



VIRGINIA CONTROLS

# **DATAPANEL OPERATING INSTRUCTIONS**

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# DATAPANEL OPERATING INSTRUCTIONS

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## INTRODUCTION

Refer to the GE Datapanel Manual for general operating instructions. This document describes the specific screens programmed for this application, and the function of the pushbuttons where they differ from the default.

When the unit is powered up, it will show screen # 8, which shows the general status of the car. The screen number is shown on the top right of each screen.

A flashing “!” in the top left corner of the screen indicates a communication failure. Cycle the power to the PLC and Datapanel to reset. Unplugging the Datapanel will cause a communication failure.

## SCREENS

- 1 Main Menu
- 2 Adjustments – Door Times for Hall, Car, Shortened.
- 3 Adjustments – Run, Nudging, ICU
- 4 Adjustments – Adjustable Feature #1, #2, Door Stuck Time
- 5 Adjustments – #Ldgs, Main, Alt, Home, # of Fault Resets
- 6 Adjustments – Car Stuck, Homing, PI Shutoff Delay
- 7 Fault Log Display
- 8 General Status
- 9 Running Status
- 10 Shutdown Status
- 11 Door Status
- 12 Fire Status
- 13 Communication Fault Codes
- 14 Register Car Calls
- 15 Register Hall Calls

## FUNCTION KEYS

Function Keys F1-F4 use the default GE programming, as described in the GE Datapanel Manual.

Key	OPERATION IN RUN MODE	OPERATION IN EDIT MODE
F1	ESCAPE. Not used in Run Mode.	Quits edit mode without changing the value
F2	PAGE DOWN. Go to Next Page/Screen.	Goes to the next editable value. If a value is being edited, it decreases the value. The longer the button is pressed the faster the value decrements.
F3	PAGE UP. Go to Previous Page/Screen.	Goes to the previous editable value. If a value is being edited, it increases the value. The longer the button is pressed the faster the value increments.
F4	ENTER. Begins Edit Mode. The cursor will be under the value to be edited.	Starts editing a value. If a value is being edited, accepts the new value. Press again to return to Run Mode.

Function keys F5-F8 are modified based on the screen that is being viewed, as follows.

Key	Screen 1	Screens 2-7,9-13	Screens 2-13	Screen 14	Screens 15
F5	Go to Mode Menu	Go to Screen 1	Go to Screen 1	Enter Car Call at 1	Enter a 1U Hall Call
F6	Go to Screen 2	Go to Screen 2	Go to Screen 2	Enter Car Call at 2	Enter a 2D Hall Call
F7	Go to Screen 7	Go to Screen 7	Go to Screen 7	Enter Car Call at 3	Enter a 2U Hall Call
F8	Go to Screen 8	Go to Screen 8	Go to Screen 14		Enter a 3D Hall Call

## SCREEN DESCRIPTION

In the sample screens shown below, information in **BOLD** can be changed.

To change a register value, navigate to the desired screen, then press F4/Enter.

The Datapanel will go into the edit mode, and the cursor will flash under one of the editable values (usually the lowest value on the screen).

Use F2/Down or F3/Up to move the cursor to the value that is to be changed, then press F4/Enter.

Use F2/Decrease and/or F3/Increase to change the value to the desired value.

The longer the key is held down, the faster the value will change.

Press F4/Enter to accept the change or F1/Escape to reject the change.

Press F2/Down or F3/Up to select another value to change, or press F4/Enter to return to the Run Mode.

### Screen 1 – Main Menu

F5=MAIN MENU	1
F6=ADJUSTMENTS	
F7=FAULT LOG	
F8=CAR STATUS	

This screen provides a reminder of the operation of function keys F5-F8 on most screens (except screen 14 and 15). Press F5-F8 to jump to the desired screen.

## ADJUSTMENT SCREENS

To change a register value, navigate to the desired screen, then press F4/Enter.

The Datapanel will go into the edit mode, and the cursor will flash under one of the editable values (usually the lowest value on the screen).

Use F2/Down and F3/Up to move the cursor to the value that is to be changed, then press F4/Enter.

Use F2/Decrease and F3/Increase to change the value to the desired value.

The longer the key is held down, the faster the value will change.

Press F4/Enter to accept the change or F1/Escape to reject the change.

Press F2 or F3 to select another value to change, or press F4/Enter to return to the Run Mode.

### Screen 2 – Adjustments – Door Times for Hall, Car, Shortened.

==DOOR TIMES==2	
Hall Calls	<b>5.0</b>
Car Calls	<b>3.0</b>
Shortened	<b>1.0</b>

“Hall Calls” (R65) The Door Time when responding to a Hall Call.

“Car Calls” (R66) The Door Time when responding to a Car Call.

“Shortened” (R67) The Door Time when reopening from a Door Open Button, or if the Door Close Button has been pressed.

### Screen 3 – Adjustments – Run, Nudging, ICU

=ADJUST VALUES=3	
Run Timer	<b>25.0</b>
Nudge Time	<b>25.0</b>
ICU Cutout	<b>20.0</b>

“Run Timer”. (R68) If the car runs for this time without passing a floor it will shut down.

“Nudge Time”. (R69) If the doors are held open for this time, then nudging will be initiated.

“ICU Cutout”. (R70) If the ICU/Electric Eye Input is held on continuously for this time, the ICU/Electric Eye Input is disabled.

## Screen 4 – Adjustments – Adjustable Feature #1, #2, Door Stuck Time

```
=ADJUST VALUES=4  
Adj Feat.      102  
Adj Feat2      0  
Door Stuck    20.0
```

“Adj Feat”. (R71) Adjustable Features, as shown on sheet FA of the schematic.

“Adj Feat2”. (R72) Adjustable Features 2, as shown on sheet FA of the schematic.

“Door Stuck”. (R74) If the doors do not open or close fully in this time, then they are stopped, and reversed.

## Screen 5 – Adjustments – #Ldgs, Main, Alt, Home, # of Fault Resets

```
=ADJUST VALUES=5  
# Ldgs 3 Main 1  
Home 1 Alt 2  
#FaultReset 2
```

“# Ldgs” (R76) The number of Landings served by the elevator.

“Main” (R77) The Fire Service Main Landing.

“Alt” (R78) The Fire Service Alternate Landing

“Home” (R85) The Landing for Forced Homing, if enabled.

“#FaultReset” (R79) The number of automatic Shutdown Fault Resets allowed.

## Screen 6 – Adjustments – Car Stuck, Homing, PI Shutoff Delay

```
=ADJUST VALUES=6  
Car Stuck      25.0  
Home Delay     60.0  
PI Delay       300.0
```

“Car Stuck” (R75) Car and Hall Call Buttons at the current floor are ignored after this time. This prevents a stuck button from locking up the car.

“Home Delay” (R80) The car will home after it has been idle for this time. Homing must be enabled by R71.

“PI Delay” (R81) The Position Indicators are shut off after the car has been idle for this time. This feature can be disabled by R72.

## FAULT LOG DISPLAY

Press F7 from most screens to jump to the Fault Log Display.

### Screen 7 – Fault Log Display

```
=FAULT LOG 01 =7  
FAULT CODE 02  
TIME 003 (004)  
ST=000000000000 0
```

Line 1 shows the Fault Log entry currently being viewed. To view additional faults, press F4/Enter. Press F2 or F3 to move the cursor to the Fault Log Entry number (shown as 01 in the sample screen above). Then press F4/Enter. Press F2 or F3 to change to the desired Fault Log Entry, then press F4/Enter.

Line 2 shows the Fault Code for the Fault Log Entry that is currently being viewed. Refer to the FAULTLOG sheet in the schematic for a description of all the Fault Codes.

Line 3 shows the time stamp for the Fault Log Entry that is currently being viewed. The value in parentheses (shown as 004 above) is the current time. This value increments every 6 minutes. This value can be changed in the same way as the Fault Log Entry value, to set the Fault Log Time Stamp to correspond to the current time.

Line 4 shows the Car Status at the time of the fault for the Fault Log Entry that is currently being viewed.

The 11 ‘0’s correspond to bits 16 to 6 as described in the FAULTLOG sheet in the schematic, and as shown below. The value at the far right, is the floor position of the car when the fault occurred.

- [xxxxxxxxxxxx ?] Far Right = Floor Position
- [xxxxxxxxxxxx? x] Bit 6 = Last Run was Up (0=Down)
- [xxxxxxxxxxxx?x x] Bit 7 = Last Direction Indicator was Up (0=Down)
- [xxxxxxxxxx?xx x] Bit 8 = Car was Running
- [xxxxxxxx?xxx x] Bit 9 = Car was Running Fast Speed
- [xxxxxxx?xxxx x] Bit 10 = Car was on a Floor-to-Floor Run
- [xxxxx?xxxxx x] Bit 11 = Door Contacts Input was ON
- [xxxx?xxxxxx x] Bit 12 = Door Close Limit Input was ON
- [xxx?xxxxxxxx x] Bit 13 = Door Open Limit Input was ON
- [xx?xxxxxxxxx x] Bit 14 = Up Level Switch Input was ON
- [x?xxxxxxxxxx x] Bit 15 = Down Level Switch Input was ON
- [?xxxxxxxxxxx x] Bit 16 = Door Zone Switch Input was ON

## STATUS SCREENS

The Status Screens show the status of the car, either in general, or of a specific part of the operation. If a particular mode or function is active, then the message for that mode will be visible. In the screens shown below all messages are shown as if they are on, so that the relative positions can be seen. Normally only a few of the messages would be visible at any one time. The description for the screens below gives a breakdown by line of what will cause the messages to be displayed.

### Screen 8 – General Status

```

NotAUTO  PI=1  8
FIRE2  INS  SafOPN
DrOPEN  IDSSHUTDN
DrCLOSED DZ  UPDN
```

NOTE: Pressing F8 from Screen 8 will cause the display to go to screen 14. Normally pressing F8 will cause the display to go to Screen 8.

Line 1

“NotAUTO” will be visible if the car is not answering hall calls, otherwise “AUTO” will be visible.

“PI=1” show the car Position Indicator

“8” is the screen number

Line 2

“Fire” will be visible if the car is on Fire Service, “2” will also be visible if the car is on Fire Service Phase 2.

“INS” will be visible if the car is on Inspection Operation

“SafOPN” will be visible if the Safety String is open. This indicates that the input from terminal 6 is low, so the car will not be able to run.

Line 3

“DrOPEN” This will be visible if the Door Open Limit is broken, indicating the doors are fully open.

“IDS” This will be visible if the car is on Independent Service.

“SHUTDN” This will be visible if the car is on shutdown. Go to the Shutdown Status screen (screen 10) for details on the cause of the shut down.

Line 4

“DrCLOSED” This will be visible if the Door Close Limit is broken, indicating the doors are fully closed.

“DZ” This will be visible if the car is in the Door Zone.

“UP” This will be visible if the car is running up.

“DN” This will be visible if the car is running down.

### Screen 9 – Running Status

```

NotAUTO  PI=1  9
INS  FIRE2  SafOPN
IDS  TEST  ULFDLDZ
UPDN  FSSS  Out-DZ
```

Line 1

“NotAUTO” will be visible if the car is not answering hall calls, otherwise “AUTO” will be visible.

“PI=1” show the car Position Indicator

“9” is the screen number

Line 2

“INS” will be visible if the car is on Inspection Operation

“Fire” will be visible if the car is on Fire Service, “2” will also be visible if the car is on Fire Service Phase 2.

“SafOPN” will be visible if the Safety String is open. This indicates that the input from terminal 6 is low, so the car will not be able to run.

Line 3

“IDS” This will be visible if the car is on Independent Service.

“TEST” This will be visible if the Hall Call Cutout Sw Input is high. The car will not respond to halls calls.

“UL” This will be visible if the car is leveling up.

“FDL” This will be visible if the car is running down to a floor after stopping between floors.

“DL” This will be visible if the car is leveling down.

“DZ” This will be visible if the car is in the Door Zone.

Line 4

“UP” This will be visible if the car is running up.

“DN” This will be visible if the car is running down.

“FS” This will be visible if the car is running fast speed.

“SS” This will be visible if the car is running slowing down on a floor-to-floor run.

“Out-DZ” This will be visible if the car has stopped outside the Door Zone.

### **Screen 10 – Shutdown Status**

NO SHUTDOWN	10
RUN-FLT	DRCHECK
PA-FAIL	LEV-FLT
PA-STUCK	BRK-FLT

Line 1

“NO SHUTDOWN” will be visible if the car is not in shutdown, otherwise “SHUTDOWN” will be visible.

“10” is the screen number

Line 2

“RUN-FLT” This will be visible if the Run Input failed to come on during a full speed run.

“DRCHECK” This will be visible if the Door Contact Input indicates the doors are closed, but the Door Close Limit indicates the doors are open. This is usually caused by jumping the Door Contacts.

Line 3

“PA-FAIL” This will be visible if the PA input fails to come on during a run.

“LEV-FLT” This will be visible if the Up and Down Leveling Inputs are both on at the same time.

Line 4

“PA-STUCK” This will be visible if the PA input fails to go off after the car stops.

“BRK-FLT” This will be visible if the Brake input fails to go off during a run.

### **Screen 11 – Door Status**

DOORS OPEN	11
OPENING	ICU-TMR
CLOSING	DO-FAIL
CLOSEDNUDDC	-FAIL

Line 1

“DOORS” This will always be visible, as a heading for the screen

“OPEN” This will be visible if the Door Open Limit is broken, indicating the doors are fully open.

“11” is the screen number

Line 2

“OPENING” This will be visible if the doors are opening.

“ICU-TMR” This will be visible if the ICU Timer has tripped. The ICU/Electric Eye Input will be disabled.

Line 3

“CLOSING” This will be visible if the doors are closing

“DO-FAIL” This will be visible if the doors failed to open properly. The doors will close, and the car will continue to answer other calls.

Line 4

“CLOSED” This will be visible if the doors are fully closed

“NUD” This will be energized if the doors are Nudging. This can be initiated by the Nudging Timer or the ICU Timer.

“DC-FAIL” This will be visible if the doors failed to close properly. The doors will reopen, then attempt to close again.

### Screen 12 – Fire Status

FIRE STATUS	12
FIRE1NORMALFIRE2	
SMOKE ALT	HOLD
SHUNT	RETN

Line 1

“FIRE STATUS” This will always be visible as the header for the screen.

“12” is the screen number

Line 2

“FIRE1” This will be visible if the car is on Fire Service Phase 1.

“NORMAL” This will be visible if the car is not on Fire Service Phase 1 or Phase 2.

“FIRE2” This will be visible if the car is on Fire Service Phase 2.

Line 3

“SMOKE” This will be visible if a Smoke Sensor has tripped, and the system is on Fire Service

“ALT” This will be visible if the Main Landing Smoke Sensor has tripped and the car is to return to the Alternate Landing.

“HOLD” This will be visible if the car is on Fire Service Phase 2 in the Hold Mode (doors fully open and the Car Fire Switch in the Hold position)

Line 4

“SHUNT” This will be visible if the Machine Room Sensor(s) have tripped. This is usually part of the Shunt Trip system.

“RETN” This will be visible if the car is on Fire Service Phase 2 in the Return Mode (doors fully open and the Car Fire Switch in the Off position). The car will close the doors and then go to Phase 1.

### Screen 13 – Communication Fault Codes

COMM STATUS	13
LAST ERROR	???

Line 1

“COMM STATUS” is the screen header, “13” is the screen number

Line 3

“LAST ERROR ???” This will show the last communication error. The possible codes are:

- 101 Timeout
- 102 Checksum Received Error
- 103 Bad Character Received Format Error
- 104 Bad Message Framing Error
- 105 Bad Message Format Received
- 106 NAK Response Received
- 107 Comms Block Format Error
- 108 Invalid Command

A flashing “!” in the top left corner of the screen indicates a communication failure. Cycle the power to the PLC and Datapanel to reset. Unplugging the Datapanel will cause a communication failure.

## REGISTER CALLS

Note: For screens 14 and 15 the operation of the Function Keys F5-F8 is changed to allow them to be used to register calls. To jump to another screen, use F3 to scroll the display back to Screen 13, then use F5-F8 to jump to the desired screen.

### Screen 14 – Register Car Calls

CAR CALLS	14
F7=3 3C	
F6=2 2C	
F5=1 1C	

Line 1

“CAR CALLS” is the screen header, “14” is the screen number

Line 2

”F7=3” Reminder to press F7 to energize the 3rd Landing Car Call.

“3C” This will be visible if the 3rd Landing Car Call is registered.

Line 3

”F6=2” Reminder to press F6 to energize the 2nd Landing Car Call.

“2C” This will be visible if the 2nd Landing Car Call is registered.

Line 4

”F5=1” Reminder to press F5 to energize the 1st Landing Car Call.

“1C” This will be visible if the 1st Landing Car Call is registered.

### Screen 15 – Register Hall Calls

HALL CALLS	15
UP	DOWN
F7=2 2U	F8=3 3D
F5=1 1U	F6=2 2D

Line 1

“HALL CALLS” is the screen header, “15” is the screen number

Line 2

“UP” and “DOWN” are column headers

Line 3

”F7=2” Reminder to press F7 to energize the 2nd Landing Up Hall Call.

“2U” This will be visible if the 2nd Landing Up Hall Call is registered.

”F8=3” Reminder to press F8 to energize the 3rd Landing Down Hall Call.

“3D” This will be visible if the 3rd Landing Down Hall Call is registered.

Line 4

”F5=1” Reminder to press F5 to energize the 1st Landing Up Hall Call.

“1U” This will be visible if the 1st Landing Up Hall Call is registered.

”F6=2” Reminder to press F6 to energize the 2nd Landing Down Hall Call.

“2D” This will be visible if the 2nd Landing Down Hall Call is registered.

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# DATAPANEL QUICK START INSTRUCTIONS

## To move through the screens:

- Press F2 or F3 to scroll through the screens.
- Press F5 to jump to screen 1 – Main Menu screen
- Press F6 to jump to screen 2 – the first Adjustment screen
- Press F7 to jump to screen 7 – the Fault Log screen
- Press F8 to jump to screen 8 – the first Status screen
- Press F8 while viewing screen 8 to jump to screen 14 – the first Call Register screen

Note: F5-F8 are used to enter calls when viewing screens 14 or 15.

## To change a register value:

- Navigate to the desired screen Screens 2-6 have the adjustable values. Press F6 from any screen (except screens 14 or 15), to jump to screen 2.
- Press F4/Enter. The Datapanel will go into the edit mode, and the cursor will flash under one of the editable values (usually the lowest value on the screen).
- Use F2/Down and F3/Up to move the cursor to the value that is to be changed, then press F4/Enter.
- Use F2/Decrease and F3/Increase to change the value to the desired value.
- The longer the key is held down, the faster the value will change.
- Press F4/Enter to accept the change or F1/Escape to reject the change.
- Press F2 or F3 to select another value to change, or press F4/Enter to return to the Run Mode.

## To view the car status:

- Navigate to screen 8. Pressing F8 will normally jump to that screen.
- Press F2 to view the additional status screens

## To register a car or hall call:

- Navigate to screen 14 (car calls) or screen 15 (hall calls). (From most screens, press F8 twice).
- Press F5-F8 to register the desired call.