

To be able to use the module 3, you will need version 3.x of the firmware and version 2.x of the programming software.

These software tools are available to download on the dedicated site [www.id-al.com](http://www.id-al.com) - select the «Download» section.

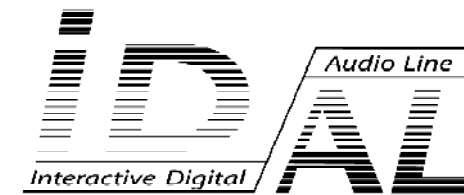
The V3.x firmware instruction sheet will provide assistance for programming.



In each program, little grey indicators interpret the binary code of the program N°.

Each indicator corresponds to the inputs to be activated to trigger the program.

Reading is from right to left. The example opposite concerns program N°1.



**AP303**

# Instruction sheet 8 in / 4 out version



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## Functionalities of module 3 :

### 8 logical inputs

- All inputs are galvanically insulated
- To trigger an input, it is necessary to create a contact between one of the 8 contact pins and the common point (0V)
- All types of contact are accepted :
  - Relay dry contact
  - Push button
  - Relay output of a sensor (temperature, light, smoke, pression...)
- Reclosing delay between 2 contacts : 500ms (eliminate contacts bouncing)

Each input is allocated a program number on the player according to a binary progression (see table below).  
 Example : If you make contact on input 5, you will trigger program N° 16.

N° Entrée	N° Prog
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128

Combinations of inputs are possible in order to use all programs between 1 and 255.  
 Several inputs can be connected together to achieve a binary coding.

If you do not know binary coding, here is a simple method to find the correct program number :

Using the table opposite, just add up the values in the «N° Prog» column corresponding to each input used.

Example :

- 1 - If you create a contact on inputs 6 and 8 at the same time, you will trigger program number 160 (128 + 32).
- 2 - Linking inputs 1, 3, 5 will trigger program 21 (1 + 4 + 16).
- 3 - If you create contacts on all inputs simultaneously, you will trigger program number 255 (1 + 2 + 4 + 8 + 16 + 32 + 64 + 128)

### 4 outputs on static contacts

- All outputs are galvanically insulated
- Output on static relays
- 4 outputs with a common point
- Breaking power : 100V (AC or DC) 200mA
- Maximum residual resistance in commutation : 8 Ohms
- Non commutated leakage current : 1µA

N° Sortie	N° Relais
1	1
2	2
4	3
8	4

Each relay corresponds to an output number on the player according to a binary progression (see right hand table). A «1» represents an activated relay, «0» a non-commutated relay.

If you do not know binary coding, hereafter is a simple method to select the correct output number.

Using the table above, add up the values in the «output N°» column corresponding to each of the selected relays.

Example :

- If you want to activate relay N°4, then select output 8
- If you want to switch all the relays off, select output 00
- If you want to activate relays 1 and 3, program output 5

	Re 4	Re 3	Re 2	Re 1
0	0	0	0	0
1	0	0	0	1
2	0	0	1	0
3	0	0	1	1
4	0	1	0	0
5	0	1	0	1
6	0	1	1	0
7	0	1	1	1
8	1	0	0	0
9	1	0	0	1
10	1	0	1	0
11	1	0	1	1
12	1	1	0	0
13	1	1	0	1
14	1	1	1	0
15	1	1	1	1

### Output connector :

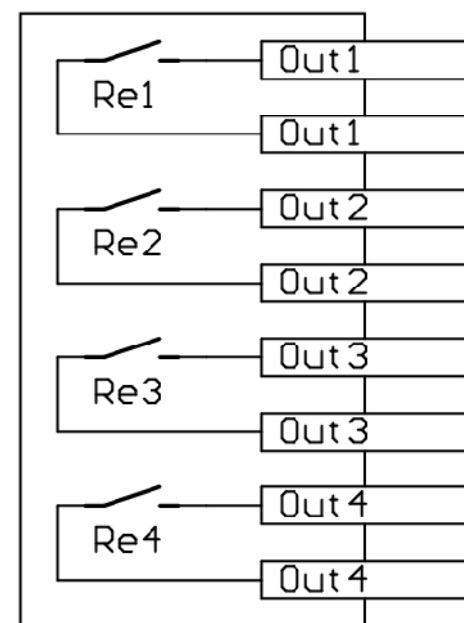
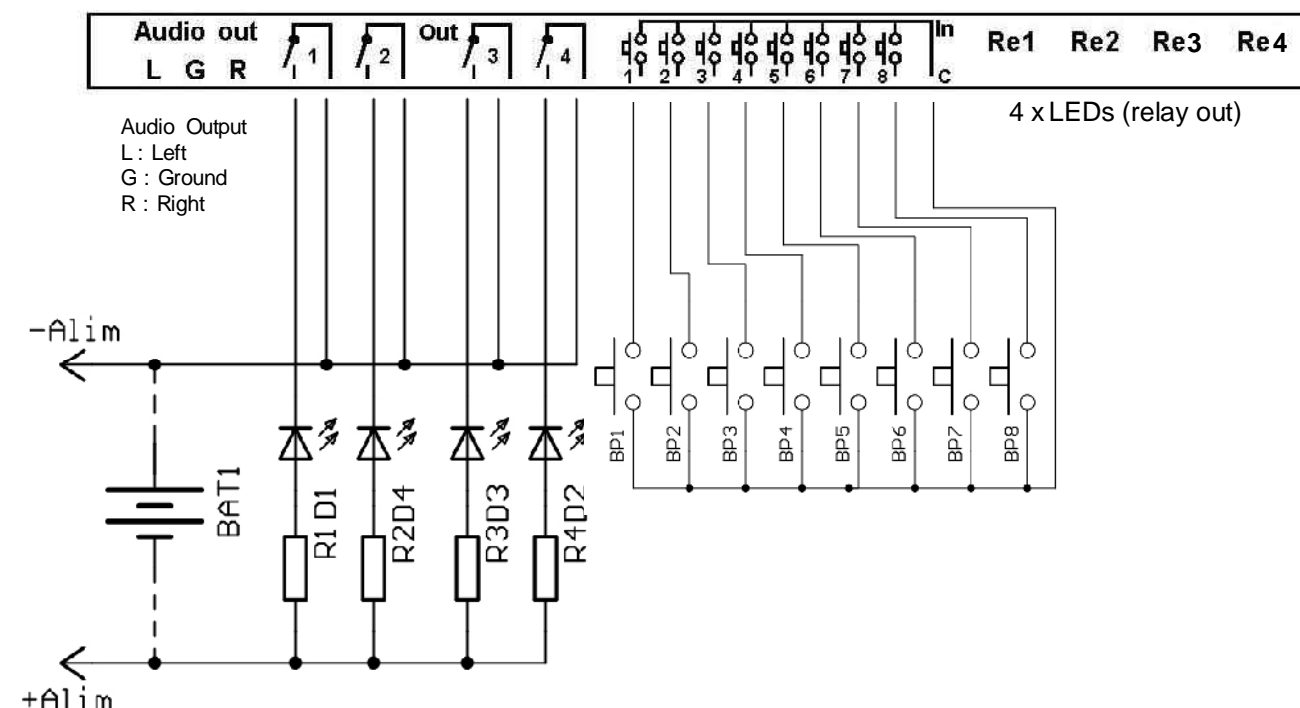


Diagram of the 4 outputs