POTTER
The Symbol of Protection

UL & CUL Listed

Dimensions: 2 1/16"W x 3 7/16"L x 1 1/4"H
52,4 cm W x 87,3 cm L x 2,7 cm H

Weight: 2.4 oz.
68,0 g.

Switch Rating: 3 Amps at 28V DC/AC
.05 Amp at 125V DC Resistive

Enclosure: ABS Plastic

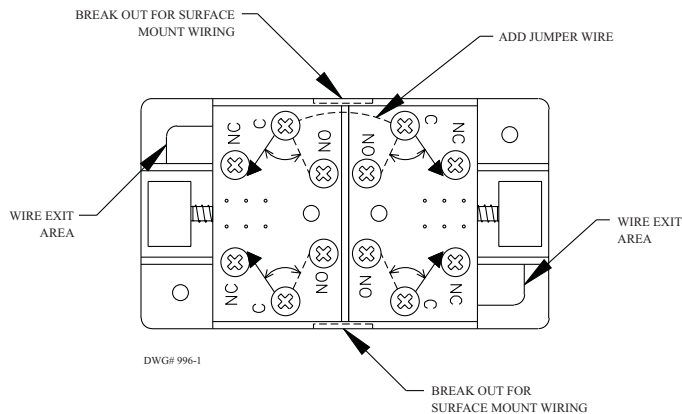**Temperature Range:** 32°F to 140°F (85% maximum humidity)

Environmental Limitations: Not recommended for outdoor use or use in coolers or freezers.

Stock No. 2020132

The HUB-T Series Hold-Up Buttons provide two sets of momentary or latching DPDT contacts for actuating surveillance cameras or other security applications, in addition to the hold-up signal. The two sets of contacts may be used independently of each other, or they may be wired in series with a jumper wire for additional protection against false alarms. See illustration on page 2.
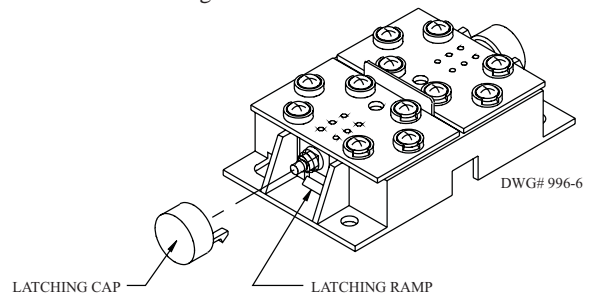
Installation

Install in accordance with UL 681. Devices should be installed so they cannot be observed by the public and so they can be operated inconspicuously. At least one shall be installed in each vault open during business hours. In banks they shall also be installed in offices commanding a view of the public space.

HUB-T (Shown without cover)
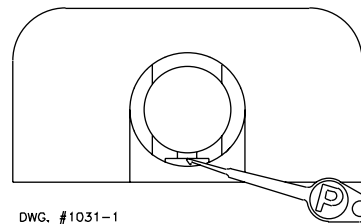

DWG# 996-1

Converting The HUB-T To Optional Latching Operation

Remove the installed button caps and discard. Replace with alternate latching caps (supplied). Align the cap such that the latching mechanism is directly over the latching ramp in the base. See illustration at right.

DWG# 996-6

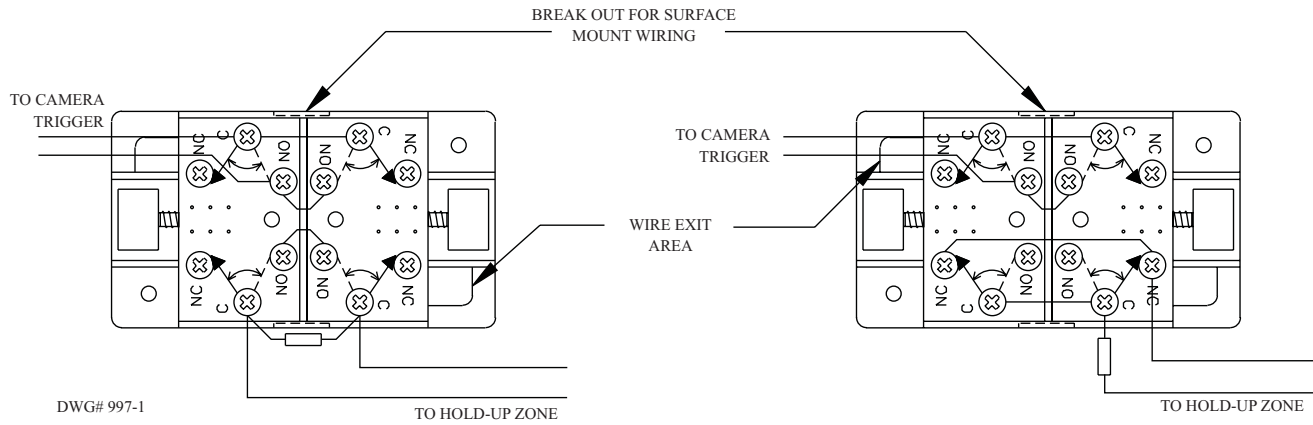LATCHING CAP — LATCHING RAMP

HUB-T (Shown with cover)

To unlatch the HUB-T, insert the reset key, provided with the HUB-T, between the switch cap and the base. The unit unlatches when the cap is released.

DWG. #1031-1

HUB-T (Shown without cover)

Normally Open Hold-up Circuit With EOL Supervision   **Normally Closed Hold-up Circuit With EOL Supervision**

BREAK OUT FOR SURFACE MOUNT WIRING

TO CAMERA TRIGGER

WIRE EXIT AREA

DWG# 997-1

TO HOLD-UP ZONE

TO CAMERA TRIGGER

TO HOLD-UP ZONE

Electrical interlock requires both buttons to be activated simultaneously before alarm will occur. Any single button will activate camera.

Note: Jumpers required