ITALIAN STYLE FOR LIFTS

TFT90x

USER MANUAL

Rev.01

Firmware version 1.2.85 and later

ORDERING INFORMATION

DISPLAY CODE	TYPE
TFT901-A-3	PARALLEL INPUTS AND VEGA SERIAL
TFT902-A-3	PARALLEL INPUTS AND CAN
TFT903-A-3	PARALLEL INPUTS AND RS485

*The number after the A of the code indicates glass thickness on mm

OPTIONAL ITEMS

DESCRIPTION	CODE
Stand-alone NO kit	KIT-AUTONOMO-NO
Micro SD card industrial 4GB*	MICRO SDCARD-4G-SLC-IND
Micro USB M-USB F adapter cable	CB.MICRO.USB.M-USB.A.F
USB stick 32GB	USB-STICK-32GB-KGN**

*The micro SD card is used only to transfer projects from the Sirio editor to the display and, after the transfer, it can be removed from the device unless the project was created with the second audio language or background music function activated. In the above cases, the micro SD card cannot be removed.
**The USB stick can be used to transfer projects from the Sirio editor to the display. For projects with second audio language or background music, please use the micro SD card.

Contents

1 TECHNICAL DATA 4
2 WORKING MODE 4
3 DISCRETE WIRING WORKING MODES 5
3.1 COMMON ANODE OR COMMON CATHODE MODE 5
3.2 PINOUT 5
3.3 ONE WIRE PER FLOOR 6
3.4 BINARY, INVERTED BINARY, GRAY, BCD 6
3.5 7 SEGMENTS 9
3.6 STAND ALONE 10
4 SERIAL WORKING MODES 11
4.1 VEGA SERIAL (only for TFT901) 11
4.2 CAN (only for TFT902) AND RS485 (only for TFT90) 11
5 DISPLAY PROGRAMMING 12
5.1 PROGRAMMING MENU 12
5.2 MENU 1: MODE & PROJECT 12
5.2.1 MENU 1.1: IMPORT PROJECT 13
5.2.2 MENU 1.2: SET MODE 13
5.2.3 MENU 1.3: ADDRESS 13
5.2.4 MENU 1.4: SERIAL PARAMETER 14
5.2.5 MENU 1.5: SPECIAL FUNCTIONS 14
5.3 MENU 2: FLOOR SYMBOLS 14
5.3.1 MENU 2.1: SET FIRST FLOOR 14
5.3.2 MENU 2.2: EDIT SYMBOL 15
5.4 MENU 3: EDIT DATA 16
5.5 MENU 4: OPTIONS 16
5.5.1 MENU 4.1: SLIDESHOW 16
5.5.2 MENU 4.2: INPUT DEBOUNCE 16
5.5.3 MENU 4.3: ARROW ANIMATION MODE 16
5.6 MENU 5: SYSTEM 16
5.6.1 MENU 5.1: TIME & DATE 16
5.6.2 MENU 5.2: SET LANGUAGE 16
5.6.3 MENU 5.3: VOLUME 16
5.6.4 MENU 5.4: STANDBY 16
5.6.5 MENU 5.5: DIAGNOSTIC 17
6 AUDIO, MUSIC, SPEECH SYNTHESYS 18
6.1 EXTERNAL SPEAKER 18
7 CREATION AND EXPORT OF PROJECTS FROM SIRIO EDITOR 19

8 IMPORT OF PROJECTS INTO THE DISPLAY 20
9 TROUBLESHOOTING 21
10 DIMENSIONS 24

1 TECHNICAL DATA

Screen	9”	
Resolution	800 (RGB) x480	
Display Area	198 mm x 111mm	
Colors	16M	
Pixel	0.24 x 0.23 [mm^2]	
Power Supply Voltage	12÷24 Vdc±10%	
Maximum current consumption	400 mA	
Operating temperature	-5°C/+40°C	+23 F/+104 F
Micro SD card	Optional	
Images format	*.bmp, *.jpg, *.jpeg, *.png	
Life (100% brightness)	20.000 hours	
Viewing Angle	12 o’clock	
Brightness	350 cd/m^2	
Input signals activation	See par.3.1	

2 WORKING MODE

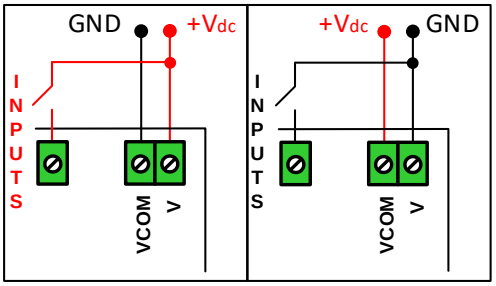
Display	Description	Nmax floors (default range)
1 WIRE	**1 wire per floor**, each input (1-16) activates a floor	16 (0,15)
BINARY	The inputs (1-6) encode the floor number in **binary**	64 (0,63)
INVERTED BINARY	The inputs (1-6) encode the floor number in **inverted binary**	64 (0,63)
BCD	The inputs (1-6) encode the floor number in **BCD**	29 (-9,19)
GRAY	The inputs (1-6) encode the floor number in **GRAY**	64 (0,63)
7 SEG	**Seven segments** inputs	-9, 29
Stand alone NO	Stand-alone display mode (with magnetic NO sensors)	64 (-9,54)
Stand alone NC	Stand-alone display mode (with magnetic NC sensors)	64 (-9,54)
Serial V (TFT901)	Vega Serial	
CAN (TFT902)	CAN Proprietary Protocols	
RS485 (TFT903)	RS485 Proprietary Protocols	
DEMO	Lift virtual simulation with floors, arrows and alarms	16 (0,15)
DEMO 2	Lift virtual simulation. Each input corresponds to a car call.	16 (0,15)

3 DISCRETE WIRING WORKING MODES

Below we refer to discrete wiring modes by talking about the following working modes: 1 Wire, Binary, Inverted binary, Gray, BCD, 7 segments, Stand alone.

3.1 COMMON ANODE OR COMMON CATHODE MODE

In discrete wirings modes (1 Wire per floor, Binary, Inverted binary, Gray, BCD, 7 segments, Stand alone), the display can work in **common anode mode** or **common cathode mode** depending on the power wires connection. See the following diagram:



INPUTS ACTIVATION

- To activate the inputs by + V, connect V = + V, Vcom = GND.
- To activate the inputs by GND, connect V = GND, Vcom = + V.

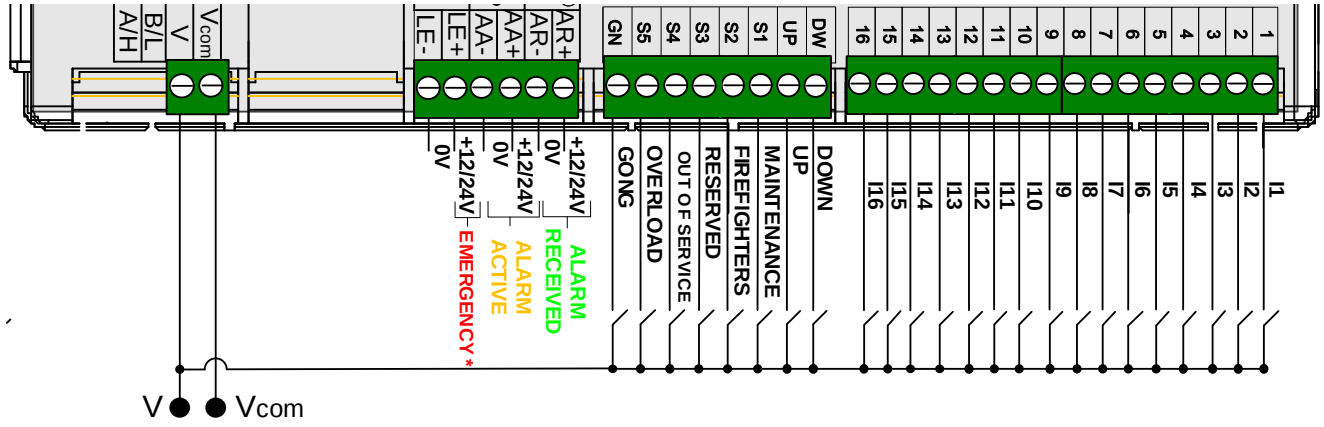
3.2 PINOUT

PIN	DESCRIPTION	ICON*	ALARM N.**
1-16	Position indication		
DW	Down arrow		
UP	Up arrow		
AA	Alarm		2
AR	Communication		3
S1	Maintenance		5
S2	Fire		6
S3	Reserved		8
S4	Out of service		10
S5	Overload		1
GN	GONG		

*Messages and icons can be edited using the SIRIO EDITOR software

** Lift state number in the SIRIO EDITOR software

3.3 ONE WIRE PER FLOOR



- **V=GND Vcom=+Vdc → common anode, Input activation: GND;**
- **V=+Vdc Vcom=GND → common cathode, Input activation: +Vdc;**

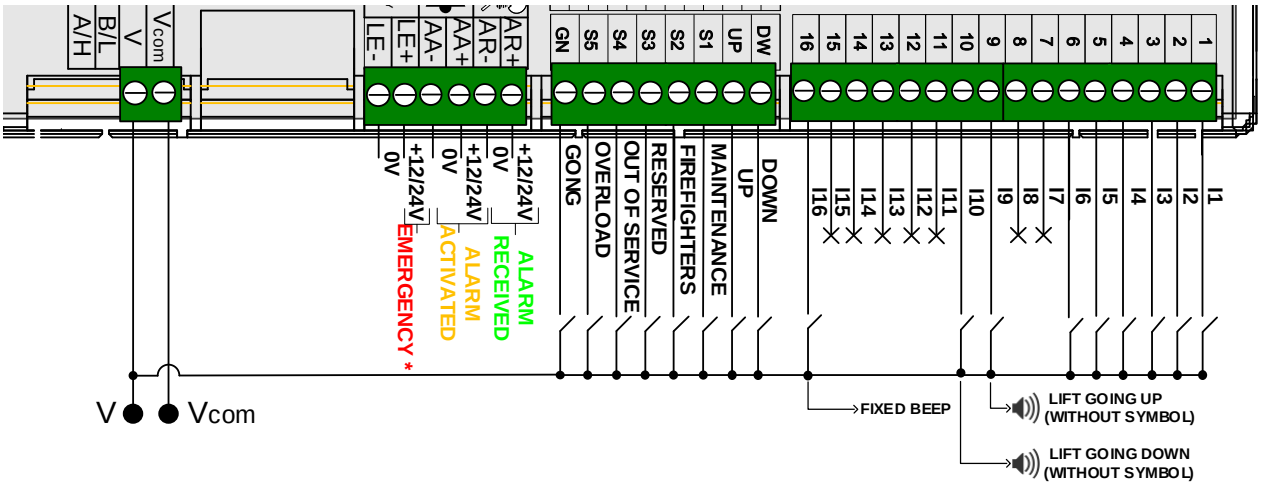
(*) The emergency icon with the courtesy light is activated through a positive (LE+), the pin LE- is the display GND

The ONE WIRE PER FLOOR MODE can be activated by setting **1.2 SET MODE= 1 WIRE**.

Active Input	I1	I2	I3		I14	I15	I16
Floor*	0	1	2		13	14	15

The value shown when activating input I1 (lowest position) can be modified by parameter **2.1 SET FIRST FLOOR**, the values of the following inputs will be shifted accordingly.

3.4 BINARY, INVERTED BINARY, GRAY, BCD



- **V=GND Vcom=+Vdc → common anode, Input activation: GND;**
- **V=+Vdc Vcom=GND → common cathode, Input activation: +Vdc;**

(*) The emergency icon with the courtesy light is activated through a positive (LE+), the pin LE- is the display GND

The different modes can be activated by setting the parameter **1.2 SET MODE.**

Binary	Inv. Binary	Display inputs					
		1	2	3	4	5	6
0	63	OFF	OFF	OFF	OFF	OFF	OFF
1	62	ON	OFF	OFF	OFF	OFF	OFF
2	61	OFF	ON	OFF	OFF	OFF	OFF
3	60	ON	ON	OFF	OFF	OFF	OFF
4	59	OFF	OFF	ON	OFF	OFF	OFF
5	58	ON	OFF	ON	OFF	OFF	OFF
6	57	OFF	ON	ON	OFF	OFF	OFF
7	56	ON	ON	ON	OFF	OFF	OFF
8	55	OFF	OFF	OFF	ON	OFF	OFF
9	54	ON	OFF	OFF	ON	OFF	OFF
10	53	OFF	ON	OFF	ON	OFF	OFF
11	52	ON	ON	OFF	ON	OFF	OFF
12	51	OFF	OFF	ON	ON	OFF	OFF
13	50	ON	OFF	ON	ON	OFF	OFF
14	49	OFF	ON	ON	ON	OFF	OFF
15	48	ON	ON	ON	ON	OFF	OFF
16	47	OFF	OFF	OFF	OFF	ON	OFF
17	46	ON	OFF	OFF	OFF	ON	OFF
18	45	OFF	ON	OFF	OFF	ON	OFF
19	44	ON	ON	OFF	OFF	ON	OFF
20	43	OFF	OFF	ON	OFF	ON	OFF
21	42	ON	OFF	ON	OFF	ON	OFF
22	41	OFF	ON	ON	OFF	ON	OFF
23	40	ON	ON	ON	OFF	ON	OFF
24	39	OFF	OFF	OFF	ON	ON	OFF
25	38	ON	OFF	OFF	ON	ON	OFF
26	37	OFF	ON	OFF	ON	ON	OFF
27	36	ON	ON	OFF	ON	ON	OFF
28	35	OFF	OFF	ON	ON	ON	OFF
29	34	ON	OFF	ON	ON	ON	OFF
30	33	OFF	ON	ON	ON	ON	OFF
31	32	ON	ON	ON	ON	ON	OFF

Binary	Inv. Binary	Display inputs					
		1	2	3	4	5	6
32	31	OFF	OFF	OFF	OFF	OFF	ON
33	30	ON	OFF	OFF	OFF	OFF	ON
34	29	OFF	ON	OFF	OFF	OFF	ON
35	28	ON	ON	OFF	OFF	OFF	ON
36	27	OFF	OFF	ON	OFF	OFF	ON
37	26	ON	OFF	ON	OFF	OFF	ON
38	25	OFF	ON	ON	OFF	OFF	ON
39	24	ON	ON	ON	OFF	OFF	ON
40	23	OFF	OFF	OFF	ON	OFF	ON
41	22	ON	OFF	OFF	ON	OFF	ON
42	21	OFF	ON	OFF	ON	OFF	ON
43	20	ON	ON	OFF	ON	OFF	ON
44	19	OFF	OFF	ON	ON	OFF	ON
45	18	ON	OFF	ON	ON	OFF	ON
46	17	OFF	ON	ON	ON	OFF	ON
47	16	ON	ON	ON	ON	OFF	ON
48	15	OFF	OFF	OFF	OFF	ON	ON
49	14	ON	OFF	OFF	OFF	ON	ON
50	13	OFF	ON	OFF	OFF	ON	ON
51	12	ON	ON	OFF	OFF	ON	ON
52	11	OFF	OFF	ON	OFF	ON	ON
53	10	ON	OFF	ON	OFF	ON	ON
54	9	OFF	ON	ON	OFF	ON	ON
55	8	ON	ON	ON	OFF	ON	ON
56	7	OFF	OFF	OFF	ON	ON	ON
57	6	ON	OFF	OFF	ON	ON	ON
58	5	OFF	ON	OFF	ON	ON	ON
59	4	ON	ON	OFF	ON	ON	ON
60	3	OFF	OFF	ON	ON	ON	ON
61	2	ON	OFF	ON	ON	ON	ON
62	1	OFF	ON	ON	ON	ON	ON
63	0	ON	ON	ON	ON	ON	ON

The table refers to a display with the parameter **2.1 SET FIRST FLOOR = 0**, the position indication can be shifted by changing this value.

BCD	Display inputs				
	1	2	3	4	5
0	ON	ON	ON	ON	OFF
1	OFF	ON	ON	ON	OFF
2	ON	OFF	ON	ON	OFF
3	OFF	OFF	ON	ON	OFF
4	ON	ON	OFF	ON	OFF
5	OFF	ON	OFF	ON	OFF
6	ON	OFF	OFF	ON	OFF
7	OFF	OFF	OFF	ON	OFF
8	ON	ON	ON	OFF	OFF
9	OFF	ON	ON	OFF	OFF

BCD	Display inputs				
	1	2	3	4	5
10	ON	ON	ON	ON	ON
11	OFF	ON	ON	ON	ON
12	ON	OFF	ON	ON	ON
13	OFF	OFF	ON	ON	ON
14	ON	ON	OFF	ON	ON
15	OFF	ON	OFF	ON	ON
16	ON	OFF	OFF	ON	ON
17	OFF	OFF	OFF	ON	ON
18	ON	ON	ON	OFF	ON
19	OFF	ON	ON	OFF	ON

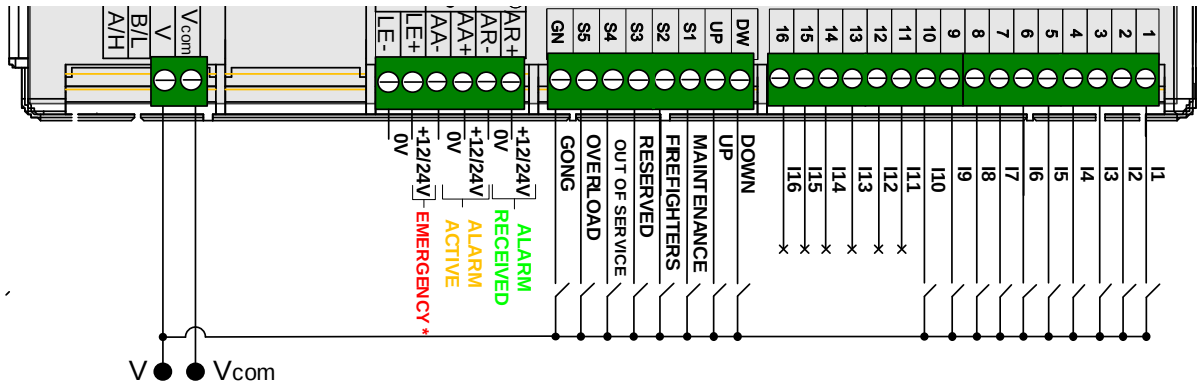
IMPORTANT: to use BCD, set the parameter **2.1 SET FIRST FLOOR = 0.** The input I6 activates the minus sign. If the inputs I5 and I6 are both ON, only the tens will be displayed.

Gray	Display inputs						Gray	Display inputs					
	1	2	3	4	5	6		1	2	3	4	5	6
0	OFF	OFF	OFF	OFF	OFF	OFF	32	OFF	OFF	OFF	OFF	ON	ON
1	ON	OFF	OFF	OFF	OFF	OFF	33	ON	OFF	OFF	OFF	ON	ON
2	ON	ON	OFF	OFF	OFF	OFF	34	ON	ON	OFF	OFF	ON	ON
3	OFF	ON	OFF	OFF	OFF	OFF	35	OFF	ON	OFF	OFF	ON	ON
4	OFF	ON	ON	OFF	OFF	OFF	36	OFF	ON	ON	OFF	ON	ON
5	ON	ON	ON	OFF	OFF	OFF	37	ON	ON	ON	OFF	ON	ON
6	ON	OFF	ON	OFF	OFF	OFF	38	ON	OFF	ON	OFF	ON	ON
7	OFF	OFF	ON	OFF	OFF	OFF	39	OFF	OFF	ON	OFF	ON	ON
8	OFF	OFF	ON	ON	OFF	OFF	40	OFF	OFF	ON	ON	ON	ON
9	ON	OFF	ON	ON	OFF	OFF	41	ON	OFF	ON	ON	ON	ON
10	ON	ON	ON	ON	OFF	OFF	42	ON	ON	ON	ON	ON	ON
11	OFF	ON	ON	ON	OFF	OFF	43	OFF	ON	ON	ON	ON	ON
12	OFF	ON	OFF	ON	OFF	OFF	44	OFF	ON	OFF	ON	ON	ON
13	ON	ON	OFF	ON	OFF	OFF	45	ON	ON	OFF	ON	ON	ON
14	ON	OFF	OFF	ON	OFF	OFF	46	ON	OFF	OFF	ON	ON	ON
15	OFF	OFF	OFF	ON	OFF	OFF	47	OFF	OFF	OFF	ON	ON	ON
16	OFF	OFF	OFF	ON	ON	OFF	48	OFF	OFF	OFF	ON	OFF	ON
17	ON	OFF	OFF	ON	ON	OFF	49	ON	OFF	OFF	ON	OFF	ON
18	ON	ON	OFF	ON	ON	OFF	50	ON	ON	OFF	ON	OFF	ON
19	OFF	ON	OFF	ON	ON	OFF	51	OFF	ON	OFF	ON	OFF	ON
20	OFF	ON	ON	ON	ON	OFF	52	OFF	ON	ON	ON	OFF	ON
21	ON	ON	ON	ON	ON	OFF	53	ON	ON	ON	ON	OFF	ON
22	ON	OFF	ON	ON	ON	OFF	54	ON	OFF	ON	ON	OFF	ON
23	OFF	OFF	ON	ON	ON	OFF	55	OFF	OFF	ON	ON	OFF	ON
24	OFF	OFF	ON	OFF	ON	OFF	56	OFF	OFF	ON	OFF	OFF	ON
25	ON	OFF	ON	OFF	ON	OFF	57	ON	OFF	ON	OFF	OFF	ON
26	ON	ON	ON	OFF	ON	OFF	58	ON	ON	ON	OFF	OFF	ON
27	OFF	ON	ON	OFF	ON	OFF	59	OFF	ON	ON	OFF	OFF	ON
28	OFF	ON	OFF	OFF	ON	OFF	60	OFF	ON	OFF	OFF	OFF	ON
29	ON	ON	OFF	OFF	ON	OFF	61	ON	ON	OFF	OFF	OFF	ON
30	ON	OFF	OFF	OFF	ON	OFF	62	ON	OFF	OFF	OFF	OFF	ON
31	OFF	OFF	OFF	OFF	ON	OFF	63	OFF	OFF	OFF	OFF	OFF	ON

The table refers to a display with the parameter **2.1 SET FIRST FLOOR = 0**, the position indication can be shifted by changing this value.

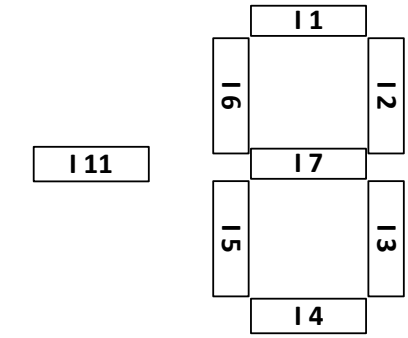
3.5 7 SEGMENTS

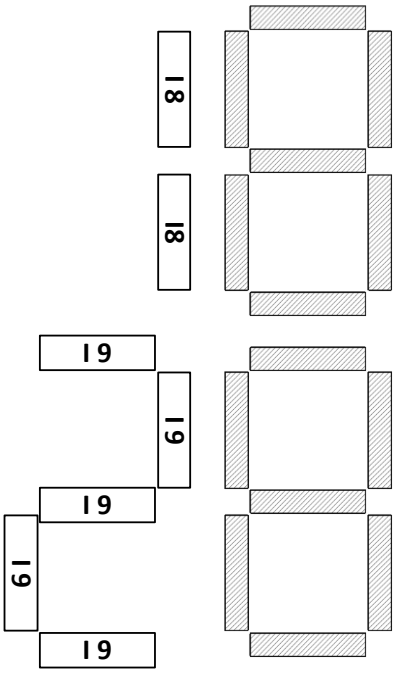
The 7 SEGMENT coding can be activated by setting **1.2 SET MODE= 7 SEG**, this working mode is available from the version 1.x.105.



- **V=GND Vcom=+Vdc → common anode, Input activation: GND;**
- **V=+Vdc Vcom=GND → common cathode, Input activation: +Vdc;**

(*) The emergency icon with the courtesy light is activated through a positive (LE+), the pin LE- is the display GND

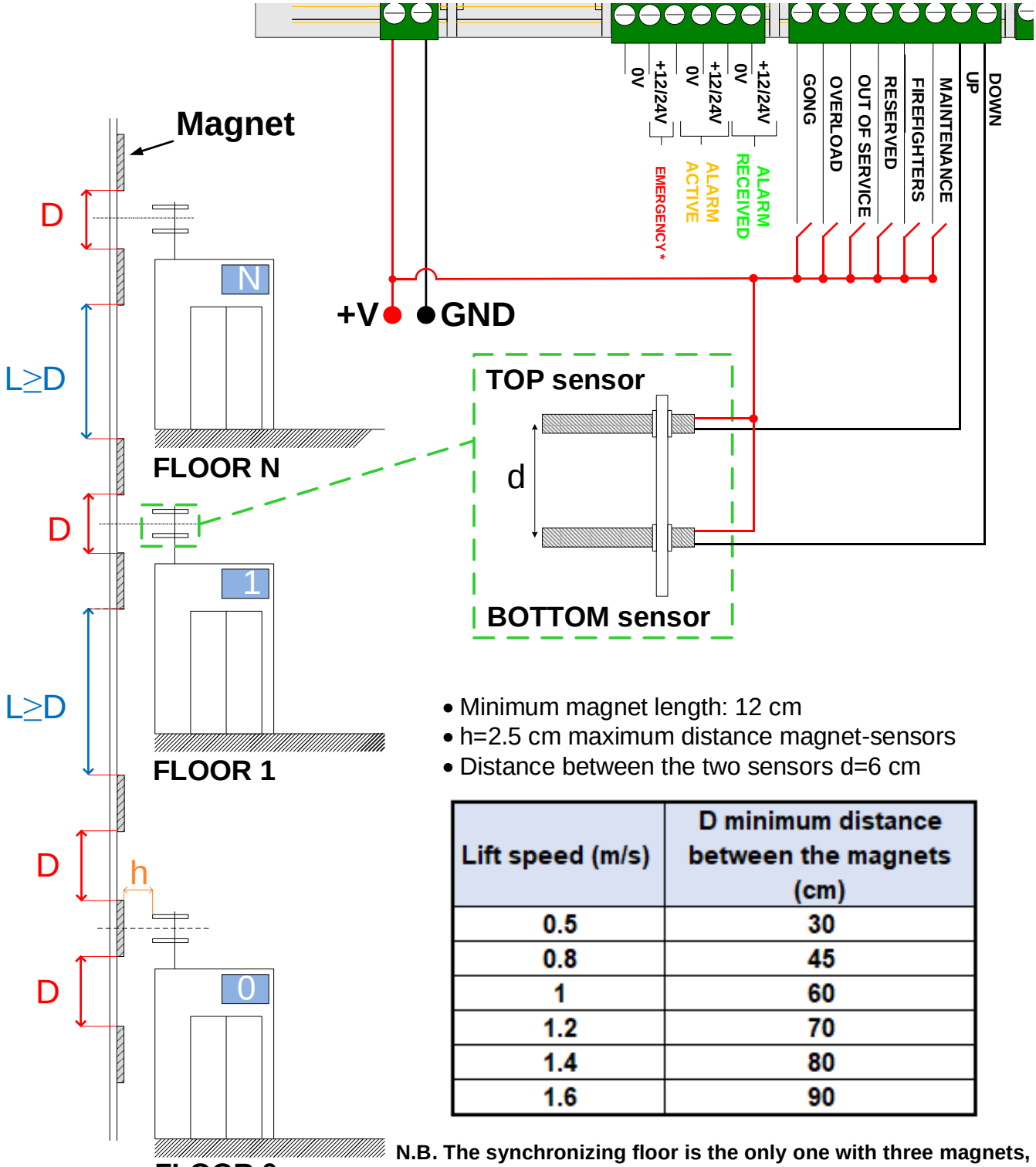




The input of the left digit (I8 for the ten or I9 for twenty) and the minus sign (I11) can be activated at the same time.

3.6 STAND ALONE

The STAND ALONE modes can be activated by setting **1.2 SET MODE = STAND ALONE NO** if you use normally open sensors or **STAND ALONE NC** if you use normally closed sensors.
The elevator speed must be between the following values: **Vmin = 0.4 m / s** - **VMAX = 2 m / s**.



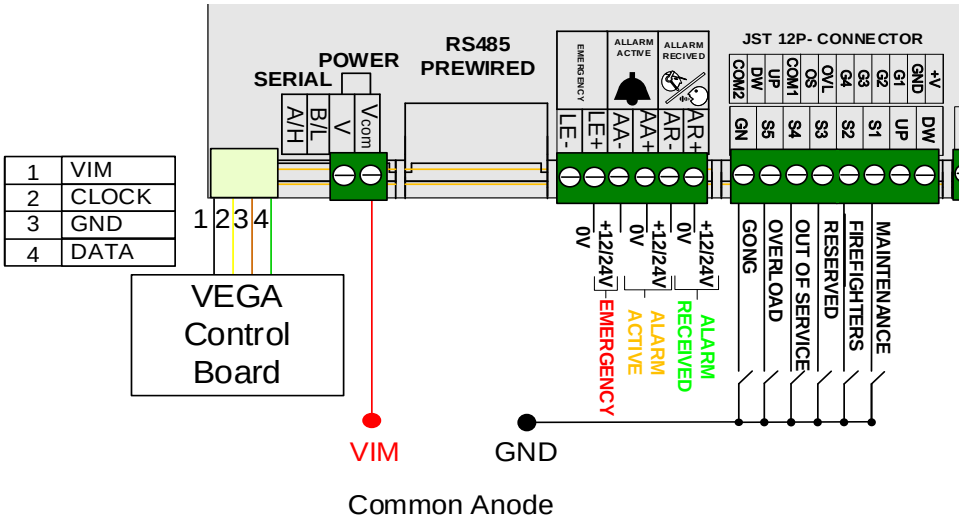
- Minimum magnet length: 12 cm
- h=2.5 cm maximum distance magnet-sensors
- Distance between the two sensors d=6 cm

Lift speed (m/s)	D minimum distance between the magnets (cm)
0.5	30
0.8	45
1	60
1.2	70
1.4	80
1.6	90

N.B. The synchronizing floor is the only one with three magnets, the central magnet is placed in front of both the sensors.
The other floors only have one magnet above the TOP sensor and another under the BOTTOM sensor.
The value of the syncronizing floor can be changed by the param 2.1 SET FIRST FLOOR

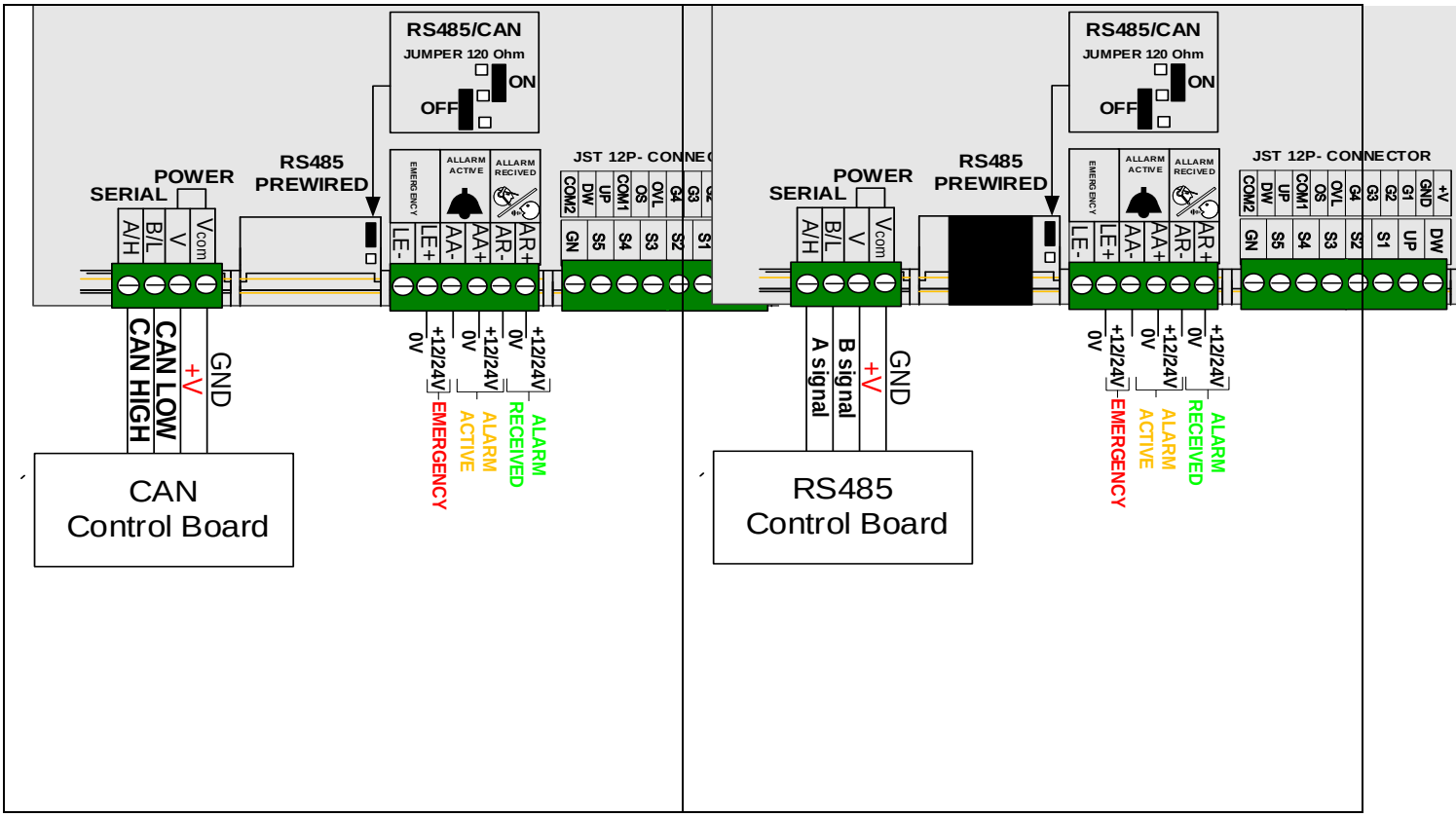
4 SERIAL WORKING MODES

4.1 VEGA SERIAL (only for TFT901)



The VEGA SERIAL mode can be activated by setting **1.2 SET MODE= SERIAL V.**

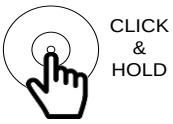
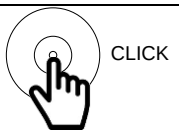
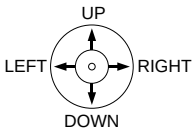
4.2 CAN (only for TFT902) AND RS485 (only for TFT90)



Parallel inputs can activate alarms, depending on the communication protocol.
IMPORTANT: If multiple devices are installed on the same serial bus, for a proper communication, the terminating resistor must be enabled on the master device and ONLY on the last slave device. To enable terminating resistor on the TFT, just insert the R120Ω jumper to ON.

5 DISPLAY PROGRAMMING

Use the mini joystick on the back of the device to enter and navigate the programming menu.

	Enter the menu.
	Confirm a choice.
	Scroll values.

5.1 PROGRAMMING MENU

1. Mode & Project	1.1 Import Project		
	1.2 Set Mode		
	1.3 Address		
	1.4 Serial Parameters	1.4.1 CAN Address	
		1.4.3 Lift Number	
		1.4.4 Door Number	
		1.4.5 Floor Stop Time	
	1.5 Special Functions	1.5.1 Fire Service (Lobby)	
		1.5.2 Passing chime	
		1.5.3 Separate Gong & Trigger	
		1.5.4 Emergency Lowering	
		1.5.5 Additional Function	
		1.5.6 Project default*	
2. Floor Symbols	2.1 Set first floor		
	2.3 Edit Symbols		
3. Edit Data	3.1 Capacity		
	3.2 Serial Number		
	3.3 CE Number		
4. Options	4.1 Slideshow		
	4.2 Input Debounce		
	4.3 Arrow animation mode		
5. System	5.1 Time & Date		
	5.2 Set Language		
	5.3 Volume	5.3.1 Messages Volume	
		5.3.2 Music Volume	
		5.3.4 Night Mode	5.3.4.1 Messages Volume
			5.3.4.2 Music Volume
			5.3.4.4 Start Time
			5.3.4.5 End Time
			5.3.4.6 Enable / Disable
	5.4 Standby		
	5.5 Diagnostic		

5.2 MENU 1: MODE & PROJECT

By the submenus, the user can change the following settings on the display.

5.2.1 MENU 1.1: IMPORT PROJECT

Choose project n.X to import this file from the micro SD. Use the Vega Sirio Editor to create, modify and export the project file.

5.2.2 MENU 1.2: SET MODE

Choose the working mode, i.e. the communication mode between the display and controller/encoder (see par.3 and par.4).

5.2.3 MENU 1.3: ADDRESS

Set the parameter following the table below.

WORKING MODE	INSTALLATION	ADDRESS
1 WIRE	FLOOR	0 = Lowest floor
		1 = Next upper floor
		…
		15 = Max allowed floors
	CAR	16
BINARY INV. BINARY GRAY	FLOOR	0 = Lowest floor
		1 = Next upper floor
		…
		63 = Max allowed floors
	CAR	64 = Normal
		65 = No arrow audio messages
BCD	FLOOR	0 = Lowest floor
		1 = Next upper floor
		…
		19 = Max allowed floors
	CAR	20 = Normal
		21 = No arrow audio messages
SERIAL ENC (X762)	FLOOR	0 = Lowest floor
		1 = Next upper floor
		…
		63 = Max allowed floors
	CAR	64 = Scrolling arrows
		65 = Fixed arrows, no arrow audio messages
		66 = Fixed arrow, with automatical arrival sequence messages
STAND ALONE NO/ STAND ALONE NC	CAR	64
	NOT USED	0-63

5.2.4 MENU 1.4: SERIAL PARAMETER

By the submenus, the user can change the following settings on the display.

MENU 1.4.1: CAN ADDRESS

CAN address of the device. This setting does not work for the parallel modes and RS485.

MENU 1.4.3: LIFT NUMBER

In some protocols, enables the listening of the device on different channels.

MENU 1.4.4: DOOR NUMBER

In some protocols, it is used in case of multi-access lift.

MENU 1.4.5: FLOOR STOP TIME

Not used.

5.2.5 MENU 1.5: SPECIAL FUNCTIONS

By the submenus, the user can change the following settings on the display.

MENU 1.5.2: PASSING CHIME

In BINARY, INVERTED BINARY, GRAY working mode, setting this parameter as ENABLE, the device emits a sound every time the floor indication changes.
The sound to emit must be loaded in Sirio Editor in the AUXILIARY MESSAGE 2 field.
The parameter 1.3 ADDRESS must be set as CAR installation (see par. 5.2.3).

MENU 1.5.3: SEPARATE GONG & TRIGGER

In discrete wiring working modes, setting the parameter 1.5.3. SEPARATE GONG AND TRIGGER as:

- DISABLE: the GN input activates the GONG audio followed by the floor audio message;
- ENABLE: the GN input activates the GONG audio and INPUT 13 the audio floor message.

MENU 1.5.4: EMERGENCY LOWERING

Special function for SERIAL V mode. Enabling this function, the EMERGENCY serial signalling from the controller activates the emergency screen with LIFT STATE 15 icon displayed, instead of the emergency icon (LIFT STATE 7). The serial EMERGENCY signalling always has priority over the one activated through LE+ pin.

MENU 1.5.5: ADDITIONAL FUNCTION

Not used.

MENU 1.5.6: PROJECT DEFAULT

Not used.

5.3 MENU 2: FLOOR SYMBOLS

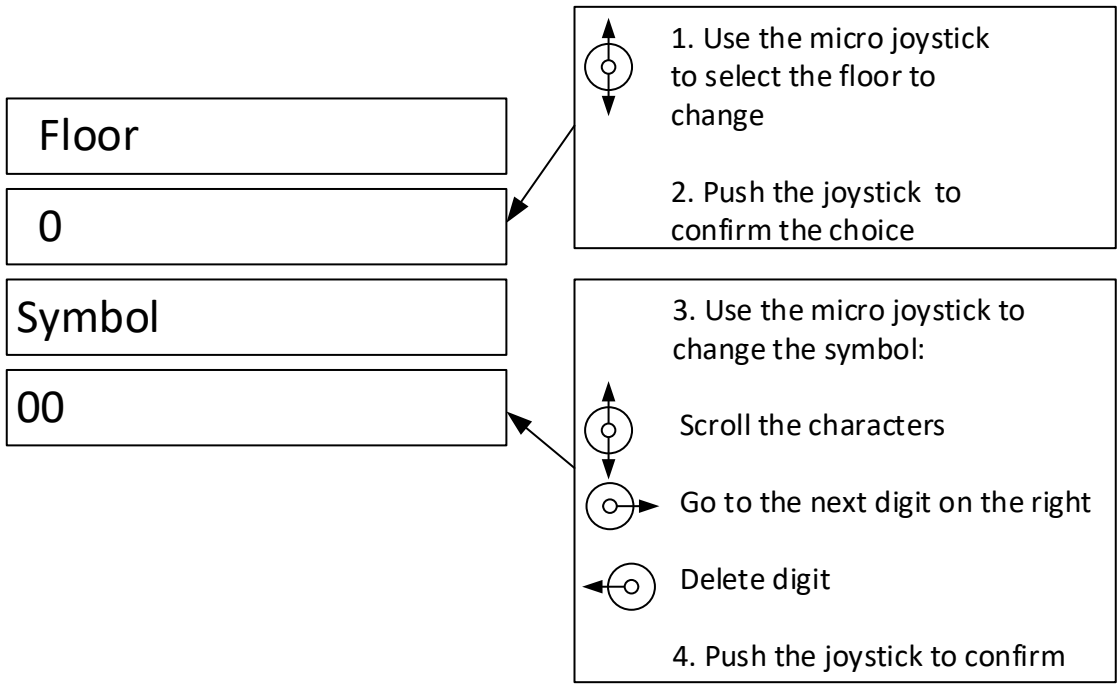
By the submenus, the user can change the following settings on the display.

5.3.1 MENU 2.1: SET FIRST FLOOR

In discrete wiring working modes, the lowest floor is set by this menu. Other floors values will be shifted accordingly.

5.3.2 MENU 2.2: EDIT SYMBOL

Use this menu to change the floor symbol.



5.4 MENU 3: EDIT DATA

By the submenus, the user can change the following character strings: capacity (menu 3.1), serial number (menu 3.2), CE number (menu 3.3).

IMPORTANT: the strings can only be modified if they are already activated in the project loaded on the display.

5.5 MENU 4: OPTIONS

By the submenus, the user can change the following settings on the display.

5.5.1 MENU 4.1: SLIDESHOW

SLIDESHOW = 0, default background image activated.
SLIDESHOW = 4-15 the background image changes every T second (where T is equal to the set value), showing all the images saved in the project.

5.5.2 MENU 4.2: INPUT DEBOUNCE

INPUT DEBOUNCE: 40-1000, in discrete wiring modes is the inputs reading delay (in ms).

5.5.3 MENU 4.3: ARROW ANIMATION MODE

FRAMES: the display uses as arrows the images loaded in SIRIO EDITOR in LIFT UP-DOWN ARROW/FRAMES.
FIXED: the display uses as arrows the images loaded in SIRIO EDITOR in LIFT UP-DOWN ARROW/OTHER IMAGES/UP-DOWN.

5.6 MENU 5: SYSTEM

By the submenus, the user can change the following settings on the display.

5.6.1 MENU 5.1: TIME & DATE

Select the installation date and time.
The time zone selection allows automatic daylight-saving time, with the value “None” in this field the time change remains manual.
IMPORTANT: the time and date can only be modified if they are already activated in the project loaded on the display.

5.6.2 MENU 5.2: SET LANGUAGE

Set the programming menu language. From this menu it is not possible to change the language of the project (messages, alarms, audio announcement) which is chosen through SIRIO EDITOR.

5.6.3 MENU 5.3: VOLUME

Set the volumes of floor and alarm messages (menu 5.3.1) and music (menu 5.3.2):
0 = audio disabled, 1 = minimum volume, …, 15 = Maximum volume.
The night mode can be enabled by the menu 5.3.4.6 and start time and end time can be set by 5.3.4.4 and 5.3.4.5.
Set the night volume of alarm messages (menu 5.3.4.1) and music (menu 5.3.4.2):
0 = audio disabled, 1 = minimum volume, …, 15 = Maximum volume.

5.6.4 MENU 5.4: STANDBY

Through this menu, you set the energy-saving mode (display totally black).
0 = energy-saving disabled, 5 = energy-saving after 5 minutes of inactivity, …, 180 = energy-saving after 180 minutes of inactivity.

5.6.5 MENU 5.5: DIAGNOSTIC

Function reserved for technical assistance interventions.
To disable the function, enter the menu and choose DISABLE.

6 AUDIO, MUSIC, SPEECH SYNTHESYS

The display can play floor announcements, alarm messages, and background music.
For this to be possible, the audio files must have been inserted into the project, using the Sirio Editor program (see par. 7).

N° speech synthesis languages enabled	Audio files features
1	Maximum duration for floor messages: 3 sec. Maximum duration for service messages: 6 sec.
2	No limit for floor/service messages. The MicroSD card must always be inserted

Using the Sirio Editor software it is possible to add a music playlist.
The playback of music files is automatic, and stops in case of:

- Activation of floor messages / direction messages / gong / alarms
- Activation of the Standby mode
- Access to the programming menu

Note: use a Micro SD card to export the project from the PC to the device.
Do not remove the Micro SD card after exporting the files.

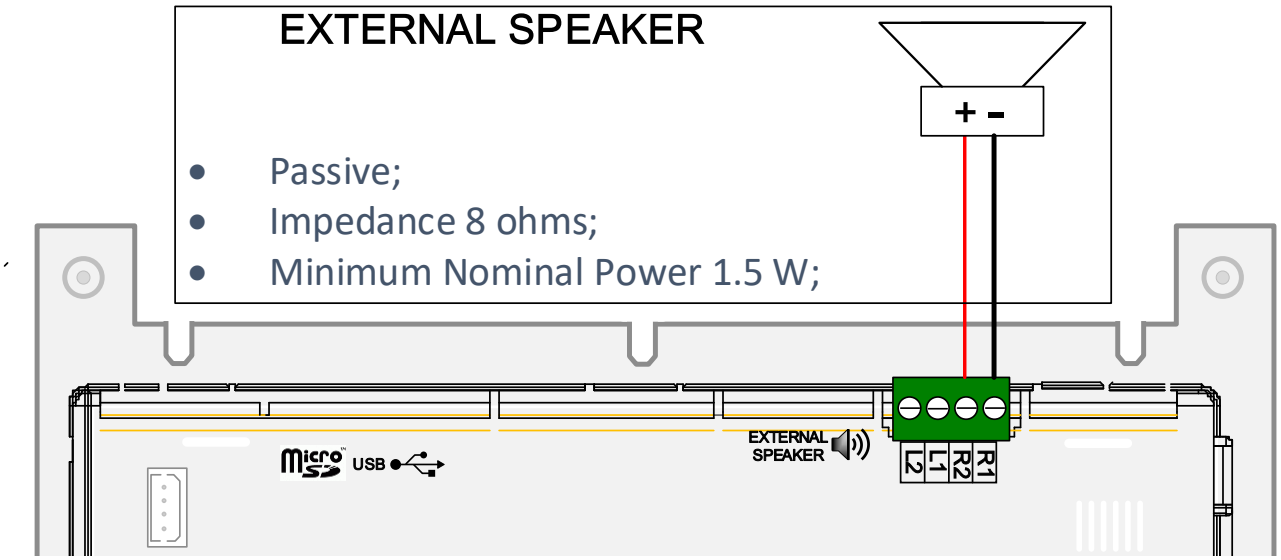
The volume can be adjusted or totally disabled, as explained in paragraph 5.6.3.

The language of the audio messages can't be modified from the programming menu, but only using the Sirio Editor software (see par. 6).

The volume can be changed or completely deactivated as explained in par. 5.6.3.

The language of audio messages cannot be changed by onboard menu but only by using the Sirio Editor program (see par. 7).

6.1 EXTERNAL SPEAKER

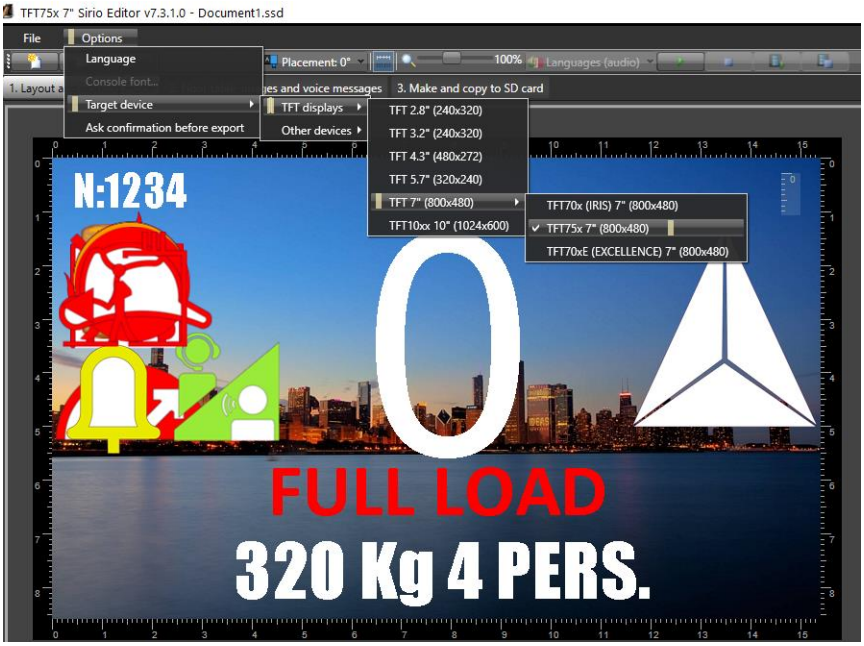


7 CREATION AND EXPORT OF PROJECTS FROM SIRIO EDITOR

Using the Sirio Editor software for PC you can modify floor, arrows and alarms (size and colour of symbols and descriptions, icons, audio messages) and background images.

ON PC

- Create the project choosing in OPTION, the TFT75x display as TARGET DEVICE.



- Once the project is realized, from page 3 of the program, export it to a memory device. Both USB stick and micro SD card can be used as device for exporting, the USB cannot be used if the project contains background music or a second audio language.
- Select 0 as PROJECT NUMBER to export if you use an USB stick.
  Up to 10 different projects can be exported using a micro SD card. It is mandatory that projects are saved sequentially (Project 0, Project 1, ... and so on).

8 IMPORT OF PROJECTS INTO THE DISPLAY

After exporting the project to a memory device, it can be imported in the following ways:

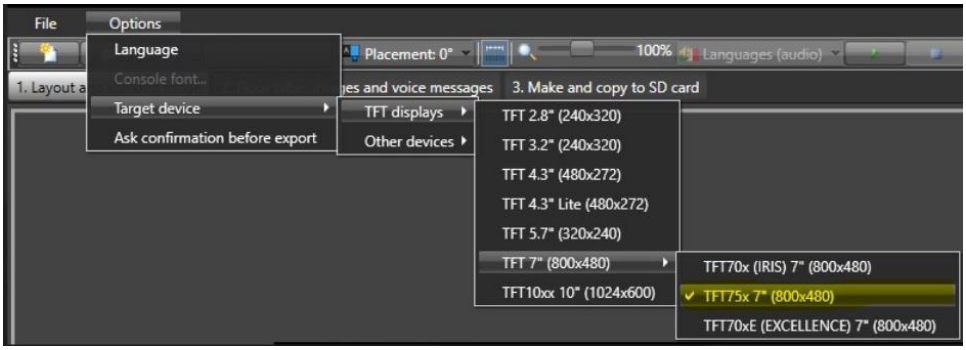
Via USB key

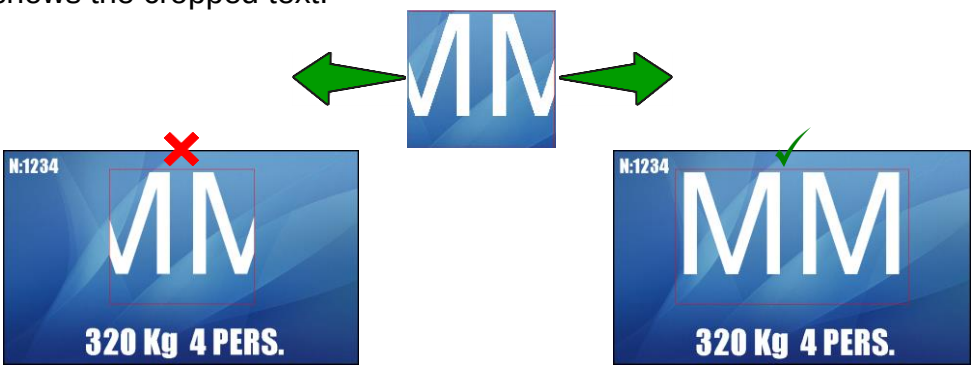
- **IMPORTANT:** do not use USB for projects containing background music or a second language for speech synthesis.
- Connect the USB memory using the adapter cable (see page 1), the device will automatically load the last saved project.
- Remove the USB when the display shows “FLASH ROM PROGRAMMED”

Via Micro SD card

- Turn off the device.
- Insert the card into the specific slot.
- Turn on the device.
- Enter the programming menu.
- Select:
  1. MODE & PROJECT →1.1. Import Project and chose the project to import.
  IMPORTANT: The Micro SD can be removed after exporting the files, if it doesn’t contain a project with background music or a second language for speech synthesis.
  Otherwise, it will be necessary to leave the Micro SD inserted in the appropriate slot.

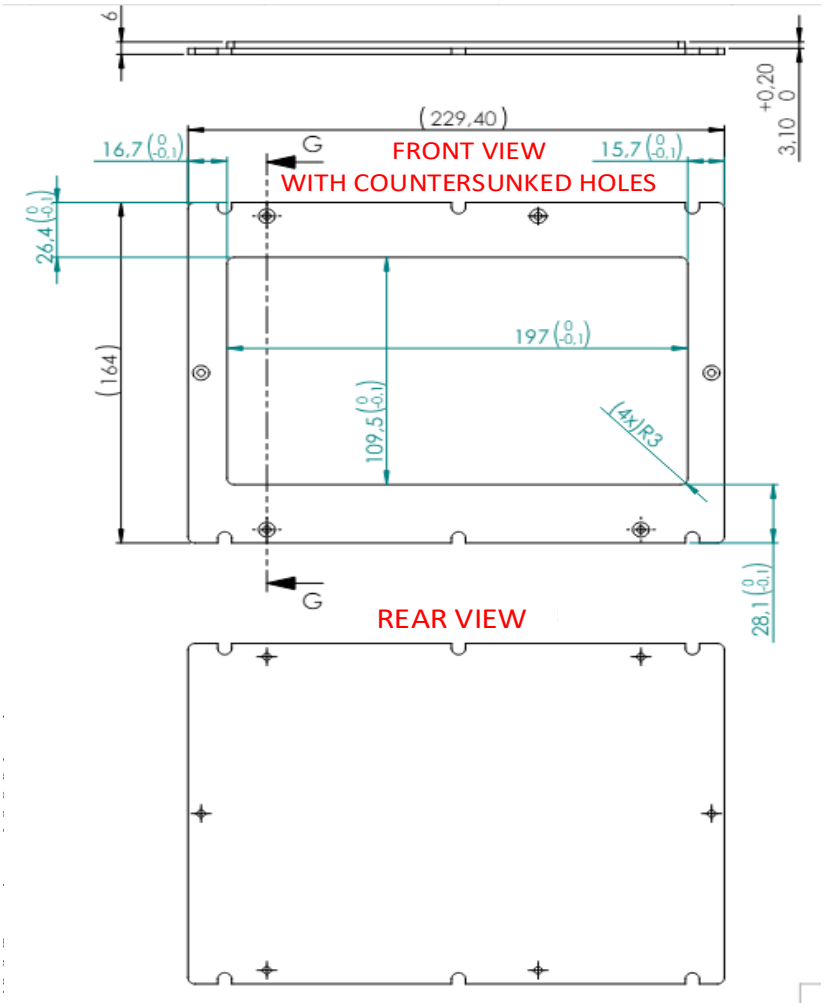
9 TROUBLESHOOTING

PROBLEM	SOLUTION
The display does not turn on	Check the power supply between V and Vcom=12÷24Vdc
The display does not show any floor	-To have inputs enabled by GND: connect the power supply V = GND, Vcom = + V; -To have inputs enabled + V: connect the power supply V = + V, Vcom = GND -Check the working mode of the display [par.3, par.4]
The floors sequence is not correct / the floor symbol remains fixed	-Check the set working mode [par. 2] -Check the floors sequence set in the project via the Sirio Editor software in the “Floor Table” window
The display shows a correct floor sequence, but the floors are not in the exact order. *Ex. 1,2,3 instead of 0,1,2*	Check the value inserted in the menu “Set first floor” [par.5.3.1]
The floors are correct, but arrows are not shown	Check the display address [par.5.2.3]
The display screen shows two dashes - -	-Check the working mode of the display [par.3, par.4] -The serial connection could be interrupted, check the wiring. -Check the specific parameter of the control board for enabling the serial communication
The display does not import a project	-Check the target device choice through the software:  -Check if the projects have been exported sequentially (Project Nr. 0, Project Nr. 1, … and so on); -Make sure you have carried out the export and import procedure as described in par.7 and 8

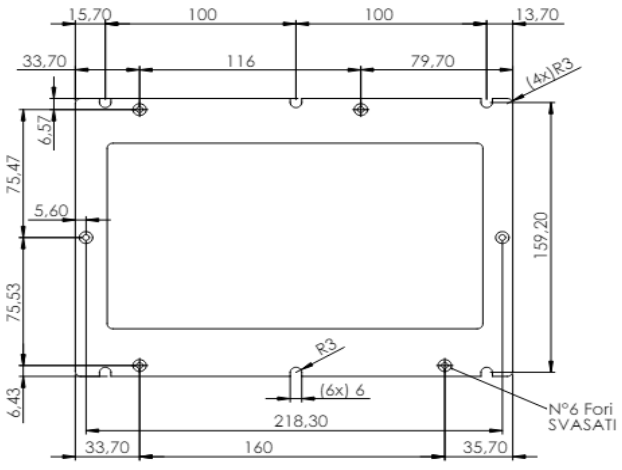
	-In case the display remains in the following state: -If you are using an USB stick for importing the project, remove it; -Export the project again via software, or change the memory device.
One or more red boxes are shown	In case the following screen is shown on the display Open the project through Sirio Editor software and expand the corresponding text box: for example, if the red box is shown instead of the floor number, increase the box in the “Floor text” field that shows the cropped text.  Export the project again as described in par. 7 and 8.

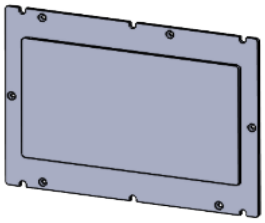
After some time, the display turns black	-Probably the display is in stand-by mode. Check the Standby menu and adjust the selected time or disable (par.5.6.4). -If the fault occurs during the signal of the Firefighters operation, properly program the Fire Service (Lobby) menu (par.5.2.5)
In the Binary, Inverted Binary, Gray, BCD working modes, when moving from a floor to another, the display shows an incorrect floor for a limited time	Increase the input reading time through the menu “Input Debounce" (par.5.5.2)
The display doesn’t announce any floor / the speech synthesis doesn’t work	-Check the connection of the GN input for the trigger of the floor messages (par.5.2.5); -Check the Volume menu (par.5.6.3); -Check the Night mode menu (par.5.6.3); -Check if the display is programmed as car address in p.5.2.3; -Check if the audio files are inserted in the project through the software Sirio Editor in “Floor Table” window, and check the selected language in the “Layout and working mode” window in General Options.

10 DIMENSIONS



FRONT VIEW QUOTED FOR COUNTERSUNK HOLES





ITALIAN STYLE FOR LIFTS

Vega Srl

Via degli Appennini 11/13
Capparuccia - 63845 Ponzano di Fermo (FM) – Italy
P.Iva 01578140442
Tel. +39 0734 631941 Fax +39 0734 636098
www.vegalift.it

CE