VO3541 VOICE ANNUNCIATOR

WITH OTIS RSL INPUT

JOB# _____

DS1	DS2	DS3	DISPLAY MODE
0	0	0	NORMAL (SHOW FLOORS)
0	0	1	NORMAL (SHOW MESSAGES)
0	1	0	STATUS CODE DISPLAY
0	1	1	CHECKSUM DISPLAY
1	0	X	PLAY TEST
1	1	X	SWITCH TEST

NOTE: SPEAKER WIRE LENGTH MUST BE LESS THAN 20 FEET TO PREVENT AMPLIFIER DAMAGE. FOR LENGTHS GREATER THAN 20 FEET, MATCHING TRANSFORMERS MUST BE USED. CONSULT THE REMOTE SPEAKER CONNECTION DIAGRAM FOR WIRING.

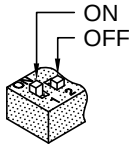
S1 SWITCH DETAIL

DISPLAY MODE (1, 2, 3)
IGNORE LINK ARROWS (4)
S-BUTTON ENABLE (5)
INVERT PLAY STROBE (6)
PLAY STRB DELAY (900 mS) (7)
USE TRAVEL ARROWS (8)

DEFAULT SETTINGS

ON
OFF
1 2 3 4 5 6 7 8

S2 SWITCH DETAIL



RSL ADDRESS: 1, 2, 4, 8, 16, 32, 64
REAR (8)

DEFAULT SETTINGS

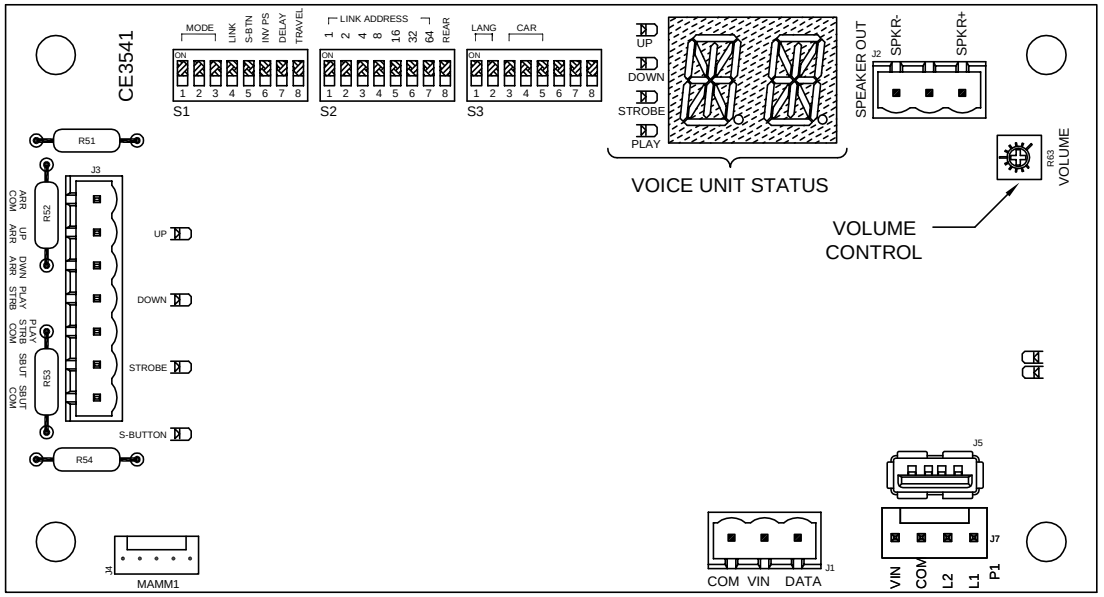
ON
OFF
1 2 3 4 5 6 7 8

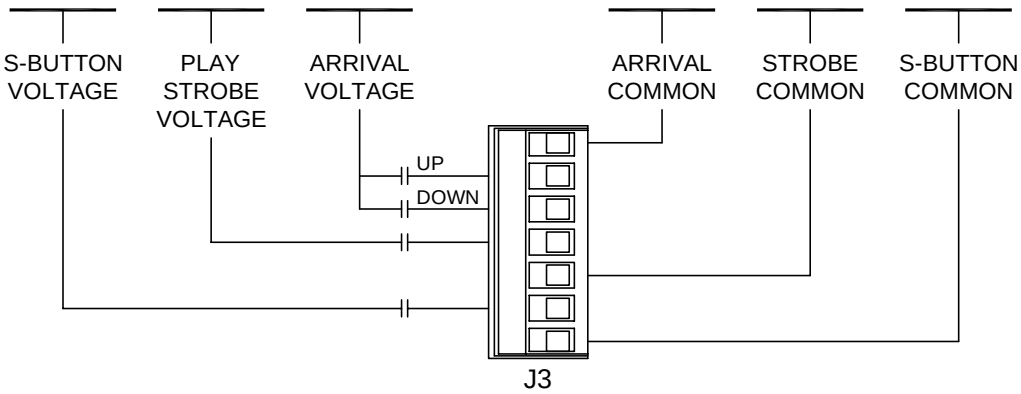
S3 SWITCH DETAIL

VOICE SET (1, 2)
NOT USED (3, 4, 5)
MAMM1 SLPF/BINARY (6)
NOT USED (7, 8)

DEFAULT SETTINGS

ON
OFF
1 2 3 4 5 6 7 8





S1 DIP SWITCH SETTINGS

DS1, DS2, DS3 - MODE SELECT - USE TABLE ABOVE TO DETERMINE MODE.

DS4 - *ON* = IGNORES THE DIRECTION AND PLAY STROBE SIGNALS FROM THE LINK AND USES THE DISCRETE DIRECTION AND STROBE SIGNALS. THE VOICE UNIT STILL USES FLOORS AND MESSAGES FROM THE LINK.

DS5 - *ON* = DOESN'T PLAY FLOORS UNLESS THE S-BUTTON IS ACTIVATED. DIRECTIONS AND MESSAGES STILL PLAY.

DS6 - *ON* = USES AN ACTIVE LOW PLAY STROBE SIGNAL INSTEAD OF AN ACTIVE HIGH SIGNAL.

DS7 - *ON* = THE UNIT DELAYS PLAYING UNTIL 900 mS AFTER IT RECEIVES THE PLAY STROBE.

DS8 - *ON* = THE UNIT USES TRAVEL INSTEAD OF ARRIVAL DATA.

ASCII ☐ SCAN SLOT ☐

FLOORS: _____

BOARD VERSION CE3541 __ ARM CODE VERSION _____ _____

DATE DRAWN: 03/31/11	DRAWN BY: DAC	REQUESTED BY: GE	C.E. ELECTRONICS, INC. 2107 Industrial Drive Bryan, Ohio 43506 (419) 636-6705
BOARD NUMBER: 3541	LAST DATE REVISED: -	APPROVED BY:	
PRODUCT: VOICE ANNUNCIATOR WITH OTIS RSL INPUT		DWG. NO.: VO3541_01	REV: -

The following Otis information must be furnished at the following addresses for the VO3541 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.