

DS8	DS7	DS6	DS5	DS4	DS3	FLOOR	DS8	DS7	DS6	DS5	DS4	DS3	FLOOR
0	0	0	0	0	0	TRAVEL (#0)	1	0	0	0	0	0	FLOOR #32
0	0	0	0	0	1	FLOOR #1	1	0	0	0	0	1	FLOOR #33
0	0	0	0	1	0	FLOOR #2	1	0	0	0	1	0	FLOOR #34
0	0	0	0	1	1	FLOOR #3	1	0	0	0	1	1	FLOOR #35
0	0	0	1	0	0	FLOOR #4	1	0	0	1	0	0	FLOOR #36
0	0	0	1	0	1	FLOOR #5	1	0	0	1	0	1	FLOOR #37
0	0	0	1	1	0	FLOOR #6	1	0	0	1	1	0	FLOOR #38
0	0	0	1	1	1	FLOOR #7	1	0	0	1	1	1	FLOOR #39
0	0	1	0	0	0	FLOOR #8	1	0	1	0	0	0	FLOOR #40
0	0	1	0	0	1	FLOOR #9	1	0	1	0	0	1	FLOOR #41
0	0	1	0	1	0	FLOOR #10	1	0	1	0	1	0	FLOOR #42
0	0	1	0	1	1	FLOOR #11	1	0	1	0	1	1	FLOOR #43
0	0	1	1	0	0	FLOOR #12	1	0	1	1	0	0	FLOOR #44
0	0	1	1	0	1	FLOOR #13	1	0	1	1	0	1	FLOOR #45
0	0	1	1	1	0	FLOOR #14	1	0	1	1	1	0	FLOOR #46
0	0	1	1	1	1	FLOOR #15	1	0	1	1	1	1	FLOOR #47
0	1	0	0	0	0	FLOOR #16	1	1	0	0	0	0	FLOOR #48
0	1	0	0	0	1	FLOOR #17	1	1	0	0	0	1	FLOOR #49
0	1	0	0	1	0	FLOOR #18	1	1	0	0	1	0	FLOOR #50
0	1	0	0	1	1	FLOOR #19	1	1	0	0	1	1	FLOOR #51
0	1	0	1	0	0	FLOOR #20	1	1	0	1	0	0	FLOOR #52
0	1	0	1	0	1	FLOOR #21	1	1	0	1	0	1	FLOOR #53
0	1	0	1	1	0	FLOOR #22	1	1	0	1	1	0	FLOOR #54
0	1	0	1	1	1	FLOOR #23	1	1	0	1	1	1	FLOOR #55
0	1	1	0	0	0	FLOOR #24	1	1	1	0	0	0	FLOOR #56
0	1	1	0	0	1	FLOOR #25	1	1	1	0	0	1	FLOOR #57
0	1	1	0	1	0	FLOOR #26	1	1	1	0	1	0	FLOOR #58
0	1	1	0	1	1	FLOOR #27	1	1	1	0	1	1	FLOOR #59
0	1	1	1	0	0	FLOOR #28	1	1	1	1	0	0	FLOOR #60
0	1	1	1	0	1	FLOOR #29	1	1	1	1	0	1	FLOOR #61
0	1	1	1	1	0	FLOOR #30	1	1	1	1	1	0	FLOOR #62
0	1	1	1	1	1	FLOOR #31	1	1	1	1	1	1	FLOOR #63

To blank the display during a fire alternate (level two) message, remove resistor R29 (FA) from the board.

To blank the display during a fire main (level three) message, turn on DIP switch 2 (FM).

To operate the display as a hall (arrival) lantern, use the chart at left to set the DIP switches for the desired floor. For floors above floor 63, remove resistor R13 (64) from the board, subtract 64 from the desired floor number, and use the chart to set the DIP switches for the resulting floor number. For example, to set the unit for floor 75, remove resistor R13 and set the DIP switches for floor 11 (75 - 64 = 11). NOTE: The Micro Comm driver must be set up to send arrival information.

To operate the display as an in-car lantern using travel signals, the unit must have resistor R13 (64) installed and DIP switches 3-8 turned off.

To operate the display as an in-car lantern using arrival signals, the unit must have resistor R13 (64) removed and DIP switches 3-8 turned on.

To operate the display as a rear lantern, remove resistor R30 (R) from the board. NOTE: The Micro Comm driver must be sending the MC2000 data stream to use this feature. Call Tech Support at 419-636-6705 for more information.

To SELF-TEST this unit, short the two pins on JP2 and release. Short the two pins again to turn off SELF-TEST.

NOTE: MUST BE USED WITH A CLASS 2 POWER SUPPLY.

DATE DRAWN:	DRAWN BY:	REQUESTED BY:					
01/31/03	K.L.S.	DC, DR, KS	C.E. ELECTRON				
BOARD NUMBER:	LAST DATE REVISED:	APPROVED BY:	OVED BY: 2107 Industrial Drive Bryan, Ohio 43506 (419) 636-6705				
2948	08/02/07						
PRODUCT		-	(419) 030-0	00			
	GTCH-M	DWG. NO.	REV:				
	GTCH-W	GTCH-M-01	G				