

# GLENELG BOAT-LOCK OPERATION 2020

## IMPORTANT INFORMATION

- **ALL** button presses are to be at least **1 second long**, consecutive presses are made after a **one second pause**. Both presses need to **occur within 5 seconds** of total time elapsed.
- **under NO circumstances should the lock be activated until full view is obtained.**
- Your physical location in either the Pat, Lock or Sea will be the button you will need to activate. Press the corresponding button **twice** to start or advance the Lock sequence.
- When you successfully activate a sequence, the traffic light will **flash once** from **red to green**.
- When the traffic light is **solid red**, lock is **idle**. (No active command.)
- When the traffic light is **flashing red**, the lock is **operating**. (executing a sequence.)
- When the traffic light is **solid green**, you can **enter or exit the Lock**.

## Emergency STOP.

- The remote button labelled **STOP** will stop either Lock gate but **only while opening or closing**.
- To action, press **STOP** button **ONCE**.
- If the traffic light is **flashing red / green** in sequence, the **STOP** command has been actioned.
- To resume the gate operation, press the **STOP** button **ONCE** to restart Lock gate.
- It is a good idea to test this feature sometime, so you are familiar with its operation.

## Emergency Stop Lanyard

Inside the Lock you will find **red ropes** connected to an emergency lanyard system which can be operated in emergency situations. A **firm tug** on the rope will activate this device This should only be used in an emergency and **assistance from a technician will be required to reset the system**.

## From PAT to SEA sequence

Ensure no boat is leaving the Lock, confirm by noting a **constant red** light on traffic signal.

Press the **PAT** button twice, the traffic light will **flash green** once then continue **flashing red**.

The Pat gate will open when the Pat and Lock water level has equalised.

Enter Lock when the traffic light is **solid green**.

Check there are no other boats entering and press the **LOCK** button twice, the traffic light will **flash green** once then continue **flashing red**.

The Pat gate will close, the Lock and Sea water will equalise, and Sea gate will automatically open.

Exit from the Lock.

Check there are no other boats entering behind you and press the **SEA** button twice.

The gate will then close and the cycle is complete.

## From SEA to PAT sequence

Ensure no boat is leaving the Lock, confirm by noting a **constant red** light on traffic signal.

Press the **SEA** button twice, the traffic light will **flash green** once then continue **flashing red**.

The Sea gate will open when the Sea and Lock water level has equalised.

Enter Lock when the traffic light is **solid green**.

Check there are no other boats entering and press the **LOCK** button twice, the traffic light will **flash green** once then continue **flashing red**.

The Sea gate will close, the Lock and Pat water will equalise, and Pat gate will automatically open.

Exit from the Lock.

Check there are no other boats entering behind you and press the **PAT** button twice.

The gate will then close and the cycle is complete.

**NOTE** : If you have entered the Lock **as another boat has left** you can still activate the **LOCK** button twice once inside the lock as per usual, **however there will be about a 40 second delay before any movement is noted**.



Watch for this **red** light to acknowledge your button presses, it will light as you press the button confirming the action has registered.

- Make sure when pressing a button on your remote that the **red** light in the above picture illuminates. Also make sure that the light on the remote keypad is illuminating when pressing a button.



Make sure this light activates when you press a remote button or replace batteries.

**Any problems with the lock please phone Electro Data and Generation after hours on  
Ph: 8406 2600**

**And Quote: 'Glenelg Lock' & Leave Your Name and Mobile Number**

**Leave your mobile 'On' as a technician will call to verify the problem.**

**If you do not answer the call back, THE TECHNICIAN WILL NOT ATTEND**