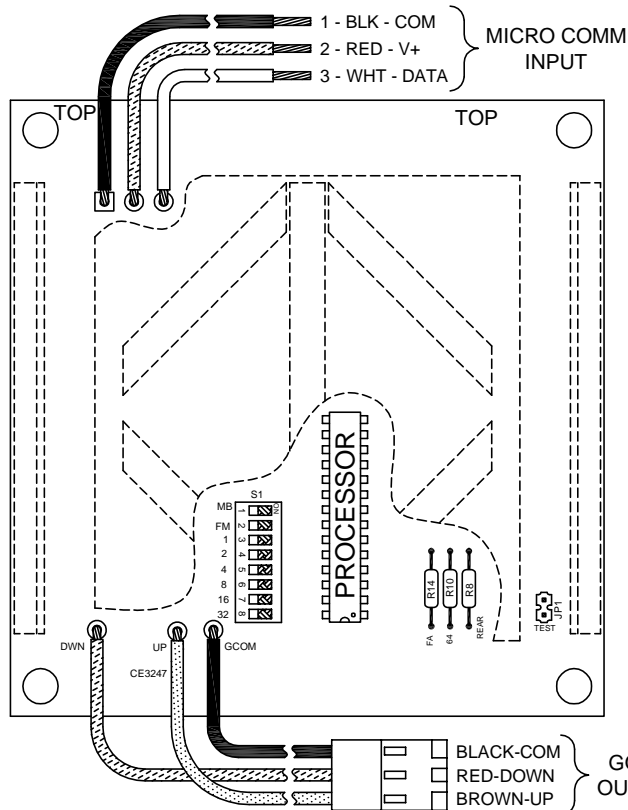
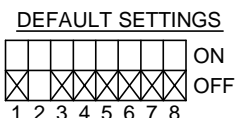
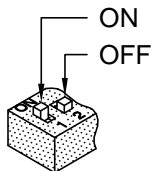
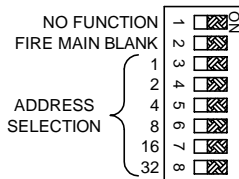


ASB30-XMXX

JOB# _____



DIP SWITCH DETAIL



FLOOR ADDRESS CHART

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

DS8	DS7	DS6	DS5	DS4	DS3	FLOOR	DS8	DS7	DS6	DS5	DS4	DS3	FLOOR
0	0	0	0	0	0	TRAVEL (#0)	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

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

To blank the display during a fire alternate (level two) message, remove resistor R14 (FA) from the board.

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

To operate the display as a hall (arrival) lantern, use the chart at right to set the DIP switch to the desired floor. For floors above floor 63, remove resistor R10 (64) from the board, subtract 64 from the desired floor number, and use the chart to set the DIP switch for the resulting floor number. For example, to set the unit for floor 75, remove resistor R10 and set the DIP switches for floor 11 (75 - 64 = 11). NOTE: The Micro Comm driver must be set up to send arrival information.

To operate the display as an in-car lantern using travel signals, the unit must have resistor R10 (64) installed and DIP switches 3-8 turned off.

To operate the display as an in-car lantern using arrival signals, the unit must have resistor R10 (64) removed and DIP switches 3-8 turned on.

To operate the display as a rear lantern, remove resistor R8 (REAR) 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 of JP2 and release. Short the two pins again to end self-test.

CODE VERSION _____

NOTE: MUST BE USED WITH A CLASS 2 POWER SUPPLY.

BOARD VERSION CE3247 _____

DATE DRAWN: 10/31/03	DRAWN BY: K.L.S.	REQUESTED BY: D.C.	C.E. ELECTRONICS, INC. 2107 Industrial Drive Bryan, Ohio 43306 (419) 636-6705
BOARD NUMBER: 3247	LAST DATE REVISED: 10/24/07	APPROVED BY:	
PRODUCT: ASB30 MICRO COMM LANTERN			
DWG. NO.: ASB30-001			REV: C