CAN-CBM-AI4: 4 Analog Inputs channel

Setting the Analog Inputs type:

Each of the four analog inputs can be configured individually as:

1. voltage input unipolar 0 ... +10 V
2. voltage input bipolar -10 ... +10 V
3. current input unipolar 0 ... +20 mA   (standard configurationfor IMMS devices)

Those inputs can be configured via the (black) eight-pin coding DIP switch of the module, selecting a specific code position by means of the (red) switches S9, S10, S11.

Programming via the coding switch

It is possible to change the most important parameters of all I/O devices, acting on DIP switches.

The procedure for the programming mode is the following:

1. Switch ON the module, activate the programming mode closing briefly S12 (set S12 to ON then back to OFF) – red switch.
2. Set S11 to ON and S10-S9 to OFF, it allows to modify the Analog Inputs type.
3. Set analog input type on black switches (see the table printed on the module), repeat the same configuration on the first eight red switches.
4. Program: close S12 briefly (ON and OFF again).
5. Set all red switches to OFF and switch OFF the module
6. Set CAN ADDRESS and bit rate, as specified on the module.
   The first eight switches are used for the address, while S9, S10 and S11 specify the bit rate (use 500kB/s S11 = ON)

Some hints:

The module is in normal operation when the programming switch S12 is OFF, by switching it to ON, the module enters into *programming mode* (all four leds flashes to indicate the programming mode).
When S12 is opened again the green led (mode) and the two red leds show the code position selected by S9-S11 (C513).

The number of the code position is shown in programming mode via the mode LED (green, hundred's), module error LED (red, ten's) and output error LED (red, unit).
Each LED flashes according to the decimal place. For the digit '0' the according LED does not flash, for digit '9' it flashes accordingly nine times. The activated code position can be recognized by counting the flash impulses.

In order to store the set data, the programming switch (S12) has to be switched to 'ON' briefly and than back to 'OFF'. When switching from 'ON' to 'OFF' all green and red LED's switch on for about 0.5 seconds at the same time to indicate a successful programming.
You can only leave the programming mode by switching off the mains supply. Before you switch the voltage on again, the right module ID and bit rate is to be set.