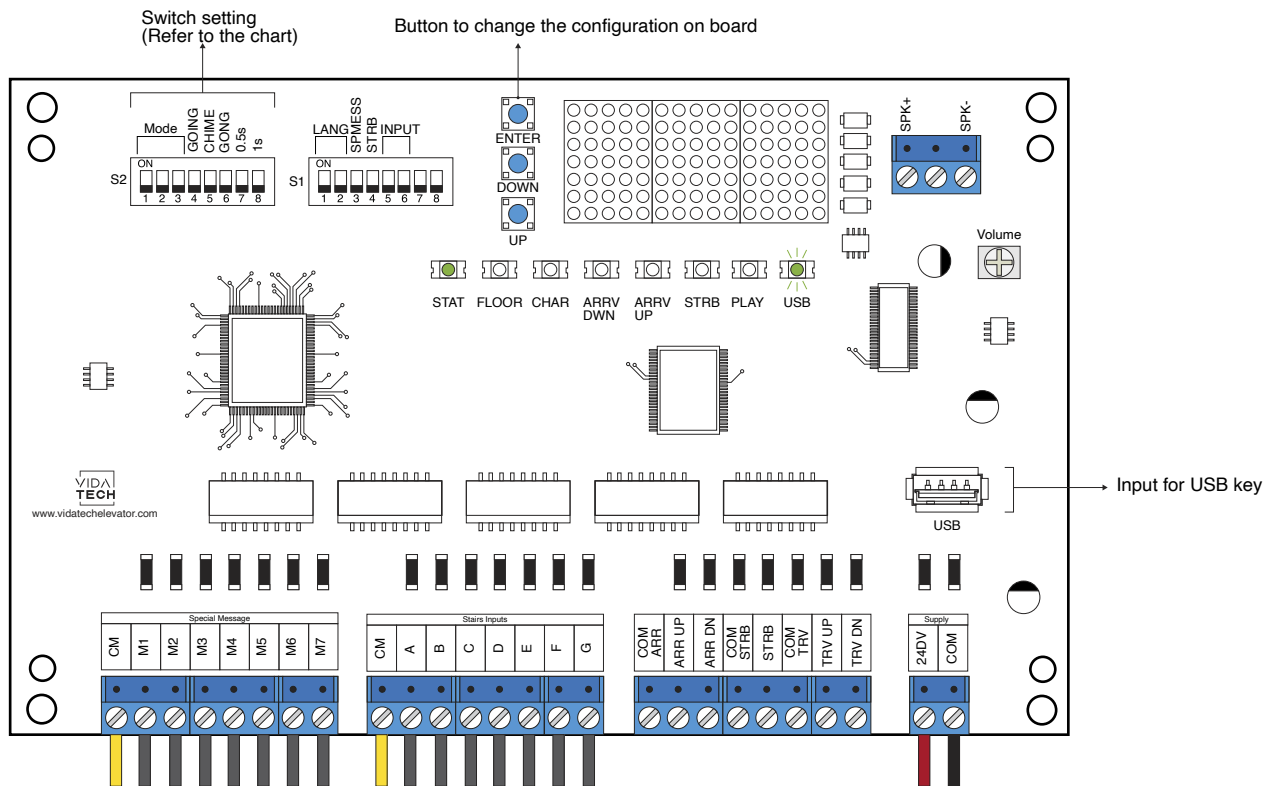# S5002 – Binary inputs voice annunciator

Installation manual

- Supply must be between 16VDC to 30VDC.

- 24DC bidirectional inputs.

- Speaker must be 4Ω to 45Ω, 5Watts minimum.

- Up to 12 minutes 38 seconds of message time.

- Speaker wire length must be less than 500 feet to prevent noise.

- .via files are for audio configuration and .vci files are for stair to ascii configuration.

- .via and .vci files must be place on the root of a USB dongle, then connected to a powered voice until the USB light stops blinking.

- To change the ascii configuration of the voice on board :
    1. Press ENTER button, then the FLOOR LED will turn ON.
    2. Press UP/DOWN to select the floor to modify (1 to 127).
    3. Press ENTER to select to confirm the floor to modify, the CHAR LED will turn ON
    4. Press UP/DOWN to select the right character to display.
    5. Press ENTER to confirm the new character.
    6. Repeat the two previous step for the second and third character. Once completed, the CONF LED will turn ON for 2 seconds and the display will show OK to confirm your modification and will return to normal mode.

- Switch setting :

SW #	#	Text	Description							
			Normal No Display	Normal Show Floor	Normal Show Mess	Status Code	Play Test	Firmware version	X	X
S2	1	Mode		●		●		●		●
	2				●	●			●	●
	3						●	●	●	●
	4	Going	ON -> Going Up/Dn active OFF -> Going Up/Dn inactive							
	5	Chime	ON -> Passing Chime active OFF -> Passing Chime inactive							
	6	Gong	ON -> Cabin gong active OFF -> Cabin gong inactive							
	7	0.5s	ON -> Add 0.5 second of silence after the strobe OFF -> No Delay							
	8	1s	ON -> Add 1 second of silence after the strobe OFF -> No Delay							
			French	English	1 - French 1 - English	1 - English 1 - French				
S1	1	Language		●		●				
	2				●	●				
	3	SPMess	ON -> Binary OFF -> 1 wire per message							
	4	STRB	ON -> Strobe active Low OFF -> Strobe active High							
		Input	Binary	1 Wire/Floor	Gray code	N/A				
	5			●		●				
	6				●	●				

- **Play Test option** : The device will play each voice file saved in the system in loop and will display the ASCII associated with the file playing.

- **Going Option** : The voice will play the file associated with the type « Going UP » or « Going Down » when STRB is asserted AND TRV UP or TRV DN.

- **Chime Option** : The voice will play the file associated with the type « CHIME » each time the stair are changing.

- **Gong Option** : The voice will play the file associated with the type « Gong UP » or « Gong Down » when ARR DN or ARR UP are asserted.

- **Status Codes** :
    1 : Communication active
    2 : Device OK
    3 : Communication Error
    4 : Memory Error
    5 : Speaker cabling error