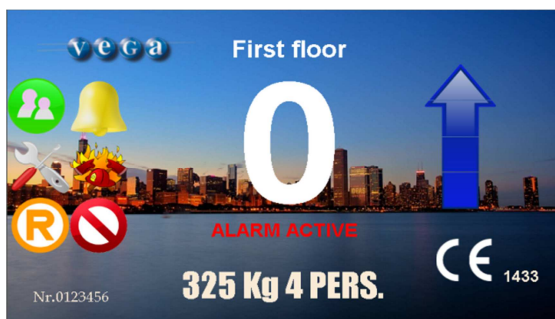


DISPLAY TFT 7"

Rev. n. 0 Date: 4/03/14



TFT700
RS485

TFT701
PARALLEL/ SERIAL

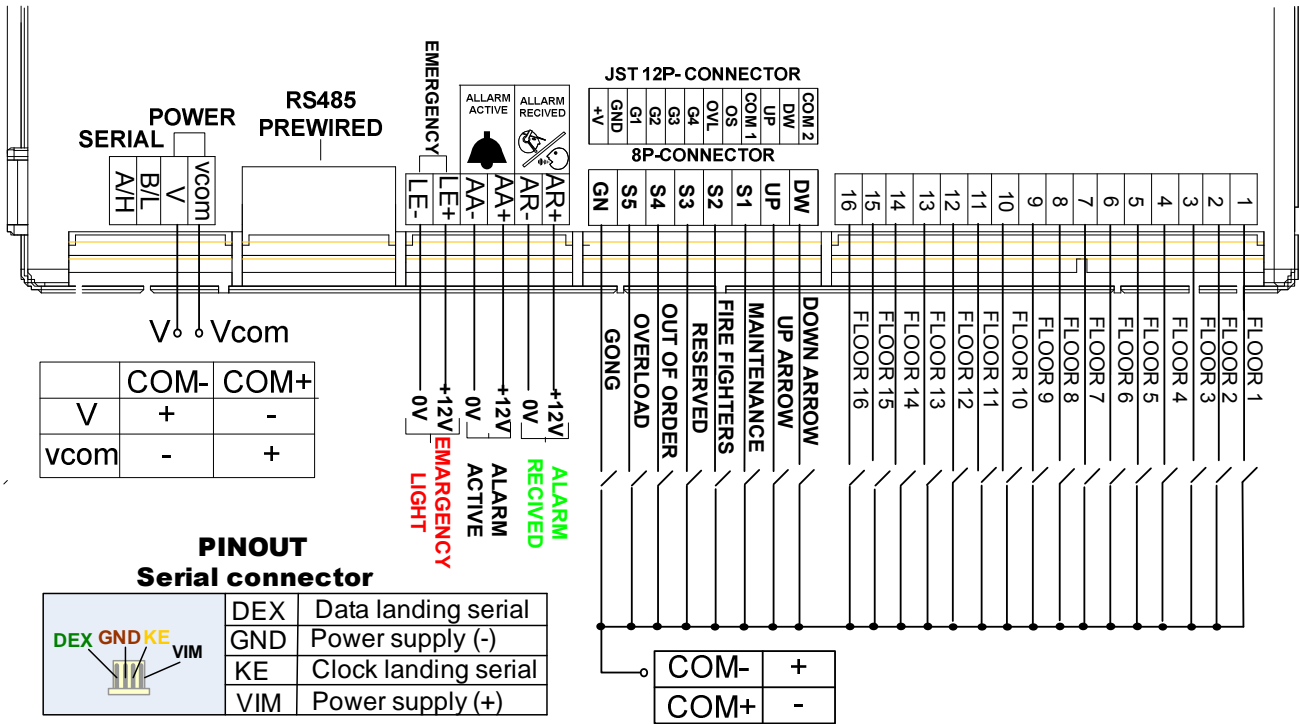
TFT702
CAN

Technical data

Screen	7"
Resolution	800x480 WVGA
Viewable area (WxH)	95x53 [mm]
Colors	16 M
Pixel (WxH)	0.1926 (H) x 0.179(V) [mm]
Supply	12÷24 V DC ±10%
Absorption (brightness al 100%)	□12 V DC: Max 360mA □ 24 V DC: Max 180mA
Set inputs	Positive and negative common
Operating Temperature Range	From -20°C to +70°C
Modes of work	1 wire for floor, Binary code, Inverted binary code, BCD, Gray, DEMO
Specific input	Up and down arrows, overload, out of service, alarm in action, received alarm, emergency, gong, maintenance, reserved

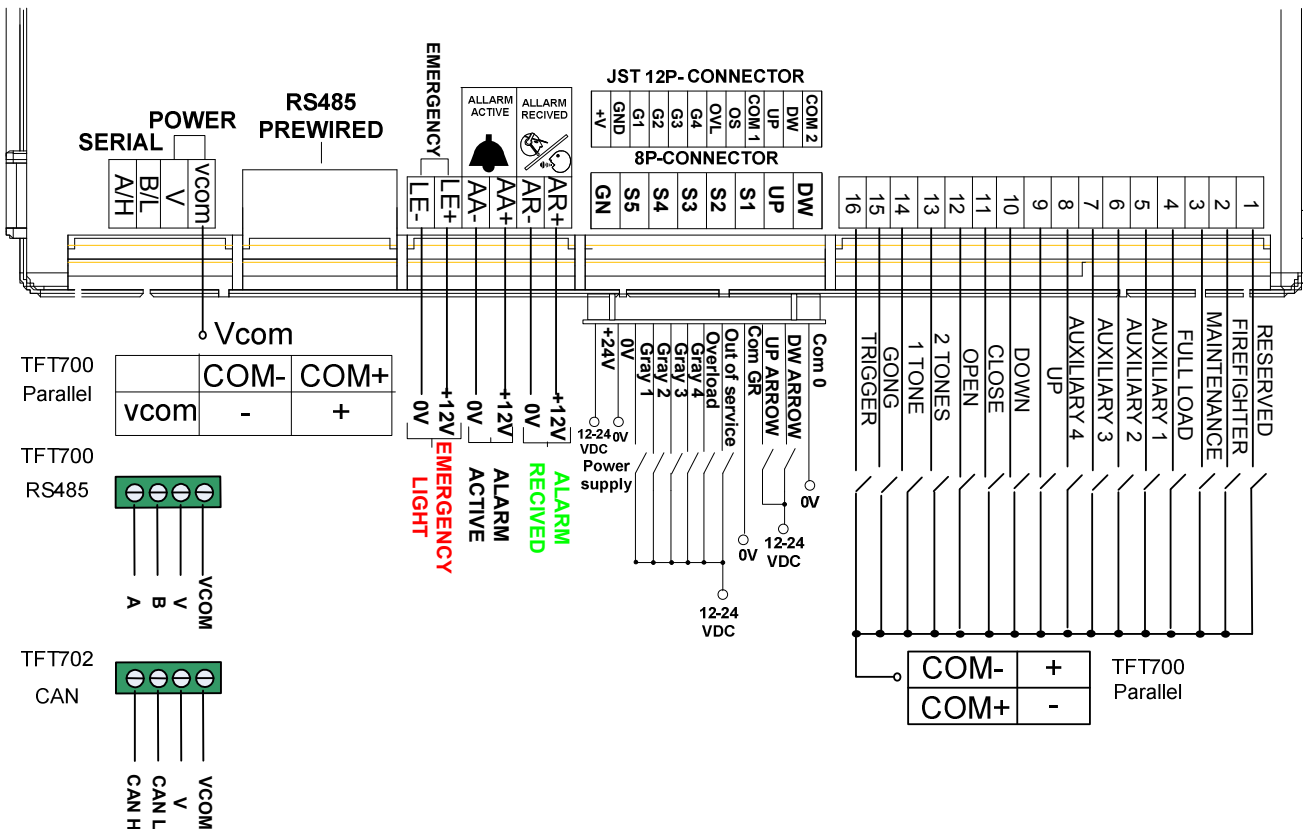
1) DESIGN PINOUT

TFT 701 (PARALLEL / SERIAL)



TFT 700(RS 485)

TFT 702(CAN)



2) DISPLAY MENU

In the back of the display there is a joystick with which you can move around and interact with the menu (Figure 1). It's possible to move in four directions: left, right, above, below, or press the joystick to the center position (equivalent to the "Enter" or "Return").

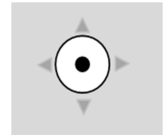
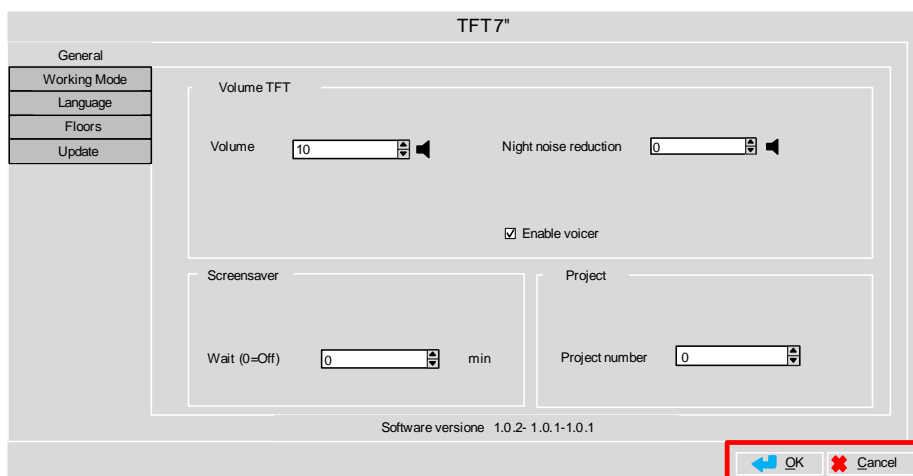


Figure 1 - Joystick

During the normal operation of the display press "Enter" to open the menu. On the left side there are some tabs by which you can set the configuration parameters of the display. To exit the menu, scroll to the left to select the buttons in the bottom right (highlighted in red buttons) and then press "enter" on the "OK" or "Cancel" button.

- OK button: saves all settings and exit the menu.
- Cancel button: exits the menu without saving the changes made to the parameters.

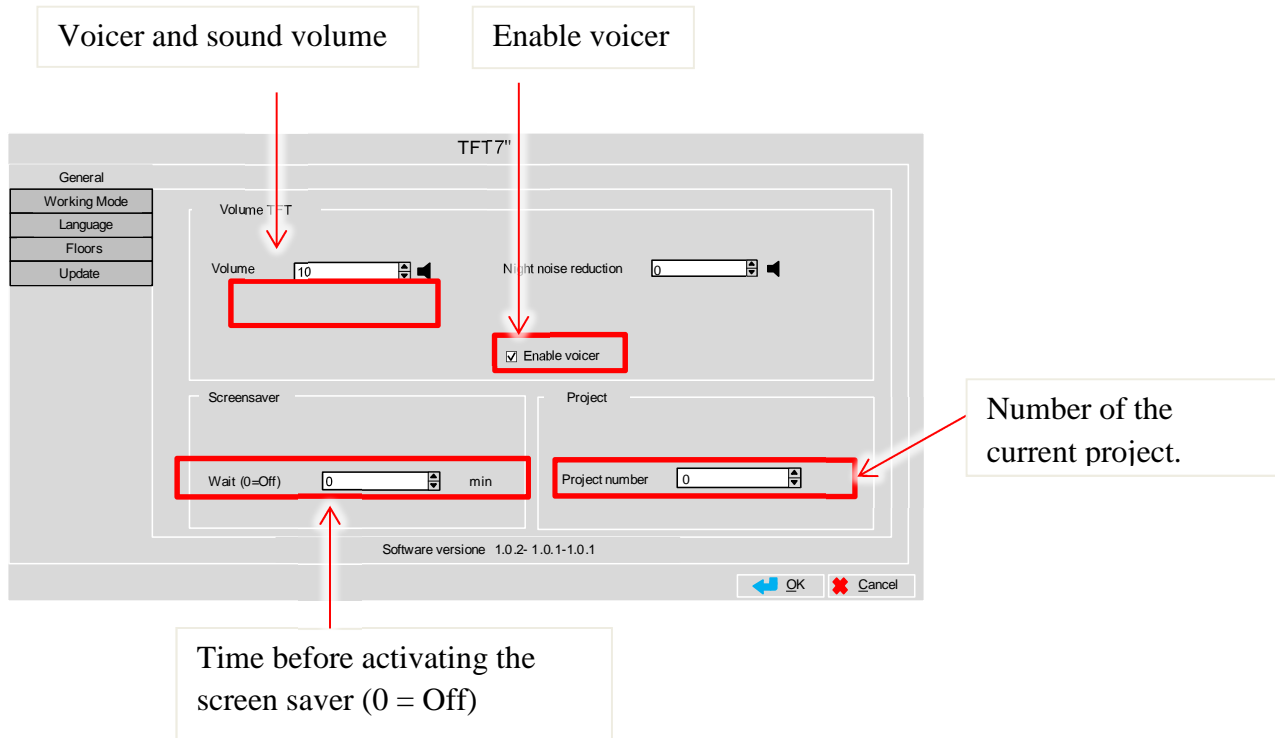


Start the display

To successfully start the display TFT700 you have to insert the microSD card that came with the display that contains within it all the necessary files to the proper functioning. Do not remove the microSD while the display is on.

3) DESCRIPTION TAB OF THE MENU

TAB “Generic”



Project

Project number (0 to 9): Number of the current project. Changing this value exit the menu by pressing the OK button will load the project corresponding to that number. If there is no project with the selected number will be uploaded to the project 0. Once out of the menu is not necessary to restart the TFT.

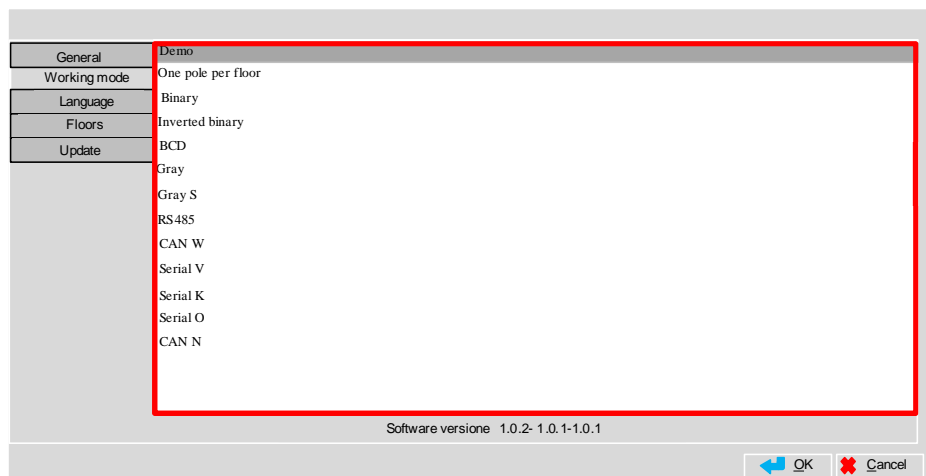
ScreenSaver

In case of prolonged inactivity of the display it's possible to activate a screensaver. From the menu you can set the number of minutes before activating the screensaver. A value of 0 means disable screensaver. The screensaver is made by lowering the brightness of the display and rotating three images.

NOTE: The images that compose the screensaver and the changing time images aren't customizable.

Tab “Working mode”

The tab allows you to view and edit the current operating mode of the display. Exit the menu by pressing the OK button, the display will be configured to work with the currently selected mode (blue background).



List of available modes

ON: input active

OFF: input disactive

NOTE: the tables are built with offset set to "0" (Tab "Floors→ Offset")

BINARY / INVERTED BINARY CODE

Binary	Binary Denied	1	2	3	4	5
0	31	OFF	OFF	OFF	OFF	OFF
1	30	ON	OFF	OFF	OFF	OFF
2	29	OFF	ON	OFF	OFF	OFF
3	28	ON	ON	OFF	OFF	OFF
4	27	OFF	OFF	ON	OFF	OFF
5	26	ON	OFF	ON	OFF	OFF
6	25	OFF	ON	ON	OFF	OFF
7	24	ON	ON	ON	OFF	OFF
8	23	OFF	OFF	OFF	ON	OFF
9	22	ON	OFF	OFF	ON	OFF
10	21	OFF	ON	OFF	ON	OFF
11	20	ON	ON	OFF	ON	OFF
12	19	OFF	OFF	ON	ON	OFF
13	18	ON	OFF	ON	ON	OFF
14	17	OFF	ON	ON	ON	OFF
15	16	ON	ON	ON	ON	OFF
16	15	OFF	OFF	OFF	OFF	ON
17	14	ON	OFF	OFF	OFF	ON
18	13	OFF	ON	OFF	OFF	ON
19	12	ON	ON	OFF	OFF	ON
20	11	OFF	OFF	ON	OFF	ON
21	10	ON	OFF	ON	OFF	ON
22	9	OFF	ON	ON	OFF	ON
23	8	ON	ON	ON	OFF	ON
24	7	OFF	OFF	OFF	ON	ON
25	6	ON	OFF	OFF	ON	ON
26	5	OFF	ON	OFF	ON	ON
27	4	ON	ON	OFF	ON	ON
28	3	OFF	OFF	ON	ON	ON
29	2	ON	OFF	ON	ON	ON
30	1	OFF	ON	ON	ON	ON
31	0	ON	ON	ON	ON	ON

GRAY CODE5 bits

N°Floor	1	2	3	4	5
0	OFF	OFF	OFF	OFF	OFF
1	ON	OFF	OFF	OFF	OFF
2	ON	ON	OFF	OFF	OFF
3	OFF	ON	OFF	OFF	OFF
4	OFF	ON	ON	OFF	OFF
5	ON	ON	ON	OFF	OFF
6	ON	OFF	ON	OFF	OFF
7	OFF	OFF	ON	OFF	OFF
8	OFF	OFF	ON	ON	OFF
9	ON	OFF	ON	ON	OFF
10	ON	ON	ON	ON	OFF
11	OFF	ON	ON	ON	OFF
12	OFF	ON	OFF	ON	OFF
13	ON	ON	OFF	ON	OFF
14	ON	OFF	OFF	ON	OFF
15	OFF	OFF	OFF	ON	OFF
16	OFF	OFF	OFF	ON	ON
17	ON	OFF	OFF	ON	ON
18	ON	ON	OFF	ON	ON
19	OFF	ON	OFF	ON	ON
20	OFF	ON	ON	ON	ON
21	ON	ON	ON	ON	ON
22	ON	OFF	ON	ON	ON
23	OFF	OFF	ON	ON	ON
24	OFF	OFF	ON	OFF	ON
25	ON	OFF	ON	OFF	ON
26	ON	ON	ON	OFF	ON
27	OFF	ON	ON	OFF	ON
28	OFF	ON	OFF	OFF	ON
29	ON	ON	OFF	OFF	ON
30	ON	OFF	OFF	OFF	ON
31	OFF	OFF	OFF	OFF	ON

TRUTH TABLE BCD CODE

N°Floor	1	2	3	4	5 = TENS
0	ON	ON	ON	ON	OFF
1	OFF	ON	ON	ON	OFF
2	ON	OFF	ON	ON	OFF
3	OFF	OFF	ON	ON	OFF
4	ON	ON	OFF	ON	OFF
5	OFF	ON	OFF	ON	OFF
6	ON	OFF	OFF	ON	OFF
7	OFF	OFF	OFF	ON	OFF
8	ON	ON	ON	OFF	OFF
9	OFF	ON	ON	OFF	OFF

N°Floor	1	2	3	4	5 = TENS
10	ON	ON	ON	ON	ON
11	OFF	ON	ON	ON	ON
12	ON	OFF	ON	ON	ON
13	OFF	OFF	ON	ON	ON
14	ON	ON	OFF	ON	ON
15	OFF	ON	OFF	ON	ON
16	ON	OFF	OFF	ON	ON
17	OFF	OFF	OFF	ON	ON
18	ON	ON	ON	OFF	ON
19	OFF	ON	ON	OFF	ON

Tabs “Language”

The tab allows you to select the menu language and the languages of the voicer. Once you have selected the desired parameter, move the joystick up / down to select the language. Move right to change the parameter. It isn't necessary to press Enter, exit the menu by using the OK button will apply the changes.

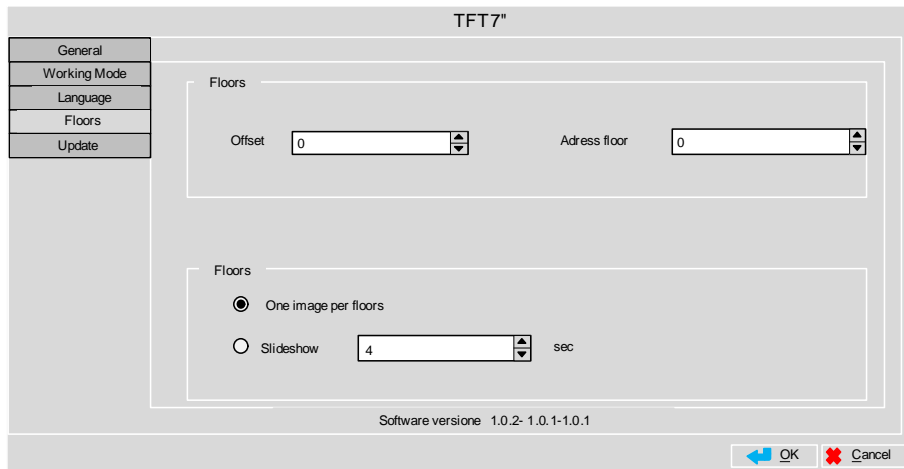


CAUTION: make sure to check the enable voicer from the "General" tab and successfully uploaded the audio files related to the chosen language. The acoustic signals of overload and gongs aren't indicative of the presence of audio files in the selected language.

Tab “Management floors”

The tab allows you to set:

- Offset (or first floor) with value from -9 to 9. The value set by the project isn't considered.
- Slideshow:
 - o **An image per floor:** in each floor is assigned a background image, in accordance with the floor table of the current project. If a floor is not associated with any image you will see the default image set from the project.
 - o **Slideshow:** in this mode are displayed in rotation all the background images set in the project regardless of the floor shown. Is possible to set the number of seconds before the change of image.



Tab “upgrade”

The tab allows you to activate the procedures for updating the TFT700. There are five types of update (for details refer to the appropriate section of the manual):

- **Project upgrade :** using this option are imported graphic files that compose the projects created by the editor.
- **Sound files upgrade:** using this option are imported audio files that compose the projects created by the editor.
- **Application upgrade:** with this option, you can upgrade to a different version than the one currently present in the display (the files for this kind of update will be provided only in case of need) .
- **System upgrade:** through this option, you can upgrade the system to a different version than the one currently present in the display (the files for this kind of update will be provided only in case of need) .
- **Advanced upgrade :** Using this option, you can upgrade all the components of the system (the file for this type of upgrade will be provided only in case of need) .

During all the operations of updating the display mustn't be turned off or disconnected, the update is complete, the display will restart automatically.



CAUTION: pay particular attention to updating of the system, the power interruption during the update phase can lead to a malfunction of the software display. Do this only in a protected environment.

4) PROCEDURES FOR UPDATE

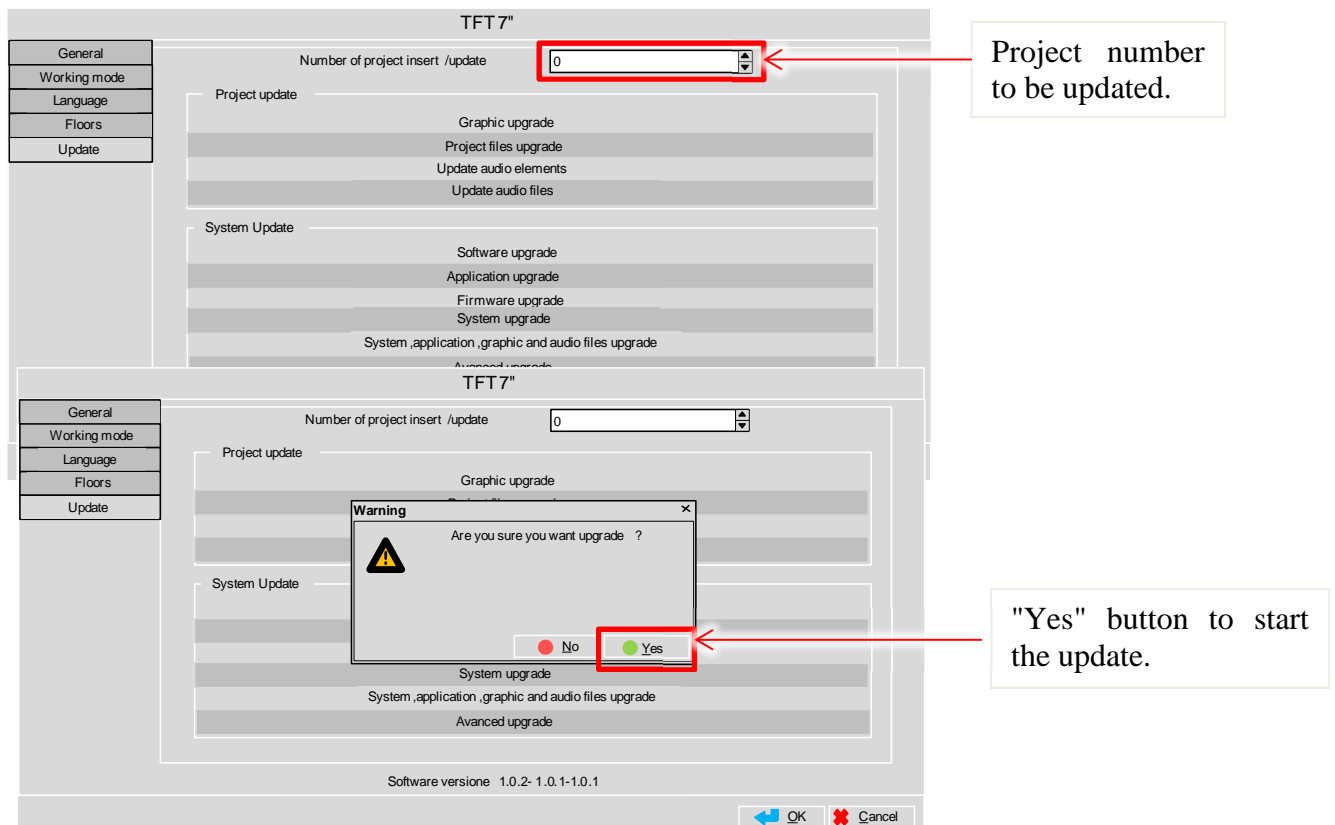
Updated graphics files

Through this type of upgrade, you import graphic files that compose the projects created by the editor.

1. Format the microSD card whit FAT32 file system.
2. Export the project created using the appropriate editor on the microSD card.
Assign a number to the project.



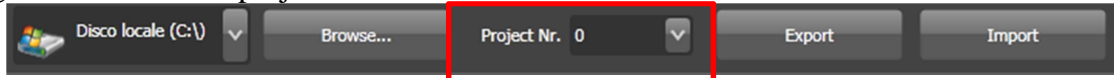
3. Insert the microSD and turn on the display. Wait until the loading is complete.
4. Enter the menu by pressing the "enter" key.
5. Select the tab "Update".
6. Select the number of project update at the top of the tab. The number must match the number assigned to the project being exported from the editor.
7. Select the "Graphics update" and press "enter."
8. Confirm you want to update the project. Once you have confirmed you won't be able to undo them.
9. Wait until the update is completed.
10. Exit this menu by confirming the modifications that have been made (OK option).
11. The project will be updated automatically loaded.



Update sound files

Through this type of update is imported audio files that composed the projects created by the editor.

1. Format the microSD card whit FAT32 file systems.
2. Export the project created using the appropriate editor on the microSD card.
Assign a number to the project..

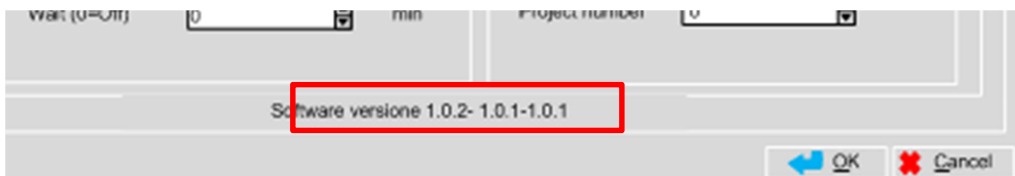


3. Insert the microSD and turn on the display. Wait until the loading is complete.
4. Enter the menu by pressing the "enter" key
5. Select the tab "Update"
6. Select the number of project update at the top of the tab. The number must coincide with the number assigned to the project being exported from the editor.
7. Select the "Update Audio Files" and press "enter".
8. Confirm you want to update the project. Once you have confirmed you will not be able to undo them.
9. Wait until the update is completed.
10. Make sure that the voicer is enabled by verifying the presence of the tick in the "Enable voicer" in the "General" tab
11. In the "Language" tab select the language of the voicer corresponding to the files that were previously imported.
12. Exit this menu by confirming the modified that have been made (**OK** option).
13. The project updated will be automatically loaded.

Application Update

With this type of upgrade you can update the application within the display (files for this type of update will be provided only in case of necessity).

1. Format the microSD card with FAT32 file system.
2. Copy the update package "application.tar.bz2" in the partition.
3. Insert the microSD and turn on the display. Wait loading complete.
4. Enter the menu by pressing the "enter" key
5. Select the tab "Update"
6. Select the "Application Update" and press "enter".
7. Confirm you want to update the software of the display. Once confirmed you will not be able to undo it.
8. Wait for the automatic reboot of the display without doing any operation.
9. Wait until the operation will be completed.
10. Enter the menu by pressing the "enter"
11. Check the version of the software loaded.



System update

Through this type of upgrade you can update the drivers of the system (files for this type of update will be provided only in case of necessity).

1. Format the microSD card with FAT32 file system.
2. Copy the update package "system.tar.bz2" in the partition.
3. Insert the microSD and turn on the display. Wait loading complete.
4. Enter the menu by pressing the "enter" key
5. Select the tab "Update"
6. Select the "Application Update" and press "enter".
7. Confirm you want to update the software of the display. Once confirmed you will not be able to undo.
8. Wait for the automatic reboot of the display without making any action.
9. Wait until the loading is complete.
10. Enter the menu by pressing the "enter" key
11. Check the version of software loaded.

NOTE: this update may involve resetting the values of the parameters of the menu.

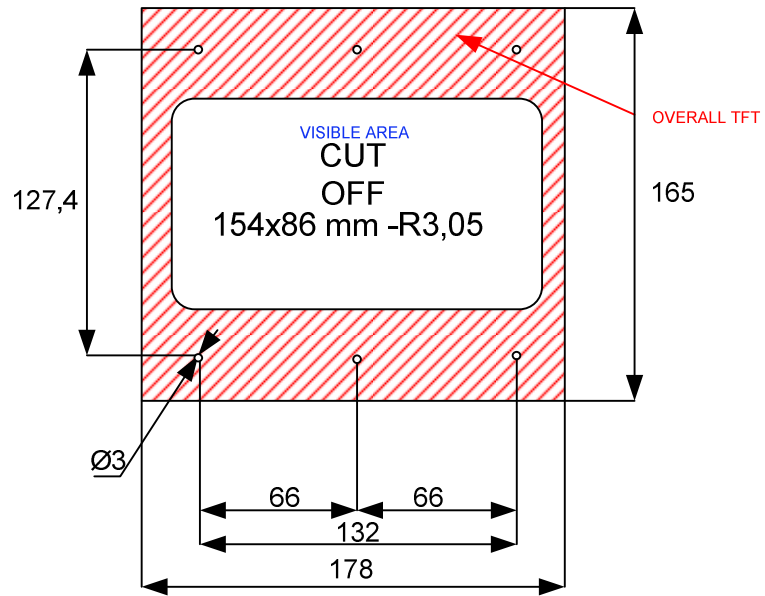
Advanced Update

Through this type of upgrade, you can upgrade all the components of the system (drivers, software, graphics and audio).

1. Format the microSD card with FAT32 file system.
2. Copy the update packages " application.tar.bz2 ", " system.tar.bz2 ", " graphics.tar.bz2 ", "voicer.tar.bz2" in the partition.
3. Insert the microSD and turn on the display. Wait until the loading is complete.
4. Enter the menu by pressing the "enter" key
5. Select the tab "Update"
6. Select the "Advanced Update " and press "enter".
7. Confirm you want to update the software of the display. Once confirmed you will not be able to undo it.
8. Wait for the automatic reboot of the display without making any action.
9. Wait until the loading is complete.
10. Enter the menu by pressing the "enter" key
11. Check the version of software loaded .

NOTE: This update will overwrite the project 0 loaded into the TFT and in some cases the reset parameter values of the menu.

5) DIMENSIONS AND INSTALLATION INSTRUCTION





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