

PSN Series Power Supplies Dip Switch Programming Quick Start (PSN-106 / PSN-64)

⚠ WARNING

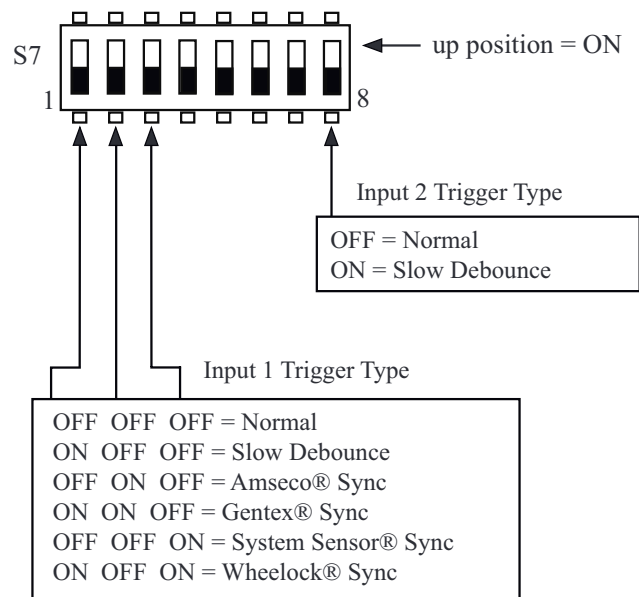
Remove power before servicing or changing DIP switch programming selections.

Dip Switch "S7" Input Trigger Type

The "Input Trigger Type" programming option selects the behavior of trigger inputs as follows:

Table 1: Dip Switch "S7" Input Trigger Settings	
Type	Description
Normal Trigger	Trigger input is sampled at a high rate. Used for simple DC triggers, as well as pass-thru mode.
Slow Debounce (Slow Trigger)	Allows a non-standard trigger signal to be used for activation. The slower response allows the outputs to remain active when the trigger signal is changing. This trigger will operate when a pulsing input is provided.
Synchronization Triggers (Amseco®, Gentex®, Wheelock®, System Sensor®)	Used when a supported synchronized input trigger signal is provided.

Figure 1. Example of Dip Switch "S7" Input Trigger Type Settings



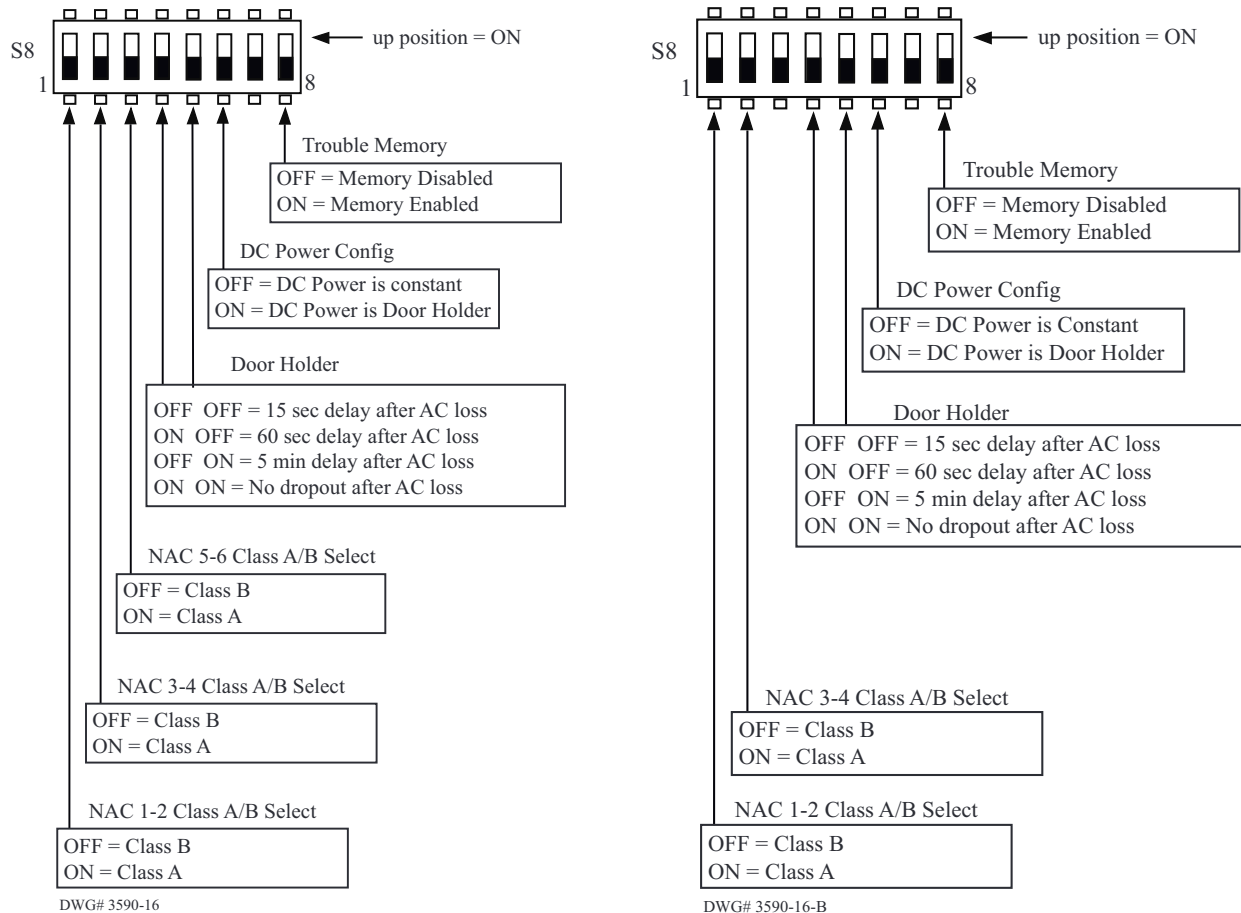
DWG# 3590-15A

Dip Switch "S8" Setting Options

Table 2: Dip Switch "S8" Settings	
Type	Description
Class A/B Selection	- Each pair of NACs can be individually configured for Class A/B operation. When Class A is selected, the individual NAC options for the first NAC in the pair will apply. - Example – If the circuit pair 1&2 is programmed for Class A operation, then only the individual NAC option dip switch for circuit 1 will be used.
Door Holder AC Dropout Delay	- If the DC power output is used as door holder power, it can be configured to drop out in response to a low AC condition in order to minimize standby current. To minimize nuisance conditions a selectable AC dropout delay is provided. - If "No doorholder dropout on AC Loss" is selected, door holder power will drop out in response to an alarm condition only.
DC Power Output is Door Holder	- Specifies whether the DC power output will act as door holder power. - If selected, the DC power will drop out in response to an alarm condition and optionally a low AC condition.
Trouble Memory Enabled	- When enabled, any trouble conditions will be stored in memory after the condition has been corrected. Note: To clear or reset the "Trouble Memory" condition, set the dip switch <i>Off</i>, and then back "On." - Stored trouble conditions "Trouble Memory" are indicated on the LED associated with the original trouble condition."

The following two (2) diagrams illustrate the "S8" dip switch settings for the PSN-106 and the PSN-64, respectively.

Figure 2. Examples of Dip Switch "S8" Settings on the PSN-106 & PSN-64



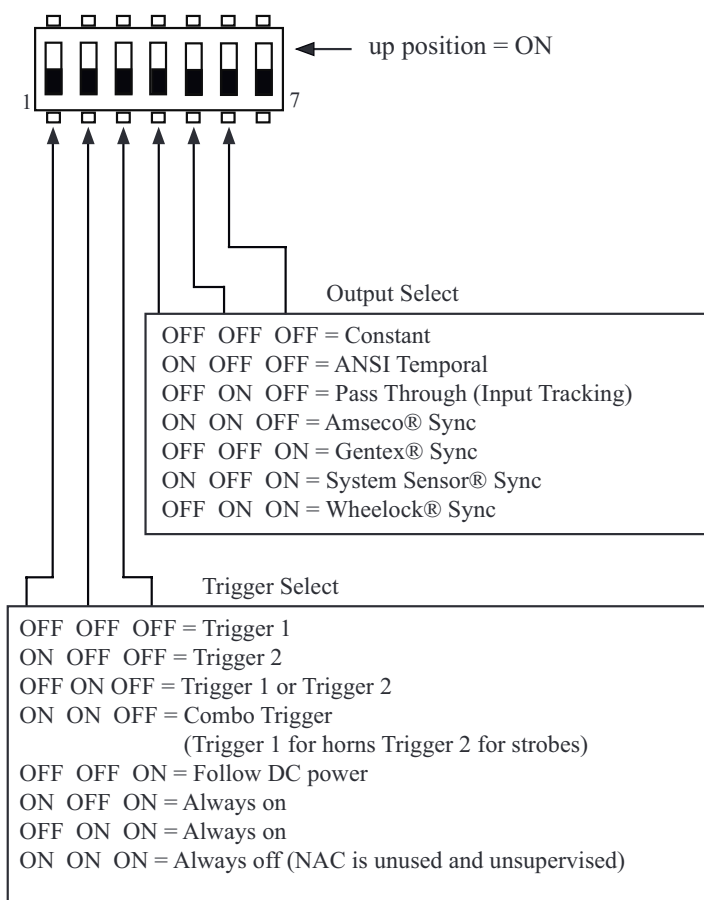
Individual NAC Options

Each NAC may be individually programmed and activated according to the option selected. The “Trigger Selection” specifies which trigger input(s) will respond as described in the table below:

Table 3: NAC Dip Switch Settings	
Type	Description
Trigger 1	NAC will activate when Trigger 1 is activated
Trigger 2	NAC will activate when Trigger 2 is activated
Trigger 1 or Trigger 2	NAC will activate when either Trigger 1 or Trigger 2 is activated.
Combo	- Can be used to separately control horns & strobes when used with one of the supported synchronization protocols. - If Trigger 1 is present, both horns and strobes will be activated. - If only Trigger 2 is present, horns will be disabled, and strobes will be activated. - Strobes remain active when horns are silenced.
Follow DC Power	When selected, the NAC will follow the activation/deactivation of the DC power output. Can be used to create additional door-holder power circuits.
Always ON	Used to create a constant unsupervised “ON” power output.
Unused	NAC circuit will be unused. EOL not required.
Output Selection	Specifies the output pattern to be generated when the output is activated.

The following diagram illustrates dip switch settings for the individual NAC options on the PSN-106 and PSN-64 power supply.

Figure 3. Example of Individual NAC Dip Switch Settings on the PSN-106 & PSN-64



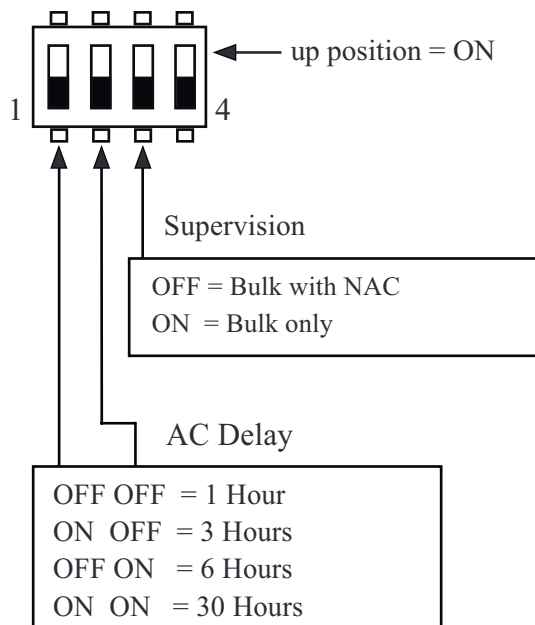
DWG# 3590-11

Bulk Supply Dip Switch Settings

The two (2) “**Bulk Supply**” programming options are described below:

Table 4: Bulk Supply Dip Switch Settings	
Type	Description
AC Report Delay	Selects number of hours to delay before activating the general trouble relay in response to a low AC condition. Note that the Low AC relay is activated immediately.
Supervision	This should always be in the “OFF” position to allow supervision of the wiring between the 24 VDC bulk supply board and the NAC control board.

Figure 4. Example of Bulk Supply Dip Switch Settings



DWG# 3590-1

Indicator LED Behavior for NACs

The NAC control board contains an **Indicator LED** for each NAC circuit and a **Comm LED** as described below:

Table 5: NAC LED Behaviors	
LED Type	Description
NAC LED	Fast Flashing = NAC trouble indicating EOL missing, EOL shorted or current limit condition. Solid or Pattern = NAC is active. LED follows pattern of NAC.
Comm	Flashes one (1) per second = supervision activity between bulk and control board is present.

Note: The “*AUX/DC Power*” LED is always illuminated.

If the “*Trouble Memory*” option is enabled (“*Trouble Memory dip switch option*=”*On*”), the LEDs indicate if any previous trouble conditions are stored in memory.

EXAMPLE: “*Trouble Memory*” is enabled and a NAC circuit EOL is detected as missing.

When the EOL is missing, the LED associated with the NAC will flash continuously to indicate the trouble. If the EOL is replaced and the trouble condition is no longer present, the LED will begin issuing the trouble memory flash. The trouble memory indication consists of two short flashes issued once per second.

Note: *Clear/Reset Trouble Memory* by setting **Dip Switch “S8” (Switch 8)** “*Trouble Memory*” dip switch “*Off*,” and then back “*On*” to enable the feature.

Indicator LEDs for Bulk Supply Board

The *Bulk Supply board* contains four (4) indicator LEDs described below.

Table 6: Bulk Supply Board LEDs	
LED Type	Description
AC Power	“ ON ” = AC present; “ OFF ” = AC <u>not</u> present
Low Battery	Fast Flashing = Low battery condition “ON” = Battery Charger Failure
Earth Ground Fault	Flashing = Earth fault detected.
Comm	Flashes (1) one per second = supervision activity between bulk and control boards is present.