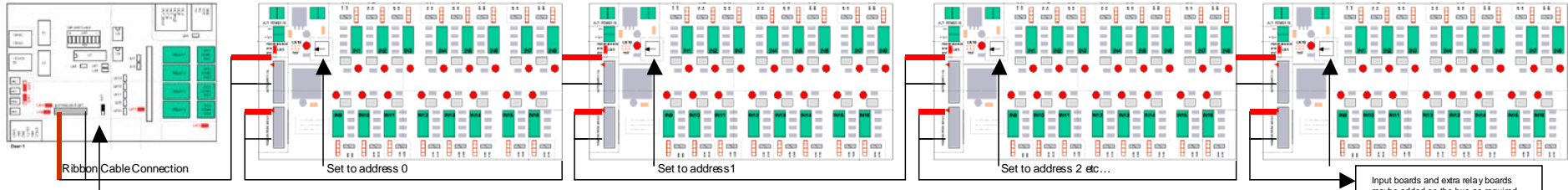


# 16-Way Input Expansion Board – Rev 1-1



**Connecting the Inputboards to the CS Controller:** 16 way Ribbon cable connects the controller to the input boards. The 16-way ribbon cable should be connected with pin 1 (shown in red) at the top of the respective connectors. On the controller Pin 1 is at the left-hand end of the 16-way expansion port. Pin 1 must be connected to Pin 1 on each board.

**INSERT A**

**INPUT BOARD LINKS:**

**Normal operation:**

LK1 – UP (Power via Alt. Power) or – DOWN (Power via ribbon cable \*\* NOT RECOMMENDED)

**LK18 – OFF**

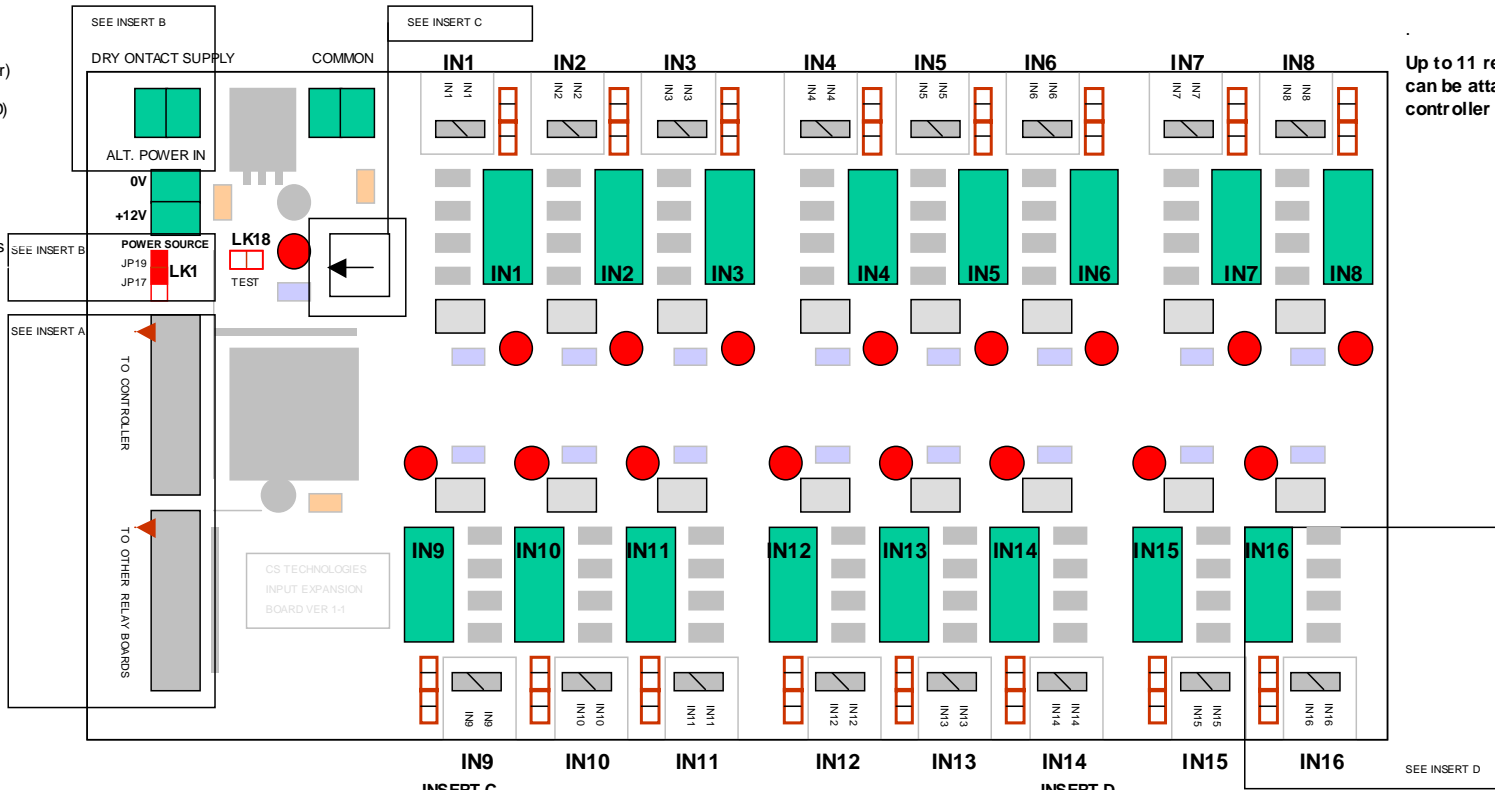
**Test mode:**

LK18 – ON  
LK1 same as normal operation  
(rotating the input board address setting will turn on L17 for even numbers)

**SOFTWARE SETUP:**

Firedoor Firmw are:

Lift Firmw are:



Up to 11 relay boards (0-A) can be attached to a lift controller (84 levels/relays).

**INSERT B**

**POWER SOURCE:**

The power supply for the board can be either supplied via the ribbon cable or directly to the board via the power connection.

**LK1 has 2 options:**

- Top 2 pins connected (JP17 on): **POWER VIA RIBBON CABLE**
- Bottom 2 pins connected (JP19 on): **ALT. POWER IN.**

Make certain that the 'power source' jumper is appropriately set.

Note: It is strongly recommended that the power source is obtained directly on the relay expansion board (i.e.. JP19 in).

Note that if the controller is being operated by AC power a separate DC power supply **MUST** be installed to operate the input expansion boards.

**INSERT C**

**INPUT BOARD ADDRESS SETTING:**

**Addresses:** Each 16-way input board must have a unique address which is set on the small rotary switch.

The first board is usually address 0, the next board is address 1 and so on.  
Note: relay expansion boards can be labelled the same address as the input boards

Main 1 = Door 1	0	4 = Door 8	0	11 = Door 15	
Main 2 = Door 2	0	5 = Door 9	0	12 = Door 16	
Main 3 = Door 3	0	6 = Door 10	0	13 = Door 17	
Main 4 = Door 4	0	7 = Door 11	0	14 = Door 18	
0	1 = Door 5	0	8 = Door 12	0	15 = Door 19
0	2 = Door 6	0	9 = Door 13	0	16 = Door 20
0	3 = Door 7	0	10 = Door 14	1	1 = Door 21 etc.

**INSERT D**

**INPUT SETUP:**

E