

Note 1: To use Reflective Eyes (RE) you must disable Break Beam Eye (BBE). Do this by jumping the BBE pin 1 to pin 2.

Note 2: To use the BBE, there is no jumping necessary.

Note 3: The Ball Present (BP) LED will illuminate when the ball is present, and will turn off when it is not present. Please note that it will stay on constantly when the Eyes are deactivated by switch one (S1).