

AYBEY ELEKTRONİK

ALAS Lift Announcer System

USER MANUAL

ALAS LIFT ANNOUNCER SYSTEM

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VERSION : 1.1

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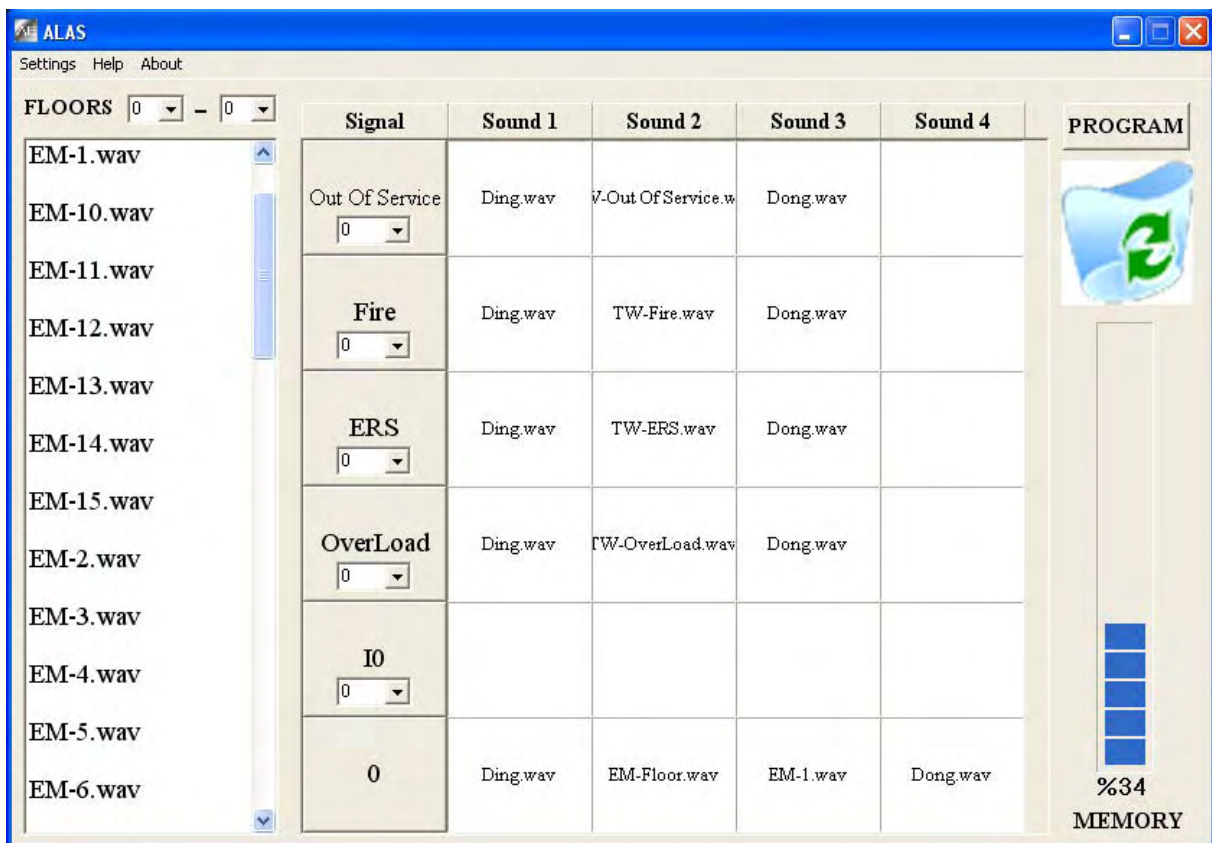
1 SOUND FILES PREPARATION

1.1 Setting Number Of Floors

For loading different sound files to floors, first define the number of floors. It is near the FLOORS that set left part to the lowest floor and set right part to the highest floor.

1.2 Preparation And Loading Of Sound Files

Drag the sound from sounds menu and drop it to case for desired turn of the signal/floor that you want to load to ALAS board. If you want to delete files from the cases, drag and drop them to the dustbin image. After preparation of all sounds to cases, define the repeating period of the signals. After all, click PROGRAM button and it starts the programming operation. If you did not set the communication point, it warns you. Set it and click PROGRAM button again.



1.3 Adding Sound Files

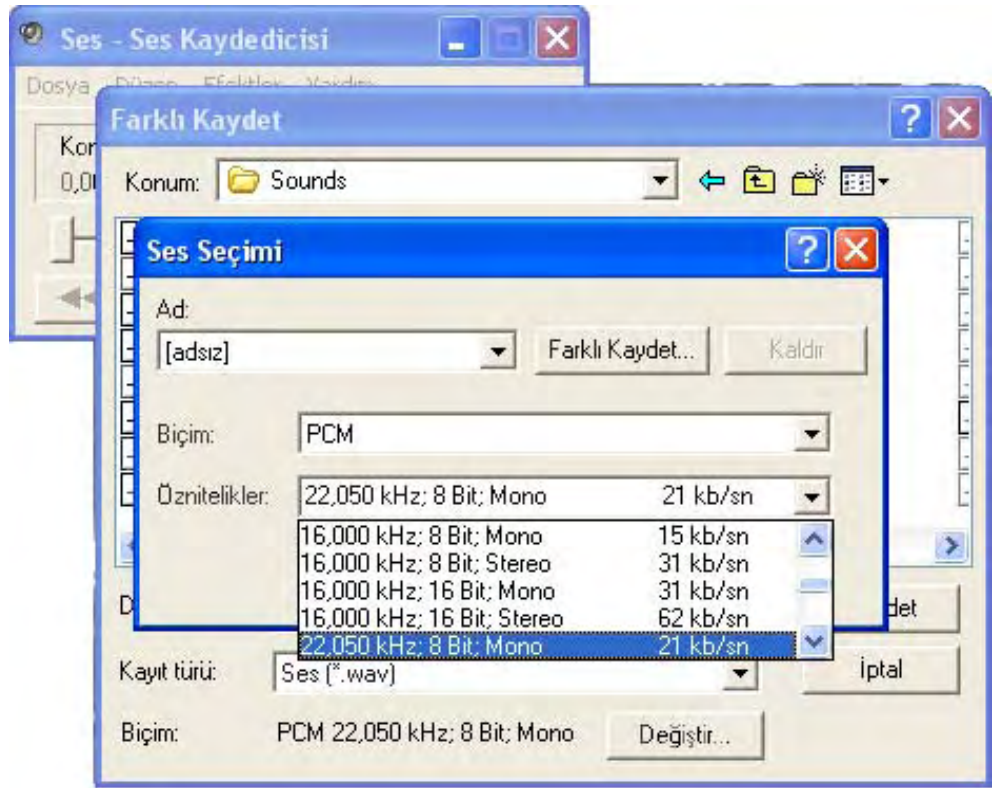
All of the wav formatted sound files in Sounds folder locate in the left menu. For adding sound files to menu, set the sound files and copy it to ALAS\Sounds folder which you want to add.

1.3.1 Sound Files Settings

Only 22050 Khz 8 Bit Mono sound files can be load to ALAS board. For adding a new sound file, set it from the Ses Kaydedicisi program in Windows.



Open the sound files from the Ses Kaydedicisi Program in Windows, click File->Save As menu and after that click Değiştir from the window. Set 22050 Khz 8 Bit Mono and when click OK, find Sounds folder and click Save button. When the program restarts, new sound locates in sounds menu.



2 COMMUNICATION PORT SELECTIONS

Set the communication port before loading operation from the Settings->Com Port Settings menu. After port selection test it by clicking TEST button. If OK then com port is ok else check com port which you connect the ALAS board.

3 MEMORY SELECTIONS

It is limited to load sound files to ALAS board due to the memory. Before loading operation, set the number of memories from the Settings->Memory menu.

4 LANGUAGES

ALAS program supports both Turkish and English languages. Define it from Settings->Language menu.

5 VERSION OF PROGRAM

The version of program is in About menu.