

OEMS Default Settings*

Car Defaults

12-1	Command Channel
12-2	Command Channel
12-3	Command Channel
12-4	Command Channel
13-1	Data Channel
13-2	Data Channel
13-3	Data Channel
13-4	Data Channel
14-	1 Odd Floors Being Served
14-	2 Even Floors Being Served
14-	3 All Floors Being Served
	4 Lower Deck Being Served
	1 Upper Deck Being Served
15-2	UP Arrow
15-3	DOWN Arrow
15-	
17-	
17-	
17-	
17-	
18-1	Display Control
18-2	· ·
18-	• •
	4 nc
	FDO Front Door Open
	RDO Rear Door Open
50-2 50-	
50-4	
51-	
51- 51-	
51- 51-	
51- 51-	
52-1	
52-1 52-2	
52-2 52-3	
52-4 52-4	
53-1 53-2	OLS Car Overload Lamp Message Six
	Message Seven
53-4	
54-	
54-	
54-3	CDLU Hall Lantern UP
54-4	CDLD Hall Lantern DOWN
55-	
55-	
55-3	RCDLU Rear Hall Lantern UP
55-4	RCDLD Rear Hall Lantern DN

If an EEPROM is not installed in U6, turn on DIP switch eight on S2 for car unit. The setting in the U6 EEPROM overrides S2-8.

Hall Defaults

Ol- Ol-2 ¹ Ol-3 ¹	1 ¹ ECA	
OI-2 ¹	Chime	
OI-3 ¹	UP Lantern	
OI-4 ¹	DOWN Lantern	
17-		
17-		
17-	·3 nc	
17-		
50-	1 Fire Service	
50-	·2 nc	
50-	3 nc	
50-	4 nc	
57-1	Command Channel	
57-2	Command Channel	
57-3	Command Channel	
57-4	Command Channel	
58-1	Data Channel	
58-2	Data Channel	
58-3	Data Channel	
58-4	Data Channel	
59-1 nc		
	DOWN Arrow	
59-3	UP Arrow	
59-	4 nc	
2	1 DO 1 TOTIL DOOL OPEN	
2	RDO Rear Door Open	
2	LPT Passing Chime	
2	CUML Travel UP	
2	CDML Travel DOWN	
2	FSL Fire Service Lamp	
2	Message Two	
2	INCL Independent Service	
2	OLS Car Overload Lamp	
2	Message Six Message Seven	
2	Message Seven Message Eight	
2	CDLU Hall Lantern UP	
2	CDLD Hall Lantern Down	
2	CDLD Hall Lattletti DUWII	

If an EEPROM is not installed in U6, turn off DIP switch eight on S2 for hall unit. The setting in the U6 EEPROM overrides S2-8.

RCDLU Rear Hall Lantern UP ² RCDLD Rear Hall Lantern DOWN

Indented data bits are not used by the default OEMS interface program.

¹ OI address is set by using S1-1 through S1-6 in Hall Mode (S2-8 is off). ² These bits are read by the OEMS when the U6 EEPROM is installed.

^{*}If the U6 EEPROM (created using ELDBurner.exe) is used, the data bits can be programmed at any address/data bit location.