOSED line voltage solenoid valve to the controller. It is possible to use a 12V or 24V normally closed solenoid by replacing the AC power cord. Note that the maximum contact rating is 240VAC (50-60Hz) / 30VDC / 2A.

LOCATION

Step 1) Find a suitable location on the wall for the solenoid module. The module must be installed close enough to the controller, or the UV sensor to be able to plug in the male IEP connector. The module must also be installed close enough to the actual solenoid valve and this distance will be dependent on the cord length of the particular solenoid valve that is used.

Step 2) Pick a location for the solenoid valve and install as per the manufacturer's directions. The solenoid module requires bare leads, so if the solenoid cable has a plug attached, remove the plug and strip the wires to a suitable length.

INSTALLATION

Step 1) Make sure the solenoid valve cable is NOT plugged into the electrical outlet. Insert the solenoid valve cable through the center hole of the middle strain relief. Connect the three electrical wires to the terminal block that is marked "SOLENOID" (see Fig. 1). Connect the ground wire in the position marked "GND", the line voltage wire in the position marked "L1" and the neutral wire in the position marked "N". Typical wire colour configurations are marked directly on the circuit board to the left of the SOLENOID terminal block to aid in this process (see Fig.2) If you are unsure of the correct wiring configuration for your particular solenoid valve, please contact an approved electrical contractor. Once all the line voltage connections have been made, tighten the strain relief nut to secure the cable to the solenoid module.

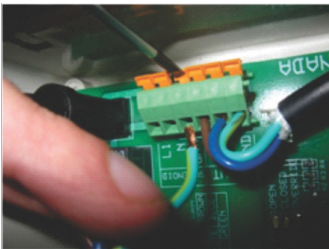


Figure 1

Solenoid Wire Installation

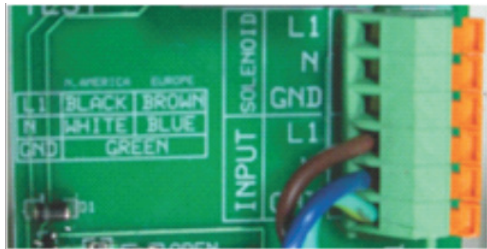


Figure 2

Wiring Colour Guide

Step 2) Plug the solenoid valve into the applicable electrical outlet. At this stage, the functionality of the solenoid valve can be tested by pressing the solenoid test button located on the upper left of the circuit board. Manually depressing (and holding) this button will complete the electrical circuit and will open the normally closed solenoid valve. You should be able to hear the activation of the solenoid valve at this stage to ensure the valve is functioning properly (see Fig. 3).



Figure 3
Solenoid Test Button

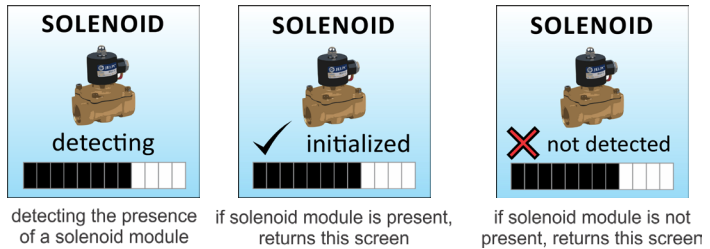
Step 3) Make sure your UV controller is unplugged from the power source. Once all these connections have been made, affix the male IEP plug of the solenoid module cable into the IEP port on the controller, or any other available IEP port such as the UV sensor, 4-20 mA module or remote alarm module. It does not matter which IEP port any module is attached to, as long as they are attached.



OPERATION

Step 1) Plug the controller into the power source and make sure the solenoid module is activated on the controller. During the start-up sequence, the SOLENOID MODULE screen will indicate a “initialized” when the module is activated properly (see Fig. 4).

Figure 4
Solenoid Activation Screens



Step 2) The controller will only notify you when there is a failure mode whereby the solenoid module (and connected solenoid valve) will be activated. On the BWS5 system, the solenoid module will be activated (shutting off the flow of water) upon LAMP FAILURE (see Fig. 5). To remedy this, replace the UV lamp and restart the system as per the directions outlined in the Owner’s Manual.



Figure 5
LAMP FAILURE Screen

Step 3) On the BWS6 system where a UV sensor is installed, the solenoid module will be activated (shutting off the flow of water) upon a LOW UV condition (less than 50%) (see Fig. 6). To remedy this, you will need to address the reason for this low UV condition which may be due to a dirty UV sensor and quartz sleeve, a lamp that is not emitting enough UV energy, or a change in the water quality. Please refer to the UV systems Owner’s Manual for corrective action procedures.

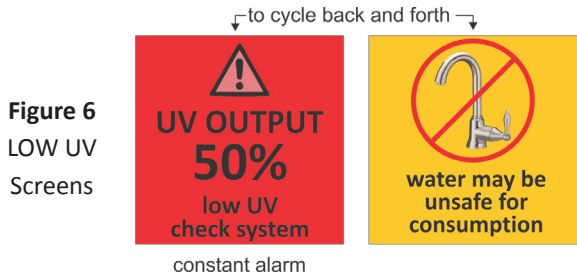


Figure 6
LOW UV
Screens

Step 4) To determine what position the solenoid valve is currently in, the solenoid module incorporates three lights on the circuit board (see Fig. 7). When the solenoid is in the OPEN position a green light will appear on the circuit board beside the word “OPEN”. When the valve is CLOSED, a red light will appear on the circuit board beside the word “CLOSED”. And when the solenoid is in an OVERRIDE position, an amber light will appear on the circuit board beside the word “OVERRIDE ON”.

Figure 7
Solenoid Status
(Colour)

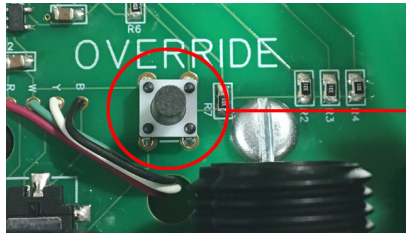


Boil Water Advisory: If any failure occurs on a BLAKE UV system, the water must not be used for human consumption until the system is returned to a safe operational mode. If the water is used for human consumption during this period, the water must be boiled (minimum 20 minutes at a full boil) prior to consumption.

EMERGENCY BYPASS

In a case where the solenoid valve has been activated (valve is closed and no water is allowed to flow), the solenoid module has the ability to bypass the solenoid valve in case of an emergency need of water. To initiate this bypass, depress the button labeled “OVERRIDE” located in the lower left portion of the circuit board (see Fig. 8)

Figure 8
Solenoid Bypass
Button



**SOLENOID
OVERRIDE
SWITCH**

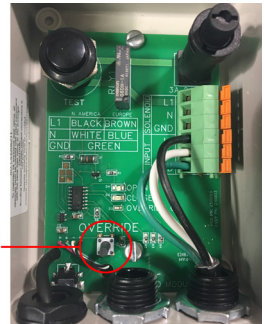
Once this button has been pressed, the system will remain in this override mode regardless of whether or not the condition causing the solenoid activation has been remedied or not. To reset the system, the power to the controller must be shut off and restarted. While in this override mode the controller will intermittently display a red “SOLENOID OVERRIDE” screen (see Fig. 9).



Figure 9
SOLENOID OVERRIDE
Screen

DISABLING EMERGENCY BYPASS

In certain regulated applications, the availability, and use, of the emergency bypass feature may be in violation of the local, state/provincial codes. If this is the case, the bypass feature can easily be disabled by physically removing the bypass button. To accomplish this, carefully use a pair of needle nose pliers and physically remove the actual bypass button (marked “OVERRIDE”) from the circuit board.



OTHER FAILURE MODES

In the event there is an issue with the solenoid connection from the IEP cable to the controller, the system will register a “SOLENOID FAILURE” screen on the controller (see Fig. 10).



Figure 10
SOLENOID FAILURE
Screen

CAUTION: BEFORE PERFORMING ANY WORK ON THE SOLENOID MODULE, THE POWER CORD MUST BE DISCONNECTED FROM ITS POWER SOURCE (WALL PLUG).

WATER QUALITY MONITOR MODULE

MODEL # MOD-SHERPA-BWS



Transmitter



50m/164ft
(Note 2)



Remote Display

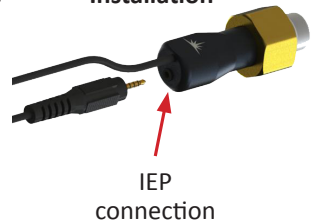
The module comes with a Transmitter and a Remote Display. The Transmitter connects to a standard output and high output controller and transmits the controller's status wirelessly to the Remote Display. Every Transmitter and Remote Display is paired together and uses encryption to create a reliable and secure communication link between the two devices. Every Transmitter supports up to five Remote Displays. Additional Remote Displays can be purchased and installed separately. Refer to 'Pairing an Additional Remote Display' for additional Remote Display installation.



BWS5/BWS6
Series controllers
IEP
connection



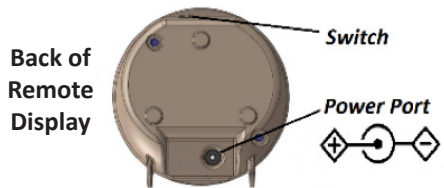
BWS5-C/6-C
Series controllers
IEP
connection



Sensor IEP
Installation
IEP
connection

Installation

- Step 1)** Power off the UV system controller.
- Step 2)** Plug the male plug of the Transmitter into the IEP (Infinite Expandability Port) on the controller, or into any other module that contains an IEP (sensor, 4-20 mA module, solenoid module, etc.) and then restart the system ^{Note 1}.
- Step 3)** To Receive the UV system controller's status on the Remote Display, plug the AC/DC wall adapter into the Power Port on the Remote Display (5V Max) and slide the switch to the ON position.



Operation

Remote Display		
Status LED's	Good (Green)	No Active Alarms.
	Caution (Yellow)	Active Minor Alarm, check system for details.
	Alarm (Red)	Active Major Alarm, check system for details.
Comm. LED	OFF	Communication is working.
	Flashing	Communication is NOT working. <i>Remote Display is Out-of-Range², Transmitter is disconnected OR controller is powered off.</i>
	ON	Remote Display is attempting to pair with a local transmitter in proximity.
Power Switch	I	Remote Display Powered ON
	O	Remote Display Powered OFF

NOTE 1: Not Compatible with MOD-RAM-BWS. The module gets detected as a "Remote Alarm" on standard output and high output controllers during the start-up sequence.

NOTE 2: The Wireless Range can vary based on the installation environment; objects, walls and metal obstacles can interfere and degrade the wireless signal. Best suited for residential applications.

Pairing an Additional Remote Display

To pair an additional Remote Display to a currently installed Transmitter:

- Step 1)** Power ON the Additional Remote Display within 5m (15ft) proximity to the transmitter; by simply plugging the AC/DC wall adapter into the Power Port on the Remote Display and sliding the switch to the ON position.
- Step 2)** The Remote Display performs self-pairing with the local transmitter. Once paired the Communication LED on the Remote Display will turn OFF and a Status LED will turn ON.
- Step 3)** Once pairing is complete, relocate the Remote Display to any location².

BLAKE

WATER SOLUTIONS



Blake Equipment
4 New Park Rd East
Windsor CT 06088
1-800-353-1100
Email: bwsinfo@blakeequip.com
www.blakeequip.com



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