GTDV-M

JOB# _____

TOP   TOP

R18 R1 R7

FA

64

R

PROCESSOR

JP2
TEST

S1 DIP SWITCH

WHITE   DATA 3
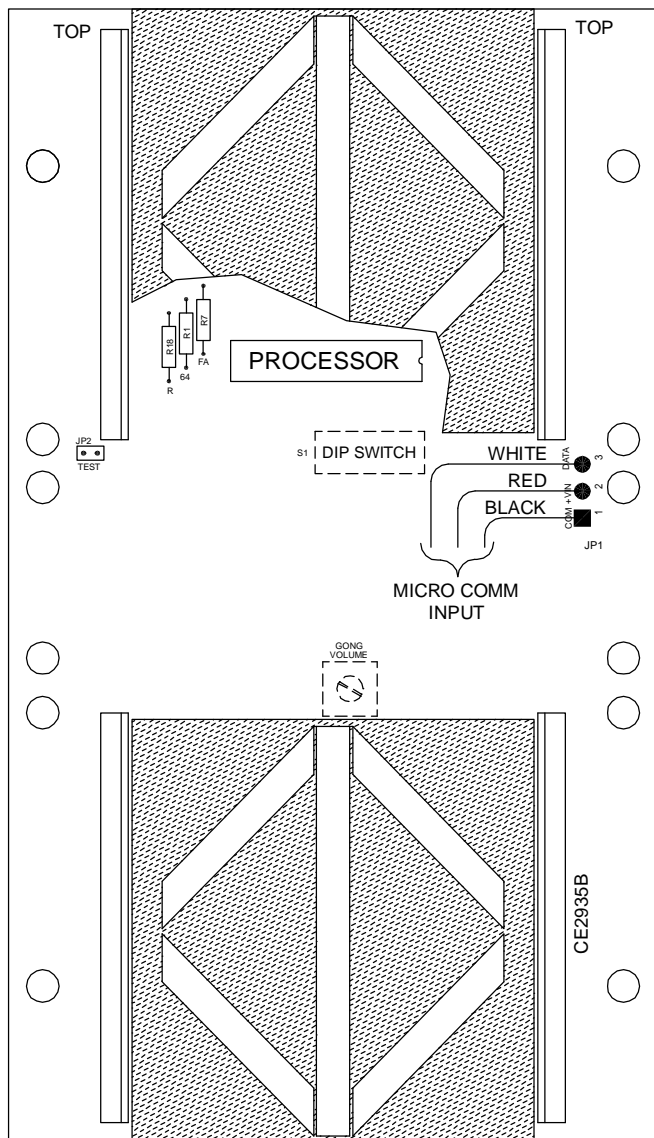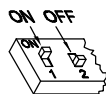RED   2
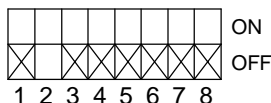BLACK   1

COM + VIN

JP1

MICRO COMM
INPUT

GONG
VOLUME

CE2935B

NOTE: DIP switch and gong volume control
are located on the back of the board.

DIP SWITCH DETAIL
(AS SEEN FROM BACK OF BOARD)

ON
1 2 3 4 5 6 7 8
1 2 4 8 16 32

MESSAGE BLOCK
FIRE MAIN BLANK

ADDRESS
SELECTION

ON OFF
1 2

DIP SWITCH
LEGEND

DEFAULT SETTINGS

1 2 3 4 5 6 7 8   ON
                   OFF

CODE VERSION _____

BOARD VERSION CE2935 ___

The Micro Comm driver must be programmed to send messages with the level required to activate the features listed below.

DIP switch 1 (MB) has no function in this unit.

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

To blank the display during a fire alternate (level two) message, remove resistor R7 (FA) from the board.

DIP switches 3-8 off and resistor R1 (64) installed is an all call using travel signals. DIP switches 3-8 on and resistor R1 (64) removed is an all call using arrival signals.

Floor 1 and above use arrival signals. Use the chart above to set the DIP switch to the desired floor for arrival mode. The Micro Comm driver must be set up to send arrival information.

To use this unit as an arrival lantern above floor 63, remove resistor R1 (64) from the board and set the DIP switches as shown on the chart, adding 64 to the floor number shown. For example, to set the unit for floor 75, remove resistor R1 and set the DIP switches for floor 11 (64+11=75).

To operate this unit as a rear lantern, remove resistor R18 (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.

FLOOR ADDRESS CHART

TO DISPLAY THE ARRIVAL LANTERN AT THE CORRECT FLOOR
LEVEL, SET THE DIP SWITCHES AS FOLLOWS (0=OFF, 1=ON)

DIP SWITCH #

8	7	6	5	4	3	FLOOR	8	7	6	5	4	3	FLOOR
0	0	0	0	0	0	ALL CALL	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