

Horizontal LASER-based sensor provides activation and safety on door surrounded by water

BEA Division - Vehicle Sensing Solutions

Industry Market - Hospitality Lodging

BEA Customer - [Just Doors](#)

BEA Product(s) - LZR®-H100; horizontal LASER scanner

INTRODUCTION

Serving Southern California since 2003, Just Doors takes pride in earning trust through their attention to detail. The same attention to detail also sets apart a local hotel with luxury amenities, which needed a reliable solution for their boat services.



THE CHALLENGE

Located on the ground floor of the lobby, boat rides offer customers a convenient and enjoyable way around the hotel grounds. As a unique attraction, the hotel needed to ensure seamless operation. This unconventional application includes a bi-part sliding door over water. Not only did the door need to function properly, but the ideal solution also had to operate around water.

At first, the application used radio controls, but challenges arose when boat drivers encountered problems activating the door. Common challenges included failed signal transmission and drivers forgetting to press the remote button, leading to recurring repairs on the door and boats.

THE SOLUTION



Since water is in a constant change of state, Just Doors required an activation sensor that wouldn't rely on ground conditions. BEA's LZR-H100 utilizes a horizontal plane of LASER-based detection. The unique orientation of the detection field allows the sensor to see objects without being affected by the environment.

While radio controls rely on human interaction and zero interference, LASER-based technology uses motion and presence for activation. So, the sliding door only opens when the boats enter the detection field.

THE RESULTS

Mounted on each side of the door, the sensors, offer complete coverage for boat traffic; leaving and returning to the dock. By taking the pressure off the boat drivers and identifying the ideal technology, Just Doors successfully solved the customer's unique challenges.