Specifications

Model	BSV-24□□-□
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PATLITE Corporation

BSV-24.-PDFD-EN-1_16

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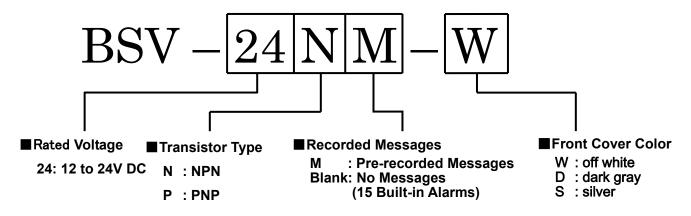
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1. Model Number Configuration



2. Specifications

2-1 General Specifications

Item		Specifi	cation							
Rated Voltage	12 to 24V DC									
Voltage Range	10.8 to 26.4V DC									
Rated Power	3.5W (1*)									
Consumption										
Operating Temperature Range	-10°C to 50°C									
Storage Temperature Range		-20°C to	o 60°C							
Relative Humidity	Less thar	n 85% (N	o condensatio	n)						
Installation Method	Product Speaker Direction Direction: Upright, Sideways, Inv Indoor and Outdoor (Upright C Upright	Dnly)	Direction: Up	Product Side View Wall Mount right, Sideways, Inverted nly (Not for Outdoor Use) Image: Sideways Sideways						
Protection Rating	Panel Mount: IP54 (For Upright In	stallation	Only, Self-Decla							
Insulation Resistance	Wall Mount : IP20 (Self-Declaratio More than 1MΩ at 500VD			s and the chassis						
Withstanding Voltage	500VAC applied for 1min between									
Vibration Resistance				•						
	70.0m/s ² (In the X, Y ar			S. Each al SUMZ)						
Rush Current		MAX								
Mass (Tolerance ±10%)		100	•							
Compliances	RoHS UL Recognized Co	S Direction mponent	000-6-4, EN 610 ve:EN 50581 nt (UL464 File N opartB Class A							

(1*) Tested with 24VDC supply at maximum volume and with channels 1 through 4 entered and data playback with a 1kHz Sine Wave at -6dB.

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2-2 Performance Specifications

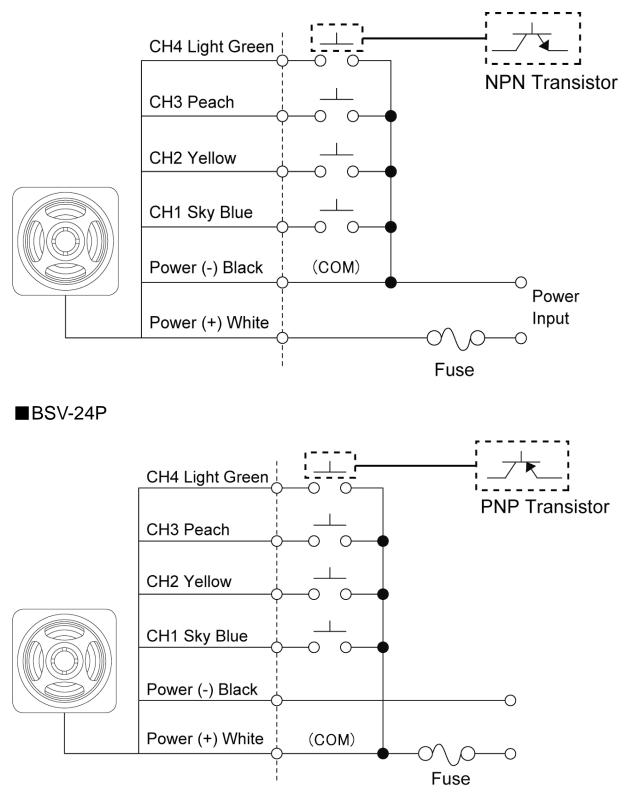
ltem					Spe	cification				
	Max.	87 dB or m	ore : (F	or Panel M	ount)	Max.	85 dB o	or more (For	:Wall M	ount)
Sound Pressure Level	Measurement Conditions: The product is attached to the center of a 300x300mm board with a 1kHz sine wave played back at -6dB, and the decibel meter is set 1 meter away from the front of the product. * The sound pressure level will vary with the surrounding environment and message contents.									
Volume Control	Sound	Reduction				t: Minimum CH4 is desig			d reduct	tion input)
Number of Playback Messages	* The	brackets ind	dicate c			/ Binary Inpu when the so			tion is a	activated.
		The fol	lowing	alarm data	is loade	ed when no	set mes	sages are o	rdered	
Initial Registered	No. 1	Chime	No. 2	Веер	No. 3	Stutter	No. 4	Bell	No. 5	Yelp
Alarm Data	No. 6	Rapid Hi Lo	No. 7	Melody Chime	No. 8	Synthesize d Piano	No. 9	Synthesize d Bell	No.10	Stutter + Bell
	No.11	Synthesize d Melody	No.12	Call Sign	No.13	Inverted Reveille	No.14	Galactic Motor	No.15	Two Tone
Audio File Format				MPE	G1-Audi	io Layer 🎞	(MP3)			
Bit Rate				32kbit/	s, 64kb	it/s (Standar	d Rare)			
Playback Time			Total o	f 63 secon	ds (at th	e standard	bit rate	of 64kbit/s)		
Audio Startup Time		Ab	out 300	ms after a	signal c	or power sup	oply inp	ut is activat	ed	
Unit Memory Size				508	КВ (МР	3 data sum t	total)			
Compatible Memory Card		S	D Card	Recomme	nded	Part:SDV-1	28P (So	old Separate)	
SD Card Format					F	FAT16				
Applicable Software					Patlite P	Playlist Edito	or			
Mode Change			Sele	ectable for	a file na	ame with an	empty	text file.		

2-3 Signal Input Specifications

láo m	Specific	cation							
ltem	BSV-24N	BSV-24P							
Input Method	Pulse Input (Pulse Width: 100msec or r	more, excluding the hold input mode)							
Channel Priority	CH4 > CH3 > CH2 > CH1 (except for the binary input mode)								
Signal Input Voltage	N/A	DC 12 to 24V							
Open Circuit Voltage	Same as Input Voltage	N/A							
Input Current	5mA±1mA (power supply/ 10mA±1mA (power supply								
	Non-voltage Contact Input	Voltage Contact Input							
Relay Input (Circuit Diagram)	CH CH Internal Voltage	CH CH Power (+)							
	NPN Transistor Circuit	PNP Transistor Circuit							
Transistor Input (Circuit Diagram)	Internal Voltage	CH PNP Power (+)							

2. Wiring Diagram

BSV-24N



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BSV-24.-PDFD-EN-7_16

4. Functions

4-1 Volume Adjustment

The volume control is located inside the front cover and is adjustable.

4-2 Operating Mode

There are eight operation modes selectable from "A" through "H" which, in combination with commands, can select the various functions.

	Operating Mode										
Mode	Function	Mode	Function								
Α	Bit Input / Normal Playback	Е	Binary Input / Normal Playback								
В	Bit Input / Input Priority Playback	F	Binary Input / Input Priority Playback								
С	Bit Input / Hold Playback	G	Binary Input / Hold Playback								
D	Bit Input / Memory Playback	Н	Binary Input / Memory Playback								

※ Factory default settings

Model	Mp3 Data Registration	Operating Mode	
BSV-24□-□	No specified messages	Binary Input / Normal Playback	
B3V-24LI-LI	(Initial Registered Alarm Data)	Binary input / Normal Playback	
BSV-24□M-□	Four or less message specified	Binary Input / Input Priority Playback	
B3V-24□IM-□	Five or more message specified	Binary Input / Hold Playback	

Although there are 15 sounds registered, when using all 15. It is necessary to change The operational mode into the Binary input mode.

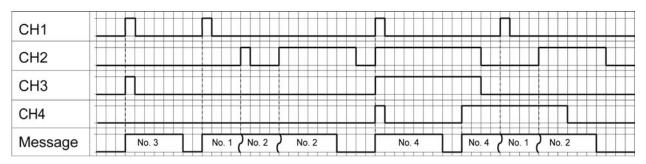
4-2-1 Mode A: Bit Input/ Normal Playback

- CH1 to CH4 are used for a maximum playback of 4 channels.
- Playback is through a pulse input. Playback is repeated when an input is held.
- Any input is invalid during an MP3 message playback

CH1								
CH2								
СН3								
CH4								
Message	No. 1	No. 1	No. 2	No. 2	No. 4	No. 3	No. 1	

4-2-2 Mode B: Bit Input/ Input Priority Playback

- CH1 to CH4 are used for a maximum playback of 4 channels.
- During an MP3 message playback, the message will stop when a different channel input is entered and the message will continue after the previous channel's message has ended.
- Even if an input is held, playback is only played once.



♦ The wavy line in the pulse train indicates a message stopped during playback and the message in conjunction with the input channel is played.

4-2-3 Mode C: Bit Input/ Hold Playback

- CH1 to CH4 are used for a maximum playback of 4 channels.
- The message will only play back while the input is held on, and the message will stop when the input is removed.
- While the input is held on, the message playback will be repeated.

CH1										
CH2										
СНЗ										
CH4										
Message	No. 1	No. 1	No. 2	No. 3	No. 2	No. 4	No. 4	(No. 3	No. 1	

♦ The wavy line in the pulse train indicates a message stopped during playback and the message in conjunction with the input channel is played.

4-2-4 Mode D: Bit Input/ Memory Playback

- CH1 to CH4 are used for a maximum playback of 4 channels.
- When the channel is entered once, the memory of the corresponding channel will playback when the current message is completed. The input channel is invalid after entering it once into memory.
- When two or more inputs are simultaneously entered, playback is based on the channel with the higher priority.

Message	No. 1	No. 2	No. 3	No. 3	No. 4	No. 4	No. 3	No. 2	No. 2	
CH4						ЛЛ				
СН3										
CH2	Π									
CH1										

• Even if an input is held, playback is only played once.

4-2-5 Mode E: Binary Input/ Normal Playback

- CH1 to CH4 are used for a maximum playback of 15 channels. (Refer to 4-3. "Binary Input Table")
- Playback is through a pulse input. Playback is repeated when an input is held.
- Any input is invalid during an MP3 message playback.

CH1								
CH2								
CH3								
CH4								
Message	No. 3	No. 1	No. 6	No. 8	No. 15	No. 15	No. 3	

4-2-6 Mode F: Binary Input/ Input Priority Playback

- CH1 to CH4 are used for a maximum playback of 15 channels. (Refer to 4-3. "Binary Input Table")
- During an MP3 message playback, the message will stop when a different channel input is entered and the message will continue after the previous channel's message has ended.
- Even if an input is held, playback is only played once.

CH1					
СН2					
СНЗ					
CH4					
Message	No. 5	No. 1 No. 10	No. 2	No. 15	No. 14 No. 9 No. 10

♦ The wavy line in the pulse train indicates a message stopped during playback and the message in conjunction with the input channel is played.

4-2-7 Mode G: Binary Input/ Hold Playback

- CH1 to CH4 are used for a maximum playback of 15 channels. (Refer to 4-3. "Binary Input Table")
- The message will only play back while the input is held on, and the message will stop when the input is removed.
- While the input is held on, the message playback will be repeated.

CH1					
CH2					
CH3					
CH4					
Message	No. 5 N	lo. 5 No. 2	No. 6 No. 2	No. 15 No. 15	A No. 7 A No. 1

♦ The wavy line in the pulse train indicates a message stopped during playback and the message in conjunction with the input channel is played.

4-2-8 Mode H: Binary Input/ Memory Playback Mode

- CH1 to CH4 are used for a maximum playback of 15 channels.
- When the channel is entered once, the memory of the corresponding channel will playback when the current message is completed. The input channel is invalid after entering it once into memory.
- CH1
 Image: CH2
 Image: CH3
 Image: CH3
 Image: CH3
 Image: CH3
 Image: CH4
 Image: CH4
 Image: CH4
 Image: CH4
 Image: CH4
 Image: CH3
 Image: CH4
 Image: CH4
 Image: CH4
 Image: CH4
 Image: CH3
 Image: CH4
 Image: CH4
- Even if an input is held, playback is only played once.

4-3 Binary Input Table

Playback Message	CH1	CH2	CH3	CH4	Playback Message	CH1	CH2	CH3	CH4
No. 1	•				No. 9	•			•
No. 2		•			No. 10		•		•
No. 3	•	•			No. 11	•	•		•
No. 4			•		No. 12			•	•
No. 5	•		•		No. 13	•		•	•
No. 6		•	•		No. 14		•	•	•
No. 7	•	•	•		No. 15	•	•	•	•
No. 8				•		•	-	-	-

The "●" refers to the channel input.

4-4 Sound Reduction Function

When the sound reduction function is activated, if CH4 is entered while an MP3 message is in playback, the sound level of the message being played back can be reduced.

The sound pressure for the sound reduction can be preset.

(Refer to "4-6. Operation Mode Data Setup" for details.)

4-5 Changing the Voice Message Data

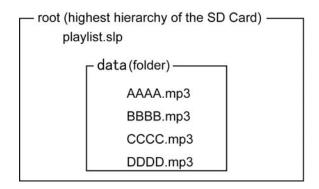
SD card (SDV-128P sold separately) can be used for rewriting messages.

It is recommended to use the SDV-128P SD card. There is no guarantee in operation when using other SD cards.

4-5-1 When using PATLITE's Playlist Editor

Using PATLITE's Playlist Editor, the combination of MP3 files can be freely edited. For details, please refer to the help menu in PATLITE's Playlist Editor.

- > PATLITE's Playlist Editor is free with the purchase of a PATLITE MP3 product.
 - 1. Please save the created data onto an SD Card data for PATLITE's Playlist Editor. For creating, saving and other functions related to PATLITE's Playlist Editor, please refer to the help menu in the respective software.



4-5-2 When not using PATLITE's Playlist Editor

A voice message can be changed by just changing the MP3 file name, without even using PATLITE's Playlist Editor.

1. The MP3 file is designated as entering the playback message number (three significant digits) for the file name.



Example:

Message No.	File Name	Operation Mode			
	File Name	Bit Input	Binary Input		
2	002.mp3	CH2	CH2		
6	006.mp3	Playback Impossible	CH2, CH3		

2. Please save the created file on an SD card.

— root (highest hierarchy of the SD Card) —

001.mp3 002.mp3 003.mp3 011.mp3

4-6 Changing the Operation Mode Data

SD card (SDV-128P sold separately) can be used for saving changes to different operation modes.

- It is recommended to use the SDV-128P SD card. There is no guarantee in operation when using another SD card.
 - 1. Refer to the following table to create the operational mode text file.
 - Read the file name to change the mode. The data inside the text file is not read.

Operation Mode		File Name	Operation Mode		File Name	
Α	Bit Input/ Normal Playback	mode-a**.txt	Е	Binary Input/ Normal Playback	mode-e**.txt	
в	Bit Input/ Input Priority Playback	mode-b**.txt	F	Binary Input/ Input Priority Playback	mode-f**.txt	
С	Bit Input/ Hold Playback	mode-c**.txt	G	Binary Input/ Hold Playback	mode-g**.txt	
D	Bit Input/ Memory Playback	mode-d**.txt	н	Binary Input/ Memory Playback	mode-h**.txt	

• Refer to the following for the "**".

In order to activate the sound reduction function (function which drops the sound pressure of the MP3 data to be played back), enter two significant digits in the range of 01 to 50 where the "**" indicates the value for sound reduction. The function becomes invalid when "00" or no integer is entered.

• An empty space (Null) will become an error.

Sound Reduction Level	Two significant digits to enter
No Reduction	Empty space or "00"
-7 db Reduction	07
-20dB Reduction	20

2. Save the created file on an SD card.

— root (highest hierarchy of the SD Card) —	_
mode-d.txt	

• An error occurs when a file of two or more operational modes is saved on an SD card.

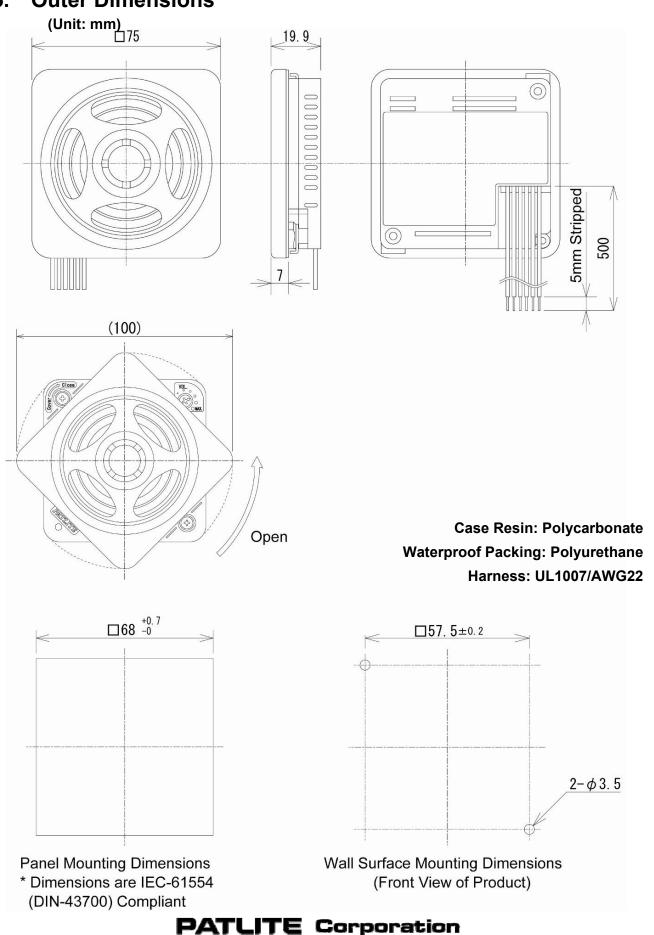
4-7 Data Transfer

The data saved on SD card by "4-5. Changing the Voice Message Data", and "4-6. Changing the Operation Mode Data" can be transmitted to a product.

- When the data of both "4-5. Changing the Voice Message Data" and "4-6. Changing the Operational Mode Data" is saved on an SD card; data transfer can be performed simultaneously.
- When saving data onto the SD Card using both the "4-5-1. When using PATLITE's Playlist Editor" and the "4-5-2. When not using PATLITE's Playlist Editor ", the data from the "4-5-1. When using PATLITE's Playlist Editor " is given priority.
 - 1. Please check that the products power source is turned on.
 - 2. Please insert the SD card with the saved data into the SD card slot.
 - 3. The sound of a high-low beep will indicate that the data transfer is started.
 - During the upload of the data from the SD card, any signal inputs will be ignored.
 - When the SD card is inserted during a voice message playback, the data transfer will start after the end of the message playback.
 - 4. When the sound of a short beep is heard to indicate that the data transfer has successfully been completed, please extract the SD card. Uploading should be completed within 60 seconds. When a short intermittent beep or long intermittent beep is heard, or if nothing occurs at all, the data transfer was not successfully completed. As a caution, please be sure the volume is adjusted to a nominal level, or the indicating beep will not be heard.
 - 5. After data has been uploaded, verify the message contents and operation of the product is programmed as expected.

* All MP3 registered messages for the BSV-24 IM- will be erased if written over.

5. Outer Dimensions



BSV-24.-PDFD-EN-16_16