## BINARY\_DOT-MATRIX Configuration Manual



## Description

BINARY\_DOT-MATRIX features a dot matrix 10x16 LED display which is used to display directional arrows, floor and other special indications. The device can be used in either Landing Indication Panels (LIPs) or Car Operating Panels (COPs). Two binary encodings are supported, Binary Coded Decimal (BCD) and Gray code with up to 5 digits (32 floors).

To configure the dot matrix display settings, set the device to 'Menu' mode by turning ON the menu switch.

To navigate the menu, use the button BT1 to scroll down and BT2 to scroll up.

Press and hold for 2 seconds the button BT1 to enter.

To escape press the button BT2.

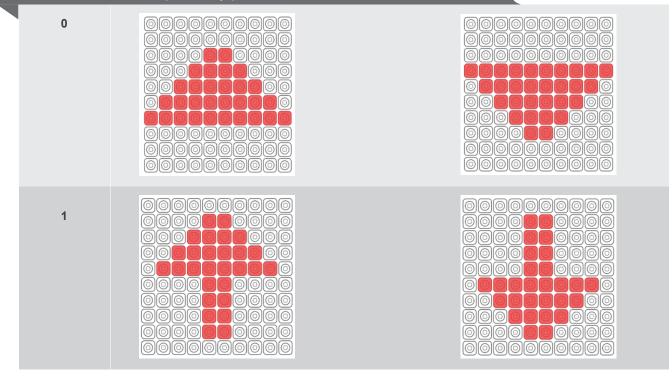
Save the configuration by setting the MENU switch to position 1.

🗁 Main Menu	
F: Current floor	O: Orientation
• S: Start floor	• L: Brightness
• A: Arrow type	• R: Binary code
• V: Arrow moving velocity	P: Protocol
• I: Inputs	• U: Update
• G: Gong (buzzer)	

Floor Options		
	Name	Description
	• Current floor (F)	• Floor on which the device is installed. Possible values -128 to 127. {default=0}
	• Start floor (S)	<ul> <li>Lowest floor of the installation. Possible values -128 to 127 {default=0}</li> </ul>

$\Delta \nabla$ Arrow Options	
Name	Description
• Arrow type (A)	<ul> <li>0 (Type 1) {default}</li> <li>1 (Type 2)</li> </ul>
• Arrow moving velocity (V)	<ul> <li>1: Slow {default}</li> <li>2: Medium</li> <li>3: Fast</li> <li>4: Very fast</li> </ul>

## $\Delta \nabla$ Arrow Graphic Type selections:



🔁 Inpu	t Options	
Name		Description
• IN 1 - IN	14	<ul> <li>Non-adjustable inputs used for car floor indication of up to 16 floors/stops (ABCD)</li> </ul>
IN 6: UF IN 7: DC		<ul> <li>This option configure the inputs 5-8:</li> <li>NOT USED: Input pin not used.</li> <li>FLOOR: Input pin will be used as the input for the fifth digit (digit E), supporting up to 32 floors/stops.</li> <li>ARROW UP: Input pin will be used as the input for arrow up signal.</li> <li>ARROW DOWN: Input pin will be used as the input for arrow down signal.</li> <li>GONG: Input pin will be used as the input for sound indication (GONG) on arrival.</li> <li>OVERLOAD: Input pin will be used as the input for overload signal.</li> <li>INSPECTION: Input pin will be used as the input for inspection signal.</li> </ul>

## Interface Options

	Name	Description
	• Gong (G)	<ul> <li>Y: Activation of sound indication on arrival (requires gong input pin)</li> <li>N: Deactivation of sound indication</li> </ul>
	<ul> <li>Orientation (O)</li> </ul>	<ul> <li>1: PORTRAIT {default}</li> <li>2: LANDSCAPE</li> </ul>
	• Brightness (L)	<ul> <li>Display Brightness (1: min - 5: max) {default=5}</li> </ul>

👜 Encoding Options		
Name	Description	
Binary Code	<ul> <li>This option configures the input encoding for the floor indication. There are two options:</li> <li>- 0: BCD (Binary-Coded Decimal) {default}</li> <li>- 1: GRAY (Gray Code)</li> </ul>	
<ul> <li>Protocol (P)</li> </ul>	<ul> <li>This option configures the input source for the floor indication in case the device supports CAN Bus. There are three options:</li> <li>3: Binary signals</li> <li>1: CAN Semitron</li> <li>2: CANopen</li> </ul>	
<ul> <li>Update (U)</li> </ul>	• FIRMWARE UPDATE option provides the latest features and bug fixes for the device. Click on the option and the device will restart. Connect the device to your preferred configuration tool to start the update process. When completed, disconnect the device and turn the MENU switch to position 1, to exit the menu.	



