Resolution is a specification used to determine the minimum size object that will reliably be detected by a light screen.

<table>
<thead>
<tr>
<th>Beam Diameter</th>
<th>Beam Spacing</th>
<th>RESOLUTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Diagram" /> 15 mm</td>
<td><img src="image2.png" alt="Diagram" /> 15 mm</td>
<td><img src="image3.png" alt="Diagram" /> 30 mm</td>
</tr>
</tbody>
</table>

- Portion of beam that must be blocked to cause the receiver to change state.
- Distance from center of one beam to the center of adjacent beam.
- A resolution specification must include both beam diameter and beam spacing.

**Safety Light Screen WILL NOT reliably provide stop function if object is the same size as Beam Diameter**

- Object blocks at least one beam and the light screen shuts down the hazard.
- ![Diagram](image4.png) Object fails to block at least one beam and the hazard continues operation.

**Safety Light Screen WILL NOT reliably provide stop function if object is the same size as Beam Spacing**

- Object blocks at least one beam and the light screen shuts down the hazard.
- ![Diagram](image5.png) Object fails to block at least one beam and the hazard continues operation.

**Safety Light Screen WILL reliably provide stop function if object is the same size or larger than RESOLUTION**

- Object blocks at least one beam and the light screen shuts down the hazard.
- ![Diagram](image6.png) Object blocks at least one beam and the light screen shuts down the hazard.