1. Introduction

BL2000-HZB-V1 COP & Parallel Landing Call Convert Board has the following main functions:

(1). This board can be used for both COP and parallel Landing call input & response; Two mode is switched by DIP-Switch.

(2). 7-segment floor display output and elevator status output;

2. BL2000-HZB-V1 Picture and Dimension

Figure 2.1 BL2000-HZB-V1 Front View

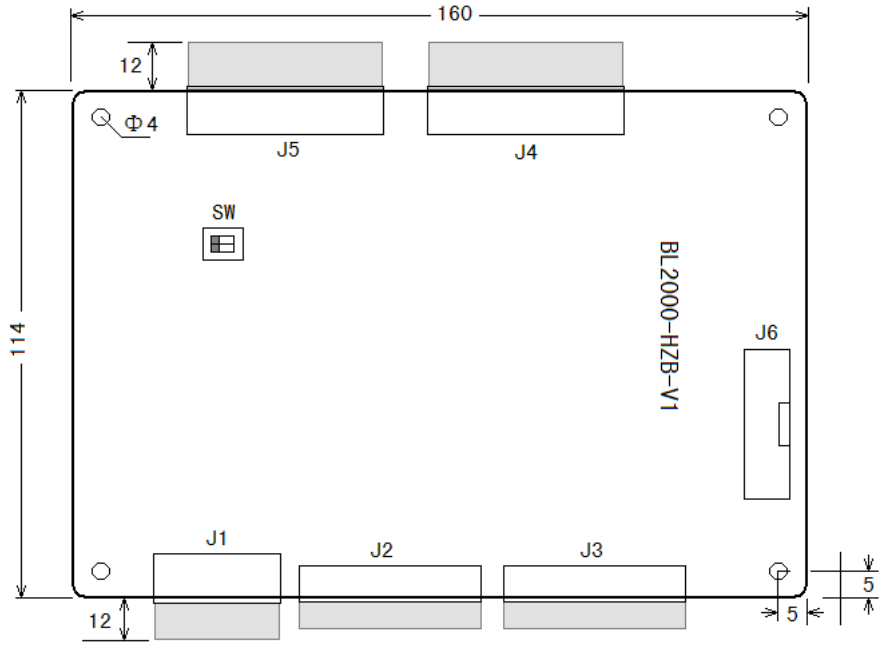


Figure 2.2 BL2000-HZB-V1 Dimension

3. Terminal Definition

Table 3.1 Terminal Definition and Specification

Terminal	Pin	Definition for COP Board	Definition for Convert Board	Specification	
				Type	Capacity
J1	J1-1	24V Input	24V Input	Power & Communication	
	J1-2	24V Ground	24V Ground		
	J1-3	CAN Bus H	CAN Bus H		
	J1-4	CAN Bus L	CAN Bus L		
	J1-5	24V Output	24V Output		
J2	J2-1	Inspection	1st Up call of Single collective or 1st Up call of Full collective	Opto -coupler Input	8mA
	J2-2	Inspection up	2nd Down call of Single collective or 2nd Down call of Full collective		
	J2-3	Inspection down	3rd Down call of Single collective or 2nd Up call of Full collective		
	J2-4	Attendant Input	4th Down call of Single collective or 3rd Down call of Full collective		
	J2-5	Attendant Up	5th Down call of Single collective or 3rd Up call of Full collective		
	J2-6	Attendant Down	6th Down call of Single collective or 4th Down call of Full collective		
	J2-7	Non-stop input	7th Down call of Single collective or 4th Up call of Full collective		
				OC Door Output	Current -limit resistor 560Ω

Note:

1 While used as LOP convert board, if maximum floor less than 32 floors, landing call inputs of rear door will follow the last landing call input of front door. For example,

	Single collective	Full collective
J2-1	1 (front door)	1 (front door)
J2-2	2 (front door)	2 (front door)
J2-3	3 (front door)	2 (front door)
J2-4	1 rear door	3 (front door)
J2-5	2 rear door	1 rear door
J2-6	3 rear door	2 rear door
J2-7		2 rear door
J2-8		3 rear door

If maximum floor is more than 32 floors, all landing call inputs become front door call.

2. While used as Car Top board,

3. Display