

## MNOISE-XXXX DEFINITIONS

This document is an attempt to define the options (the XXXX) for the MNOISE unit in order to reduce confusion during ordering, programming, and testing.

MNOISE-	X <sup>1</sup>	X <sup>2</sup>	X <sup>3</sup>	X <sup>4</sup>
	[1 or X]	[1-4 or X]	[1-3 or X]	[1 or X]

**OPTION X<sup>1</sup>** – If X<sup>1</sup> = 1, then the passing chime (P) is used and should be programmed in ALL CALL (address 0x00) only and removed from all other addresses. During testing, the passing chime should only be heard if all dip switches are OFF for S2, or when unit is in Test Mode.

If X<sup>1</sup> = X, then the passing chime is not used and should be removed from ALL addresses. During testing, the passing chime should only be heard when unit is in Test Mode.

**OPTION X<sup>2</sup>** – If X<sup>2</sup> = 1, then this is used as a Hall Arrival unit. Option X<sup>1</sup> must be set to X. The CHIME should be set to A. The handicapped gong (H) is used and should be programmed at ALL addresses, except 00. During testing, the handicapped gong should be heard at all floors according to the settings on dip switch S2 and should only respond to the up and down arrival signals.

If X<sup>2</sup> = 2, then this is used as a Car Arrival unit. Option X<sup>1</sup> can be set at 1 or X. The CHIME should be set to A. The handicapped gong (H) is used and should be programmed at address 00 only and removed from all other addresses. During testing, the handicapped gong should be heard at all floors as long as all dips on S2 are set to OFF and should only respond to the up and down arrival signals.

If X<sup>2</sup> = 3, then this is used as a Hall Travelling unit. Option X<sup>1</sup> must be set to X. The CHIME should be set to T. The handicapped gong (H) is used and should be programmed at ALL addresses, except 00. During testing, the handicapped gong should be heard at all floors according to the settings on dip switch S2 and should only respond to the up and down travelling signals.

If X<sup>2</sup> = 4, then this is used as a Car Travelling unit. Option X<sup>1</sup> can be set at 1 or X. The CHIME should be set to T. The handicapped gong (H) is used and should be programmed at address 00 only and removed from all other addresses. During testing, the handicapped gong should be heard at all floors as long as all dips on S2 are set to OFF and should only respond to the up and down travelling signals.

If X<sup>2</sup> = X, then the handicapped gong (H) is not used and should be removed from ALL addresses. During testing, the handicapped gong should only be heard during Test Mode.

**OPTION X<sup>3</sup>** – If  $X^3 = 1$  {Nudging Priority 1 Alarm}, then Nudging (N) should be set to 1 and Fire should be set to 8. Nudging (N) should be programmed at ALL addresses and Fire (F) should be removed from ALL addresses. During testing, Message 1 should activate the nudging alarm. [NOTE: this option will probably never be ordered.]

If  $X^3 = 2$  {Fire Priority 1 Alarm}, then Fire should be set to 1 and Nudging should be set to 8. Fire (F) should be programmed at ALL addresses and Nudging (N) should be removed from ALL addresses. During testing, Message 1 should activate the fire alarm. [NOTE: this option will probably never be ordered.]

If  $X^3 = 3$  {Both Fire and Nudging}, then Fire should be set to 1 and Nudging should be set to 3. Both Fire (F) and Nudging (N) should be programmed at ALL addresses. During testing, Message 1 should activate the fire alarm and Message 3 should activate the nudging alarm. This should be the standard if Fire or Nudging is requested.

If  $X^3 = X$  {No Alarm Included}, then Fire and Nudging can be left in their default states and both Fire (F) and Nudging (N) should be removed from ALL addresses. During testing, the fire alarm and nudging alarm should only be heard in Test Mode.

**OPTION X<sup>4</sup>** – If  $X^4 = 1$ , the lamp output relays should be installed.

If  $X^4 = X$ , then the lamp output relays should not be installed.