bell*issimo* Multiway Video Entry System

BSC4 Video Controller Settings – Basic Settings

Video Jumper Settings

The “Video Terminator” jumper must be set to OFF on all but the furthest Video Controller from the Door Controller(s), this one must be set to ON.

The “Video Gain” jumper on video controllers should always be set to “0” unless directed by Bell System Technical. This jumper is only required on some systems with very long camera to videophone cable runs well in excess of 150m. Inappropriate use of this jumper with short runs will cause picture problems.

Odd/Even Addressing Jumper PROG pins 1-2

This jumper alters the addressing of Phone outputs 2, 3 and 4 such that they all become either odd or even numbers. So if the address of phone 1 is 12 say the other outputs become 14, 16 and 18. If the address were 31 then the other outputs are 33, 35 and 37.

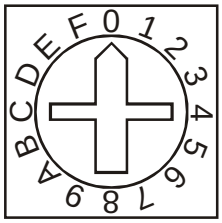
The use of this jumper precludes the use of extended addressing by PROG pins 2-3, if both are required contact Bell System Technical. The jumper is stored on pins 4-5.

Phone Address Setting SW6 – All Builds

SW6 is a rotary 16 position switch which sets the videophone addresses as per the following table. These numbers represent actual flat numbers for the digital controllers, they also correspond to the inputs on the BSD8 or BSD72.

SW6 Setting				
Pos	**Phone 1**	**Phone 2**	**Phone 3**	**Phone 4**
0	None	None	None	None
1	1	2	3	4
2	5	6	7	8
3	9	10	11	12
4	13	14	15	16
5	17	18	19	20
6	21	22	23	24
7	25	26	27	28
8	29	30	31	32
9	33	34	35	36
A	37	38	39	40
B	41	42	43	44
C	45	46	47	48
D	49	50	51	52
E	53	54	55	56
F	57	58	59	60

SW6



Shown at 0

ATTENTION

Each SW6 MUST be set correctly for the phones to ring.

This switch is shipped set to 0 to prevent multiple phones ringing on initial installation.

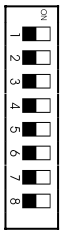
Address Offset SW7

SW7 is an 8 bit switch that is used to increase the addressing range. For each bit that is switched ON add the corresponding value to the amount set by SW6. This allows flat addresses up to 3210 to be set (6410 or higher with the jumper below).

Bit	Offset
1	+1
2	+2
3	+50
4	+100
5	+200
6	+400
7	+800
8	+1600

Each bit on SW7 adds the corresponding amount to the address set by SW6. Do not set a total value above 9995

SW7



OFF ↔ ON

Extended Addressing Jumper PROG pins 2-3 – Build 7

This jumper adds +3200 to the phone 1 address set using SW6 and SW7. Phone addresses up to 6410 (Phone 1 output) can be set.

The use of this jumper precludes the use of Odd/Even addressing by PROG pins 1-2, if both are required contact Bell System Technical. The jumper is stored on pins 4-5.

Custom Alternate Addressing

Special versions of the BSC4 can be ordered to allow addressing above 6413. For instance by making the jumper add 5000 the BSC4 would be able to address from 1 to 3210 and 5001 to 8210 (Phone 1 output).

Extended Addressing Jumper PROG pins 2-3 – Build 7A

This jumper adds +nn00 to the phone 1 address set using SW6 and SW7. The value +nn00 is shown on the build label. The jumper is stored on pins 4-5.

The use of this jumper precludes the use of Odd/Even addressing by PROG pins 1-2, if both are required contact Bell System Technical. The jumper is stored on pins 4-5.