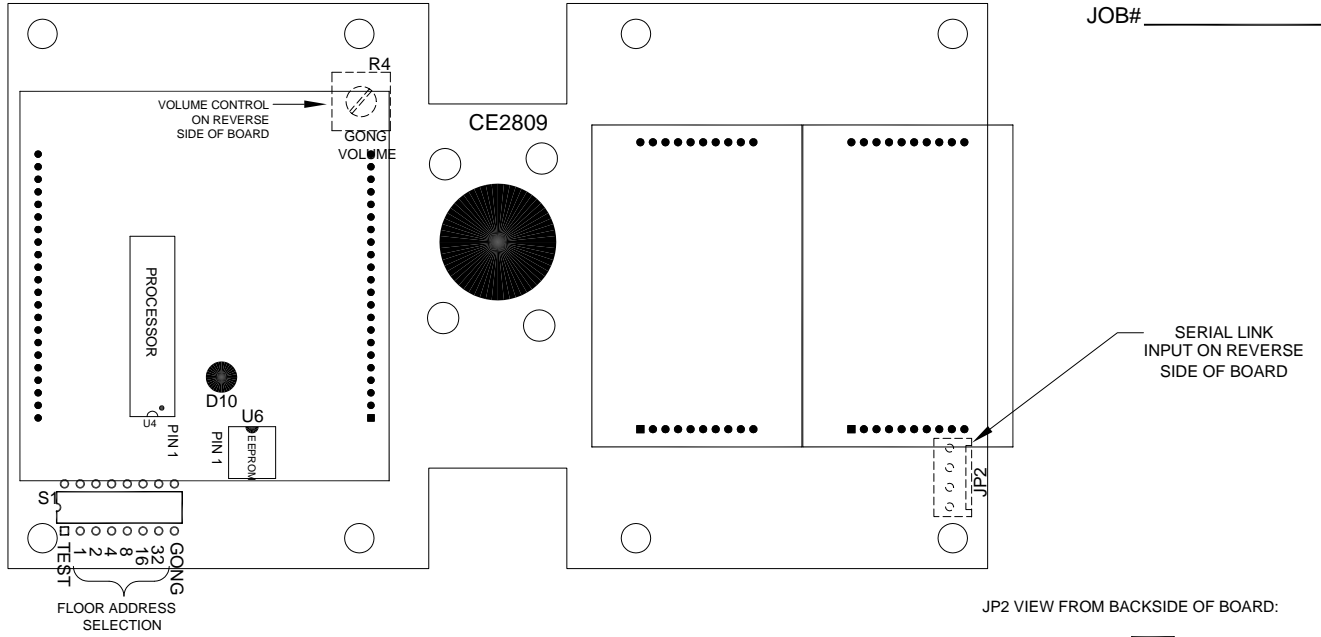


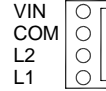
CONNECTION DIAGRAM

JOB# \_\_\_\_\_



JP2 VIEW FROM BACKSIDE OF BOARD:

LOGIC CHART

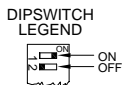


IN ORDER TO CHIME/DISPLAY AT THE CORRECT FLOOR LEVEL, YOU MUST SET THE DIP SWITCHES AS FOLLOWS:

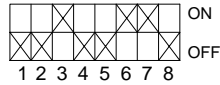
DIP SWITCH SELECTION CHART

DIP SWITCH #	VALUE						ADDRESS
	32	16	8	4	2	1	
7	0	0	0	0	0	0	INVALID
6	0	0	0	0	0	1	INVALID
5	0	0	0	0	1	0	INVALID
4	0	0	0	1	0	0	ADDRESS #4
3	0	0	0	1	0	1	ADDRESS #5
2	0	0	0	1	1	0	ADDRESS #6
1	0	0	0	1	1	1	ADDRESS #7
	0	0	1	0	0	0	ADDRESS #8
	0	0	1	0	0	1	ADDRESS #9
	0	0	1	0	1	0	ADDRESS #10
	0	0	1	0	1	1	ADDRESS #11
	0	0	1	1	0	0	ADDRESS #12
	0	0	1	1	0	1	ADDRESS #13
	0	0	1	1	1	0	ADDRESS #14
	0	0	1	1	1	1	ADDRESS #15
	0	1	0	0	0	0	ADDRESS #16
	0	1	0	0	0	1	ADDRESS #17
	0	1	0	0	1	0	ADDRESS #18
	0	1	0	0	1	1	ADDRESS #19
	0	1	0	1	0	0	ADDRESS #20
	0	1	0	1	0	1	ADDRESS #21
	0	1	0	1	1	0	ADDRESS #22
	0	1	0	1	1	1	ADDRESS #23
	0	1	1	0	0	0	ADDRESS #24
	0	1	1	0	0	1	ADDRESS #25
	0	1	1	0	1	0	ADDRESS #26
	0	1	1	0	1	1	ADDRESS #27
	0	1	1	1	0	0	ADDRESS #28
	0	1	1	1	0	1	ADDRESS #29
	0	1	1	1	1	0	ADDRESS #30
	0	1	1	1	1	1	ADDRESS #31

1	0	0	0	0	0	0	ADDRESS #32
1	0	0	0	0	0	1	ADDRESS #33
1	0	0	0	0	1	0	ADDRESS #34
1	0	0	0	0	1	1	ADDRESS #35
1	0	0	0	1	0	0	ADDRESS #36
1	0	0	1	0	0	1	ADDRESS #37
1	0	0	1	0	1	0	ADDRESS #38
1	0	0	1	1	1	1	ADDRESS #39
1	0	1	0	0	0	0	ADDRESS #40
1	0	1	0	0	0	1	ADDRESS #41
1	0	1	0	1	0	0	ADDRESS #42
1	0	1	0	1	1	1	ADDRESS #43
1	0	1	1	0	0	0	ADDRESS #44
1	0	1	1	0	1	0	ADDRESS #45
1	0	1	1	1	1	0	ADDRESS #46
1	0	1	1	1	1	1	ADDRESS #47
1	1	0	0	0	0	0	ADDRESS #48
1	1	0	0	0	0	1	ADDRESS #49
1	1	0	0	0	1	0	ADDRESS #50
1	1	0	0	1	1	1	ADDRESS #51
1	1	0	1	0	0	0	ADDRESS #52
1	1	0	1	0	1	0	ADDRESS #53
1	1	0	1	1	1	0	ADDRESS #54
1	1	0	1	1	1	1	ADDRESS #55
1	1	1	0	0	0	0	ADDRESS #56
1	1	1	0	0	0	1	ADDRESS #57
1	1	1	0	1	0	0	ADDRESS #58
1	1	1	0	1	1	1	ADDRESS #59
1	1	1	1	0	0	0	ADDRESS #60
1	1	1	1	0	1	0	ADDRESS #61
1	1	1	1	1	1	0	ADDRESS #62
1	1	1	1	1	1	1	ADDRESS #63

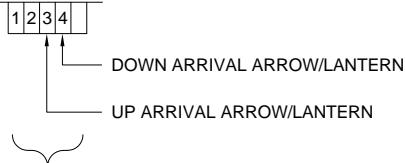


S1 DEFAULT SETTINGS



CODE VERSION \_\_\_\_\_  
BOARD VERSION CE2809 \_\_\_\_\_

DATA BITS



if DIP SWITCH 8 = 0, Gong uses bit 1 and 2.  
(Bit 2 will cause double stroke).  
if DIP SWITCH 8 = 1, Gong uses bit 3 and 4  
(Gong activated with Lanterns).

DATE DRAWN: 03/18/02	DRAWN BY: K.L.S.	REQUESTED BY: M.W., J.K.	<p>C.E. ELECTRONICS, INC 614 East Edgerton Street Bryan, Ohio 43806 (419) 636-6705</p>
BOARD NUMBER: 2809(X)	LAST DATE REVISED: 11/24/03	APPROVED BY:	
PRODUCT			DWG. NO.
			REV: