



ITALIAN STYLE FOR LIFTS

# DISPLAY LCD59X:

## PARALLEL

ENGLISH

Rev. n.4 Firmware: V1.6

### DISPLAY CODES



(\*): available with yellow digits and arrows for LCD599-A-G model

### KIT

CODE	DESCRIPTION
<b>KIT-AUTONOMO-NO</b>	- N.2 magnetic sensors NO - N.2 sensor supports - Guide/ bracket L.25 cm
<b>MAGNETE-150</b>	- 15 cm Magnet



### MOUNTING KIT CODES

CODE	DESCRIPTION
<b>VG003</b>	Chrome frame kit
<b>VG004</b>	Gold frame kit
<b>VG007</b>	Gunmetal frame kit
<b>VG008</b>	Satin nickel frame kit
<b>KIT FL174 X79-1.2</b>	Flush mounting kit (Thk. 1,2 mm)
<b>KIT FL174 X79-2</b>	Flush mounting kit (Thk. 2 mm)

## LCD 59X

### [1] TECHNICAL DATA

<b>Power Supply</b>	12÷24 Vdc ±10%
<b>Current absorption</b>	Max 120 mA
<b>Input Activation</b>	Positive common = VCOM → + ; V → - Negative common = VCOM → - ; V → +
<b>Input Activation Voltage</b>	Positive common: < 1 V Negative common: > 5 V
<b>Working temperature range</b>	Form -15°C to +50°C
<b>Coding</b>	§ 5. <b>WORKING MODE</b>
<b>Life</b>	100% brightness → 25 000 Hours
<b>Light Intensity</b>	350 cd/ m <sup>2</sup>

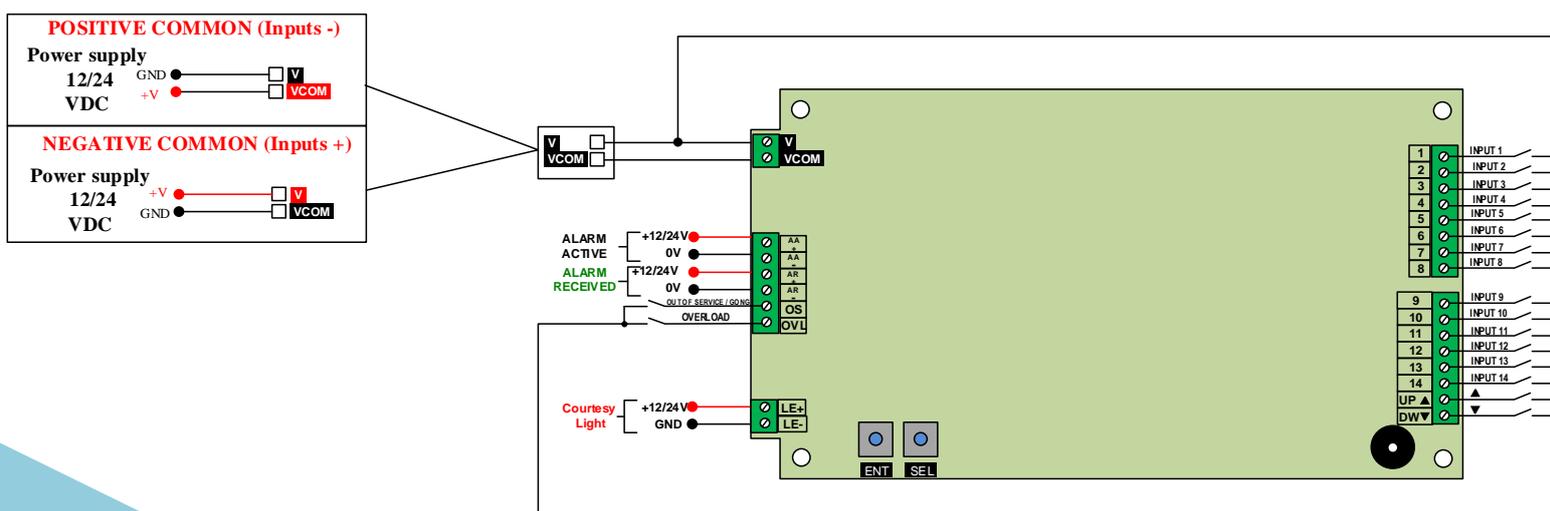
### [2] PIN OUT

1-2-3-4-5-6-7-8-9-10-11-12-13-14	Floors Input 1-2-3-4-5-6-7-8-9-10-11-12-13-14
UP	Up arrow
DOWN	Down arrow
OVL	Overload
OS	Out of service / Gong
V	Power supply
VCOM	
AA +; AA-	Alarm active
AR+; AR -	Alarm received
LE+; LE-	Courtesy light

**NOTE:**  
OS input can have different functions depending on the values set in the menu M6

### [3] CONNECTION SCHEME

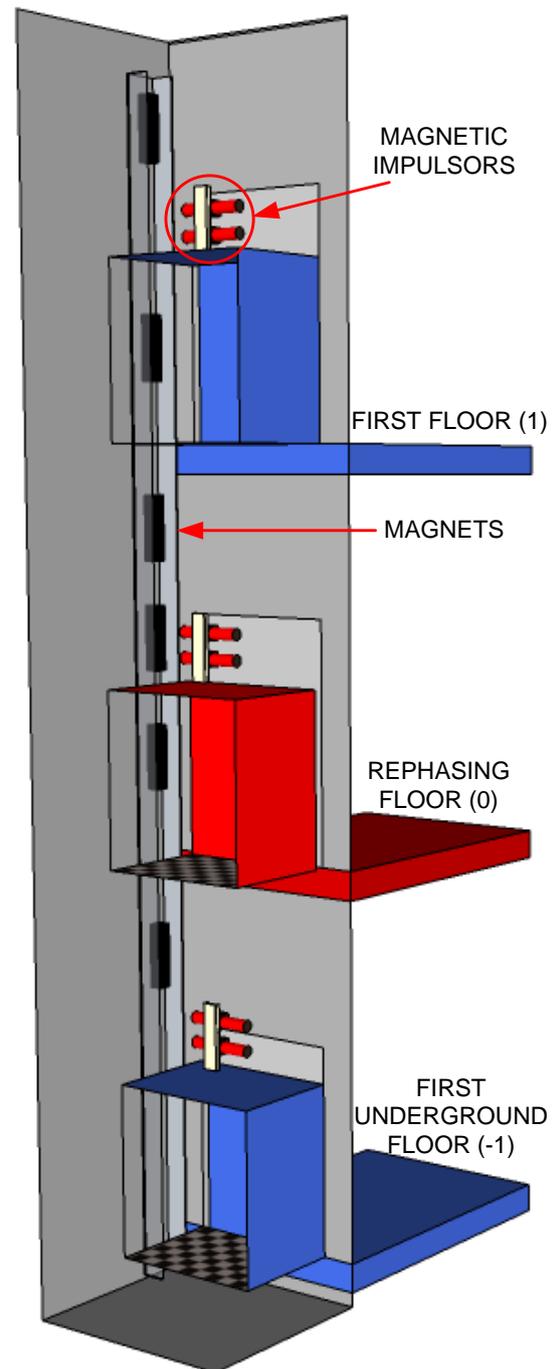
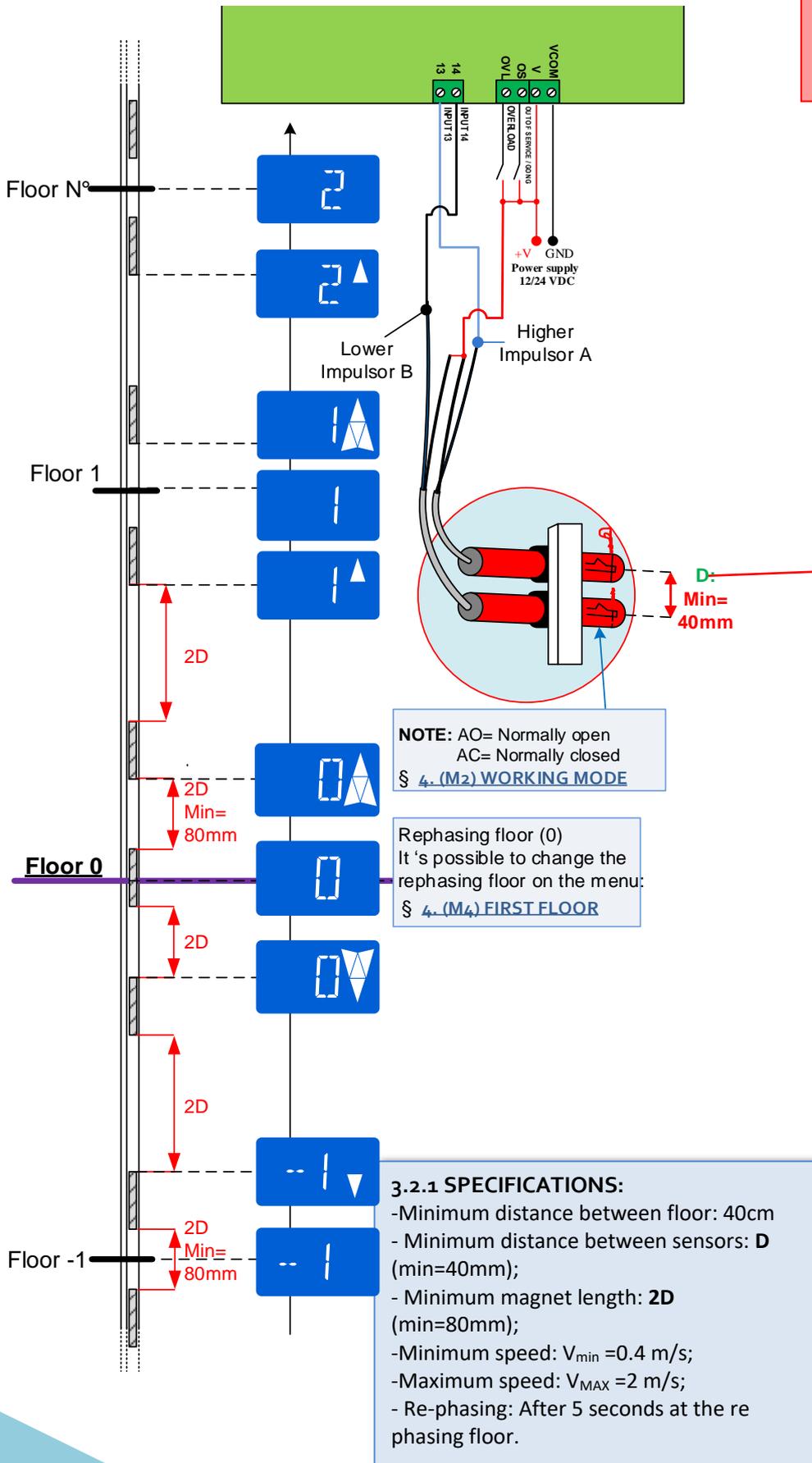
#### 3.1 1 POLE PER FLOOR - BINARY - INVERTED BIN. - GRAY - BCD



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[3.3] STAND ALONE AO/AC

**NOTE 1:** In STAND-ALONE AO/ AC mode, power the display only in DC!



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MENU'

ENTER/SW2

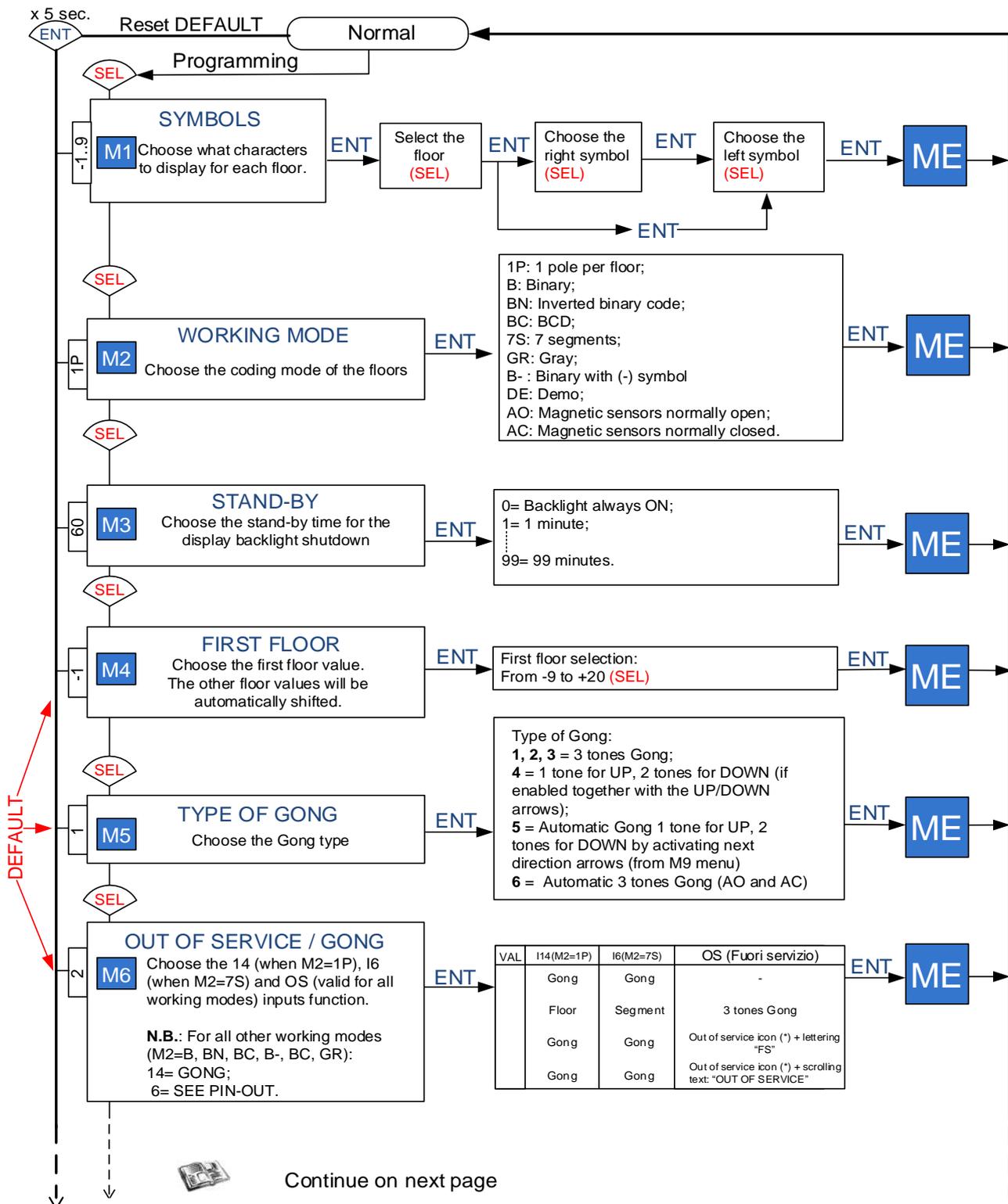


→ Save/OK button

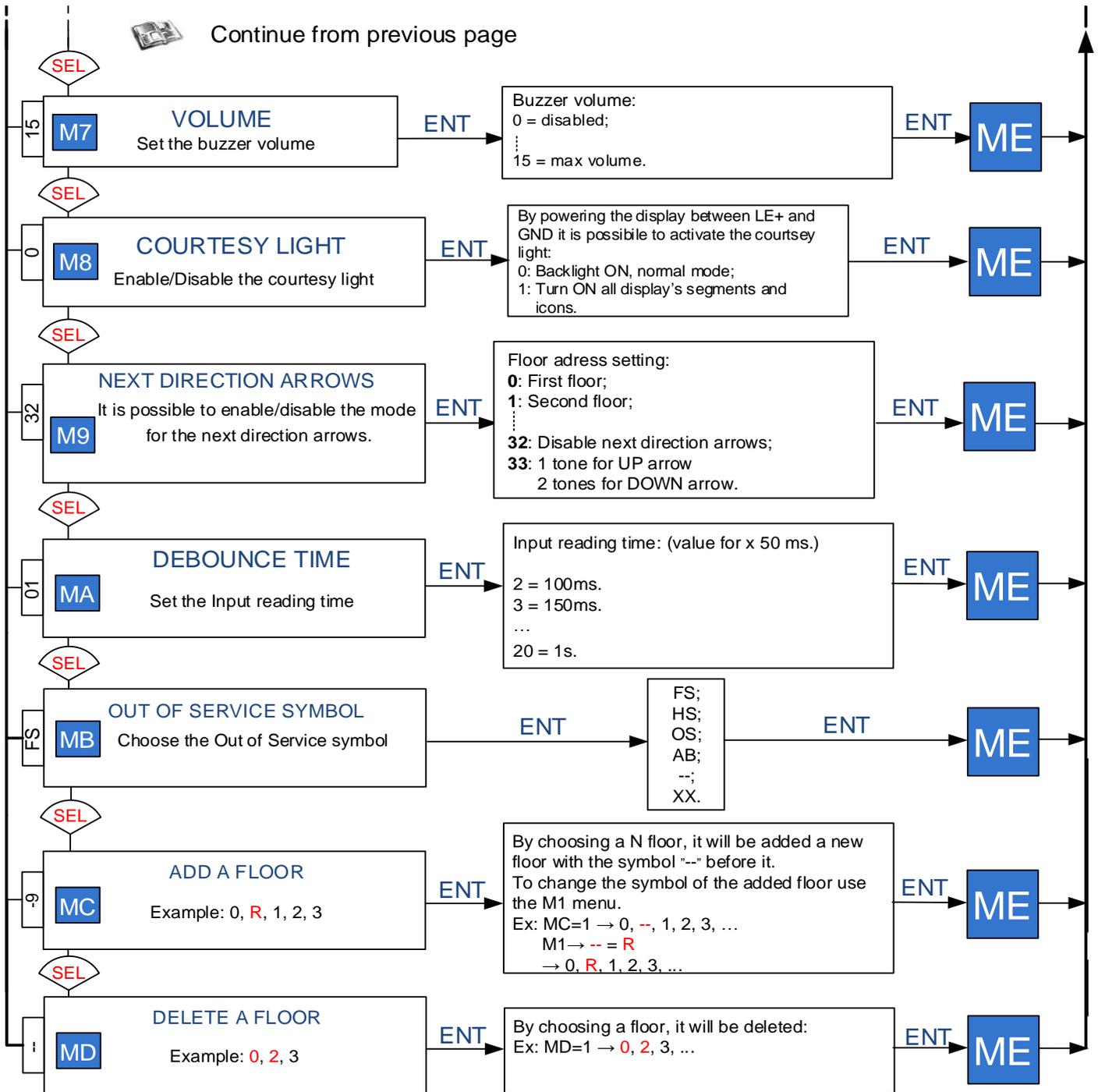
SELECT/SW1



→ Access the menu/Scroll values



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(\*): Icons available only for LCD591-A model

[5]

WORKING MODE

Display	Mode	Description	Nmax floors [default range]
1P	1 Pole per floor	Each input is associated with one floor. [§ 5.1]	14 [-1, 12]
B	Binary	The first five inputs [1,..., 5] are used for coding the floor number in binary. [§ 5.2]	32 [-1, 30]
Bn	Inverse binary	The first five inputs [1,..., 5] are used for coding the floor number in inverse binary [§ 5.2]	32 [-1, 30]
BC	BCD	The first four inputs [1,...,4] are used for coding the floor number in inverse binary, while 5 is used for the tens and I6 for the minus sign (-). [§ 5.4]	29 [-9, 19]
GR	Gray 5	The first five inputs [1,..., 5] are used for coding the floor number in Gray. [§ 5.3]	32 [-1, 30]
B-	Binary with (-) symbol	The first five inputs [1,..., 5] are used for coding the floor number in binary. The I6 input is used to show (-) symbol.	32 [-1, 30]
7S	7Segments	Each input is associated with one digit segment, while I12 is used for the tens and I11 for the minus sign (-). [§ 5.5]	109 [-9, 99]
NO	Stand-Alone AO	Magnetic sensors Normally Open.	64 [-9, 54]
NC	Stand-Alone AC	Magnetic sensors Normally Closed.	64 [-9, 54]
DE	Demo	Simulation mode: you can view floors, arrows and alarm icons.	

[5.1] 1 POLE PER FLOOR

1	2	3	4	5	6	7	8	9	10	11	12	13	14
-1	0	1	2	3	4	5	6	7	8	9	10	11	Gong

**NOTE:** To view the floor using the I14 input, set M6 = 1. Gong is activated by signal on OS input.

[5.2] BINARY / INVERSE BINARY

[5.3] GRAY

**NOTE:** With M2=B- the I6 input if active enables the (-) symbol for the floors from -1 to -9 (the other follow Binary codification.)

Binary	Inverse Binary	1 (A)	2 (B)	3 (C)	4 (D)	5 (E)
0	31	OFF	OFF	OFF	OFF	OFF
1	30	ON	OFF	OFF	OFF	OFF
2	29	OFF	ON	OFF	OFF	OFF
3	28	ON	ON	OFF	OFF	OFF
4	27	OFF	OFF	ON	OFF	OFF
5	26	ON	OFF	ON	OFF	OFF
6	25	OFF	ON	ON	OFF	OFF
7	24	ON	ON	ON	OFF	OFF
8	23	OFF	OFF	OFF	ON	OFF
9	22	ON	OFF	OFF	ON	OFF
10	21	OFF	ON	OFF	ON	OFF
11	20	ON	ON	OFF	ON	OFF
12	19	OFF	OFF	ON	ON	OFF
13	18	ON	OFF	ON	ON	OFF
14	17	OFF	ON	ON	ON	OFF
15	16	ON	ON	ON	ON	OFF
16	15	OFF	OFF	OFF	OFF	ON
17	14	ON	OFF	OFF	OFF	ON
18	13	OFF	ON	OFF	OFF	ON
19	12	ON	ON	OFF	OFF	ON
20	11	OFF	OFF	ON	OFF	ON
21	10	ON	OFF	ON	OFF	ON
22	9	OFF	ON	ON	OFF	ON
23	8	ON	ON	ON	OFF	ON
24	7	OFF	OFF	OFF	ON	ON
25	6	ON	OFF	OFF	ON	ON
26	5	OFF	ON	OFF	ON	ON
27	4	ON	ON	OFF	ON	ON
28	3	OFF	OFF	ON	ON	ON
29	2	ON	OFF	ON	ON	ON
30	1	OFF	ON	ON	ON	ON
31	0	ON	ON	ON	ON	ON

Floor number	1 (A)	2 (B)	3 (C)	4 (D)	5 (E)
0	OFF	OFF	OFF	OFF	OFF
1	ON	OFF	OFF	OFF	OFF
2	ON	ON	OFF	OFF	OFF
3	OFF	ON	OFF	OFF	OFF
4	OFF	ON	ON	OFF	OFF
5	ON	ON	ON	OFF	OFF
6	ON	OFF	ON	OFF	OFF
7	OFF	OFF	ON	OFF	OFF
8	OFF	OFF	ON	ON	OFF
9	ON	OFF	ON	ON	OFF
10	ON	ON	ON	ON	OFF
11	OFF	ON	ON	ON	OFF
12	OFF	ON	OFF	ON	OFF
13	ON	ON	OFF	ON	OFF
14	ON	OFF	OFF	ON	OFF
15	OFF	OFF	OFF	ON	OFF
16	OFF	OFF	OFF	ON	ON
17	ON	OFF	OFF	ON	ON
18	ON	ON	OFF	ON	ON
19	OFF	ON	OFF	ON	ON
20	OFF	ON	ON	ON	ON
21	ON	ON	ON	ON	ON
22	ON	OFF	ON	ON	ON
23	OFF	OFF	ON	ON	ON
24	OFF	OFF	ON	OFF	ON
25	ON	OFF	ON	OFF	ON
26	ON	ON	ON	OFF	ON
27	OFF	ON	ON	OFF	ON
28	OFF	ON	OFF	OFF	ON
29	ON	ON	OFF	OFF	ON
30	ON	OFF	OFF	OFF	ON
31	OFF	OFF	OFF	OFF	ON

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### [5.4] BCD

Floor number	1 (A)	2 (B)	3 (C)	4(D)	5 (E) = DECINE	Floor number	1 (A)	2 (B)	3 (C)	4(D)	5 (E) = DECINE
0	ON	ON	ON	ON	OFF	10	ON	ON	ON	ON	ON
1	OFF	ON	ON	ON	OFF	11	OFF	ON	ON	ON	ON
2	ON	OFF	ON	ON	OFF	12	ON	OFF	ON	ON	ON
3	OFF	OFF	ON	ON	OFF	13	OFF	OFF	ON	ON	ON
4	ON	ON	OFF	ON	OFF	14	ON	ON	OFF	ON	ON
5	OFF	ON	OFF	ON	OFF	15	OFF	ON	OFF	ON	ON
6	ON	OFF	OFF	ON	OFF	16	ON	OFF	OFF	ON	ON
7	OFF	OFF	OFF	ON	OFF	17	OFF	OFF	OFF	ON	ON
8	ON	ON	ON	OFF	OFF	18	ON	ON	ON	OFF	ON
9	OFF	ON	ON	OFF	OFF	19	OFF	ON	ON	OFF	ON

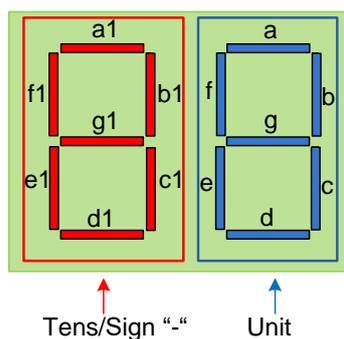
**NOTE:** The input 6 is used for the sign "-". If 5 and 6 are both [ON], 6 has priority.

### [5.5] 7 SEGMENTS

**NOTE:** The tables above refer to codes with the first floor set to "0" (MENU M4 = 0).

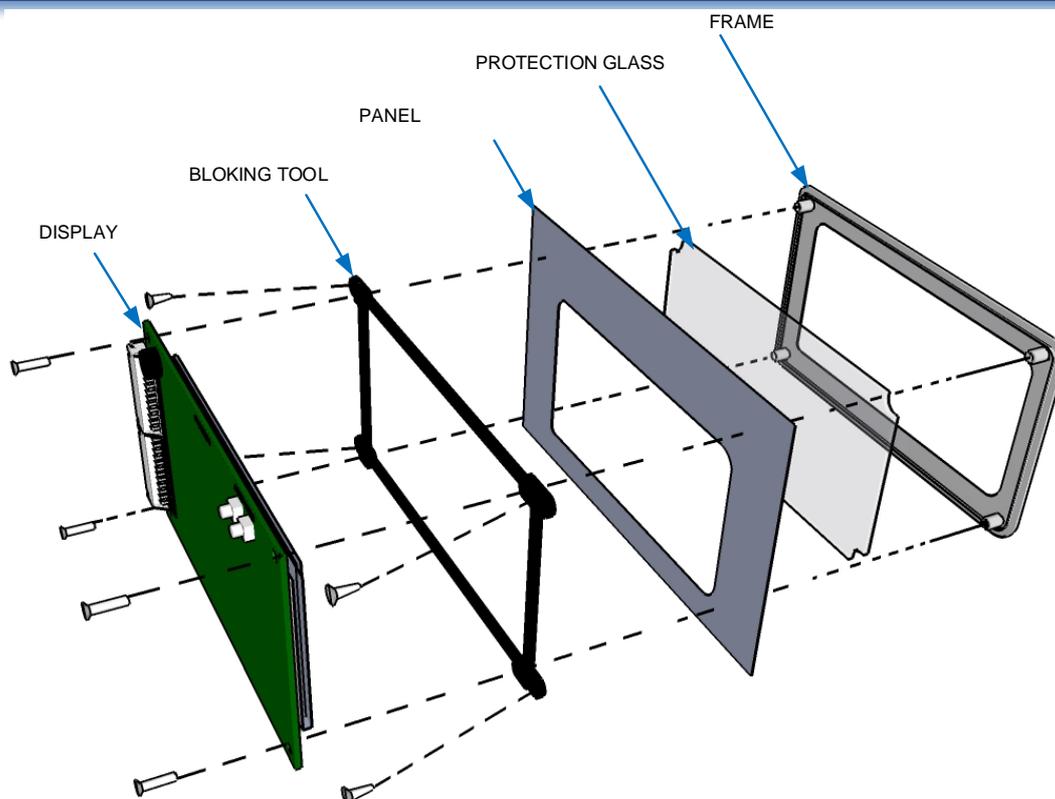
INPUT	1	2	3	4	5	6	7	8	9	10	11	12	13	14
SEGMENT	a1	b1	c1	d1	e1	Gong	g1	a	b	c	d	e	f	g
DIGIT	Tens/Sign "-"							Unit						

**NOTE:** To view the "f1" segment on the display using input 6, set M6=1. Gong is activated by signal on OS input.



## [6]

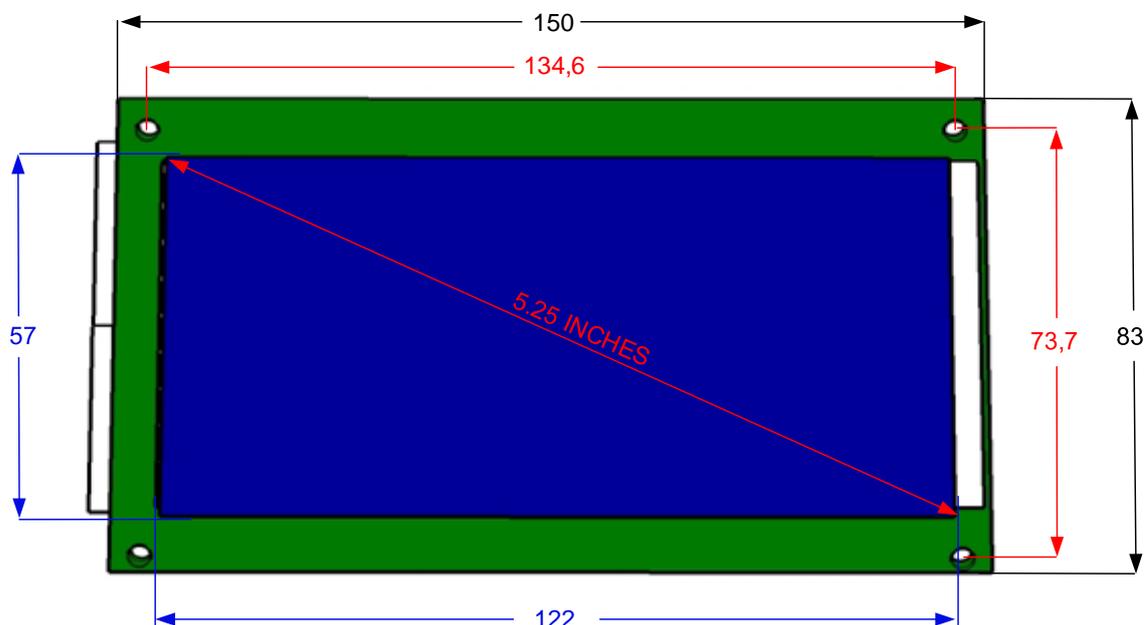
## INSTALLATION INSTRUCTIONS



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[7]

DIMENSIONS



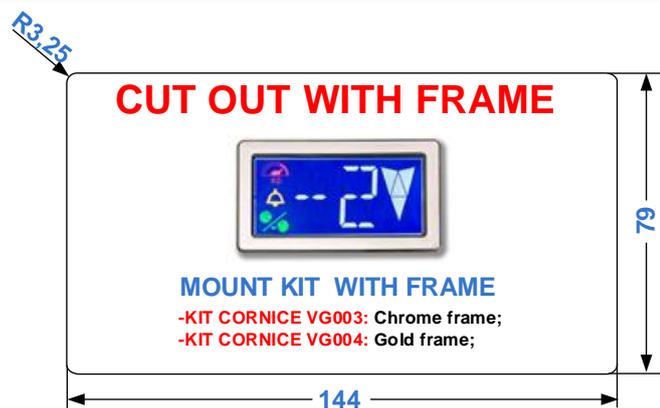
[8]

GLASS DIMENSIONS

BLUE TRICOLOR	BLUE MONOCOLOR	BLACK TRICOLOR
<p>121 16,1 13,3 16,18 40,9 38 48,5</p>	<p>121 16,1 20 40,9 38 48,5</p>	<p>121 16,1 13,3 16,18 40,9 38 48,5</p>
<p><b>CODE:</b> LCD590-A</p>	<p><b>CODE:</b> LCD591-A</p>	<p><b>CODE:</b> LCD599-A</p>

[9]

CUTOUTS



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TROUBLESHOOTING

PROBLEM	SOLUTION	
	POSITIVE COMMON	NEGATIVE COMMON
The display doesn't turn on.	Check the power supply between: V = Negative, Vcom = positive 12÷24 Vdc	Check the power supply between: V = positive, Vcom = negative 12÷24 Vdc
The display flashes or doesn't properly turn on.	Make sure that the display is correctly powered. [§ 3.1]	
A floor / an arrow / an alarm is not showed.	Check the voltage between the input and VCOM.	
	Restore the default values by pressing and holding down the "SW2" button for 5 seconds.	
In the Binary, Bn, BC and Gray modes, when you switch from a floor to another, the display shows another floor number for a short time.	Increase the inputs reading time: MENU MA = 04 → 200ms.	
The display does not light up, but it correctly shows floors and arrows.	Increase the backlight shutdown (stand-by) time.	
	Backlight damaged, contact the technical support service.	

DIAGNOSTIC LED:

WORKING MODE (M2)	LED ON	FUNCTION
1P	ST1	Any input is enabled.
	ST2	<b>ERROR:</b> two or more floor input are enabled at the same time.
B / BN / BC / GR / 7S	ST1	One or more alarm/arrow inputs are enabled.
	ST2	One or more floor inputs are enabled.
AO / AC	ST1	Superior sensor enabled (closed if normally open or open if normally closed): the input 13 is enabled.
	ST2	Inferior sensor enabled (closed if normally open or open if normally closed). the input 14 is enabled.

**ATTENTION:**



If the device is installed on a metal plate, it is recommended to connect it to the grounding system

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