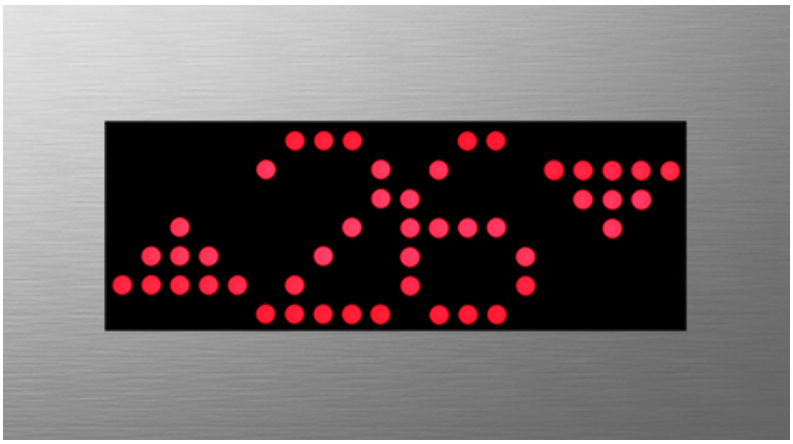
Reference Manual

INTD0461

4 Digit LED Dot Matrix floor indicator
with scrolling messages



Please read the instructions carefully in order to get all of the benefits of this device.

4 Digit LED Dot Matrix Floor indicator

INTD0461

www.intelco.com.gr

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General Description:

The device is a floor indicator that consists of 2 block dot matrix of 2 inch each and can display up to 32 floors, arrow up and arrow down as well as four special messages.

The device supports various lift controllers input formats, such as, *BCD, One Wire Per Floor, Gray, BCD KONE*. 2 different inputs formats can be selected by on board DIP switch on the back side of the board.

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 user interface buttons S, E, F for device parameter and functionality programming.

All inputs are optically isolated for maximum electrical safety, and standards compliance.

Features :

- Up to 32 floor indication ready.
- Service and Overload alarm states.
- Up to 8 different control panel communication protocols.
- On board starting floor selection via dip switch.
- On board communication protocol selection via dip switch.
- On board mezzanine floor selection via dip switch.
- LCD contrast adjust.

Specifications:

Power supply	12 to 24 V DC/AC
Current consumption	100mA DC max (12V DC input, Service scrolling message, buzzer on)
Display features	2 Inch high contrast 5x7 led dot matrix unit 4 units total
Extra features	• Input formats support • One wire per floor • Standard binary (ABCDE) • KONE binary (ABCDE) • Autinor Crep00 and Crep001 • Thyssen code • MEA NG12 • Magnet detector • On board buzzer for overload. • Optically isolated inputs. • 3 push button user interface for device parameter programming • Current limited led units
Operation temperature	0-45°C
Operation humidity	10-80% (non condensing)
Dimensions (External)	68.7 x 155.6 x 25.7 mm (H x W x D)
Weight (Total/w Battery)	150g

Wiring - Connection:

Connection of a **INTP0461 (4 Digit 2")** to a lift controller using BCD input format, arrows UP/DOWN, overload ,and service, as seen on figure 1.

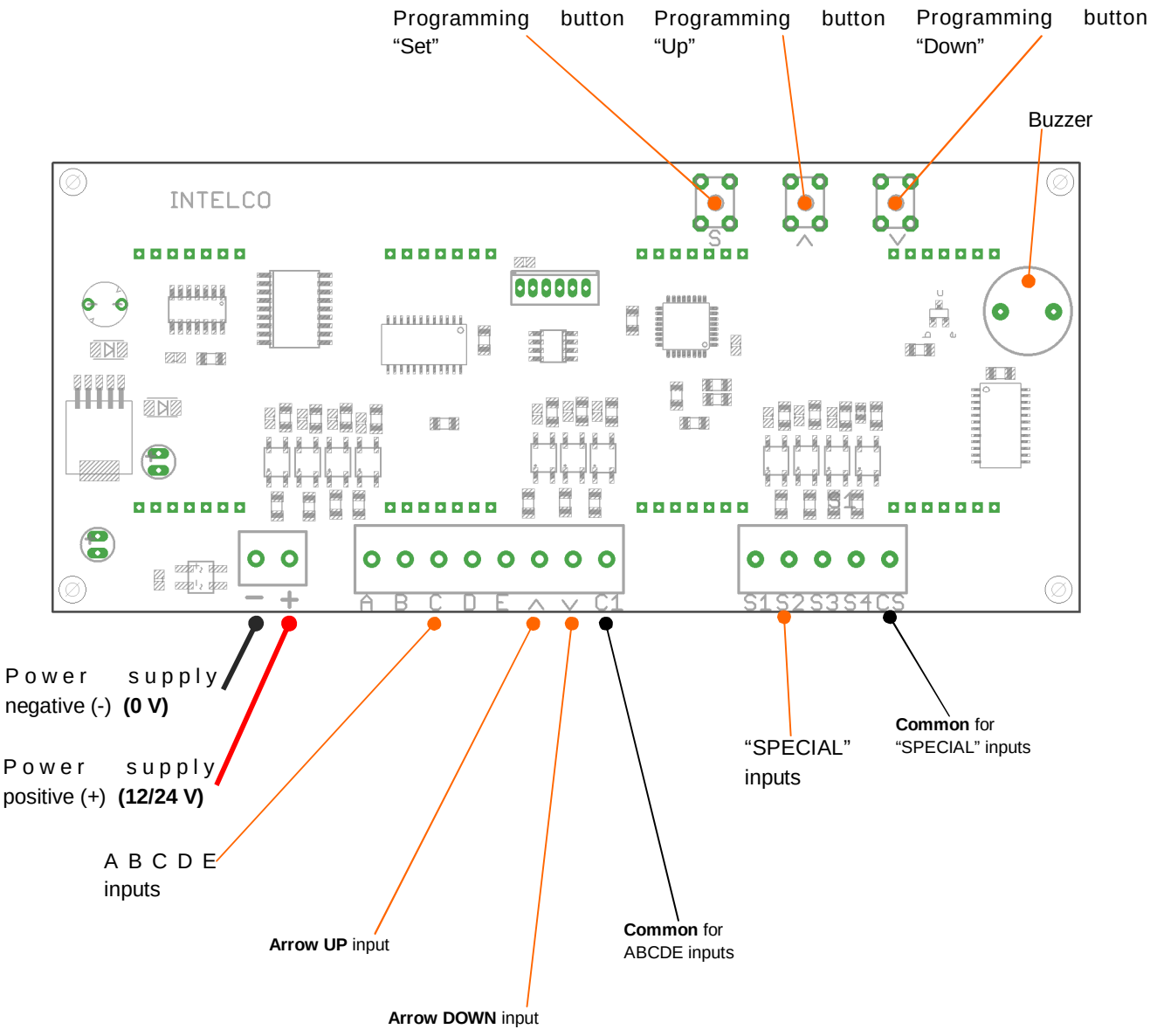

Figure 1

Programming:

Using the programming interface

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.

The whole programming is represented at the two middle blocks, and the figures 1, 2 below shows the two middle blocks.

During the 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 programming 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 Figure 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).

STEP 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.

STEP 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 capital letters)

STEP 1
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 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.

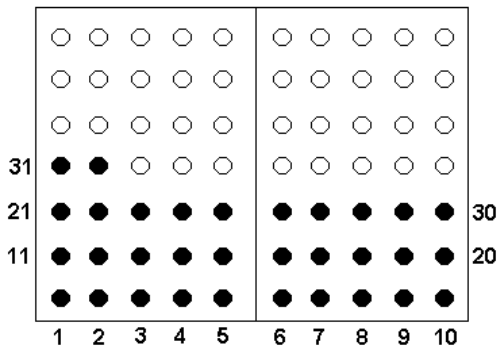

Figure 2

Programming INPUTS 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 Figure 3 we can see the choices we have as well as the correspondence between dots and input systems.

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 inputs 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.

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.

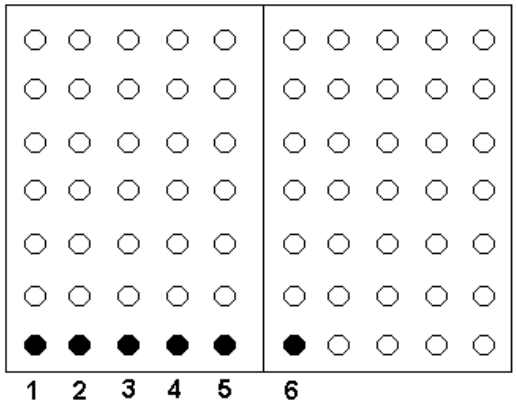

Figure 3

Programming:

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 Figure 4 you can see the correspondence between dots and floors.

In this section we can program only the condition of the buzzer at every special message S1, S2, S3, S4.

STEP 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).

STEP 2

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 to change whichever message we want.

STEP 3

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.

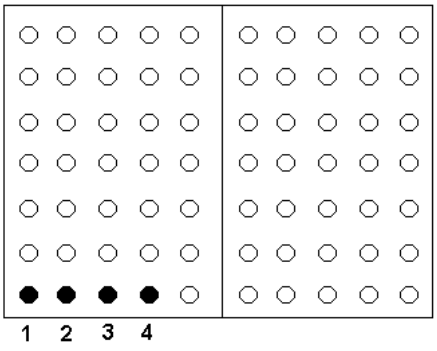

Figure 4

Programming:

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:

- Moving triangle
- Moving arrow
- Static triangle
- 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.

Factory Defaults (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 default settings 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