

## PUSHBUTTON FUNCTIONS

**MODE** Pressing the **MODE** button will take you to the MAIN MENU screen. If pressed while programming a value, the previously saved value is restored.

### MODE

**CLEAR** Pressing the **CLEAR** button will take you back to the previous screen. If pressed while programming a value, the previously saved value is restored.

### CLEAR

**UP** The **UP** button is used to move the cursor (→) or increase a value when programming. Holding this button while programming certain values will quickly scroll through their range of values.

### UP

**DOWN** The **DOWN** button is used to move the cursor (→) or decrease a value when programming. Holding this button while programming certain values will quickly scroll through their range of values.

### DOWN

**SHIFT** The **SHIFT** button is used to access descriptive information about anything in the system. Press the **SHIFT** button once and a flashing "?" will appear. Use the UP or DOWN buttons to move the "?" to the desired item in question. Press ENTER to see additional information regarding that item.

### SHIFT

**ENTER** The **ENTER** button is used to select an item from the menu, lock in a field-programmable value, view additional information, and play/pause Fault Replay.

### ENTER

## BUTTON COMBINATIONS

Press **MODE** & **ENTER** simultaneously to lock the console when the Console Lock feature is in operation.

## SYSTEM SETUP

All VMI controllers are programmed at the factory to meet the job specifications. Refer to the controller's Programming Sheet in the manual to see the job-specific settings.

*Navigating the menus refers to using the pushbuttons to move the cursor (→) to a particular menu item on a particular menu screen.*

From the MAIN MENU, navigate to SETUP using the UP/DOWN keys. Press ENTER to view the SETUP menu. Navigate to a category and press ENTER.

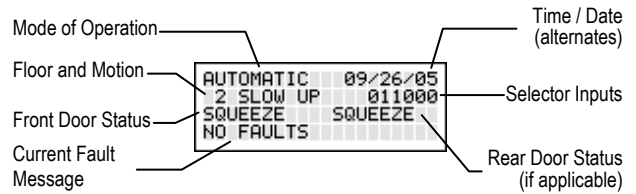
*Some categories will require additional menu navigation before presenting adjustable values.*

Navigate to the item requiring adjustment and press ENTER. The current value will flash until it is locked by pressing ENTER again. While it is flashing, the value may be adjusted by pressing (and sometimes holding) the UP or DOWN keys.

In the CLOCK menu use the SHIFT key to select hours, minutes, or seconds when adjusting the TIME, or to select month, day, or year when adjusting the DATE.

**VERTITRON MIDWEST, INC.**  
 Manufacturing, Engineering & Sales  
 19336 607 Ave., Mankato, MN 56001  
 Phone: (507) 245-3399, Fax: (507) 245-3799

## SYSTEM STATUS



The **Selector Inputs** portion of the **STATUS** screen are interpreted as follows:

Input	HSU	LU	DZF	DZR	LD	HSD
Value	0	1	1	0	0	0
Status	Off	Active	Active	Off	Off	Off

## MONITOR - INPUTS & OUTPUTS

From the MAIN MENU, navigate to MONITOR. Under INPUTS and OUTPUTS the I/O's are listed alphabetically. To avoid having to jump back & forth while trouble shooting certain parts of the elevator, the INPUTS & OUTPUTS are also grouped into the following sections DOORS, STARTER, SELECTOR & CALLS.

**I/O status:** "Y" = Active, "N" = Not-Active, "F" = Front Active, "R" = Rear Active, "B" = Both Front & Rear Active. The CALLS monitor displays call inputs to the left of call outputs.

## INFORMATION - DESCRIPTIVE SCREENS

At any time (except as explained below) you can press the **SHIFT** button and a flashing "?" will appear over the current item. Move the "?" using the UP or DOWN buttons, and press ENTER to access descriptive information about the selected item. Press ENTER again to dismiss the information screen. Press SHIFT again to resume normal navigation.

When viewing the FAULTS LOG or OPERATIONS LOG, simply press ENTER to access additional information. Press ENTER again to dismiss the information screen.

Descriptive information is not accessible while adjusting a value, using Fault Replay, or viewing the STATUS screen or the TEMP/Vdc MONITOR screen.

## FAULT LOG & OPERATION LOG

**FAULT LOG:** The last 25 faults are stored in the FAULT LOG. Press ENTER while viewing a fault to see a description of that fault.

**OPERATION LOG:** Whenever the controller leaves AUTOMATIC operation, the event is stored in the OPERATION LOG. The last 25 operations are stored. Press ENTER while viewing an operation to see a description of that operation.

Faults and operations are cleared by selecting the CLEAR FAULTS & OP'S menu item. Loss of power will not erase FAULTS or OPERATIONS.

## FAULT REPLAY

In the FAULTS menu, navigate to FAULT REPLAY and press ENTER. The last three faults are available to be replayed. Navigate to the fault of interest and press ENTER to display the elevator status at the instant the fault occurred.

To replay in real-time all the stored events leading up to this fault, press ENTER. Replay automatically stops when it reaches the fault event. Pressing ENTER while replay is in progress pauses the replay. Press ENTER again to resume.

Analysis may be more efficient by just backing up a few events before the fault. Pressing UP steps back in time, away from the fault, one event at a time. Pressing DOWN steps forward in time, toward the fault, one event at a time. Holding UP/DOWN rewinds/advances quickly, pausing when the button is released. At any point, ENTER pauses or replays the events in real-time, stopping at the fault.

Pressing SHIFT at any point will return to the fault event and pause there.

\*NOTE: Replay (using the ENTER button) is based on time, while stepping (using UP or DOWN) is based on events, and may be considerably more efficient.

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# VMI Board Status LED's

## Passenger Relay Board (in line or staggered openings) VMI Part #890-0030-001

**EMG** Emergency Safety Devices: Safety circuit is complete to the door locks.  
**HCK** Hall Lock Check: Hall lock circuit is complete.  
**GCK** Car Gate Check: Car gate circuit is complete.  
**DCC** Door Closed Condition: Door, gate, & retiring cam (where applicable) circuits are complete.  
**UTL\*** Up Terminal Limit: Switch is not activated. Car not at top limit.  
**USL\*** Up Speed Limit: Switch is not activated. Car not at top landing.  
**DTL\*** Down Terminal Limit: Switch is not activated. Car not at bottom limit.  
**DSL\*** Down Speed Limit: Switch is not activated. Car not at bottom landing.  
**HTB** Heartbeat: Flashing Green = reliable communication with the CPU board. Flashing Red = unreliable communication.

## Passenger Relay Board (selective openings) VMI Part #890-0030-014

**EMG** Emergency Safety Devices: Safety circuit is complete to the door locks.  
**HCF** Hall Lock Check Front: Hall front lock circuit is complete.  
**GCF** Car Gate Check Front: Car front gate circuit is complete.  
**HCR** Hall Lock Check Rear: Hall rear lock circuit is complete.  
**GCR** Car Gate Check Rear: Car rear gate circuit is complete.  
**DCC** Door Closed Condition: Door, gate, & retiring cam (where applicable) circuits are complete.  
**UTL\*** Up Terminal Limit: Switch is not activated. Car not at top limit.  
**USL\*** Up Speed Limit: Switch is not activated. Car not at top landing.  
**DTL\*** Down Terminal Limit: Switch is not activated. Car not at bottom limit.  
**DSL\*** Down Speed Limit: Switch is not activated. Car not at bottom landing.  
**HTB** Heartbeat: Flashing Green = reliable communication with the CPU board. Flashing Red = unreliable communication.

## Freight Relay Board VMI Part #890-0030-007

**PWR** Power: Reliable at the main relay board.  
**EMG** Emergency Safety Devices: Safety circuit is complete to the door locks.  
**DC1** Door Circuit: Door and gate circuits are complete.  
**DCC** Door Closed Condition: Door, gate, & retiring cam (where applicable) circuits are complete.  
**UTL\*** Up Terminal Limit: Switch is not activated. Car not at top limit.  
**USL\*** Up Speed Limit: Switch is not activated. Car not at top landing.  
**DTL\*** Down Terminal Limit: Switch is not activated. Car not at bottom limit.  
**DSL\*** Down Speed Limit: Switch is not activated. Car not at bottom landing.  
**HTB** Heartbeat: Flashing Green = reliable communication with the CPU board. Flashing Red = unreliable communication.

## Peelle Door Board VMI Part #890-0030-008

**24V** Power: Reliable at the Peelle board.  
**ZNS** Zone Switch: Car is in a position to allow operation of doors.  
**DOL** Door Open Limit: Door is almost in open position, and should reduce speed if opening.  
**DCL** Door Closed Limit: Door is in fully closed position.  
**GOL** Gate Open Limit: Gate is almost in open position, and should reduce speed if opening.  
**GCL** Gate Closed Limit: Gate is in fully closed position.  
**GOFL** Gate Open Final Limit: Gate is in fully open position.  
**DOFL** Door Open Final Limit: Door is in fully open position.  
**HTB** Heartbeat: Flashing Green = reliable communication with the CPU board. Flashing Red = unreliable communication.

*\*LEDs extinguished while doors are not closed, regardless of the status they represent.*