

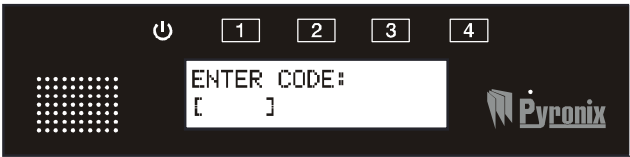



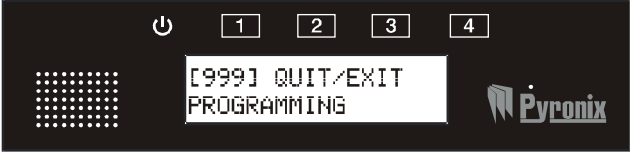
V2 GSM

GSM Speech Dialler with Automation Control



USER MANUAL

EASY START GUIDE

<p>Enter 1 2 3 4</p> <p>This enters the user menu.</p>	
<p>Enter 8 3 1</p> <p>Enter the SMS messages for input 1. Repeat for all other inputs if required [831-844].</p>	
<p>Enter 9 0 1</p> <p>Program telephone number 1. Repeat for all other numbers if required [901-909].</p>	
<p>Enter 9 3 1</p> <p>Program the message types for the telephone numbers. Repeat for all other numbers if required [931-939].</p>	
<p>Enter 9 9 9</p> <p>Press the <input checked="" type="checkbox"/> key to exit the user mode.</p>	

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CHAPTER 2: INTRODUCTION

The V2 GSM is 2 way GSM audio communication and remote automation module.

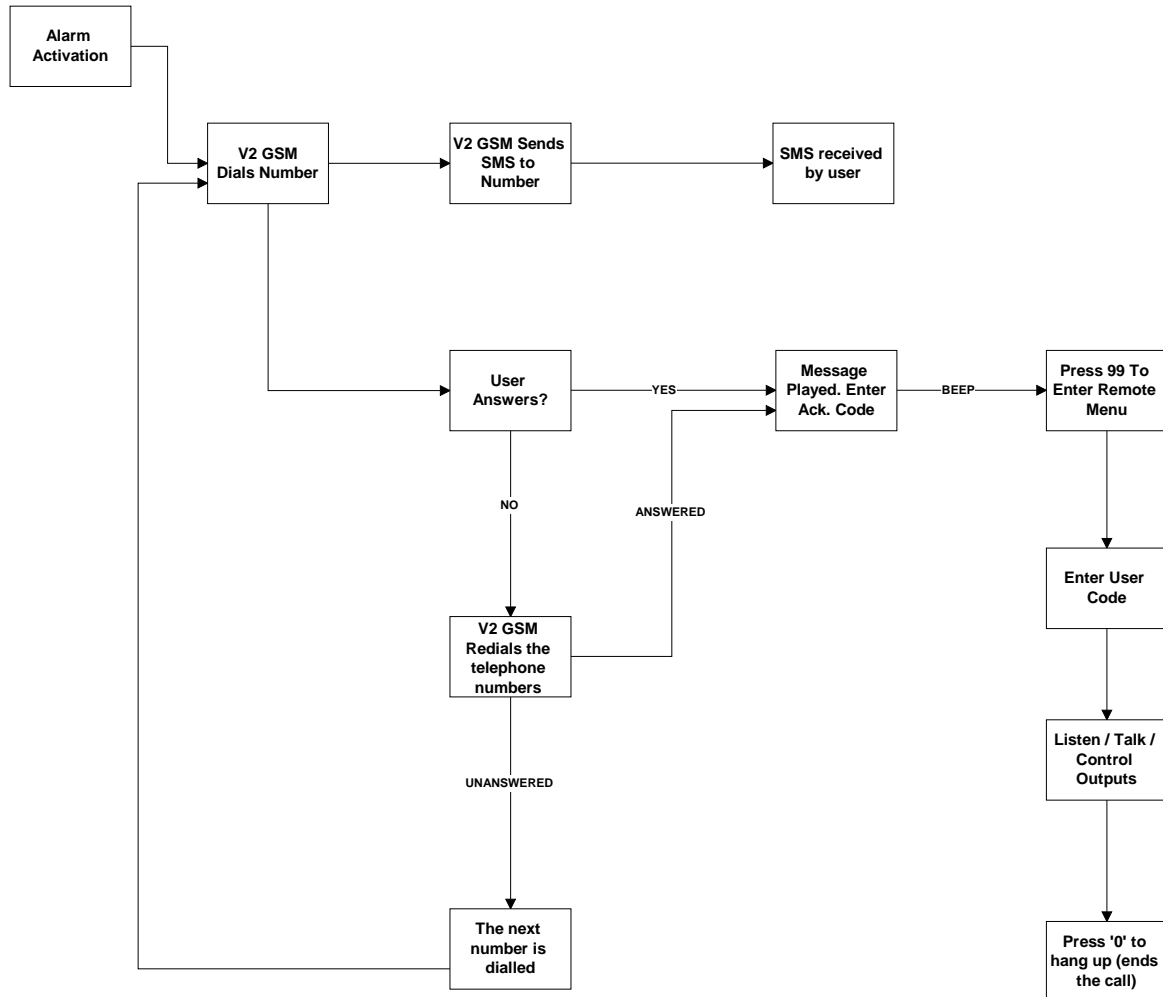
The V2 GSM has the following features:

- Call any telephone number (just like a mobile phone)
- Supports 2 way speech via the built on SPK and microphone
- Activate outputs (to turn on lights, open gates, etc)
 - Locally via the integrated keypad
 - Remotely via SMS or voice menu command
- Program voice messages (Up to 14, 1 for each alarm input)
- Program SMS messages (Up to 14, 1 for each alarm input)
- Send SMS or voice alerts to up to 9 different user phone numbers
- View the V2 event log (256 events, time and date)
- Remotely by phone operate the V2 using the built in voice menu:
 - Listen in
 - Talk and listen
 - Control output
 - Check the status of an external device that is connected to the V2 (for example system armed or disarmed)
- Remotely by SMS text commands operate the V2:
 - Change telephone number
 - Control outputs
 - Check the status of an external device that is connected to the V2 (for example system armed or disarmed)

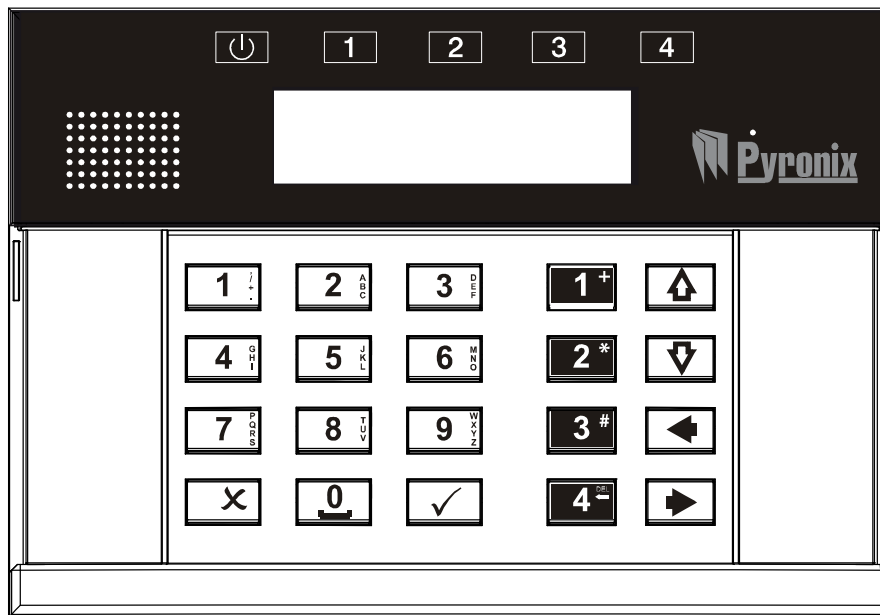
CHAPTER 3: HOW THE V2 GSM WORKS

3.1 THE V2 GSM PROCESS

Below shows a flowchart that is a representation of how the V2 GSM operates, when an alarm activation occurs.



CHAPTER 4: OPERATING THE KEYPAD



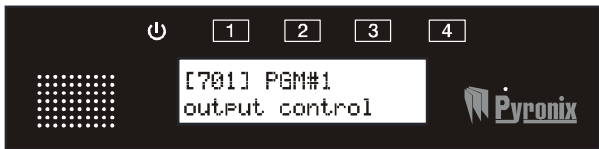


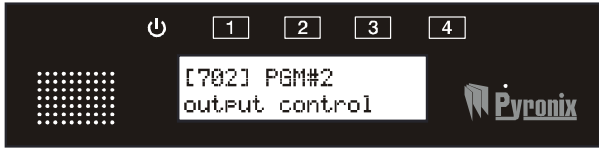
The V2 GSM keypad incorporates 4 output status LEDs positioned above the LCD display. They are numbered 1 to 4 and are used to show the status of the 4 inbuilt outputs.

4.1 SCROLLING THROUGH MAIN MENUS

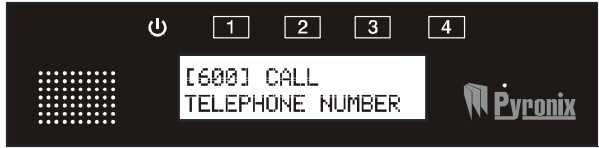

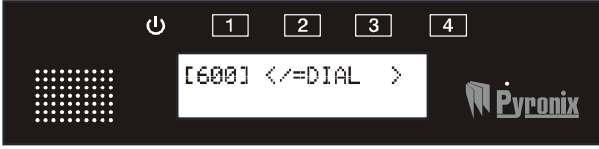
4.1.1 Scrolling through main menu



TO SCROLL THROUGH MAIN MENU'S. PRESS THE ◀ AND ▶ KEYS
MAIN MENU ITEMS ARE IN CAPITAL LETTERS

4.1.2 Scrolling through sub menu

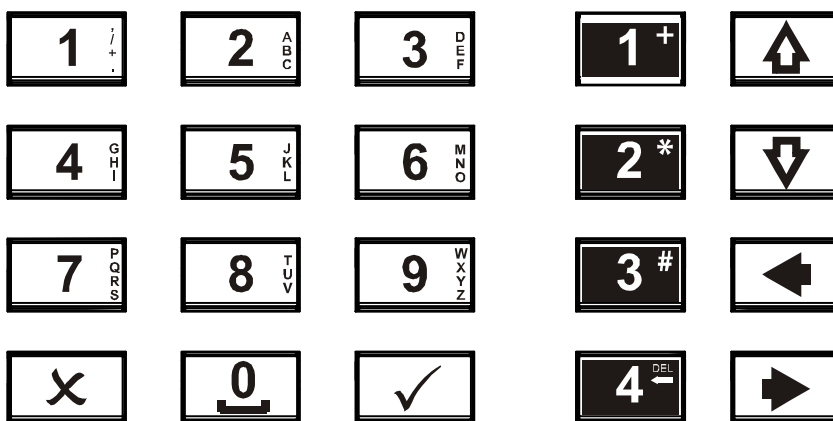

<p>TO SCROLL THROUGH SUB MENU'S. PRESS THE  AND  KEYS SUB MENU ITEMS ARE IN CAPITAL LETTERS</p>




4.1.3 Entering a sub menu/main menu function


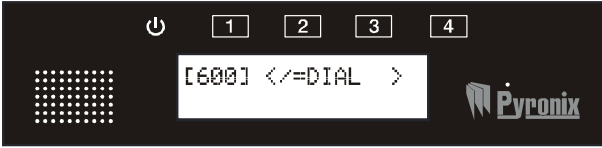

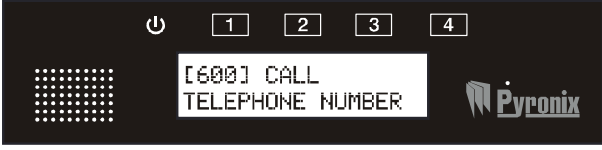

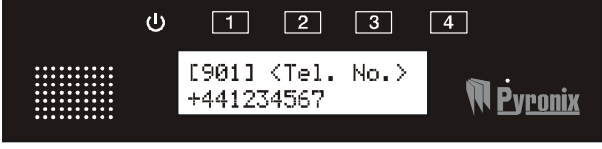

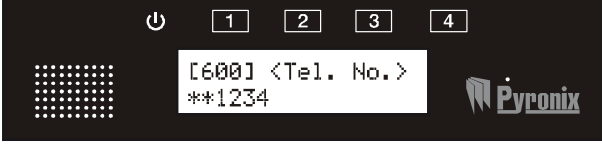

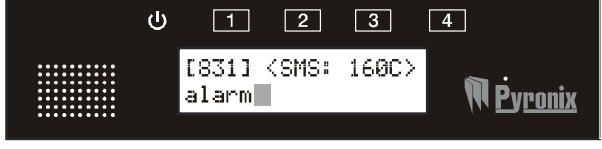

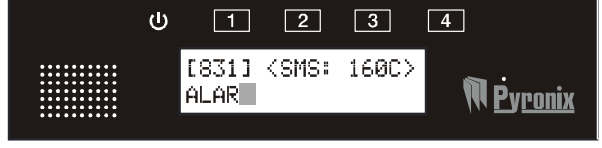

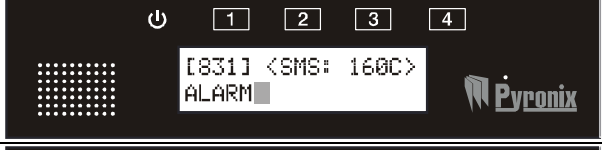



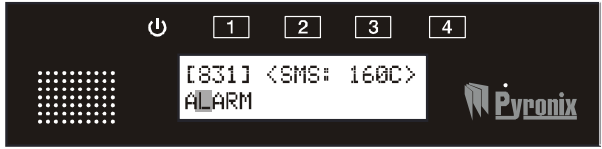



<p>TO ENTER A ANY FUNCTION. PRESS THE  KEY</p>


Press  to exit a sub-menu, and to go back to the main menu functions, press  until a main menu function (in capital letters) is displayed. Function numbers can be entered to jump to a particular menu. For example to leave the V2GSM from any main menu or sub-menu digit [999] that will bring you to 'QUIT/EXIT PROGRAMMING'.

4.2 ENTERING TEXT



The numeric keys above are used to enter the text onto the V2GSM (for SMS texts). For example to enter the letter 'Q'. The  key needs to be entered twice. The  key is used to enter a space.

Keys	Operation	Example Display
	Enters a function / starts a command	
	Exits a function / stops a command	
	Activates output 1 Enters a '+' symbol before a telephone number if required.	
	Activates output 2 Enters a '*' symbol when dialling a number if required.	
	Activates output 3 Alternates between capitals and lower case Enters a '#' symbol when dialling a number if required.	
	Activates output 4 Deletes the current character / number that the cursor is on	
	Scrolls between sub-menu items Moves the character cursor to the end of a string	
	Scrolls between sub-menu items Moves the character cursor to the beginning of a string	
	Scrolls between main-menu items Moves the character cursor to the left	
	Scrolls between main-menu items Moves the character cursor to the right	

CHAPTER 5: THE USER MENU



5.1 ENTERING THE USER MENU

Using the keypad enter the user code.

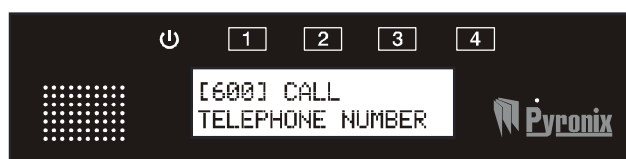
Default = 1234



'[600] CALL TELEPHONE NUMBER' will be displayed which indicates you are in the user menu.

Use the  and  keys to scroll through the main menus.

Press  to enter a function.



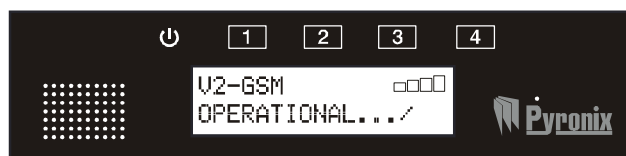
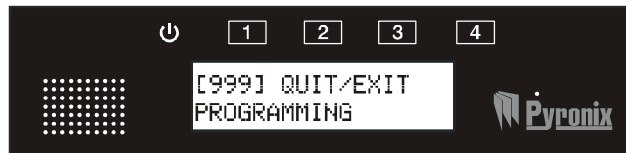
NOTE: If the display shows 'USER PROG. REQ.', this means that no telephone numbers or voice/SMS messages have been programmed in the user menu.

5.2 EXITING THE USER MENU

To exit the user menu, type in '999' or scroll to

"QUIT / EXIT PROGRAMMING"

Press the  key.



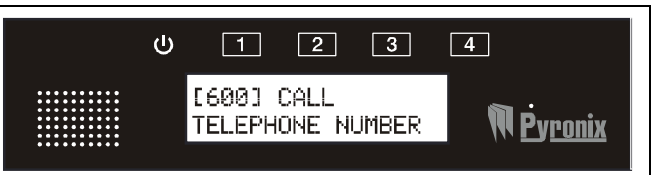
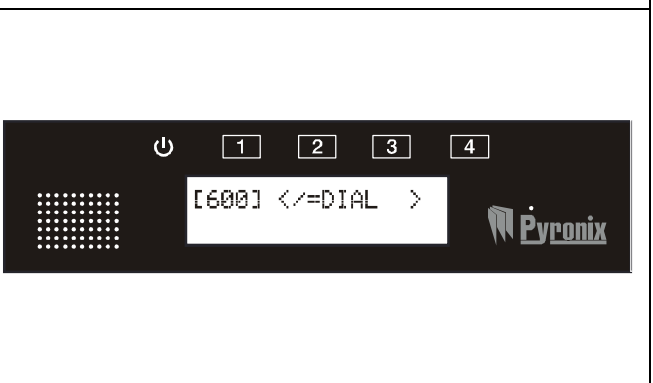
NOTE: When exiting the V2 GSM user menu, the display may show the following:



Voice messages and phone numbers will need to be programmed before exiting the user menu.



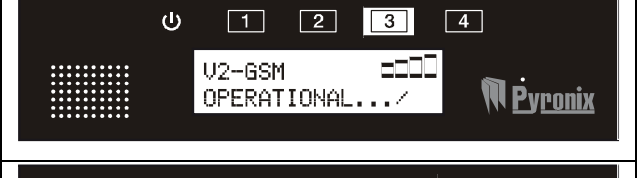

5.3 CALL TELEPHONE NUMBER [600]

This function allows the user to make an outgoing call. Enter the telephone number you would like to call and press

<p>Press the <input type="checkbox"/> or <input type="checkbox"/> keys to scroll to 'CALL TELEPHONE NUMBER' or enter '600'. Press <input type="checkbox"/></p>	
<p>Enter the telephone number to dial and press <input type="checkbox"/>. Press <input type="checkbox"/> to end the call.</p> <p>During the call you can increase or decrease the volume by using the up/down arrow keys.</p> <p>For certain dialling sequences, a 2* for '*' or 3# for a '#' symbol may need to be used.</p>	

5.4 ACTIVATING THE ON BOARD 4 OUTPUTS

To activate the 4 onboard outputs there is no need to enter the user menu. They can be activated / deactivated by pressing the required number key for 2 sec:

<p>Press and hold 1+ to activate output 1. The LED 1 output will illuminate</p>	
<p>Press and hold 2* to activate output 2. The LED 2 output will illuminate</p>	
<p>Press and hold 3# to activate output 3. The LED 3 output will illuminate</p>	
<p>Press and hold 4- to activate output 4. The LED 4 output will illuminate</p>	

5.5 ADDITIONAL OUTPUT CONTROL [700]

The V2GSM comes with 4 already built in outputs. Up to an additional of 48 outputs could be added by using 8 output expander modules. The output control feature is used to control the status of the additional V2GSM programmable outputs (PGMs).

<p>Press the or keys to scroll to 'OUTPUT CONTROL' or enter '[700]'. Press </p>	
<p>Press or to select the PGM number (up to 52) Press </p>	
<p>Press or to turn the output on or off or select the number: = Output off (default) = Output on Press </p>	

700 – 704 for the on board V2GSM outputs. 751 – 799 for the expander outputs.

5.6 PLAY / RECORD ALARM VOICE MESSAGES [800]

Voice messages can be programmed for each input on the V2GSM. The voice alarm messages can be up to 12 sec long. At default there are no user recordings.

<p>Press the or keys to scroll to 'PLAY/REC ALARM VOICE MESSAGES' or enter '800'. Press </p>	
<p>Press or to select which input number (or enter the shortcut function number see page 11) Press </p>	
<p>Press: = To play a message = To record = To delete</p>	

Shortcut Function Numbers:

INPUTS BUILT ON V2GSM	INPUTS ON THE EXPANDER MODULE
801: Play/rec msg for input#1	807: Play/rec msg for input#7
802: Play/rec msg for input#2	808: Play/rec msg for input#8
803: Play/rec msg for input#3	809: Play/rec msg for input#9
804: Play/rec msg for input#4	810: Play/rec msg for input#10
805: Play/rec msg for input#5	811: Play/rec msg for input#11
806: Play/rec msg for input#6	812: Play/rec msg for input#12
	813: Play/rec msg for input#13
	814: Play/rec msg for input#14

5.7 PLAY / RECORD COMMON MESSAGE [820]

This message, is played each time an activation has occurred and is heard at the end of an input activation message. The common message can be 20 seconds long.

<p>Press the or keys to scroll to 'PLAY/REC VOICE MESSAGES' or enter '820'.</p> <p>Press <input checked="" type="checkbox"/></p>	
<p>Press:</p> <p> = To play a message</p> <p> = To record</p> <p> = To delete</p> <p>Press <input checked="" type="checkbox"/></p>	

5.8 WRITE SMS ALARM MESSAGES [830]

SMS messages can be programmed for each alarm input. At default there are no pre-programmed messages.


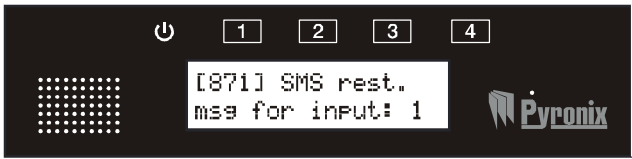
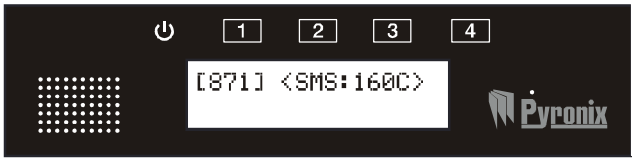
<p>Press the or keys to scroll to 'WRITE SMS ALARM MESSAGES' or enter '830'. Press <input checked="" type="checkbox"/></p>	
<p>Press or to select which input number for the SMS message (or enter the shortcut function number see below) Press <input checked="" type="checkbox"/></p>	
<p>Enter the text message using the relevant keys (see page 7 for help on entering text). A maximum of 160 characters may be used. Press <input checked="" type="checkbox"/></p>	

Shortcut Function Numbers:

INPUTS BUILT ON V2GSM	INPUTS ON THE EXPANDER MODULE
831: SMS msg for input: 1	837: SMS msg for input: 7
832: SMS msg for input: 2	838: SMS msg for input: 8
833: SMS msg for input: 3	839: SMS msg for input: 9
834: SMS msg for input: 4	840: SMS msg for input: 10
835: SMS msg for input: 5	841: SMS msg for input: 11
836: SMS msg for input: 6	842: SMS msg for input: 12
	843: SMS msg for input: 13
	844: SMS msg for input: 14

5.9 WRITE SMS RESTORE MESSAGES [870]

SMS restore messages can be programmed for each alarm event (to see which inputs are connected to what alarm events please see the appendix page 25). At default there are no pre-programmed messages.

<p>Press the or keys to scroll to 'PROGRAM SMS REST. MESSAGES' or enter '870'.</p> <p>Press <input checked="" type="checkbox"/></p>	
<p>Press or to select which input number for the SMS restore message (or enter the shortcut function number see below)</p> <p>Press <input checked="" type="checkbox"/></p>	
<p>Enter the text message using the relevant keys (see page 7 for help on entering text). A maximum of 160 characters may be used.</p> <p>Press <input checked="" type="checkbox"/></p>	

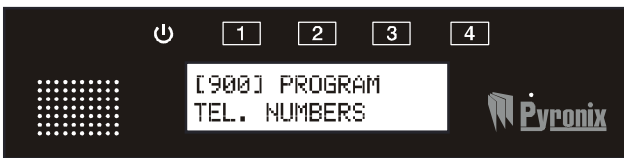

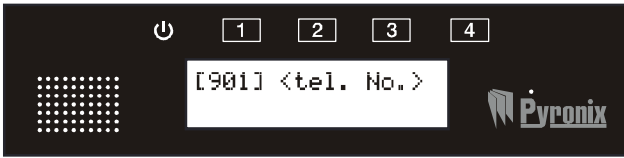
Shortcut Function Numbers:

INPUTS BUILT ON V2GSM	INPUTS ON THE EXPANDER MODULE
871: SMS rest. msg for input: 1	877: SMS rest. msg for input: 7
872: SMS rest. msg for input: 2	878: SMS rest. msg for input: 8
873: SMS rest. msg for input: 3	879: SMS rest. msg for input: 9
874: SMS rest. msg for input: 4	880: SMS rest. msg for input: 10
875: SMS rest. msg for input: 5	881: SMS rest. msg for input: 11
876: SMS rest. msg for input: 6	882: SMS rest. msg for input: 12
	883: SMS rest. msg for input: 13
	884: SMS rest. msg for input: 14

5.10 PROGRAM TELEPHONE NUMBERS [900]

Up to 9 telephone numbers can be programmed on the V2 GSM. Your Engineer will have already assigned the desired alarm messages to one or more telephone numbers.

The V2GSM will support up to 14 Voice/SMS messages. One for each alarm input.

<p>Press the ◀ or ▶ keys to scroll to 'PROGRAM TELEPHONE NUMBERS' or enter '900'.</p> <p>Press <input checked="" type="checkbox"/></p>	 <p>The LCD screen displays a power icon, four numbered buttons (1-4), a speaker icon, the text "[900] PROGRAM TEL. NUMBERS", and the Pyronix logo.</p>
<p>Press ▾ or ▴ to select which telephone number to be programmed (or enter the shortcut function number).</p> <p>Press <input checked="" type="checkbox"/></p>	 <p>The LCD screen displays a power icon, four numbered buttons (1-4), a speaker icon, the text "[901] Telephone number #1", and the Pyronix logo.</p>
<p>Enter the telephone number and press <input checked="" type="checkbox"/></p> <p>If dialling abroad, use the 1* key to enter a '+' symbol.</p>	 <p>The LCD screen displays a power icon, four numbered buttons (1-4), a speaker icon, the text "[901] <tel. No.>", and the Pyronix logo.</p>

Menu Shortcut Function Numbers:

901: telephone number #1
902: telephone number #2
903: telephone number #3
904: telephone number #4
905: telephone number #5
906: telephone number #6
907: telephone number #7
908: telephone number #8
909: telephone number #9



5.11 MESSAGE TYPE [930]

This function allows the choice of what message type is sent for each telephone number. The following different message types can be programmed:



Voice: Sends a voice message only (example: ALARM, ALARM, ALARM).

Voice + Common: Sends a voice message and common message (example: ALARM, ALARM, ALARM. This is Mr and Mrs Jones of West Street).

SMS: Sends an SMS text only (example: Text Message = ALARM, ALARM, ALARM)



Press the  or  keys to scroll to 'MESSAGE TYPE' or enter '930'.
Press



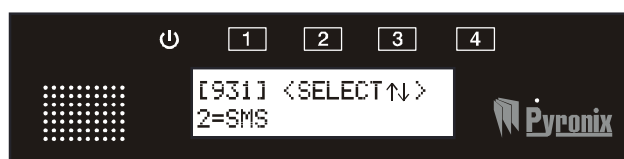
Press  or  to select which message type for which telephone number needs to be programmed (or enter the programmed function number).



Press

Press  or  to select which message type or select the number:

- 0 = Voice = **Default**
- 1 = Voice + common
- 2 = SMS



Press

Menu Shortcut Function Numbers:

931: Message type for tel#1
932: Message type for tel#2
933: Message type for tel#3
934: Message type for tel#4
935: Message type for tel#5
936: Message type for tel#6
937: Message type for tel#7
938: Message type for tel#8
939: Message type for tel#9

5.12 CALL ACKNOWLEDGEMENT CODE [960]

When the V2GSM calls a telephone number, the relevant message will be played. At the end of the message the V2GSM will ask you to enter a code number to acknowledge that the message has been received. If the call is not acknowledged then the V2GSM will make a repeat call.

This code is programmable and can be anything from up to 1 to 10 digits long.

<p>Press the or keys to scroll to 'CALL ACKNOWLEDGE CODE' or enter '960'. Press <input checked="" type="checkbox"/></p>	
<p>Press or to select the call acknowledgement code for the telephone number (or enter the programmed function number). Press <input checked="" type="checkbox"/></p>	
<p>Enter the code. Press <input checked="" type="checkbox"/> Default = 5.</p>	

Menu Shortcut Function Numbers:

961: Call ack. code for tel:1	966: Call ack. code for tel:6
962: Call ack. code for tel:2	967: Call ack. code for tel:7
963: Call ack. code for tel:3	968: Call ack. code for tel:8
964: Call ack. code for tel:4	969: Call ack. code for tel:9
965: Call ack. code for tel:5	

5.13 COPY ACKNOWLEDGEMENT CODE 1 TO ALL [980]

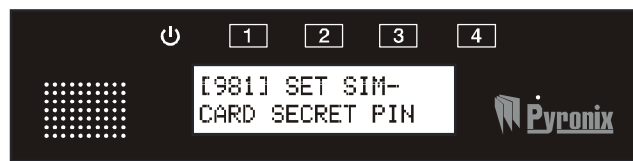
This function supplies a shortcut to copy the acknowledgement code programmed in telephone number 1 (function 961) to all 8 other telephone numbers.

<p>Press the or keys to scroll to 'COPY ACK CODE 1 TO ALL' or enter '980'. Press <input checked="" type="checkbox"/></p>	
<p>Press or to select the Yes or No or select the number: 0 = No = Default 1 = Yes Press <input checked="" type="checkbox"/></p>	

5.14 SET SIM-CARD SECRET PIN [981]

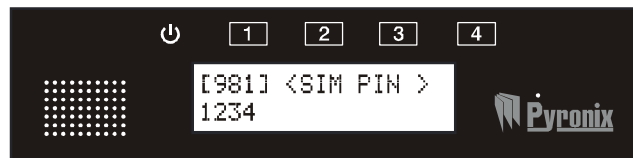
Press the or keys to scroll to 'SECRET SIM-CARD SECRET PIN' or enter '981'.

Press



Enter the code.

Press



5.15 TEST REMOTE MIC [982]

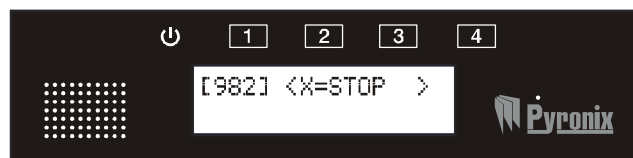
This tests the built in microphone.

Press the or keys to scroll to 'TEST REMOTE MIC' or enter '982'.

Press



The V2 GSM is now testing the Microphone, press to stop the test.



5.16 TEST REMOTE SPEAKER [983]

This tests the Remote speaker if connected one.

Press the or keys to scroll to 'TEST REMOTE SPEAKER' or enter '983'.

Press



The V2 GSM is now testing the speaker.

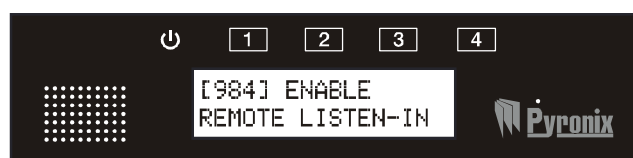
Press to stop the test.



5.17 ENABLE REMOTE LISTEN-IN [984]

Press the or keys to scroll to 'ENABLE REMOTE LISTEN IN' or enter '984'.

Press



Press or to select the Yes or No to select the number below to enable remote listen in:

= No

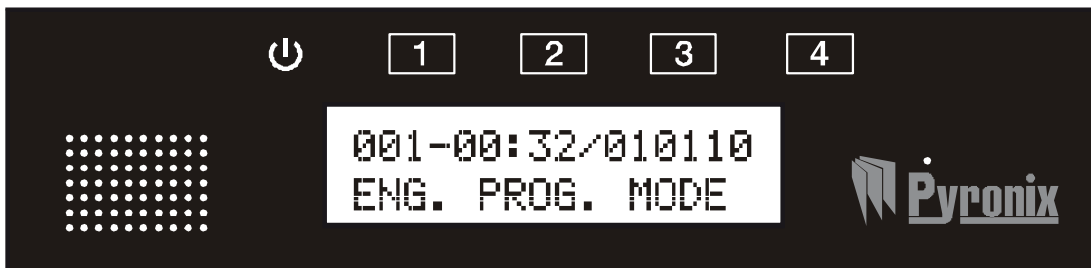
= Yes = **Default**

Press



5.18 VIEW EVENT LOG [985]

All events that occur are recorded in the event log. The V2 GSM display will show all information in order, starting at the most recent event.



The above display shows the following:

001 = Event number (up to **256** events can be logged)

00:32 = Time

010110 = Date (DD:MM:YY)

<p>Press the or keys to scroll to 'VIEW EVENT LOG' or enter '985'. Press </p>	
<p>Press or to scroll back and forth through the log. Press the key to jump to the last event. Press to exit.</p>	

5.19 CHANGE USER CODE [986]

The user code can be up to 4 digits.

<p>Press the or keys to scroll to 'CHANGE USER CODE' or enter '986'. Press </p>	
<p>Enter the new user code, press Default user code = 1234</p>	

CHAPTER 6: RECEIVING A CALL FROM THE V2 GSM

After an alarm activation has occurred, the V2 GSM will call one or more of the programmed telephone numbers.

Voice Alarm Transmission:

- V2 GSM dials the programmed telephone number
- The user answers the call
- Voice Alarm Message is played
- V2GSM will ask for call acknowledgement code
- The user will enter the required acknowledgement code to acknowledge the call
- A long beep is heard and the call will be finished
- At the end of the long beep, If the '9' key is pressed twice (99) a remote control menu is entered (if enabled by the engineer).

SMS Alarm Transmission:

- V2 GSM dials the programmed telephone number
- The user receives the alarm SMS message

CHAPTER 7: REMOTE CONTROL VOICE MENU

The V2GSM remote control menu can be accessed in two different ways:

Method 1:

After acknowledging an alarm call at the end of the long beep, If the '9' key is pressed twice (99) the remote control menu is entered (if enabled by the engineer).

Method 2:

Call the V2GSM telephone number. After a pre-programmed number of rings the V2GSM will answer-

- The V2GSM voice menu will ask you:

Enter your user code. This is the same code that is used to enter the user menu on the V2 GSM.

- After entering a valid user code the V2GSM voice menu will say:

Enter your command number or press '9' for help. The command numbers available on the V2GSM are as follow:

Press 1 = listen

Press 2 = talk and listen full duplex

Press 3 = control output

Press 4 = system status

Press 0 = to hang up.

- If you press 9 for help the following messages will be played:

Press 1 to listen, 2 to talk and listen, 3 to control output, 4 for system status or press 0 to hang up.

- If you decided to control an output, press 3. The voice menu on V2GSM will say:

Enter the output number. Enter the output that you wish to operate. 1 to 4 for the build in outputs and 51 to 99 for the external outputs if installed (see the output appendix on page 25).

- After choosing an output to control the voice menu on V2GSM will say:

Press '1' to turn on, '0' to turn off. This turns on and off the chosen output.

- If you decided to check the external system status, press "4" key. The V2GSM will say:

Armed or Disarmed. This function needs to be enabled by the Engineer.

- To exit the V2GSM voice menu press "0" key. The voice menu will say:

'Goodbye'

CHAPTER 8: SMS REMOTE TEXT COMMANDS

SMS text commands can be sent to the V2 GSM to initiate certain commands.

8.1 CHANGING A TELEPHONE NUMBER VIA SMS

- To change a telephone number on the V2GSM, send the following SMS text command:

Example: CHANGE 1 TO +447711700200

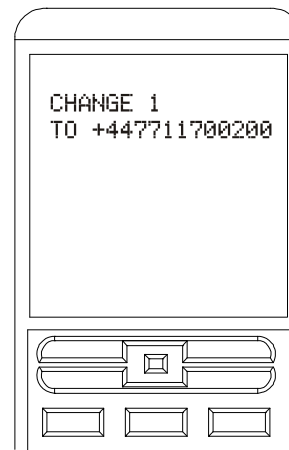
This means that telephone "1" will change to the following number: "+447711700200".

- If you would like to receive confirmation of the phone number change, add to the command string CONFIRM.

Example: CHANGE 1 TO +447711700200 CONFIRM

The V2GSM will then send an SMS back to your mobile phone showing the new phone number in the following format:

Example Feedback: V2-GSM: TEL#1: +447711700200



PLEASE NOTE IT IS ONLY POSSIBLE TO CHANGE A TELEPHONE NUMBER IF IT ALREADY EXISTS. TELEPHONE NUMBERS CANNOT BE ADDED.

8.2 ACTIVATING / DEACTIVATING AN OUTPUT VIA SMS

1) To activate an output remotely send the following SMS text command:

Example: PGM 3 ON

2) To deactivate an output remotely send the following SMS text command:

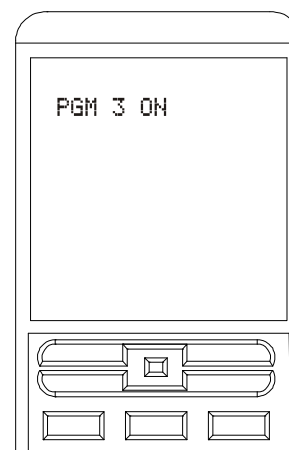
Example: PGM 3 OFF

- If you would like to receive confirmation of the output status change, add to the command string CONFIRM.

Example: PGM 3 ON CONFIRM

The V2GSM will then send an SMS back to your mobile phone showing the new change of the PGM 3 status.

Example Feedback: V2-GSM: PGM#3 = ON



8.3 READING AN EXTERNAL SYSTEM STATUS VIA SMS

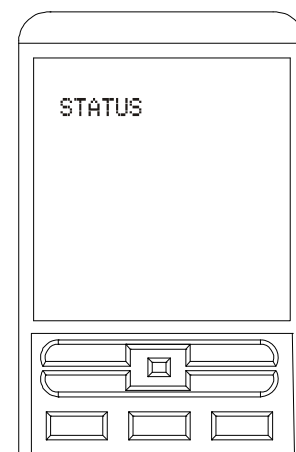
- To read an external system status connected to V2GSM (example: check if an alarm panel is armed or disarmed) send the following SMS text command:

Example: STATUS

The V2 will then send an SMS back to your mobile phone automatically with the status of the control panel (**ARMED** or **DISARMED**).

Example Feedback: V2-GSM: DISARMED

Please note this feature will only operate if it has been enabled by the Engineer.



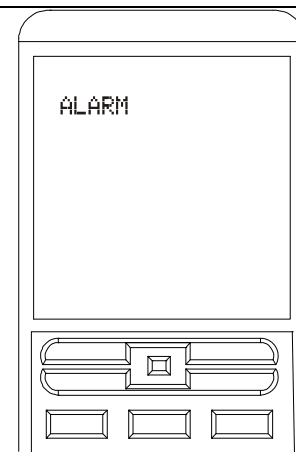
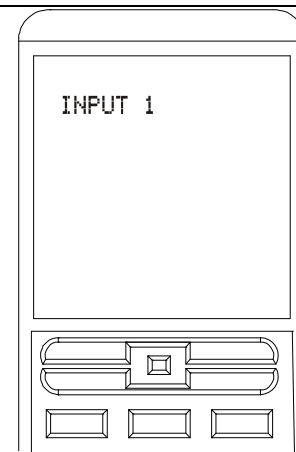
8.4 READING THE INPUT STATUS VIA SMS

- To read what status an input is in, send the following SMS text command:

Example: INPUT 1

The V2 will then send an SMS back to your mobile phone automatically with the status of the input panel (**ALARM** or **RESTORE**).

Example Feedback: ALARM



CHAPTER 9: DISCLAIMER

If there are 2 V2 GSM units communicating with each other then, jamming test calls may have been enabled by your engineer, which will send regular test calls at programmed intervals. If these test calls are successful, no charge is made. However, if the test call is unsuccessful a charge will occur (this may be costly depending on how regular the test calls have been programmed and how many times the call has failed to reach its partner V2.

Pyronix Ltd hold no responsibility in any costs that occur due to numerous test calls. If you are concerned by this, please discuss these test calls with your installer.

Pyronix Ltd hold no responsibility for any calls that do not get sent to a telephone number after an alarm due to signal loss, or network failure, this is the responsibility of the network provider.

CHAPTER 10: SHORTCUT FUNCTION REFERENCE

600 CALL TELEPHONE NUMBER

700 CONTROL OUTPUT

701-704	PGM#1 output control [701]...	- 4 on board outputs
751-798	PGM#48 EXP output control [798]...	- 48 outputs on the output expanders

800 PLAY/REC ALARM VOICE MESSAGES

801-806	Play/rec msg for input #1[801] ...	-6 onboard inputs
807-814	Play/rec msg for input #14 [814]...	-8 inputs on the input expander

820 PLAY/REC COMMON MESSAGES

820	Play/rec common message[820]
-----	------------------------------

830 WRITE SMS ALARM MESSAGES

831-836	SMS msg for input #1[831],...	-6 onboard inputs
837-844	SMS msg for input #14[844]...	-8 inputs on the input expander

870 WRITE SMS RESTORE MESSAGES

871-876	SMS rest. msg for input #1[871]...	-6 onboard inputs
877-884	SMS rest. msg for input #14[884]...	-8 inputs on the input expander

900 PROGRAM TELEPHONE NUMBERS

901-909	Telephone number #1 [901], Telephone number #2 [902] ...
---------	--

930 MESSAGE TYPE

931-939	Message type for tel#1 [931], Message type for tel#2 [932], ...
---------	---

960 CALL ACKNOWLEDGE CODE

961-969	Call ack. code for tel: 1 [961], Call ack. code for tel: 2 [962] ...
---------	--

980 COPY ACKNOWLEDGEMENT CODE 1 TO ALL

981 SET SIM CARD SECRET PIN

982 TEST LISTEN-IN MIC

983 TEST REMOTE SPEAKER

984 ENABLE REMOTE LISTEN-IN

985 VIEW EVENT LOG

986 CHANGE USER CODE

999 QUIT/EXIT PROGRAMMING

CHAPTER 11: INPUTS/OUTPUTS APPENDIX

This section should be filled in by the engineer who installed the system.

11.1 INPUTS

Inputs	Description	Inputs	Description
1 (onboard)		8 (expander)	
2 (onboard)		9 (expander)	
3 (onboard)		10 (expander)	
4 (onboard)		11 (expander)	
5 (onboard)		12 (expander)	
6 (onboard)		13 (expander)	
7 (expander)		14 (expander)	

11.2 OUTPUTS

Outputs	Description	Outputs	Description
1 (onboard)		3 (onboard)	
2 (onboard)		4 (onboard)	
Address 0		Address 2	
51 (expander)		83 (expander)	
52 (expander)		84 (expander)	
53 (expander)		85 (expander)	
54 (expander)		86 (expander)	
55 (expander)		87 (expander)	
56 (expander)		88 (expander)	
57 (expander)		89 (expander)	
58 (expander)		90 (expander)	
59 (expander)		91 (expander)	
60 (expander)		92 (expander)	
61 (expander)		93 (expander)	
62 (expander)		94 (expander)	
63 (expander)		95 (expander)	
64 (expander)		96 (expander)	
65 (expander)		97 (expander)	
66 (expander)		98 (expander)	
Address 1			
67 (expander)			
68 (expander)			
69 (expander)			
70 (expander)			
71 (expander)			
72 (expander)			
73 (expander)			
74 (expander)			
75 (expander)			
76 (expander)			
77 (expander)			
78 (expander)			
79 (expander)			
80 (expander)			
81 (expander)			
82 (expander)			



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