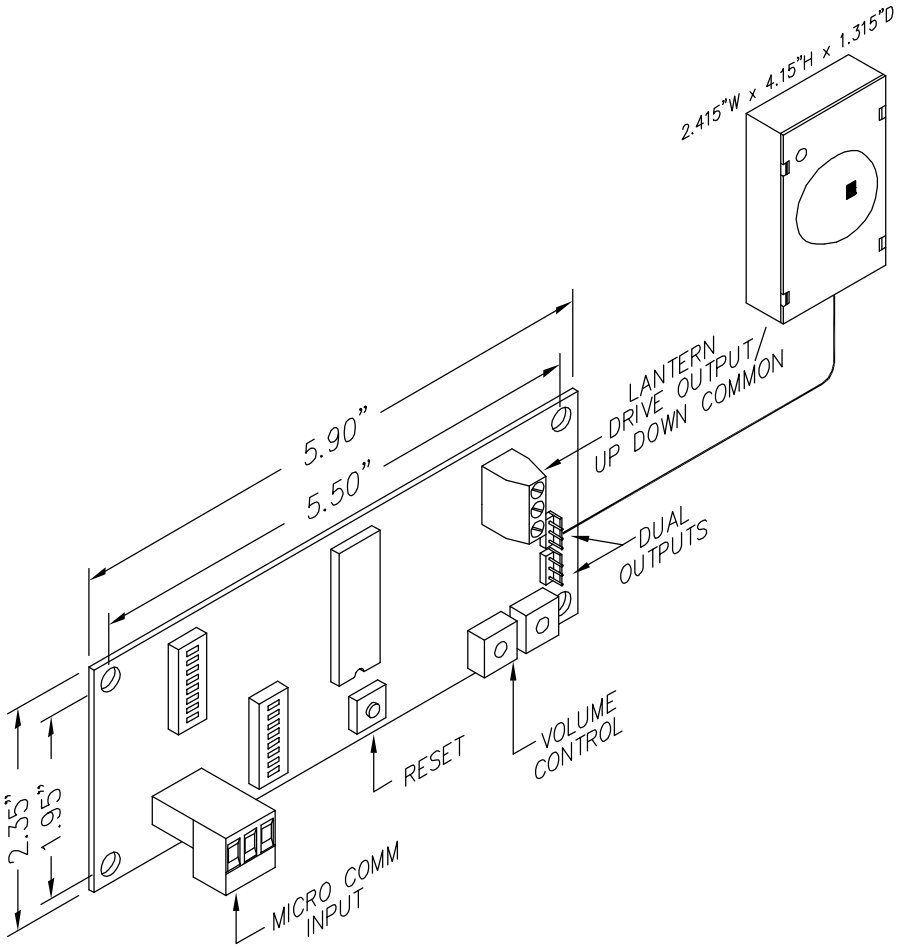
C.E. Electronics, Inc.
2107 Industrial Drive
Bryan, OH 43506
PH (419) 636-6705 FX (419) 636-2516
www.ceelectronics.com

MNOISE-XXXX

Ver. 2 Rel. 06/19/07

MICRO COMM®



MICRO COMM AUDIBLE TONE BOARD

This unit is designed to sound: passing chime, arrival gong, nudging buzzer and/or a fire alarm from the Micro Comm 3 wire network.

Typical Applications:

- Car or Hall audio indications

Features:

- Passing Chime
- Arrival Chime
- Nudging Buzzer
- Fire Alarm
- Serial Hookup
- Drives C.E. lantern
- Provides relay output to switch light bulbs
- Conforms to ADAAG 4.10.4, 4.10.13

TO ORDER - SPECIFY MNOISE - X X X X

PASSING CHIME:
"1" = PASSING CHIME USED
"X" = NO PASSING CHIME USED

HANDICAP GONG;
"1" = HALL ARRIVAL GONG
"2" = CAR ARRIVAL GONG
"3" = HALL TRAVELING GONG
"4" = CAR TRAVELING GONG
"X" = NO GONG INCLUDED

ALARM OPTION:
"1" = NUDGING PRIORITY 1 ALARM
"2" = FIRE PRIORITY 1 ALARM
"3" = BOTH FIRE and NUDGING
"X" = NO ALARM INCLUDED

LAMP OUTPUT:
"1" = LAMP OUTPUT
"X" = NO LAMP OUTPUT

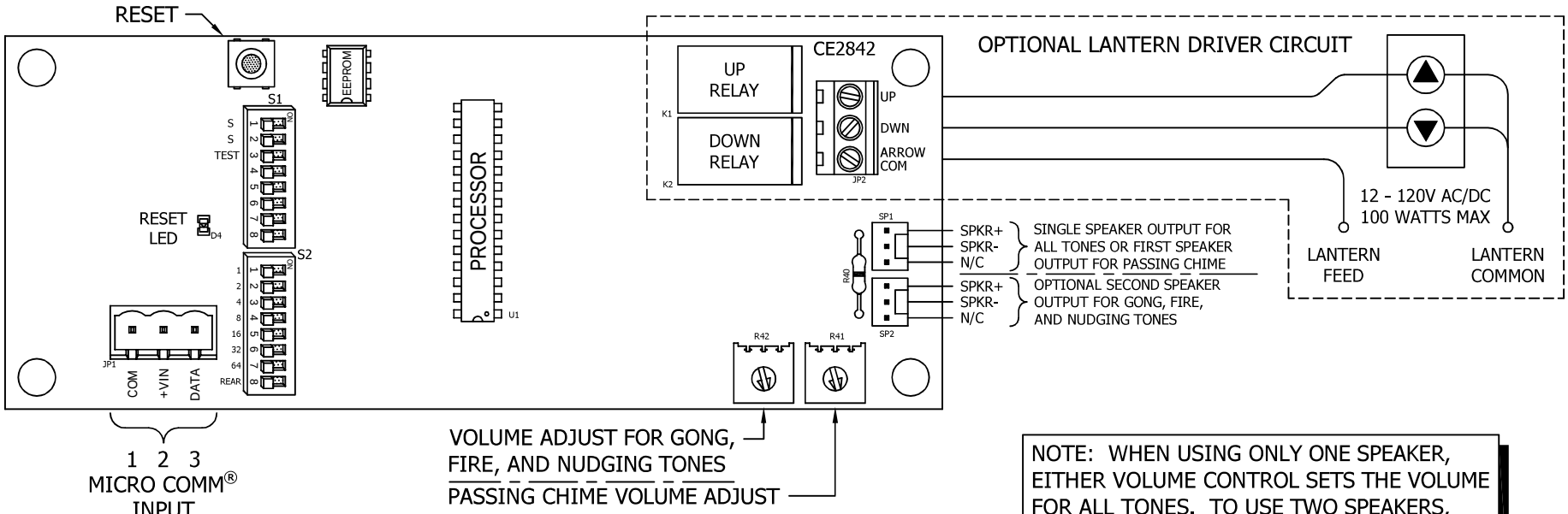
NOTE:

1. This is not a stand alone unit. Must be used in conjunction with a Micro Comm interface.

MNOISE-XXXX

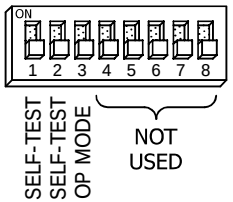
(REV P265_5 OR LATER)

JOB# _____

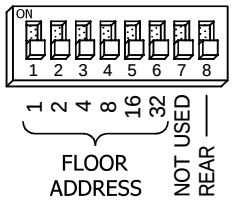


NOTE: WHEN USING ONLY ONE SPEAKER, EITHER VOLUME CONTROL SETS THE VOLUME FOR ALL TONES. TO USE TWO SPEAKERS, REMOVE R40 AND CONTROL EACH SPEAKER'S VOLUME INDEPENENTLY AS NOTED AT LEFT.

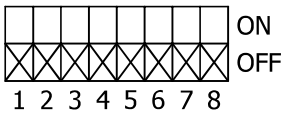
S1 DIP SWITCH DETAIL



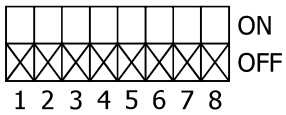
S2 DIP SWITCH DETAIL



DEFAULT SETTINGS



DEFAULT SETTINGS



** FEATURES INCLUDED ON THIS UNIT **

- HANDICAP GONG ☐
- NUDGING BUZZER ☐
- FIRE ALARM ☐
- PASSING CHIME ☐

CODE VERSION _____

BOARD VERSION CE2842 ___

*** DIP SWITCH FUNCTION EXPLAINED ON THE BACK SIDE OF THIS DIAGRAM. ***

DATE DRAWN:	DRAWN BY:	REQUESTED BY:	C.E. ELECTRONICS, INC. 2107 Industrial Drive Bryan, OH 43506 (419) 636-6705
12/10/08	DAC	MW	
BOARD NUMBER:	LAST DATE REVISED:	APPROVED BY:	
2842C and up	12/04/19		
PRODUCT		DWG. NO.	REV:
MICRO COMM® AUDIBLE TONE BOARD		MNOIS006	E

FLOOR ADDRESS CHART

SET THE DIP SWITCHES ON S2 AS SHOWN IN THE CHART BELOW TO TRIGGER THE PROPER DIRECTION LANTERN AND AUDIO SIGNALS AT THE DESIRED FLOOR LEVEL.

DS6	DS5	DS4	DS3	DS2	DS1	FLOOR
OFF	OFF	OFF	OFF	OFF	OFF	ALL CALL
OFF	OFF	OFF	OFF	OFF	ON	FLOOR 1
OFF	OFF	OFF	OFF	ON	OFF	FLOOR 2
OFF	OFF	OFF	OFF	ON	ON	FLOOR 3
OFF	OFF	OFF	ON	OFF	OFF	FLOOR 4
OFF	OFF	OFF	ON	OFF	ON	FLOOR 5
OFF	OFF	OFF	ON	ON	OFF	FLOOR 6
OFF	OFF	OFF	ON	ON	ON	FLOOR 7
OFF	OFF	ON	OFF	OFF	OFF	FLOOR 8
OFF	OFF	ON	OFF	OFF	ON	FLOOR 9
OFF	OFF	ON	OFF	ON	OFF	FLOOR 10
OFF	OFF	ON	OFF	ON	ON	FLOOR 11
OFF	OFF	ON	ON	OFF	OFF	FLOOR 12
OFF	OFF	ON	ON	OFF	ON	FLOOR 13
OFF	OFF	ON	ON	ON	OFF	FLOOR 14
OFF	OFF	ON	ON	ON	ON	FLOOR 15
OFF	ON	OFF	OFF	OFF	OFF	FLOOR 16
OFF	ON	OFF	OFF	OFF	ON	FLOOR 17
OFF	ON	OFF	OFF	ON	OFF	FLOOR 18
OFF	ON	OFF	OFF	ON	ON	FLOOR 19
OFF	ON	OFF	ON	OFF	OFF	FLOOR 20
OFF	ON	OFF	ON	OFF	ON	FLOOR 21
OFF	ON	OFF	ON	ON	OFF	FLOOR 22
OFF	ON	OFF	ON	ON	ON	FLOOR 23
OFF	ON	ON	OFF	OFF	OFF	FLOOR 24
OFF	ON	ON	OFF	OFF	ON	FLOOR 25
OFF	ON	ON	OFF	ON	OFF	FLOOR 26
OFF	ON	ON	OFF	ON	ON	FLOOR 27
OFF	ON	ON	ON	OFF	OFF	FLOOR 28
OFF	ON	ON	ON	OFF	ON	FLOOR 29
OFF	ON	ON	ON	ON	OFF	FLOOR 30
OFF	ON	ON	ON	ON	ON	FLOOR 31

DS6	DS5	DS4	DS3	DS2	DS1	FLOOR
ON	OFF	OFF	OFF	OFF	OFF	FLOOR 32
ON	OFF	OFF	OFF	OFF	ON	FLOOR 33
ON	OFF	OFF	OFF	ON	OFF	FLOOR 34
ON	OFF	OFF	OFF	ON	ON	FLOOR 35
ON	OFF	OFF	ON	OFF	OFF	FLOOR 36
ON	OFF	OFF	ON	OFF	ON	FLOOR 37
ON	OFF	OFF	ON	ON	OFF	FLOOR 38
ON	OFF	OFF	ON	ON	ON	FLOOR 39
ON	OFF	ON	OFF	OFF	OFF	FLOOR 40
ON	OFF	ON	OFF	OFF	ON	FLOOR 41
ON	OFF	ON	OFF	ON	OFF	FLOOR 42
ON	OFF	ON	OFF	ON	ON	FLOOR 43
ON	OFF	ON	ON	OFF	OFF	FLOOR 44
ON	OFF	ON	ON	OFF	ON	FLOOR 45
ON	OFF	ON	ON	ON	OFF	FLOOR 46
ON	OFF	ON	ON	ON	ON	FLOOR 47
ON	ON	OFF	OFF	OFF	OFF	FLOOR 48
ON	ON	OFF	OFF	OFF	ON	FLOOR 49
ON	ON	OFF	OFF	ON	OFF	FLOOR 50
ON	ON	OFF	OFF	ON	ON	FLOOR 51
ON	ON	OFF	ON	OFF	OFF	FLOOR 52
ON	ON	OFF	ON	OFF	ON	FLOOR 53
ON	ON	OFF	ON	ON	OFF	FLOOR 54
ON	ON	OFF	ON	ON	ON	FLOOR 55
ON	ON	ON	OFF	OFF	OFF	FLOOR 56
ON	ON	ON	OFF	OFF	ON	FLOOR 57
ON	ON	ON	OFF	ON	OFF	FLOOR 58
ON	ON	ON	OFF	ON	ON	FLOOR 59
ON	ON	ON	ON	OFF	OFF	FLOOR 60
ON	ON	ON	ON	OFF	ON	FLOOR 61
ON	ON	ON	ON	ON	OFF	FLOOR 62
ON	ON	ON	ON	ON	ON	FLOOR 63

NOTE 1: TO USE THE MNOISE AS A CAR-RIDING UNIT, SET DIP SWITCHES 1-7 TO OFF.

For floors above 63, turn on S2-7, subtract 64 from the desired floor number, and use the chart to set S2-1 to S2-6 for the resulting floor number. For example, for floor 75, turn on S2-DS7 and set the DIP switches for floor 11 (75-64=11).

When DIP switches S1-7 and S1-8 are *OFF*, the unit uses Message One to trigger the fire tone and Message Three to trigger the nudging tone. When DIP switches S1-7 and/or S1-8 are *ON*, the unit uses the individual fire and nudging bits in the MICRO COMM® data stream to sound the tones, independent of message status.

OPERATION MODE CHART

SET THE DIP SWITCHES ON S1 AS SHOWN IN THE CHART BELOW TO SET THE MNOISE FOR RUN MODE OR TO TEST THE AUDIO SIGNALS.

DS3	DS2	DS1	OPERATING MODE
OFF	X	X	RUN MODE
OFF	OFF	ON	TEST MODE - - PASSING CHIME
OFF	ON	OFF	TEST MODE - - HANDICAP GONG
OFF	ON	ON	TEST MODE - - FIRE ALARM
ON	OFF	OFF	TEST MODE - - NUDGING BUZZER

S2 - DS8 (REAR): WHEN SET TO ON, THE HANDICAP GONG ONLY SOUNDS WHEN IT RECEIVES A REAR ARRIVAL SIGNAL FROM THE CONTROLLER.

DATE DRAWN:	DRAWN BY:	REQUESTED BY:	C.E. ELECTRONICS, INC. 2107 Industrial Drive Bryan, OH 43506 (419) 636-6705	
02/14/03	DAC	MW		
BOARD NUMBER: 2842	LAST DATE REVISED: 12/04/19	APPROVED BY:		
PRODUCT: MNOISE DIP SWITCH INFORMATION			DWG. NO.: MNOIS005	REV: G

MNOISE-XXXX DEFINITIONS

This document is an attempt to define the options (the XXXX) for the MNOISE unit in order to reduce confusion during ordering, programming, and testing.

MNOISE-	X^1	X^2	X^3	X^4
	[1 or X]	[1-4 or X]	[1-3 or X]	[1 or X]

OPTION X^1 – If $\mathbf{X^1}$ = 1, then the passing chime (P) is used and should be programmed in ALL CALL (address 0x00) only and removed from all other addresses. During testing, the passing chime should only be heard if all dip switches are OFF for S2, or when unit is in Test Mode.

If $\mathbf{X^1}$ = X, then the passing chime is not used and should be removed from ALL addresses. During testing, the passing chime should only be heard when unit is in Test Mode.

OPTION X^2 – If X^2 = 1, then this is used as a Hall Arrival unit. Option X^1 must be set to X. The CHIME should be set to A. The handicapped gong (H) is used and should be programmed at ALL addresses, except 00. During testing, the handicapped gong should be heard at all floors according to the settings on dip switch S2 and should only respond to the up and down arrival signals.

If X^2 = 2, then this is used as a Car Arrival unit. Option X^1 can be set at 1 or X. The CHIME should be set to A. The handicapped gong (H) is used and should be programmed at address 00 only and removed from all other addresses. During testing, the handicapped gong should be heard at all floors as long as all dips on S2 are set to OFF and should only respond to the up and down arrival signals.

If X^2 = 3, then this is used as a Hall Travelling unit. Option X^1 must be set to X. The CHIME should be set to T. The handicapped gong (H) is used and should be programmed at ALL addresses, except 00. During testing, the handicapped gong should be heard at all floors according to the settings on dip switch S2 and should only respond to the up and down travelling signals.

If X^2 = 4, then this is used as a Car Travelling unit. Option X^1 can be set at 1 or X. The CHIME should be set to T. The handicapped gong (H) is used and should be programmed at address 00 only and removed from all other addresses. During testing, the handicapped gong should be heard at all floors as long as all dips on S2 are set to OFF and should only respond to the up and down travelling signals.

If X^2 = X, then the handicapped gong (H) is not used and should be removed from ALL addresses. During testing, the handicapped gong should only be heard during Test Mode.

OPTION X^3 – If X^3 = 1{Nudging Priority 1Alarm}, then Nudging (N) should be set to 1 and Fire should be set to 8. Nudging (N) should be programmed at ALL addresses and Fire (F) should be removed from ALL addresses. During testing, Message 1 should activate the nudging alarm. [NOTE: this option will probably never be ordered.]

If X^3 = 2{Fire Priority 1Alarm}, then Fire should be set to 1 and Nudging should be set to 8. Fire (F) should be programmed at ALL addresses and Nudging (N) should be removed from ALL addresses. During testing, Message 1 should activate the fire alarm. [NOTE: this option will probably never be ordered.]

If X^3 = 3{Both Fire and Nudging}, then Fire should be set to 1 and Nudging should be set to 3. Both Fire (F) and Nudging (N) should be programmed at ALL addresses. During testing, Message 1 should activate the fire alarm and Message 3 should activate the nudging alarm. This should be the standard if Fire or Nudging is requested.

If X^3 = X{No Alarm Included}, then Fire and Nudging can be left in their default states and both Fire (F) and Nudging (N) should be removed from ALL addresses. During testing, the fire alarm and nudging alarm should only be heard in Test Mode.

OPTION X^4 – If X^4 = 1, the lamp output relays should be installed.

If X^4 = X, then the lamp output relays should not be installed.