

Selection Guide

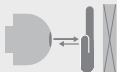


Touch Buttons

Page	102	104	106	108	110	112	114	116	118
Family Name	S22	K30	K50	K70	K30L/K50L Push Button	OTB	VTB	Illuminated E-Stops	Flush-Mount Illuminated E-Stops
Size (mm)	20 mm surface	30 mm dome	50 mm dome	70 mm dome	30/50 mm dome	74.2 x 59.9 x 43.2	73.3 x 43.2 x 43.2	119.8 x ø 80	102.1 x 80.8 x 80.3
Actuation Method									
Color Available									
Multicolor Option									
IP Rating	IP66, IP67, IP69K	IP67, IP69K	IP67, IP69K	IP65	IP65	IP66	IP66	IP65	IP65
Logic Function	F2, H	F2, H	F2, H	F2, H					



Pick-to-Light

102	120	122	124	126	128	130	132	136	134
S22	K30	K50	K70L	K50 Optical	K50 Modbus	K30/K50/K80 Push Button	PVD	PVL	PVA
20 mm surface	30 mm dome	50 mm dome	70 mm dome	50 mm dome	50 mm dome	30/50/50 mm dome	137.8 or 266.4	327.5 or 608	137.8 to 416.6
					 or 				
									
									
IP66, IP67, IP69K	IP67, IP69K	IP67, IP69K	IP65	IP67, IP69K	IP67	IP67	IP62	IP50	IP62
C, E, C3, C4	C, D, E	C, D, E C3, C4	C, D, E C3, C4	C, D, E C3, C4	S1	C, D, E C3, C4			



Logic Functions

Illuminated buttons are available with different logic options to solve a variety of applications with optimized wiring. Multicolor models provide clear operator guidance to improve speed and accuracy.

PICK-TO-LIGHT: Two-color logic options for error-proofing, picking, putting and verification

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| C | Input activates Color 1. Touch activates Color 2 and Output. |
| D | Input activates Color 1. Touch activates Output. |
| E | Input activates Color 1. Touch activates Output. Touch with inactive input activates Color 2. |

MULTIPURPOSE: Full color control via three inputs independent of button; momentary output follows button

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| F2 | Three inputs activate three colors. Color 3 overrides Colors 1 and 2, and Color 2 overrides Color 1. Touch changes output state. |
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ILLUMINATED BUTTONS: One or two colors with momentary or latching bipolar outputs that follow button

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| H | Power activates Color 1. Touch changes bipolar output state and activates Color 2. Latch and momentary options. |
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SPECIALTY PICK-TO-LIGHT: Three-color logic options for error-proofing, picking, putting and verification

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| C3 | Input activates Color 1. Touch with active input activates Color 3 and Output. Touch with inactive input activates Color 2 and Output. |
| C4 | Input activates Color 1. Touch with active input activates Color 3 and Output. Touch with inactive input activates Color 2 and Output for 5 seconds. |

MODBUS: Color control and input monitoring via Modbus RTU

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| S1 | Modbus commands activate Colors. Touch activates Modbus output. |
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Actuation Methods

The actuation method is the means by which an operator's actions are sensed. Banner's Pick-to-Light line includes a variety of actuation methods, including contact and non-contact sensors covering a single point on a small bin or a wide opening on a large bin. These actuation methods enable error proofing in a large variety of assembly and kitting applications. Below is a description of each actuation method offered to help you select the best solution for your specific application.



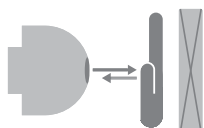
Push Buttons

Push buttons take physical force to press and actuate the button.



Touch Buttons

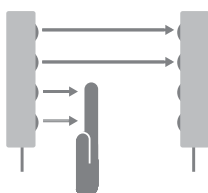
Touch buttons can be actuated with no force, just contact with the surface. The contact can be made with a whole hand, palm or finger.



Fixed-Field Mode

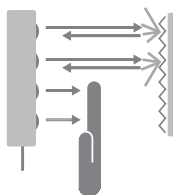
Background suppression sensors have a definite limit to their sensing range, ignoring objects that lie beyond their range.

Fixed-field sensors compare the amount of reflected light that is seen by two differently aimed receiver elements. If the light reaching the second receiver element is equal to or greater than the light reaching the first receiver element, then the object will be recognized.



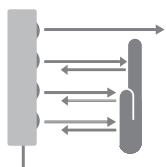
Emitter/Receiver

In opposed-mode sensing, the sensor's emitter and receiver are housed in two separate units. The emitter is placed opposite the receiver, so that the light beam goes directly from the emitter to the receiver.



Retroreflective Mode

Retroreflective sensors contain both the emitter and receiver elements. The beam(s) is(are) established between the emitter, the retroreflector and the receiver. An object is sensed when it interrupts or "breaks" the effective beam.



Diffuse

With a diffuse-mode sensor, the object is detected when the object reflects the sensor's transmitted light energy back to the sensor.