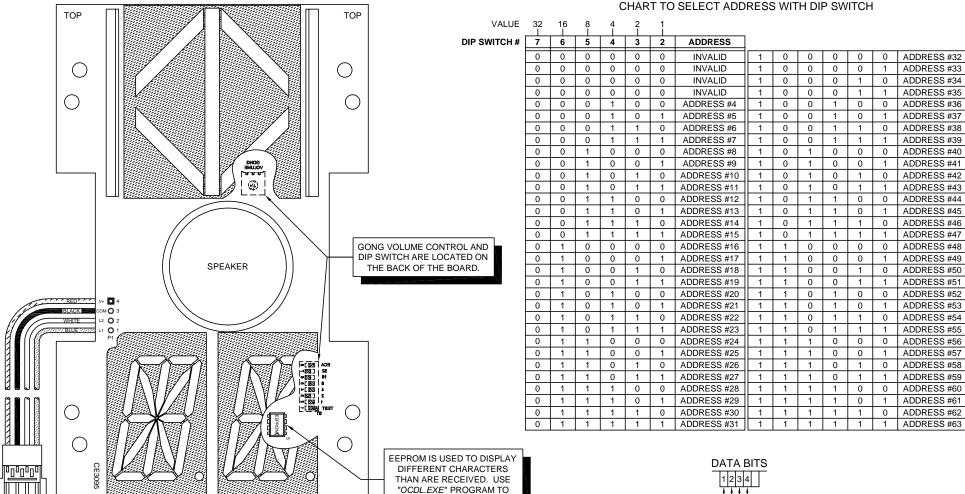
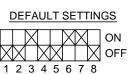
GTCV-OS

JOB#



OTIS SERIAL CONTROLLER CONNECTION





L	ЭIP	S١	ΝI	IC	Н	D	E	IAI	L
	ON S	2	3	4	5	6	7	8	
	ECA/SELF-TEST				RE	16 SS IO	ノ S	ECA/GONG	

CODE VERSION	
BOARD VERSION CE3095	

DIP1	DIP8	FUNCTION
1	0	SELF-TEST MODE
0	0	GONG USES BIT 1 UP (SINGLE) AND BIT 2 DOWN (DOUBLE)
0	1	GONG USES BIT 3 UP AND BIT 4 DOWN (BOTH SINGLE)
1	1	ECA MODE

CREATE EEPROM DATA.

DATABITS
1234
UP GONGJ L DOWN ARRIVAL LANTERN
DOWN GONG L UP ARRIVAL LANTERN
ECA TONE — DOWN ARRIVAL GONG/LANTERN PLAY GONG — UP ARRIVAL GONG/LANTERN
= DIP SWITCH 8 OFF
= DIP SWITCH 8 ON
— — — — = DIP SWITCH 1 AND 8 ON

DATE DRAWN:	DRAWN BY:	REQUESTED BY:		
05/12/03	K.L.S.	D.C.	C.E. ELECTRONICS, INC.	
BOARD NUMBER:	LAST DATE REVISED:	APPROVED BY:	Bryan, Ohio 43506	
3095	04/25/07		(419) 636-6705	
PRODUCT	0701.00	•	DWG. NO.	REV:
I	GTCV-OS		GTCV-OS-01-A	JJ

The following Otis data must be furnished at the specified addresses for the Otis Serial Indicator to work properly. The address is selected by setting DIP switches 2-7 as shown on the back of this page. The board reads the address determined by the DIP switch setting. For example, if the DIP switch is set to address 50, the board will read the bits at address 50.

At DIP switch address—selected by the DIP switch on the unit (Default 50):

Normal Operation

DIP switch 1 puts the unit in self-test mode.

DIP switch 1 and DIP switch 8 OFF:

Bit 1—Up Gong (Single)

Bit 2—Down Gong (Double)

Bit 3—Up Arrival Arrow/Lantern

Bit 4—Down Arrival Arrow/Lantern

DIP switch 1 OFF and DIP switch 8 ON:

Bit 1—Not Used

Bit 2—Not Used

Bit 3—Up Arrival Arrow/Lantern and Up Gong (Single)

Bit 4—Down Arrival Arrow/Lantern and Down Gong (Single)

ECA Operation

DIP switches 1 and 8 ON puts the unit in ECA Mode:

Bit 1—ECA Tone

Bit 2—Play Gong

Bit 3—Up Arrival Arrow/Lantern (Single Gong)

Bit 4—Down Arrival Arrow/Lantern (Double Gong)

The unit display can substitute different floor characters for the ones the controller sends, and it can switch between floor characters and ASCII characters for a message. To display alternative floor characters or messages, an EEPROM created using the *OCDL.EXE* program must be installed in the unit. Message characters alternate with floor characters every second.

Messages use the two addresses following the address set by the DIP switch.

DIP switch address +1 (Defa	<u>Priority</u>					
Bit 1—FSL/RFSL	Fire Service Lamp	1				
Bit 2—Available	Message Two	2				
Bit 3—FNDG/RNDG	Front/Rear Nudging	3				
Bit 4—ISCL	Independent Service	4				
DIP switch address +2 (Default 52):						
Bit 1—OLS	Overload Lamp	5				
Bit 2— Available	Message Six	6				
Bit 3— Available	Message Seven	7				
Bit 4— Available	Message Eight	8				

NOTE: If messages are not programmed in the EEPROM, these two addresses are available for other devices, such as other position indicators.