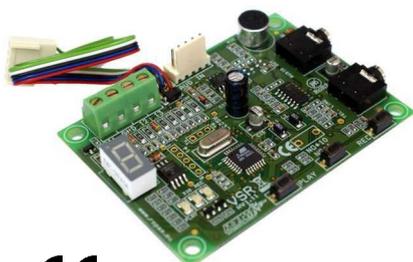




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INSTALLATION AND OPERATING MANUAL

VSR-2 Voice synthesizer



1. Properties:

- Memory for 16 messages with the length of: 16 seconds (messages 0-7) and 8 seconds (messages 8-F).
- Built-in microphone, control buttons: PLAY, NO*1, REC
- Digital communication with MGSM 4.0 and MGSM 5.0
- Outputs for headphones for listening to messages and the telephone line
- Input for the audio module to be used to listen-in on objects
- Three inputs for tripping messages, compatible with MGSM 2.0/3.0 and SATEL control panels
- Easy installation and configuration, 1-6 factory messages (optional)
- Optical signalisation of operational status
- Non-volatile memory

2. Applications:

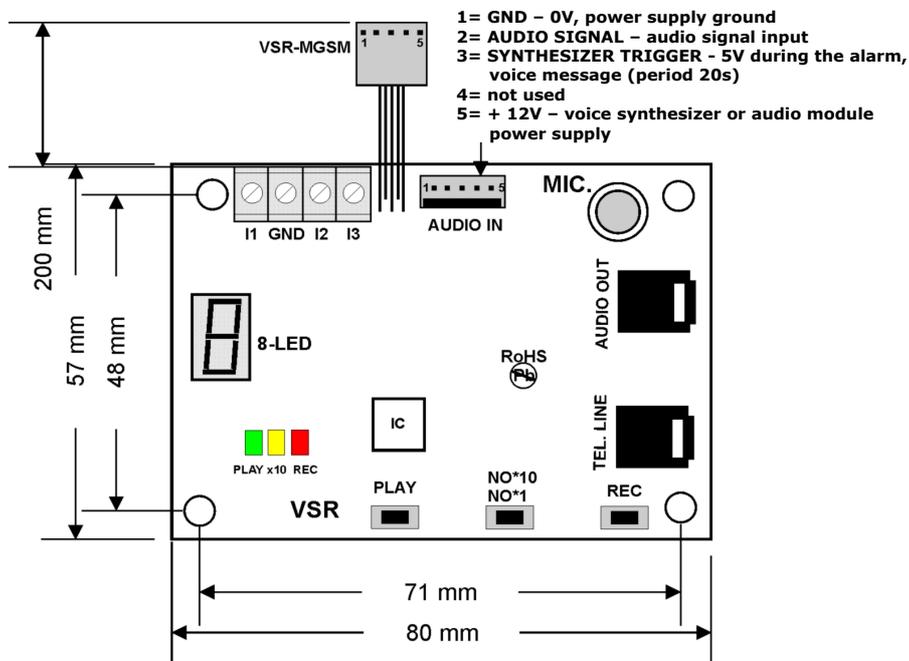
The VSR-2 synthesiser is a device used together with the MGSM 4.0, MGSM 4.0-PS, and MGSM 5.0 modules. It is able to store up to sixteen voice messages of the following duration: messages 0-7 (16 seconds each) and 8-F messages (8 seconds each). Such messages are used by the GSM module during telephone notifications about alarms and sabotages (output tripping). The synthesiser has a number of unique functions, including: summing a number of messages into one content (up to 5, including the "m" command) and the possibility of using the AUDIO-IN input to listen-in on objects. In the message-summing mode, the messages are presented in the sequence they were entered in the VSR tab (PARTNER GSM software). Entering the listen-in command (m) interrupts the summing process and results in switching to the audio module signal.

The VSR-2 synthesiser is also compatible with the modules of the MGSM 2.0/3.0 series and equipment manufactured by the SATEL Company (including the SM2 voice synthesiser connection). The three inputs: I1, I2, and I3 enable the playing of three different messages, depending on the addressed input or summing of messages (0-4 messages). This function enables creating a few combinations of notification messages.

3. Description of VSR-2 module elements and connections:

Element	Description
PLAY	This button plays the message
NO* / NO*10	This button switches between message numbers: 0-9, A-F
REC	Pressing this button starts recording messages
8-LED DISPLAY	LED display: - Presents the message number (playing, recording) - Shows the sound level during the recording of messages (control index)
LED PLAY	The green LED signals that the message(s) is/are being played
LED x10	Unused (v1.0)
LED REC	The red LED signals that the message is being recorded
TEL.LINE	Headphone input (Mini-Jack type) for tapping the telephone line (used in alarm control panels)
AUDIO OUT	Headphone input (Mini-Jack type) for listening to recorded messages
MIC.	Microphone for message recording

Element	Description
AUDIO IN	Connection for the AUDIO module (MC1, connection diagram according to MGSM 4.0, MGSM 3.0)
VSR-MGSM	Plug for connecting VSR-2 to the voice synthesiser socket in the MGSM module or alarm control panel
I1, I2, I3	Inputs for selecting played messages, compatible with MGSM 2.0/3.0, SATEL control panels (Do not connect, if used with MGSM 4.0 and MGSM 5.0 modules)
GND	Common earthing connection (0V) for the I1-I3 inputs



Draw.1 VSR-2 module view

4. Installation and configuration of VSR-2

CAUTION:

Because of safety reasons, this device can only be installed by qualified specialists. It is required to read this manual carefully, prior to installing the device. All installation activities must be made with the power turned off. Electronic elements must be protected against electrostatic discharges.

Installation and Configuration Procedure for MGSM 4.0

1. Fix the VSR-2 board on the spacing pins located in the module/control panel enclosure.
2. Connect the VSR-MGSM plug to the voice synthesiser connection on the module board (MGSM 4.0 = VSR, MGSM2.0/3.0= S-M, all other equipment = see the documentation).
3. Switch on module power.
4. Start the PARTNET GSM software and connect with the module.

5. Find the INPUTS tab --> section VSR, and enter the characters (separated by commas) corresponding to the numbers of stored voice messages and/or audio listening devices:

- Messages: 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F
- Audio module (microphone): m

It is possible to sum the message content by entering a few characters (up to five; characters can be repeated), separated by a comma. The messages will be presented according to the sequence in which they were entered in the tab. Entering the listen-in command (m) interrupts the summing process and results in switching to the audio module signal. Each input can be configured separately.

For example:

For the I1 input: entering "0, 1, 7, m" results in presenting the messages in the "0, 1, 7" sequence and as one content, as well as activating the audio listening device (until the voice connection has been interrupted by the user or the time of calling has expired).

For the I2 input: entering "0, 4, 5, 8" results in presenting the messages in the "0, 4, 5, 8" sequence as one content.



6. Save the settings in the module memory.
7. End communication with the MGSM module and save the configuration data in a separate file.
8. Do all the necessary tests, and train users.

Installation and Configuration Procedure for MGSM 2.0/3.0 and SATEL equipment

1. Fix the VSR-2 board on the spacing pins located in the module/control panel enclosure.
2. Connect the VSR-MGSM plug to the voice synthesiser connection on the module board (MGSM 4.0 = VSR, MGSM2.0/3.0= S-M, all other equipment = see the documentation).
3. Connect the cables of control outputs (OC, relay) to the I1, I2, I3 and GND cables, according to the required addressing of messages (depending on the type of system event).

In order to address VSR-2, it is possible to use the signals connected to the MGSM module inputs, provided that they operate in the NO polarisation and have a sufficient time of activation (for example: the OC Normally-Open output, whose time of activation complies with the duration of the voice message queue).

	I1	I2	I3	The message presented by the VSR-2 module after tripping the voice synthesiser connection
Input status:	hi-Z	hi-Z	hi-Z	Message no. 0
L = fault of Ix to GND	L	hi-Z	hi-Z	Message no. 0+1
hi-Z = not connected or high impedance	L	L	hi-Z	Message no. 0+1+2
	L	L	L	Message no. 0+1+2+3
	hi-Z	L	hi-Z	Message no. 0+2
	hi-Z	hi-Z	L	Message no. 0+3
	hi-Z	L	L	Message no. 0+2+3
	L	hi-Z	L	Message no. 0+1+3

4. Switch on the module/control panel power.
5. Activate the voice connection function for the required events (input violations) in the MGSM 2.0/3.0 module or alarm control panel.
6. Do all the necessary tests and train users.

5. Recording and listening to VSR-2 messages

The VSR-2 module has a number of messages recorded at the factory (see Factory settings). The message memory is not erased when the power is disconnected. The only method of deletion is replacing the old message with a new one. Messages can be recorded in the module before it is installed in the system. In order to do this, the module must be powered with +12V DC. Supply voltage is connected to the VSR-MGSM plug:

- +12V = red colour (pin 5)
- GND = green colour (pin 1)

Message Recording Procedure

1. Select the number by pressing the NO*1 button (togglng). The current number is displayed on the 8-LED display (available messages: 0-9, A-F).
2. Press and keep the **REC** button (the REC diode will be lightened up). Then, dictate the message into the microphone (keeping a 10m distance).

The 8-LED display shows the sound level during recording. Keep the intensity level constant. The intensity level is signalled by the central segment of the display.

Releasing the REC button terminates the recording of a message. Messages can be recorded for no more than 16 or 8 seconds. When this time has expired (the RED diode goes out), recording is terminated automatically.

3. Repeat step 1 and 2 for a different message number.

ATTENTION:

Brief pressing of the REC button deletes the message.

Message Listening Procedure

1. Connect headphones to the AUDIO IN connection (Mini-Jack type).
2. Select the number by pressing the NO*1 button (togglng). The current number is displayed on the 8-LED display (available messages: 0-9, A-F).
3. Press the PLAY button (the PLAY diode will be lightened up) and listen to the message in the headphones.
4. Repeat step 1 and 2 for a different message number.

6. Factory settings

Message no.	Message content
0	Empty (object name, address and identifier can be recorded)
1	Empty
2	Empty
3	Empty
4	Empty
5	Empty
6	Empty
7-9, A-F	Empty

7. Technical parameters

Supply voltage	U = min/max 9V÷14V/DC
Current consumption	20mA @12V DC
Number of stored messages	16
Maximum duration of single message	0-7: 16 seconds 8-F: 8 seconds
Inputs: I1, I2, I3	Triggered by a fault to GND, min. response time: 100ms. Rmax = 200 Ohm (addressed by the input "condition")
Signalisation of operation	LED diode: REC, PLAY, LED display
Operational conditions	Class I +5°C÷+45°C , RH = max 90% (no condensation)
Installation	Mounting pins x 4 with an assembly belt
Dimensions (W x L x H)	80 x 57 x 25 [-/+1] [mm]
Weight	~30 [g]

WEEE MARK



The used electric and electronic products, do not mix with general household waste. There are separate collection system for used electric and electronic products in accordance with legislation under the WEEE Directive (Directive 2002/96/EC) and is effective only with EU.