PROFESSIONAL AUDIO EQUIPMENT

MVF16 Interface

User Manual & Installation Guide

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Introduction

This section briefly describes the possibilities of the MVF16 interface.

The MVF16 was developed to be used together with the INTER-M MVF2132

The MVF16 module provides 14 contacts which can be used to command the INTER-M MVF2132 via the serial interface.

The standard configuration provides 1 fire alarm contact, 13 regular contacts and 2 open collector outputs which can be used to switch a relay (maximum continue sink current is 100mA, maximum peak sink current is 200mA).

Environment

Do not place the unit in environments which contain high levels of dust, heat, moisture or vibration.

Do not use the unit near water or other liquids. Make sure no water or other liquids can be spilled, dripped or splashed on the unit.

This unit was developed for indoor use only. Do not use it outdoors.

Safety Requirements

Always handle the unit with care.
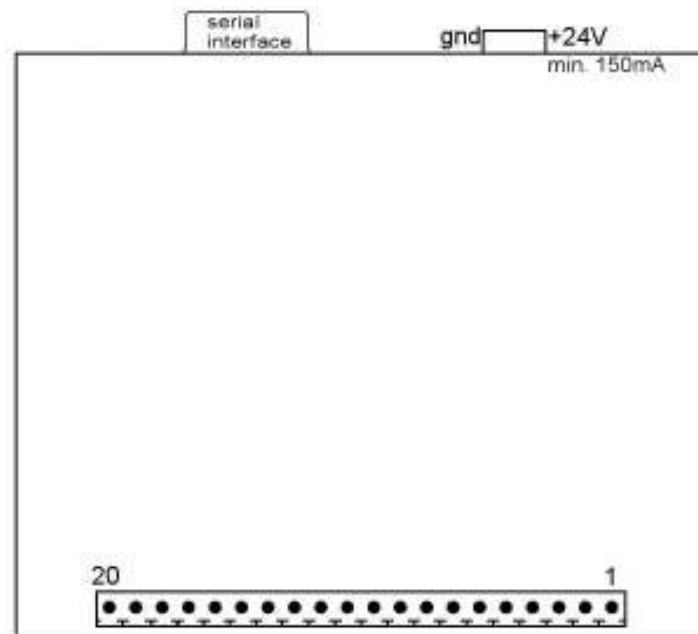
Use the proper plugs and connectors to connect the unit.

Do not open the unit (risk for electrical shock).

CAUTION - SERVICING

This unit contains no user serviceable parts. Refer all servicing to qualified service personnel. Do not perform any servicing unless you are qualified to do so.

Connections of the MVF16 interface

The input contacts of the MVF16 interface should be operated by normal open switches. If a connection to ground is made, the corresponding track will play. If the connection is broken (the button was released), the track will be played completely. The fire alarm contact will stop the track immediately when the connection to ground is broken up.

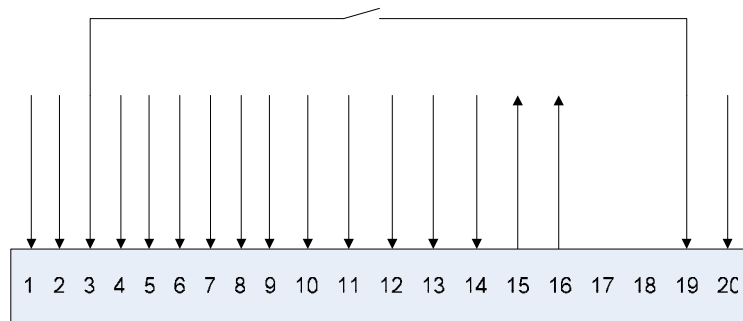The open collector outputs are both active as long as a track is playing.

The MVF16 interface can be connected to the INTER-M MVF2132 with a serial straight cable.

Pin-out

1: contact fire alarm (contact broken = track stops immediately) (track 1)

2: contact push – play (contact broken = track will be played completely) (track 2)

3: contact push – play (contact broken = track will be played completely) (track 3)

4: contact push – play (contact broken = track will be played completely) (track 4)

5: contact push – play (contact broken = track will be played completely) (track 5)

6: contact push – play (contact broken = track will be played completely) (track 6)

7: contact push – play (contact broken = track will be played completely) (track 7)

8: contact push – play (contact broken = track will be played completely) (track 8)

9: contact push – play (contact broken = track will be played completely) (track 9)

10: contact push – play (contact broken = track will be played completely) (track 10)

11: contact push – play (contact broken = track will be played completely) (track 11)

12: contact push – play (contact broken = track will be played completely) (track 12)

13: contact push – play (contact broken = track will be played completely) (track 13)

14: contact push – play (contact broken = track will be played completely) (track 14)

15: output 1: open collector output (maximum continue sink current is 100mA !!)

16: output 2: open collector output (maximum continue sink current is 100mA !!)

17-18: not used

19-20: ground

Example

To play track 3, close the switch.

Personal Notes