

## WIRING

This colour TFT display has 2 wiring modes, one with 4 wires and another one with 2 wires. With the 6 wire connector, the display is energised and linked to the communications bus of the lift controller and it is the only connector to be used for lifts and homelifts. The 2 wire connector allows it to be used with a secondary power supply, p.e. emergency power supply. Both supplies share V- and can be connected simultaneously. Supply voltage 10-26VDC.

## DIP-SWITCHES CONFIGURATION

As other Hidra modules, it has 5 switches that define the module address in the controller system. As general rule, the required configuration in cabin is ON-off-ON-off-off, both for HidraSystem and HidraCrono controllers. The LED LD3 shows the reception of messages from the controller.

The configuration as landing indicator, while connected to a floor module, depends of the desired working mode:

- off-off-off-off-off: Standard mode for all type of displays (DMR, LCDmini, LCDgrafic, TFT 5,6”, TFT 3,5”)
- off-off-off-off-ON: Mode with next-travel direction arrows.
- off-off-off-ON-off: EN81-70/DDA mode shows next-travel arrows, 2-tone arrival gong and acoustic call acceptance (comfort tones).
- off-off-off-ON-ON: No-arrow mode, to be used, simultaneously, with direction indicators.

## VOLUME ADJUST

The display can generate some acoustic tones. The general volume is adjusted using the P1 potentiometer located next to the 6 wire connector. The acoustic tones generation depends on the working mode selected in the OSD menu, in the Sound part.

## OSD MENU ON SCREEN

The display has an OSD menu to configure the screen displays (see below): language menu, orientation, logo, temperature, clock, text 1 and 2 edition, backlight brightness and selection of the tone generation mode (activation, de-activation and night mode).

Menu:

1. Edit Text 1 → Edits the text 1. Only can be modified with this menu.
2. Edit Text 2 → Edits the text 2. Only can be modified with this menu.
3. Time adjustment → Date and time adjust. The real time clock includes the European Winter/Summer time change that cannot be disabled neither adjusted to other time changes.
4. Time → The time indication can be shown or hidden.
5. Temperature → The temperature indication can be shown or hidden.
6. Temperature Selection → Temperature units selection, °C or °F.
7. Backlight adjustment → Backlight intensity adjust.
8. Language → Menu language selection.
9. Logo Selection → Image selection to be shown in the LOGO2 area. There are 7 alternative images.
10. Design → Landscape or Portrait view mode selection.
11. Sound → Acoustic mode selection: activated, de-activated or night mode.
12. System Info → Shows hardware and firmware versions.

To activate the OSD menu, push button S1 and S2 must be simultaneously pushed. S1 pushbutton for navigate and S2 pushbutton to select. To exit any menu, push S2. The OSD menu is deactivated after 10 seconds.

## MEMORY CARD

Do not remove, neither insert the memory card if the display is energised!!!

The TFT display does not work if the memory card is not inserted!!!

The display has a memory card with all image files. It can be extracted and used in any type of device (computer/mobile/smartphone/tablet) to personalise any symbol, arrow, logotype or background and to update the display firmware. The memory card has a help file with extended information on how to customize and update.



All images (background, logos and symbols) of the TFT display MUST BE in 24bit BMP format. They are stored in several folders in the card. All of them can be edited or changed with an image editor, assuming the following conditions are ALWAYS met:

- Images must be 24bit BMP files.
- Original dimensions and pixel relation of the images cannot be changed.
- The image file names, folder names and file location cannot be changed.
- The display considers a pixel as transparent if all 3 RGB-components have a value of 240 or greater. Except for the background image (backnd.bmp).

All floor and status symbols are stored in the "Simbolos" folder. All logos are stored in the "Logos" folder. The file "logo1.bmp" will be displayed in the window "LOGO 1" of the screen, "logo2.bmp" to "logo8.bmp" files are the different LOGO 2 options that can be selected from the menu. The arrows are stored in the folder "Flechas". The "Flb00.bmp" file is the downward arrow, while the "Fls00.bmp" file is the upward arrow. The "Flsb00.bmp" file is the double arrow. The background file (Backnd.bmp) is in the folder named Backnd.

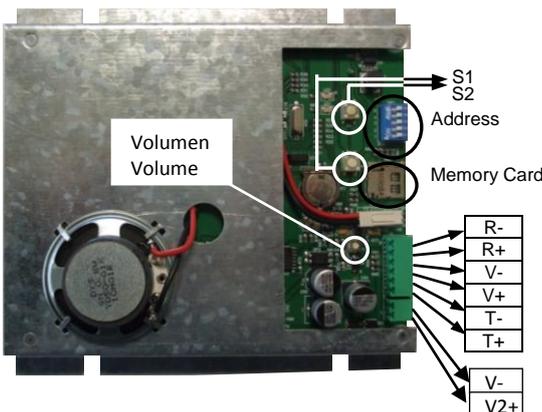
Inside each folder there is a folder named "Vertical" where all portrait images are stored. The file names are identical and equivalent. The size of the vertical images can vary respect of their equivalent horizontal image, respect the sizes.



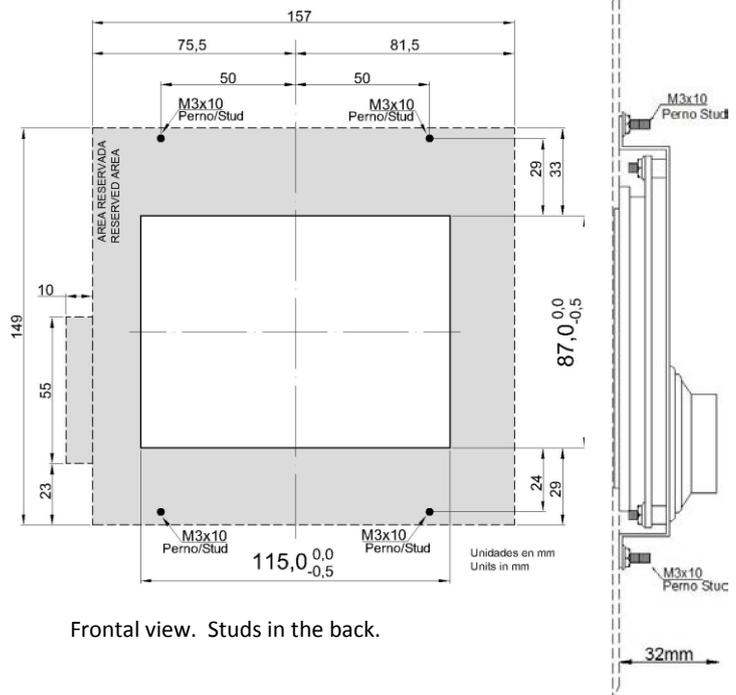
### LANDSCAPE SCREEN DISTRIBUTION

LOGO 1		TIME
LOGO 2	SYMBOL	TEMPERATURE
		ARROWS
TEXT 1		
TEXT 2		

### WIRING and CONFIGURATION



### DIMENSIONS and FIXINGS



DC83001Q03



ENG