Specification Sheet for ES860

1.1 Canister Style Optical Turnstiles (OT)

- A. Canister Style OT shall operate with the access control system utilizing a variety of reader technologies: i.e. proximity, Weigand, magnetic stripe, bar code, or biometrics. The walkway shall be configured to operate with single direction or bi-directional monitoring of traffic and shall provide a throughput of up to 30 people per minute, 1800 people per hour.
- B. All functions of the Canister Style OT shall be controlled by the MPU/Controller; a solid state microprocessor based sub-assembly, engineered and manufactured specifically for this product application by the optical turnstile vendor. The MPU Controller sub-assembly shall be housed within the Optical Turnstile's bollard thereby eliminating the need for any external wiring of cable assemblies between the MPU/Controller and the bollard.
- C. The Optical Turnstile shall utilize audible and visual annunciators to provide communications with the pedestrian concerning walkway usage, access granted and access violations, as well as invalid card attempt. The visual annunciator shall be a Horizontal Graphic Array (HGA). An audible tone at the HGA shall provide a signal to the pedestrian indicating access granted. A separate audible tone shall be used to indicate an access violation.
- D. The bollards shall be constructed of tubular stainless steel sides with a satinbrushed finish along with a round artificial marble top.
- E. The Optical Turnstile bollard shall be secured to the finished floor through the use of a ¹/₄" plate steel base with slotted mounting holes and a 2" conduit hole.
- F. Unit shall provide a control bypass input to allow the lane to be shunted for visitor passage through the turnstile in either direction.
- G. Optics shall be adjustable to be arranged in a semi-circular pattern.
- H. The Canister Style Optical Turnstile and associated sub-assemblies shall be manufactured in the USA
- I. Manufacturer shall be Designed Security, Inc. Model ES860 series optical turnstile.