# 2 BLOCKS DOT MATRIX 2 INCHES (INTD0451)

## GENERAL DESCRIPTION AND CONNECTION

The device is a floor indicator that consists of 2 block dot matrix of 2 in. each and can display up to 32 floors, arrow up and arrow down as well as four special messages.
It includes a buzzer which gives an audio-sign whenever we want.It can work in power supply from 12 to 24 Volt AC/DC and it gives us the ability to choose common (+) or common (-).This can be done through terminals C1 and CS where C1 is common for the inputs A,B,C,D,E ,arrow up and arrow down ,and CS is common for the special messages S1,S2,S3,S4.
It also includes 3 buttons S, E , F  with which we can program the device as we wish.



Picture 1
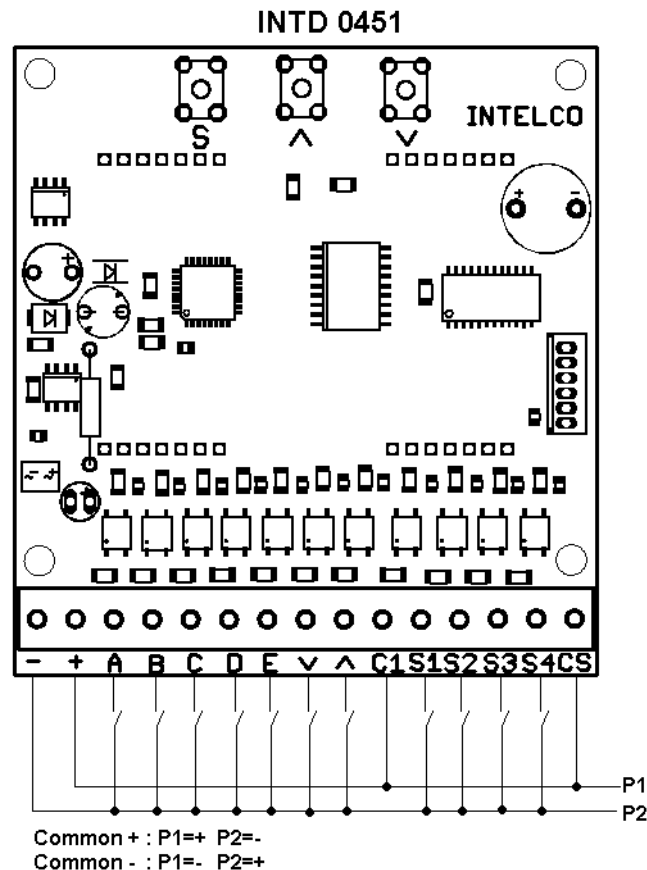
| | |
|---|---|
| Terminals - + : | Power supply from 12 to 24 volt ac/dc |
| Terminals A, B, C, D, E : | Floor inputs |
| Terminals E , F : | Arrow inputs |
| Terminal C1 : | Common inputs A, B, C, D, E, E , F |
| Terminals S1, S2, S3, S4 : | Inputs for special messages |
| Terminal CS : | Common for special messages |
| Buttons S, E , F : | Programming buttons |

For common (+) we place the + of the power supply to terminals C1, CS and for common (-) we place the -  of the power supply to terminals C1, CS.

Through programming we can program what each floor and each special message will display ,how the arrows will look and also which input system will be used (see programming).
When we turn on the power supply the device gives an audio-signal (2 beep) and displays the first floor if there is no return in the input terminals.In this state (normal operation) the device can work properly as a floor indicator but it can also be programmed with a combination of the buttons S, E , F .

# PROGRAMMING

During programming using the buttons S, E , F , each time we press a button the device inform us with a beep that  a button is pressed and accepted.

To start programming the device, we first have to turn on the power supply. The device should be in condition of normal operation.Then we press S+E buttons at the same time to get in the main menu, the device gives a 2beep sound, and the initials FL(floor) are appeared .

The main menu consists of four submenus which are:

1) FL(FLOORS) : FLOOR DISPLAY MENU
2) IN(INPUTS) : INPUT MENU FOR PROGRAMMING INPUTS A,B,C,D,E.
3) SP(SPECIAL): SPECIAL MESSAGES' MENU FOR INPUTS S1,S2,S3,S4.
4) AR(ARROWS): ARROWS' MENU .

When we press buttons S+E  at the same time while we are in a programming condition the device goes a step back  to the previous menu or if the device is in the main menu the progamming condition terminates giving a long-drawn out beep.

## PROGRAMMING FLOOR DISPLAYS (FL)

While we are in the main menu we look for the submenu FL with the buttons E , F  and then we press the S button. The device will enter the FL submenu and the first dot on the left corner will start blinking giving a 2 beep sound.

In picture 2 you can see the correspondence between dots and floors. As we can see each dot represents a floor (first floor dot 1,second floor dot 2 ,and so on)
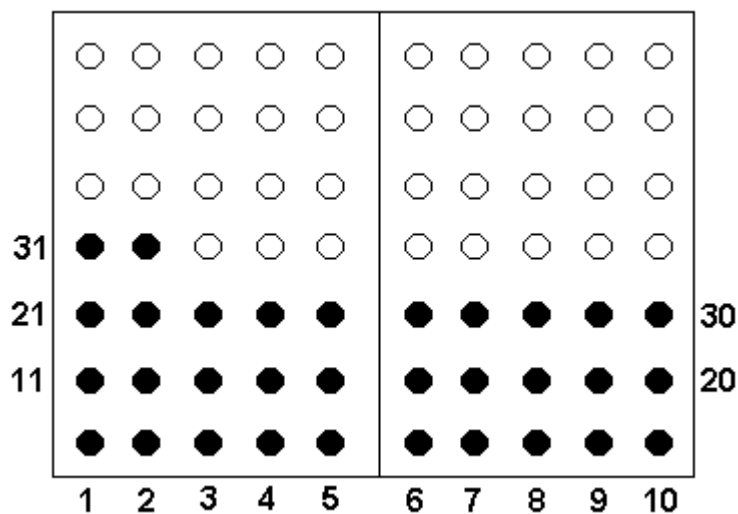


Picture 2

**1)** With the buttons  E , F  we move the blinking dot to the position of  the floor we want to program and then we press the S button.

**2)** The device will give a 2 beep sound and the adjustment we made will appear with the left digit blinking. This means that we can change the digit that blinks with the buttons  E , F  if we want. ( we can choose from 0 to 9 ,the (-) symbol , space ,and the alphabet AZ in cpital letters)

**3)** As soon as we choose the left digit we move to the right pressing the S button.There will be a 2 beep sound again and the right digit will start blinking. We follow the same procedure and we press the S button to save the adjustments we made.

The device will give a 2 beep sound and it will return to step 1 where we can adjust the other floors as it is described in steps 1-3.

To exit from the submenu FL we press the S+E buttons at the same time . The device will give a 2 beep sound and return to the main menu.

## PROGRAMMING INPUT SYSTEM (IN)

While we are in the main menu we look for the IN submenu with the E , F buttons and then we press the S button.
The device will be in the IN submenu then a dot that corresponds to the system that the device is programmed giving a 2 beep sound(initial setup BCD dot 1).
In picture 3 we can see the choices we have as well as the correspondence between dots and input systems.
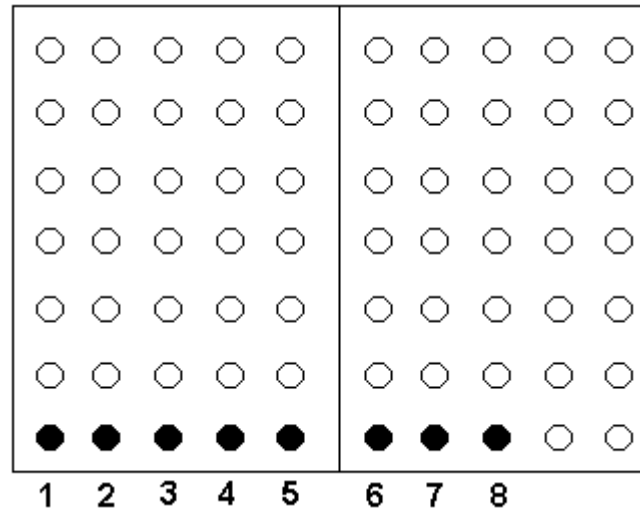


Picture 3

Dot 1: BCD normal   (Binary Normal)
Dot 2: BCD for KONE (Binary for KONE)
Dot 3: Gray Code
Dot 4: Decimal (floor per wire)
   **In this case there are no special messages and the terminals A,B,C,D,E are used for the stops 1,2,3,4,5 while S1,S2,S3,S4 for the stops 6,7,8,9.**
Dot 5: Magnet detectors with one magnet for each floor.
Dot 6: Magnet detectors with two magnets for each floor.
Dot 7: Serial Code Autinor (automatic selection of CREP00/CREP01 codes)
Dot 8: Serial Code MEA NG12.
   **In these two cases (7, 8) use terminal A as input of the serial code. Also the programming of the floor displays, described above, has no effect .**

With the buttons E , F  we choose one of the systems above and we press the S button to save our choice.the device will save our choice and we will return to the main menu giving a 2 beep sound.

## PROGRAMMING SPECIAL MESSAGES (SP)
While we are in the main menu we use the E , F  buttons to find the SP submenu and then we press the S button. The device will enter the SP submenu and the dot on the left corner will start blinking giving a 2 beep sound.This dot represents the first special message.in the picture below you can see the correspondence between dots and special messages.
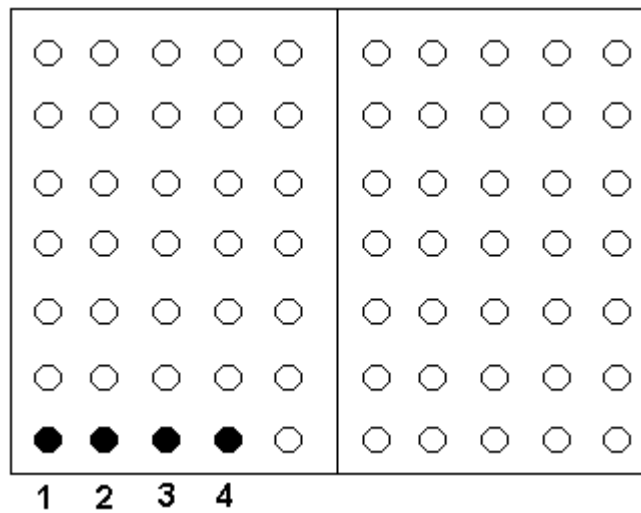
Picture 4.

**1)** With the buttons E , F  we move the dot that blinks to the special message we wish to program and then we press the S button(For the first message dot 1, for the second message dot 2 and so on.).

**2)** The device will give a 2 beep sound and it will show what is programmed in this position with its left digit blinking (the choices we have are numbers from 0 to 9, the (-) symbol , space and the alphabet from A to Z in capital letters.).

**3)** As soon as we choose the what the left digit will be we press the S button to continue with the next digit (which will start blinking). We follow the same procedure to choose the digit we want and we press the S button.

**4)** The device will give a 2 beep sound and we will see that the left digit is the letter '**B**' which means Buzzer while in the right digit, number 0 or 1 will start blinking. With the buttons E , F  we can choose if we want the buzzer to sound or not when the device displays the message.If we choose number 1 we activate the buzzer and with 0 we deactivate it. Then we press the S button and the device gives a 2 beep sound and it returns to the previous menu (step 1 of SP menu). We repeat the procedure from steps 1-4 to change whichever message we want.

**5)** To exit the submenu of programming the special messages we press S+E  buttons at the same time. The device will give a 2 beep sound and return to the main menu.

## PROGRAMMING THE ARROWS.

While we are in the main menu we use the E , F  to find the AR (Arrow) submenu and we press the S button. The device will enter the AR submenu displaying the arrow that is chosen in the middle of the dot matrix giving a 2 beep sound.
With the E , F  we choose one of the four choices we have which are the following:
1) Moving triangle
2) Moving arrow
3) Static triangle
4) Static arrow

The device will display the arrow that we choose.as soon as we choose the arrow we want we press the S button and the device will save your choice and return to the main menu giving a 2 beep sound.

**To exit from the programming we must be in the main menu and then press  S +** E  **at the same time. The device will give a long-drawn-out sound and it will restart.**

## RESET

With the device turned off, press at the same time **S +** E  and power up the device. The device will give a long beep and it will restore to the factory settings. Release the buttons and the device will restart in normal operation.

**Factory setting are :**
**- 0 to 31 for A, B, C, D, E inputs**
**- Binary code for input system**
**- No buzzer for special messages inputs**
**- Moving triangle for arrows inputs**