

Phase List

0K == Normal operation. No issue detected.

1A == Error detected within door lock or gate circuit. Doors Open output active.

1B == Error Mode. Stop (Run deactivated), Door Open, and Amber light flashing.

1C == Double Check Part 1, waiting for doors closed. Error was cleared.

1D == Double Check Part 2, waiting for doors open. Door Open output active.

2A == Inspection Mode activated.

2B == Fire Phase 2 activated.

Resetting the Hardware

Press and hold the green “Reset Button” on the board until “RB” is displayed then release.

Note: Removing power will not reset the state of operation.

Loading New Code

Insert USB stick, with proper code, into the USB port on the board. If “LC” displays, the load is complete. If “ND” is displayed, no data was transferred indicating an error. Remove the USB stick if an error occurred, try again.

Installation Notes

Note1: Inverting any input will change the state of the corresponding input LED.

Note2: If the car does not have rear doors, inputs 3, 4, 7, and 8 of IN-1 should all be inverted.

Note3: Only 1 door zone contact is needed for operation.

Note4: If the car does not have access or inspection, the unit will work without.

Final Testing Procedure

ALL TESTING MUST BE CONDUCTED WITH PROPER BARRICADING OF ENTRANCES, AND ABSOLUTE CONTROL OF THE ELEVATOR.



TESTING REQUIRES THE TEMPORARY DEFEATING OF CRITICAL CIRCUITS WITHIN THE DOOR AND GATE SYSTEM.

POSSIBILITY OF ELEVATOR MOVEMENT WITH OPEN DOORS EXISTS DURING TESTING IF A CIRCUIT IS WIRED INCORRECTLY.

Test 1:

1. Place the car on normal operation at a landing.
2. With no calls registered, let the doors (car & hoist way) close.
3. With the car at idle (*not moving*), temporarily defeat the door lock circuit in the controller. This will have no immediate effect as the doors and gates are already closed.
4. Register a hall call. Upon opening of the doors the DLM system will show a fault and flash the strobe indicating something is wrong.
5. Make an additional attempt for the car to leave the floor with the door lock defeated. THE CAR SHOULD NOT LEAVE THE FLOOR. The car shall shut down and doors remain in the open position.
6. Return the car to normal (undefeated), ensure the DLM system clears and returns the car back to normal operation. The cube should read 'OK'.

Test 2:

Repeat the same steps, as outlined in test 1, for all door locks that may be isolated from one another (*Bottom Landing, Top Landing, Intermediate Landings*). Ensure that any door lock in the system will stop operation of the elevator with a defeated interlock.

Test 3:

Repeat the same steps as outlined in test 1 but defeat the car gate switch contact instead of the door lock.

Test 4:

Place elevator in Top of Car Inspection. Ensure that you can operate the elevator while in Top of Car Inspection with doors and/or gate defeated for service purposes.

Test 5:

If connecting Fire Phase 2, ensure cube displays 2B when Phase 2 is activated and all Phase 2 operations are fully functional.