

OPERATION MANUAL

Baldur TFT-COLOUR DISPLAY



FEATURE OVERVIEW
HARDWARE CONNECTION
PROGRAMMING

KW Aufzugstechnik GmbH Baldur TFT-Colourdisplay 10.1 Version V1.01 19.02.2021

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**KW AUFZUGSTECHNIK GmbH
Zimmersmühlenweg 69
D-61440 Oberursel / Germany**

Tel. +49 (0) 6171-9895-0

Fax. +49 (0) 6171-9895-19

Int. www.kw-aufzugstechnik.de

Mail. verkauf@kw-aufzugstechnik.de

Hotline Phone +49 (0) 6171-9895-12

Content

| | | |
|-----|--|----|
| 1. | Technical Information Baldur TFT 10.1” | 5 |
| 2. | Hardware Description | 6 |
| 2.1 | TFT in KW Display Operations with DAVID D613 | 6 |
| 2.2 | TFT in KW Display Operations with DAVID D606 | 6 |
| 2.3 | Connection of the TFT to the Regional Emergency Device | 6 |
| 3. | Configuration Program – Display Configurator-V0.4.3 | 7 |
| 3.1 | Installation | 7 |
| 3.2 | Recharge of the Java Runtime-Library | 7 |
| 4. | Starting the Program | 8 |
| 4.1 | Start | 8 |
| 4.2 | Starting Screen | 8 |
| 4.3 | Loading of the Configuration File..... | 8 |
| 4.4 | Saving the Configuration File..... | 9 |
| 4.5 | Changing the Resolution | 9 |
| 4.6 | Inserting Static Pictures..... | 10 |
| 4.7 | Inserting Static Texts..... | 10 |
| 4.8 | Inserting Static Fields..... | 11 |
| 4.9 | Horizontal- and Vertical View..... | 11 |
| 5. | Adapting the Configuration | 12 |
| 5.1 | Basics | 12 |
| 5.2 | Setting the Wallpaper | 12 |
| 5.3 | Positioning of the Elements | 13 |
| 5.4 | Setting the Arrows | 13 |
| 5.5 | Announcement Text & Announcement Text Banner | 13 |
| 5.6 | Audio Data for Floor Calls and Announcements | 14 |

1.0 Technical Information Baldur TFT 10.1

Technical Information:

Resolution: 1280 x 800 pixels, with a depth of 16.7 million colors, 10.1 inches diagonal. The display can be used vertically as well as horizontally.

Dimensions: Outside 280.9 x 184 x 36.5mm (H x W x D), fastening with 6 pieces of M3 welding studs, visible display area 215.1 x 134.6mm.

Change of **arrows** and **position indicator** with max. 3 characters as fixed, rolling or mounting. All floors can be reproduced acoustically via voice output.

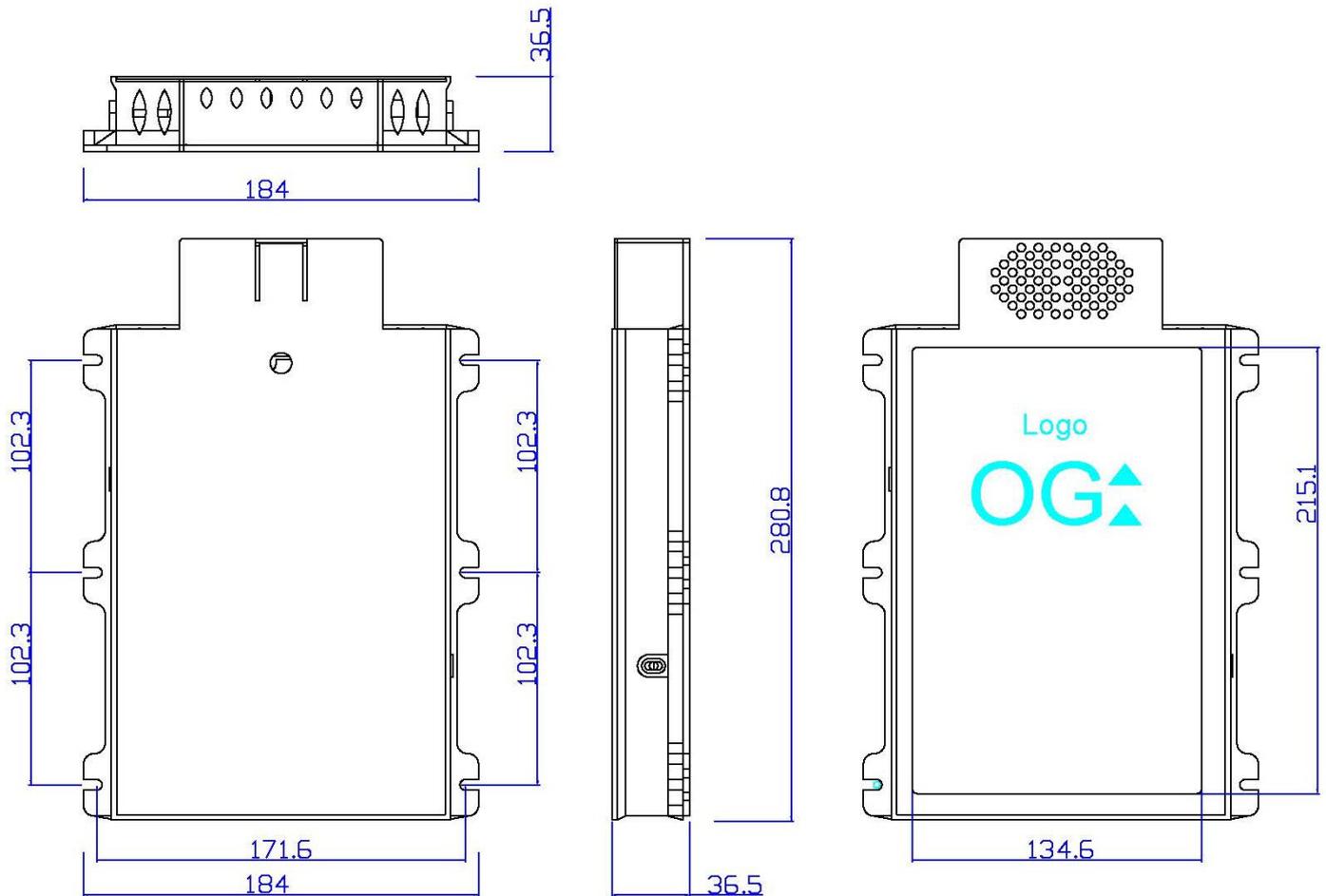
There are 4 freely selectable text fields available for the **manufacturer - factory number - year of construction - CE number / conversion number**

Free setting of the load capacity and the number of people.

Display of **16 fixed messages**, selectable as text, logo, buzzer, gong and / or voice output.

The **background image** and the **background music** are selectable. Optional image change and adjustment of the music volume can be selected.

Possibility of the **emergency light function** and the **display of pictograms**, such as <Please wait> <Please speak> <Fire pictograms> ...



2.0 Hardware Connection

| | |
|--|--|
| <p>2.1 Connection</p> <p>Processor System D613: The R-12 bus cabel can be directly plugged into FKR613 or ER-2013 / 2014. Setting through the controller!</p> <p>Power & Emergency Light: Connections for the power supply (200 & 500), as well as the emergency light function over the inside call group EIT-M102/106.</p> | <p>TFT in KW-Display Bus-Operation (RJ12) with DAVID D613</p> |
| <p>2.2 Connection</p> <p>Processor System D606: The TFT of the KW-Display Bus can be operated when using the display bus adapter DBA-90. The settings happen through the PC program.</p> <p>Power & Emergency Light: Connections for the power supply (200 & 500), as well as the emergency light function over the inside call group EIT-M102/106.</p> | <p>TFT in KW-Display Bus-Operation (RJ12) with DAVID D606</p> |
| <p>2.3 Connection</p> <p>The TFT display presents four open entrances for displaying special announcements. The entrance E1 is preallocated with the announcement „Please speak“ and E2 with „Please wait“ The mutual Com signal is variable: A + voltage can be put onto E1, E2 and on Com the 0V or the other way around!</p> | <p>Connection of the TFT on the regional emergency</p> <p>Bitte Sprechen Signal →</p> <p>Bitte Warten Signal →</p> <p>Das gemeinsame Com-Signal kann 0V sein, aber auch die + Versorgungsspannung, wie z.B. beim Safeline SL6</p> |

3.0 Configuration program – Display-Configurator-V0.4.5

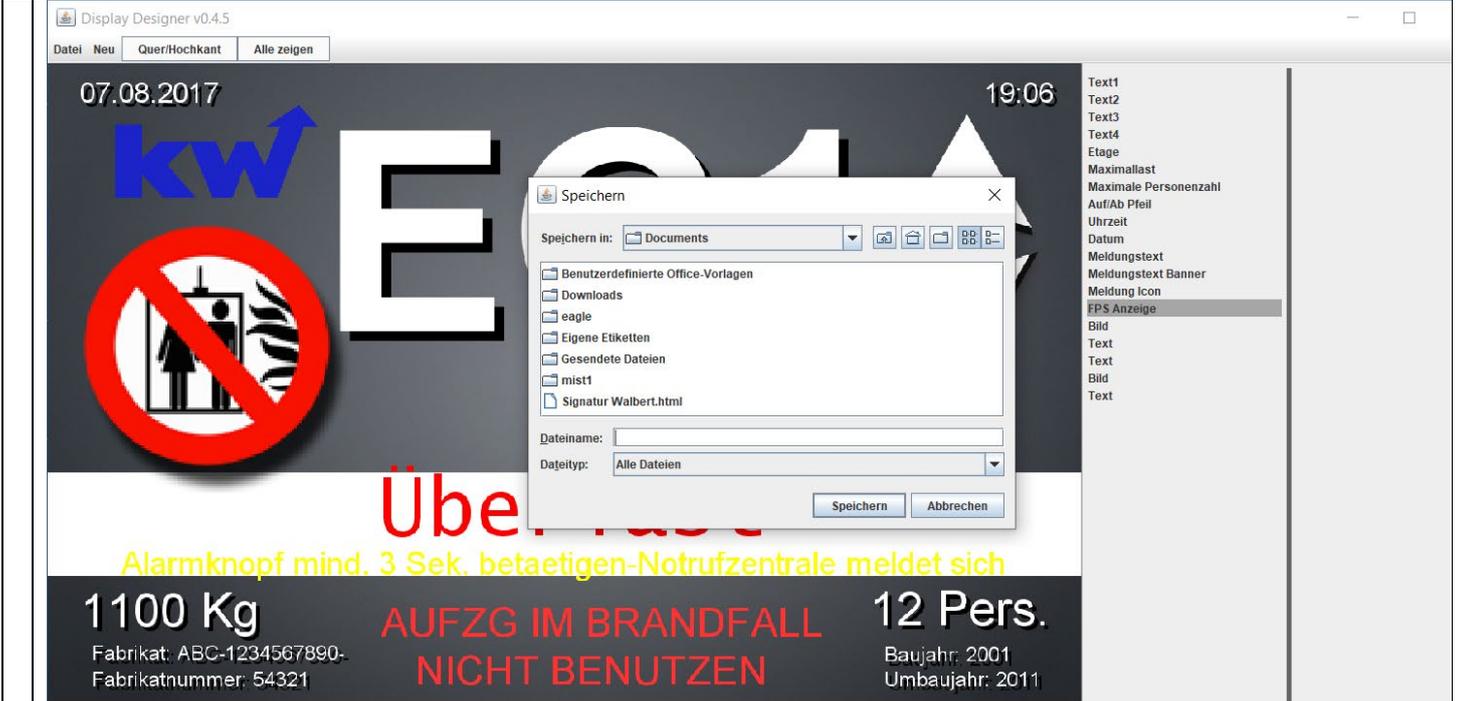
| 3.1 Installation | |
|------------------|---|
| A | You have received the program display configurator V0.4x via email or on a USB stick. Please double click to unfold the program. |
| |  Display-Konfigurator-v0.4.3 24.02.2021 23:30 WinRAR-ZIP-Archiv 4.750 KB |
| B | You now have the program in front of you as a JAR file. Please double click again to start the program. |
| |  Display-Konfigurator-v0.4.3 20.07.2020 12:21 Executable Jar File 5.251 KB |
| C | If the program starts running you can continue and skip to step 4.1 start – B. 😊 If the program does not open, do not worry. We will have to install the Java Runtime-Library. ☹️ |

| 3.2 Installing the Java Runtime-Library | |
|---|---|
| A | On your computer just as on mine the Java Runtime-Library is missing. No worries – just enter the following link: https://www.java.com/de/download |
| B | <div style="display: flex;"> <div style="flex: 1;"> <p>The following content will show up, if you have a Windows 10 computer. If you are working with an Apple MAC it might look slightly different. Please click on the following button.</p>  <p>You will be asked to save or open Java. Please click on open.</p> </div> <div style="flex: 2;">  </div> </div> |
| C | <p>If the following window opens you did it! Click on close and start the program.</p>  |

4.0 Starting the Program

| | |
|---|---|
| <h3>4.1 Starting</h3> | <h3>ICON Display-Konfigurators</h3> |
| <p>You have already installed the program on your computer. It is on your desktop or on the quick start bar and looks like the icon on the right. Please double click to start the program.</p> |  |
| <h3>4.2 Start Screen</h3> | |
|  | |
| <p>When opening the designer a standard project will automatically be loaded. It can be used as a base for own configurations and designs. The design and layout can be individualized.</p> | |
| <h3>4.3 Loading of the Configuration File</h3> | |
|  | |
| <p>To load the menu file „open“ is being used. In this dialog the file config.xml has to be selected from an existing project. This will load the whole configuration.</p> | |

4.4 Saving of the configuration file



The saving takes place over the **menu file „saving“**. In this dialog the folder where the configuration is supposed to be saved is selected and a file name has to be entered in the appropriate field. If an existing project is supposed to be overwritten, the file config.xml has to be selected in the existing folder instead of just inserting a name. This will overwrite the whole existing configuration. This will create a new file with the entered name in which the created configuration is. The main configuration file has the name config.xml and the folders include additional resources. For usage the whole folder with its files is needed.

4.5 Changing the resolution



The standard definition is pre-selected on 1280x800. The resolution can be changed by overwriting under the **menu file „resolution“**. The width and length is entered in pixel. This is due to adaptation for other display types.

4.6 Inserting Static Images



Static Images can be inserted over the **menu new „image“**. After inserting the image does not exist, which is why the image has to be selected from the list.
 The actual image can then be inserted under image "select".
 The size of the image on the display can be selected over the parameter width and height.
 The change of the image size will lead to a reduction in quality and if possible an image with the appropriate size should be selected.
 -> **The static images can for example be used to insert logos.**

4.7 Inserting Static Texts



Static texts can be inserted over the **menu new „text“**. After inserting, the text can be freely positioned and configured. The inserted value under preview text will be also used as the actual text, so also on the actual display.
 -> **These static texts are useful to insert set texts which are not included in the background image.**

4.8 Inserting Static Fields

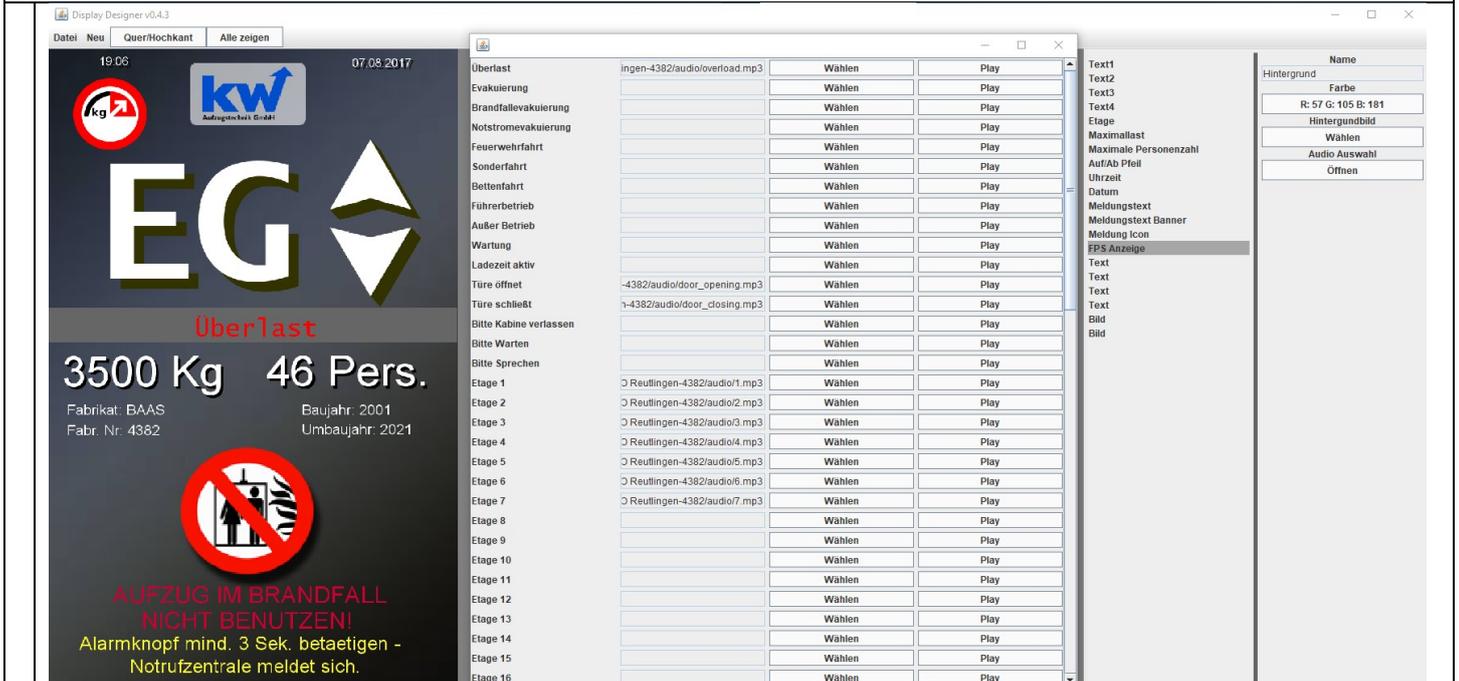
Static shapes can be used to give a set background for texts and images, independent of the actual background image. These are inserted over **new -> shape**. Color, size and position of the shape can be adapted just like the other elements.

4.9 Horizontal- und Vertical View

The horizontal- and vertical views are configured separately and can use different layouts and designs. To switch between both views, the button horizontal/vertical is used.

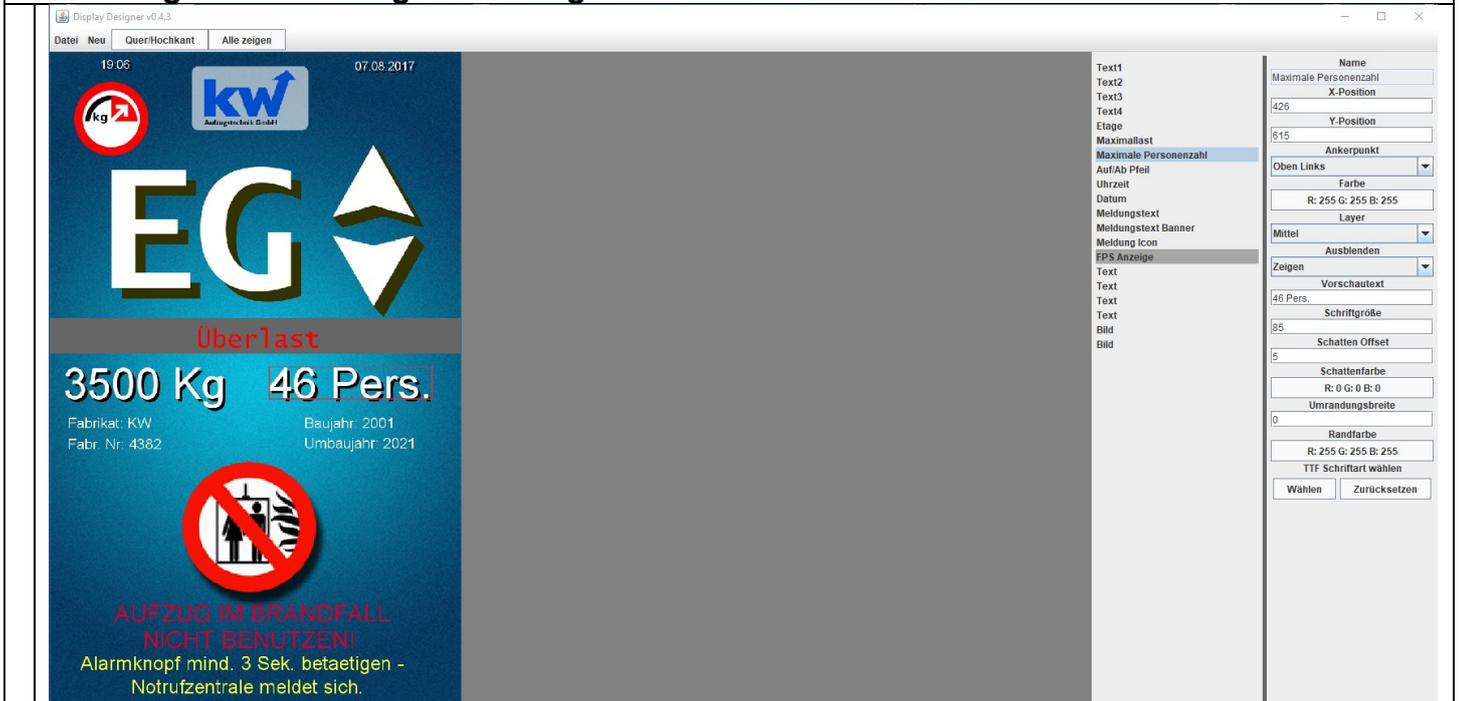
5.0 Adapting the configuration

5.1 Basics



The two sections on the right side of the editor show on the left side all existing view objects and on the right all features of the currently selected elements. Elements can be selected by either clicking on the list or the graphical display view. The currently selected element is marked light blue in the list and in the graphical view with a red square. Hidden elements are marked dark grey in the list and are not visible in the graphical view.

5.2 Settings for the background image



To select the background image the graphical view is being clicked on a place with no other element and where only the background image is visible. To change the image click on „choose background image“ under features and then the desired image. For this the image needs to have the same resolution as the display. If an image has a different resolution there will be a reduction in quality, even if the resolution is higher. Therefore the pictures should be scaled beforehand if necessary.

5.3 Positioning of the elements

All elements can be shifted in the graphical view per Drag & Drop (mouse in the middle, bottom on the box) or for the precise positioning the x and y position can be entered manually.

The feature anchor point indicates for which place of the object the x and y position holds.

The anchor point on the top left would reposition the top left corner for the pre-selected position.

This can be useful if an object is supposed to be placed exactly on the edge of the display.

The option "centered" puts the middle point of the object to the pre-selected position. This is useful if an object is supposed to be placed in the middle of the display.

„Centered“ is especially useful for objects that change their size dynamically. This holds for floor displays where theoretically the text size could change and the arrow depending on the selected design be differently sized.

The attribute „layer“ (also floor) can be set for the background, middle or foreground and defines which objects overlay which. For objects that are not on the same level, overlays should be avoided because they are not surely defined.

5.4 Setting the Arrows

The arrow consists of three different images: up, down and up / down. The variant shown in the graphic view can be set under the Preview arrow.

The images for the three views can be selected with the Load arrow XX buttons. The Reset arrow XX button can be used to restore the standard arrow.

When selecting the arrow images, it should be noted that, ideally, the image files should all have exactly the same size. Of course, the image files must support transparency in order to function properly.

5.5 Announcement Text & Announcement Text Banner

The message text describes the text that, if activated, is displayed for the corresponding messages (e.g. elevator out of order). The message text banner is used to ensure good legibility of the message text regardless of the background. The banner can only be seen if the message text is also visible.

In order to check whether all message texts are clearly and completely legible, the displayed text can be switched through.

5.6 Audio Files for the Floor Announcement & Messages

In order to define the audio files for floor announcements and messages, the background must first be selected.

In the properties for the background there is the item Audio selection.

The selection menu is displayed by pressing the associated open button.

This contains a list of all audio events, whereby one audio file can be selected for each event.

The already selected audio file is displayed in the text field next to the event name, if a file has already been selected for the corresponding event.

| Event Name | Selected File | Wählen | Play |
|-------------------|---------------|--------|------|
| Überlast | | Wählen | Play |
| Evakuierung | | Wählen | Play |
| Brandfallevak... | | Wählen | Play |
| Notstromevak... | | Wählen | Play |
| Feuerwehrfahrt | | Wählen | Play |
| Sonderfahrt | | Wählen | Play |
| Bettenfahrt | | Wählen | Play |
| Führerbetrieb | | Wählen | Play |
| Außer Betrieb | | Wählen | Play |
| Wartung | | Wählen | Play |
| Ladezeit aktiv | | Wählen | Play |
| Türe öffnet | | Wählen | Play |
| Türe schließt | | Wählen | Play |
| Bitte Kabine v... | | Wählen | Play |
| Bitte Warten | | Wählen | Play |
| Bitte Sprechen | | Wählen | Play |
| Etage 1 | | Wählen | Play |
| Etage 2 | | Wählen | Play |
| Etage 3 | | Wählen | Play |
| Etage 4 | | Wählen | Play |
| Etage 5 | | Wählen | Play |
| Etage 6 | | Wählen | Play |
| Etage 7 | | Wählen | Play |
| Etage 8 | | Wählen | Play |
| Etage 9 | | Wählen | Play |
| Etage 10 | | Wählen | Play |
| Etage 11 | | Wählen | Play |
| Etage 12 | | Wählen | Play |
| Etage 13 | | Wählen | Play |
| Etage 14 | | Wählen | Play |
| Etage 15 | | Wählen | Play |
| Etage 16 | | Wählen | Play |

6.1 Menue B509- Car Disply

This menu is made for the settings for the TFT-car indicator.

Backgroundpicture

In the "fixed" setting the background image for all floors is the same. "Switch" setting, each floor its own wallpaper.

Persons in Car

Here the number of persons for the labeling in the inner panel of the cabin is determined.

Loadweight

Here the indication of the load on the labeling in the inner panel of the cabin is determined.

Text-1 Manufacture

Here the indication of the manufacture for the labeling in the inner panel of the cabin is determined.

Text-2 Factory-No.

Here is the specification of the serial number on the labeling in the inner panel of the cabin is determined.

Text-3 Build Year

Here, the year of manufacture on the labeling in the inner panel of the cabin is determined.

Text-4 CE-Sign

Here is the specification of the CE-No., or the rebuilding year for the labeling in the inner panel of the cabin is determined.

Floor Indicator

There are three visualization modes: fixed, rolling and as an animation.

Arrow Indicator

There are three visualization modes: fixed, rolling and as an animation.

Display String-1

Here it is determined whether the string-1 is displayed on the TFT display.

Display String -2

Here it is determined whether the string-2 is displayed on the TFT display.

Display String -3

Here it is determined whether the string-3 is displayed on the TFT display.

Display String -4

Here it is determined whether the string-4 is displayed on the TFT display.

Display Persons

Here it is determined whether the number of persons indication is displayed on the TFT display.

Display Load

Here it is determined whether the load indication is displayed on the TFT display.

Emergency Light

Here it is determined whether the TFT display serves as an emergency light source. Physically required the TFT display, the 12V DC power supply (terminals 100 & 500).

Message Overload ... Please Speak

When KW display protocol up to 16 special messages can be transmitted serially. In this menu the following settings can be defined for each message:

| | | | | | |
|--------------------------------|--|--------------------------------|---------------------|-----------------------|---|
| | <p>B509 Displaytext</p> <table border="1" style="width: 100%;"> <tr> <td>Overload: Imaging: **-*---*</td> </tr> <tr> <td>Displaytext-^</td> </tr> <tr> <td>Esc Enter Wert</td> </tr> </table> <p>Here, the Displaytext is activated by the star, will appear on the TFT display of the special text.</p> <p>(* Display ON, - Display OFF)</p> | Overload: Imaging: **-*---* | Displaytext-^ | Esc Enter Wert | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
| Overload: Imaging: **-*---* | | | | | |
| Displaytext-^ | | | | | |
| Esc Enter Wert | | | | | |
| | <p>B509 Symbol</p> <table border="1" style="width: 100%;"> <tr> <td>Overload: Imaging: **-*---*</td> </tr> <tr> <td>Symbol-^</td> </tr> <tr> <td>Esc Enter Value</td> </tr> </table> <p>Here, the Symbol activated by the star, so the logo will appear on the TFT display.</p> <p>(* Display ON, - Display OFF)</p> | Overload: Imaging: **-*---* | Symbol-^ | Esc Enter Value | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
| Overload: Imaging: **-*---* | | | | | |
| Symbol-^ | | | | | |
| Esc Enter Value | | | | | |
| | <p>B509 Fixed / blink</p> <table border="1" style="width: 100%;"> <tr> <td>Overload: Imaging: **-*---*</td> </tr> <tr> <td>...fixed/blink-^</td> </tr> <tr> <td>Esc Enter Value</td> </tr> </table> <p>Here is the "fixed" by the star is activated, appears on the TFT screen of the special text as a fixed bar. The other option is to flash the message.</p> <p>(* Display ON, - Display OFF)</p> | Overload: Imaging: **-*---* | ...fixed/blink-^ | Esc Enter Value | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
| Overload: Imaging: **-*---* | | | | | |
| ...fixed/blink-^ | | | | | |
| Esc Enter Value | | | | | |
| | <p>B509 Buzzer short</p> <table border="1" style="width: 100%;"> <tr> <td>Overload: Imaging: **-*---*</td> </tr> <tr> <td>.....Buzzer short-^</td> </tr> <tr> <td>Esc Enter Value</td> </tr> </table> <p>Here the Buzzer Short option activated by the star, as heard in the TFT display, the buzzer as long or lasting momentum.</p> <p>(* Display ON, - Display OFF)</p> | Overload: Imaging: **-*---* |Buzzer short-^ | Esc Enter Value | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
| Overload: Imaging: **-*---* | | | | | |
|Buzzer short-^ | | | | | |
| Esc Enter Value | | | | | |

| | | |
|--|---|---|
| | <p>B509 Buzzer Long</p> <pre>Overload: Imaging: **-*---*Buzzer long-^ Esc Enter Value</pre> <p>Here the Buzzer Long option activated by the star, as heard in the TFT display, the buzzer as long or lasting momentum.</p> <p>(* Display ON, - Display OFF)</p> | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
| | <p>B509 Gong</p> <pre>Overload: Imaging: **-*---*Gong-^ Esc Enter Value</pre> <p>Here, the "Gong" option is enabled by the star, as heard in the TFT display of Gong pulse.</p> <p>(* Display ON, - Display OFF)</p> | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
| | <p>B509 Voice Announcer</p> <pre>Overload: Imaging: **-*---* ... Voice Announcer-^ Esc Enter Value</pre> <p>Here is the "voice announcement" by the star activated, sounds the TFT display of the voice message text for the message.</p> <p>(* Display ON, - Display OFF)</p> | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |

Buzzer Short

Here, the pulse duration of the Summer-short signal is determined. The value is adjustable from 2 to 255 milliseconds. The factory setting is 100 ms. The factory setting is 1 second.

Buzzer Long

Here, the pulse duration of the Summer-long signal is set. The value is adjustable between 1, 2, 3 seconds, and permanently. The factory setting is 1 second.

Gong-Signal

Here the number of Gong signals is determined. The value is adjustable between 1, 2 and 3x Gong pulse. The factory setting is 1x Gong pulse.

Display- Format

Here, the orientation of the display is set:

- Automatic (by tilt sensor of the TFTs)
- Vertical
- cross

Display-Brightness

Here the brightness of the display can be adapted to the environment. The range extends from 1% to 100%. The factory setting is 90%.

Volume Speech

Here the volume of the display can be adapted to the environment. The range extends from 1% to 100%. The factory setting is 50%.

Tone Pitch Speech

Here, the pitch of the display can be adapted to the environment. The range extends from 1% to 100%. The factory setting is 50%.

Volume Music

Here the volume of the background music of the display can be adapted to the environment. The range extends from 1% to 100%. The factory setting is 50%.

Backgroundmusic

Here you can choose whether the background music is played. A prerequisite is that the desired music loaded in the TFT module.

Floor Message

Here you can choose whether a voice message for each floor will be played. A prerequisite is that the voice message texts were loaded for each floor in the TFT module.

Time

Here you can set whether the time is displayed to the TFT module.

Date

Here you can set whether the date is displayed to the TFT module.

Time in Line

Here you can set whether and in which text line (1 to 4) the time is displayed.

6.2 Menue B510- Floor Display

This menu is made for the settings on the TFT display floor.

Text-1 Manufacture

Here the indication of the manufacture for the labeling in the inner panel of the cabin is determined.

Text-2 Factory-No.

Here is the specification of the serial number on the labeling in the inner panel of the cabin is determined.

Text-3 Build Year

Here, the year of manufacture on the labeling in the inner panel of the cabin is determined.

Text-4 CE-Sign

Here is the specification of the CE-No., or the rebuilding year for the labeling in the inner panel of the cabin is determined.

Floor Indicator

There are three visualization modes: fixed, rolling and as an animation.

Arrow Indicator

There are three visualization modes: fixed, rolling and as an animation.

Display String-1

Here it is determined whether the string-1 is displayed on the TFT display.

Display String -2

Here it is determined whether the string-2 is displayed on the TFT display.

Display String -3

Here it is determined whether the string-3 is displayed on the TFT display.

Display String -4

Here it is determined whether the string-4 is displayed on the TFT display.

Message Overload ... Please Speak

When KW display protocol up to 16 special messages can be transmitted serially. In this menu the following settings can be defined for each message:

| | | |
|--|---|---|
|  | <p>B509 Displaytext</p> <pre>Overload: Imaging:**-*---* Displaytext-^ Esc Enter Wert</pre> <p>Here, the Displaytext is activated by the star, will appear on the TFT display of the special text.</p> <p>(* Display ON, - Display OFF)</p> | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
|  | <p>B509 Symbol</p> <pre>Overload: Imaging:**-*---* Symbol-^ Esc Enter Value</pre> <p>Here, the Symbol activated by the star, so the logo will appear on the TFT display.</p> <p>(* Display ON, - Display OFF)</p> | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
|  | <p>B509 Fixed / blink</p> <pre>Overload: Imaging:**-*---* ...fixed/blink-^ Esc Enter Value</pre> <p>Here is the "fixed" by the star is activated, appears on the TFT screen of the special text as a fixed bar. The other option is to flash the message.</p> <p>(* Display ON, - Display OFF)</p> | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
|  | <p>B509 Buzzer short</p> <pre>Overload: Imaging:**-*---* Buzzer short-^ Esc Enter Value</pre> <p>Here the Buzzer Short option activated by the star, as heard in the TFT display, the buzzer as long or lasting momentum.</p> | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing |

| | | |
|--|---|--|
| | <p>(* Display ON, - Display OFF)</p> | <p>-> Please Leave Car -> Please Wait -> Please Speak</p> |
| | <p>B509 Buzzer Long</p> <div style="border: 1px solid black; padding: 5px;"> <p>Overload: Imaging: **-*---*Buzzer long-^ Esc Enter Value</p> </div> <p>Here the Buzzer Long option activated by the star, as heard in the TFT display, the buzzer as long or lasting momentum.</p> <p>(* Display ON, - Display OFF)</p> | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
| | <p>B509 Gong</p> <div style="border: 1px solid black; padding: 5px;"> <p>Overload: Imaging: **-*---*Gong-^ Esc Enter Value</p> </div> <p>Here, the "Gong" option is enabled by the star, as heard in the TFT display of Gong pulse.</p> <p>(* Display ON, - Display OFF)</p> | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |
| | <p>B509 Voice Announcer</p> <div style="border: 1px solid black; padding: 5px;"> <p>Overload: Imaging: **-*---* ... Voice Announcer-^ Esc Enter Value</p> </div> <p>Here is the "voice announcement" by the star activated, sounds the TFT display of the voice message text for the message.</p> <p>(* Display ON, - Display OFF)</p> | <p>Messages:</p> <ul style="list-style-type: none"> -> Overload -> Evacuation -> Fire Evacuation -> Emergency Power Evac. -> Fire Fighter Travel -> Special Travel -> Bed Travel -> Guide Mode -> Out Of Order -> Maintenance -> Loadingtime Aktive -> Door Opening -> Door Closing -> Please Leave Car -> Please Wait -> Please Speak |

Buzzer Short

Here, the pulse duration of the Summer-short signal is determined. The value is adjustable from 2 to 255 milliseconds. The factory setting is 100 ms. The factory setting is 1 second.

Buzzer Long

Here, the pulse duration of the Summer-long signal is set. The value is adjustable between 1, 2, 3 seconds, and permanently. The factory setting is 1 second.

Gong-Signal

Here the number of Gong signals is determined. The value is adjustable between 1, 2 and 3x Gong pulse. The factory setting is 1x Gong pulse.

Display- Format

Here, the orientation of the display is set:

- Automatic (by tilt sensor of the TFTs) – Vertical - cross

Display-Brightness

Here the brightness of the display can be adapted to the environment. The range extends from 1% to 100%. The factory setting is 90%.

Volume Speech

Here the volume of the display can be adapted to the environment. The range extends from 1% to 100%. The factory setting is 50%.

Tone Pitch Speech

Here, the pitch of the display can be adapted to the environment. The range extends from 1% to 100%. The factory setting is 50%.

Volume Music

Here the volume of the background music of the display can be adapted to the environment. The range extends from 1% to 100%. The factory setting is 50%.

Backgroundmusic

Here you can choose whether the background music is played. A prerequisite is that the desired music loaded in the TFT module.

Time

Here you can set whether the time is displayed to the TFT module.

Date

Here you can set whether the date is displayed to the TFT module.