

User Manual for 4-MEM ECS+ Digital Handset



This manual is a quick guide of the functionality of the 4-MEM ECS+ Digital Handset. This handset is intended to be used with ROL ECS+ controlled systems only.

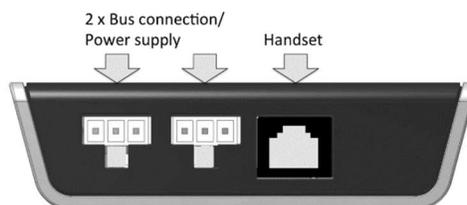
Mounting the Handset

Use the (2) attached screws for fixing the handset to the table top. If the thickness of the table top is less than 18mm please use shorter screws.

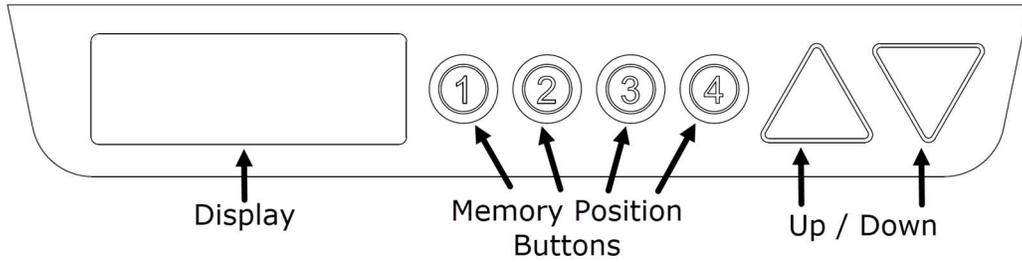


Connecting the Handset

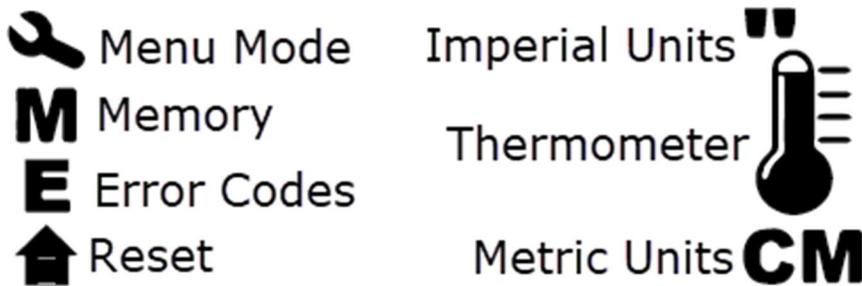
Connect the handset to the "Handset" port of the ECS+ box.



Handset Layout



Display Layout



Sleep Mode

The display may go into Sleep Mode which will be indicated by a blank screen. To wake the handset up from this Sleep Mode press either the Up or Down arrow button.

Start-Up Process

When the table is plugged in for the first time, immediately press the Down Arrow button. Three dashes will display along with the Reset symbol. When the table reaches its lowest position it will be reset. Please allow approximately 10 seconds for the system to calibrate (display may go blank). The table is now ready for use.

If the display continues to show three dashes the table is still in Reset mode. Continue to press the down arrow button until the table is at the lowest position.

Settings

By pressing the up and down buttons simultaneously you enter the Settings Menu. You are now able to scroll between the Settings Menu options by pressing the up and down arrow buttons. To exit the menu repeatedly press the down arrow button until the primary display returns to the screen.

Settings Menu Options

Err = Error Logs screen – will open the error statistics menu where you can see the number of error situations encountered. *See the next section for details on error codes.*

ECS = Will display the version of software in the ECS+ Control Box

SOF = Will display the version of firmware in the Handset

rES = Will place the system in Reset Mode, requiring the table to be fully lowered prior to resuming normal operation

SL = This function has been removed

SU = This function has been removed

CAL = Allows the user to enter the actual height of the table top. The system will default to a generic number if this is not set. Use up and down arrow buttons to adjust displayed height to match measured height

Un = Units function allows the user to select metric or imperial units by pressing the up or down arrow buttons. *(Settings Menu entry screen)*

Exit

To enter a menu press up and down simultaneously.

To adjust a value once inside a menu press up or down.

To save and exit a menu press up and down simultaneously.

Err – Error Log Details

The Err option will display the error statistics menu where you are able to see the number of error situations encountered. Use the up and down buttons to scroll through the codes.

LOH = Log Over Heat – a motor has been overheated this number of times

COH = Card Over Heat – the ECS+ box has been overheated this number of times

Tot = Total adjusted distance

The error counter is stored in the ECS+ box, not the handset so it is not important that the original handset is used to review errors.

Error Codes

1. Hard Stop
2. Back off
3. Soft stop
4. Waiting for button
5. Waiting for button release
6. Motor lost
7. Overcurrent
8. Overheating – thermometer will be flashing, wait 10 minutes to allow the motor to cool
9. Low voltage
10. High voltage
11. Motors far apart – reset required
12. Destination above upper limit
13. Destination below lower limit
14. Internal error
15. Collision detection

CAL – Calibration

Adjust the default height to the actual measured height by using the up and down arrow buttons.

Setting Memory Buttons

To set the memory buttons use the up and down arrow to navigate to the desired height. Rapidly press and release the up and down arrow buttons simultaneously three times. The letter “S” will display on the screen. Press and release the memory button you’ve chosen for the current height and the display will change to “S1”, “S2”, “S3”, or “S4”.

To reach the memory setting after it has been programmed, press and hold that memory button until the table stops moving.