OV411 VOICE UNIT

JOB# _____
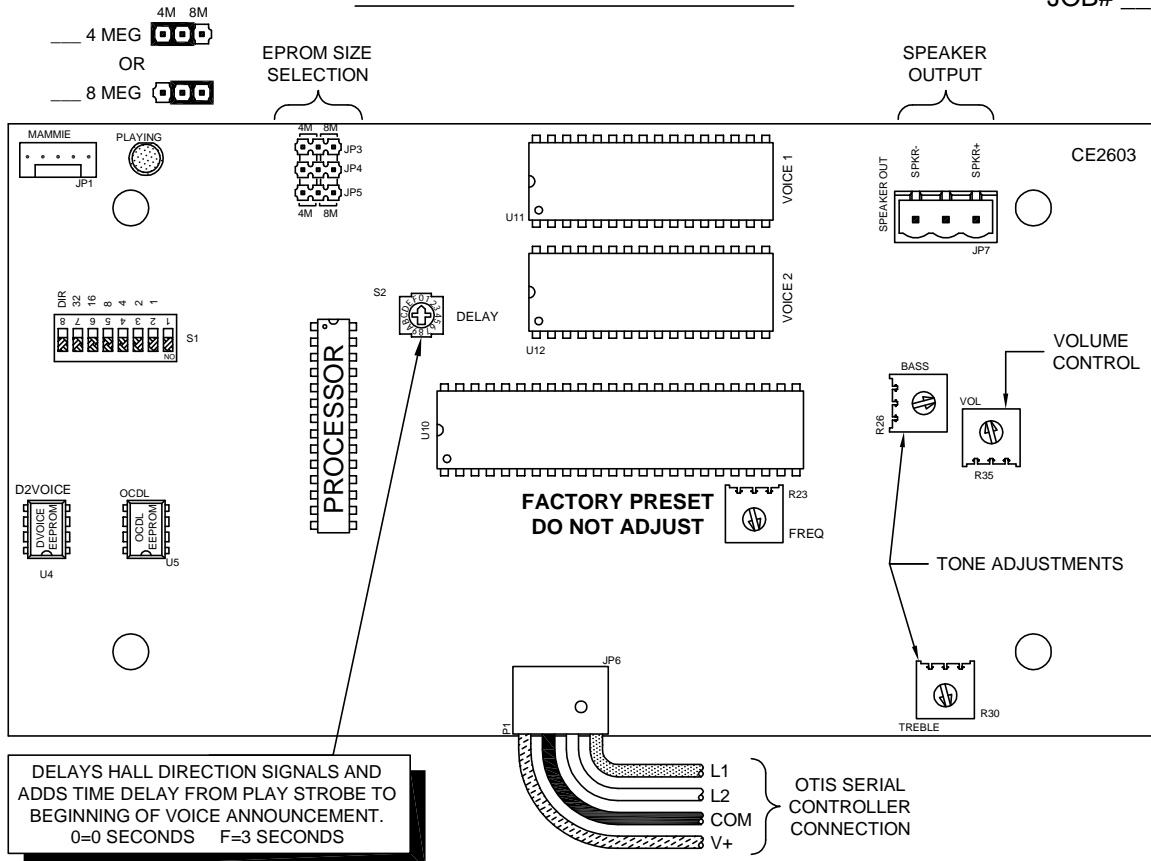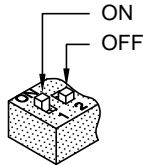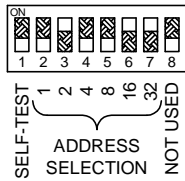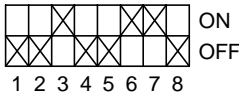
___ 4 MEG [4M 8M]

OR

___ 8 MEG [4M 8M]

EPROM SIZE SELECTION

SPEAKER OUTPUT

MAMMIE JP1

PLAYING

4M 8M
JP3
JP4
JP5
4M 8M

U11 VOICE 1

U12 VOICE 2

SPEAKER OUT   SPKR-   SPKR+   CE2603

JP7

DIR 32 16 8 4 2 1
8 7 6 5 4 3 2 1   S1
ON

S2   DELAY

PROCESSOR

U10

FACTORY PRESET
DO NOT ADJUST

R23   FREQ

BASS   R26

VOL   R35

VOLUME CONTROL

TONE ADJUSTMENTS

D2VOICE
D VOICE EEPROM
U4

OCDL
OCDL EEPROM
U5

JP6

P1

R30   TREBLE

DELAYS HALL DIRECTION SIGNALS AND
ADDS TIME DELAY FROM PLAY STROBE TO
BEGINNING OF VOICE ANNOUNCEMENT.
0=0 SECONDS   F=3 SECONDS

L1
L2
COM
V+

OTIS SERIAL
CONTROLLER
CONNECTION

CHART TO SELECT ADDRESS WITH DIP SWITCH

DIP SWITCH DETAIL

ON
1 2 3 4 5 6 7 8

SELF-TEST
1 2 4 8 16 32
ADDRESS SELECTION
NOT USED

— ON
— OFF

DEFAULT SETTINGS

ON
OFF
1 2 3 4 5 6 7 8

32	16	8	4	2	1	— VALUE							
DS7	DS6	DS5	DS4	DS3	DS2	ADDRESS	DS7	DS6	DS5	DS4	DS3	DS2	ADDRESS
0	0	0	0	0	0	INVALID	1	0	0	0	0	0	ADDRESS #32
0	0	0	0	0	0	INVALID	1	0	0	0	0	1	ADDRESS #33
0	0	0	0	0	0	INVALID	1	0	0	0	1	0	ADDRESS #34
0	0	0	0	0	0	INVALID	1	0	0	0	1	1	ADDRESS #35
0	0	0	1	0	0	ADDRESS #4	1	0	0	1	0	0	ADDRESS #36
0	0	0	1	0	1	ADDRESS #5	1	0	0	1	0	1	ADDRESS #37
0	0	0	1	1	0	ADDRESS #6	1	0	0	1	1	0	ADDRESS #38
0	0	0	1	1	1	ADDRESS #7	1	0	0	1	1	1	ADDRESS #39
0	0	1	0	0	0	ADDRESS #8	1	0	1	0	0	0	ADDRESS #40
0	0	1	0	0	1	ADDRESS #9	1	0	1	0	0	1	ADDRESS #41
0	0	1	0	1	0	ADDRESS #10	1	0	1	0	1	0	ADDRESS #42
0	0	1	0	1	1	ADDRESS #11	1	0	1	0	1	1	ADDRESS #43
0	0	1	1	0	0	ADDRESS #12	1	0	1	1	0	0	ADDRESS #44
0	0	1	1	0	1	ADDRESS #13	1	0	1	1	0	1	ADDRESS #45
0	0	1	1	1	0	ADDRESS #14	1	0	1	1	1	0	ADDRESS #46
0	0	1	1	1	1	ADDRESS #15	1	0	1	1	1	1	ADDRESS #47
0	1	0	0	0	0	ADDRESS #16	1	1	0	0	0	0	ADDRESS #48
0	1	0	0	0	1	ADDRESS #17	1	1	0	0	0	1	ADDRESS #49
0	1	0	0	1	0	ADDRESS #18	1	1	0	0	1	0	ADDRESS #50
0	1	0	0	1	1	ADDRESS #19	1	1	0	0	1	1	ADDRESS #51
0	1	0	1	0	0	ADDRESS #20	1	1	0	1	0	0	ADDRESS #52
0	1	0	1	0	1	ADDRESS #21	1	1	0	1	0	1	ADDRESS #53
0	1	0	1	1	0	ADDRESS #22	1	1	0	1	1	0	ADDRESS #54
0	1	0	1	1	1	ADDRESS #23	1	1	0	1	1	1	ADDRESS #55
0	1	1	0	0	0	ADDRESS #24	1	1	1	0	0	0	ADDRESS #56
0	1	1	0	0	1	ADDRESS #25	1	1	1	0	0	1	ADDRESS #57
0	1	1	0	1	0	ADDRESS #26	1	1	1	0	1	0	ADDRESS #58
0	1	1	0	1	1	ADDRESS #27	1	1	1	0	1	1	ADDRESS #59
0	1	1	1	0	0	ADDRESS #28	1	1	1	1	0	0	ADDRESS #60
0	1	1	1	0	1	ADDRESS #29	1	1	1	1	0	1	ADDRESS #61
0	1	1	1	1	0	ADDRESS #30	1	1	1	1	1	0	ADDRESS #62
0	1	1	1	1	1	ADDRESS #31	1	1	1	1	1	1	ADDRESS #63

CODE VERSION _____

BOARD VERSION CE2603 ___

OCSS FLOOR POSITION INPUTS: _____

OV411 VOICE OUTPUTS: _____

The following Otis information must be furnished at the following addresses for the OV411 voice unit to operate properly. The address is chosen by setting the DIP switches as shown on the DIP switch chart on the back of this page. This board reads six continuous addresses. (As an example: if the DIP switch is set to 50, this board reads the bits at addresses 50, 51, 52, 53, 54, and 55). Only the bits specified below are used by the voice unit. The (not used) bits may be used for other functions.

Once the DIP switch is set, you must program bit 1 or bit 2 at the address set by the DIP switches to trigger the voice unit to announce the floor. Typically the door open signal is used to do that. When this trigger goes high (1) the floor that would be showing on a PI will be announced. For the voice to follow the floor announcement with a "going up" or "going down" announcement, data bit 3 or 4 at the address DIP+4 or +5 must already be active (set to one and typically uses the hall lantern data). The direction bits must already be active because the voice unit looks at the hall lantern data bit after it is done playing the floor announcement.

The voice unit will also announce messages. The message data bits are at address DIP +2 and +3. Set the data bit to a one when you want the message to play. The messages override the floor announcements. The default priority of each message that can be activated by a data bit is shown in the details below.

DIP switch 1 puts the unit in self-test mode.
DIP switch 8 is not used.

DIP switch address - selected by the DIP switch on the unit (Default 50):
Bit 1 - FDO	Front Door Open >>>>>>	Either of these will activate the play strobe,
Bit 2 – RDO	Rear Door Open >>>>>>	but also control which lantern inputs are read.
Bit 3 - Not Used		
Bit 4 - LPT	Landing Passing Tone	Passing Chime

DIP switch address +1 (Default 51):
Bit 3 - CUML	Car Up Motion Lamp	Travel Up Arrow
Bit 4 - CDML	Car Down Motion Lamp	Travel Down Arrow

DIP switch address +2 (Default 52): Priority
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 Lamp	4

DIP switch address +3 (Default 53):
Bit 1 - OLS	Overload Lamp	5
Bit 2 - Available	Message Six	6
Bit 3 - Available	Message Seven	7
Bit 4 - Available	Message Eight	8

DIP switch address +4 (Default 54):
Bit 3 - CDLU/CDLU2	Car Direction Lantern Up	Hall/Arrival Lantern Up
Bit 4 - CDLD/CDLD2	Car Direction Lantern Down	Hall/Arrival Lantern Down

DIP switch address +5 (Default 55):
Bit 3 - RCDLU/RCDLU2	Rear Car Dir. Lantern Up	Rear Hall/Arrival Lantern Up
Bit 4 - RCDLD/RCDLD2	Rear Car Dir. Lantern Down	Rear Hall/Arrival Lantern Down

NOTE: At DIP switch address +1, +4, and +5, bits 1 and 2 are not used. Also, the messages listed at DIP switch address +2 and +3 are the default messages, but any signal can be used to trigger a message at the corresponding bit location.