

Underline denotes factory default setup

FLOW CHART

# **DISPLAY ABBREVIATIONS**

|              | Alarma 4 Otatura                     |              |                    |  |  |  |
|--------------|--------------------------------------|--------------|--------------------|--|--|--|
| ALR1         | Alarm 1 Status                       |              |                    |  |  |  |
| OFF          | Alarm 1 set Off                      | ON           | Alarm 1 set On     |  |  |  |
| A1Md         | Alarm 1 Mode                         |              |                    |  |  |  |
| A1LO         | Alarm 1 Low                          | A1HI         | Alarm 1 High       |  |  |  |
| A1LH         | Alarm 1 Low/High                     |              |                    |  |  |  |
| LO-1         | Alarm 1 Low                          | -999<br>9999 | Alarm 1 Low Value  |  |  |  |
| HI-1         | Alarm 1 High                         | -999<br>9999 | Alarm 1 High Value |  |  |  |
| A1CR         | Display color when                   | Alarm 1      | triggered          |  |  |  |
| GRN          | Green Color                          | REd          | Red Color          |  |  |  |
| AMbR         | Amber Color                          |              |                    |  |  |  |
| ALR2         | Alarm 2 Status                       |              | •                  |  |  |  |
| OFF          | Alarm 2 set Off                      | ON           | Alarm 2 set On     |  |  |  |
| A2Md         | Alarm 2 Mode                         |              |                    |  |  |  |
| A2LO         | Alarm 2 Low                          | A2HI         | Alarm 2 High       |  |  |  |
| A2LU<br>A2LH | Alarm 2 Low/High                     |              |                    |  |  |  |
| LO-2         | Alarm 2 Low                          | -999         | Alarm 2 Low Value  |  |  |  |
| -            |                                      | 99999        |                    |  |  |  |
| HI-2         | Alarm 2 High                         | -999<br>9999 | Alarm 2 High Value |  |  |  |
| A2CR         | Display color when Alarm 2 triggered |              |                    |  |  |  |
| GRN          | Green Color                          | REd          | Red Color          |  |  |  |
| AMbR         | Amber Color                          |              |                    |  |  |  |
| OUt          | Alarm Latched/Unlatched selection    |              |                    |  |  |  |
| LAtC         | Latched UNLA Unlatched               |              |                    |  |  |  |
| NO.CR        | Display Color in No                  |              |                    |  |  |  |
| GRN          | Green Color                          | REd          | Red Color          |  |  |  |
| AMbR         | Amber Color                          |              |                    |  |  |  |
| MOdE         | Data Flow Mode                       |              | •                  |  |  |  |
| HOSt         | Host Mode                            | SLAV         | Slave Mode         |  |  |  |
| bAUd         | Baud Rate                            | 300<br>19200 | Baud Rate Value    |  |  |  |
| FORM         | Data Format                          |              |                    |  |  |  |
| 701          | 7 Bit, Odd,                          | 7E1          | 7 Bit, Even,       |  |  |  |
|              | 1 Stop Bit                           |              | 1 Stop Bit         |  |  |  |
| 8N1          | 8 Bit, No parity,                    |              |                    |  |  |  |
|              | 1 Stop Bit                           |              |                    |  |  |  |
| COMM         | Communication Sta                    | ndard        | I                  |  |  |  |
| 232          | RS-232 Standard                      | 485          | RS-485 Standard    |  |  |  |
|              | Device Address                       | 0000         | Address Value      |  |  |  |
|              | 20110071001000                       | 0099         | Address value      |  |  |  |
| INtF         | Interface Device                     |              |                    |  |  |  |
| dRNt         | DRN with                             | dRNP         | DRN with           |  |  |  |
|              | Temperature Input                    |              | Process Input      |  |  |  |
| Miscella     | neous:                               |              |                    |  |  |  |
| PEAk         | Peak Value                           | VALL         | Valley Value       |  |  |  |
| PROC         | Process Value                        | RUN          | Run Mode           |  |  |  |
| OVLd         | Input Overload                       | StOR         | Stored Message     |  |  |  |
| 31L4         |                                      |              |                    |  |  |  |

Note 🖙

1. In **Slave** Mode the Big Display will wait for commands and data from the Serial Bus. 2. In Host Mode the Big Display will send data

- automatically and continuously into the Serial Bus. 3. When used in RS-485 Mode, the device must be accessed with an appropriate Address Value.
- 4. Latched Mode: Alarm remains latched until reset. To reset already latched alarm select any menu items and then press "up" or "down" button.

# **SPECIFICATION**

colors.

Alarm:

#### Temperature Stability 50 ppm/°C

Alarm 1 & 2 programmable,

SERIAL INTERFACE

Latch/Unlatch, High, Low, High/Low

Display: 4-digit, 7-segment LED, 57.2mm (2.25") with red, green and amber programmable

0 to 40°C Storage Temperature: -20 to 60°C

**Operating Temperature:** 

298 L x 137 W x 73 D mm (11.75" x 5.375" x 2.875")

Panel Cutout: 279.4 L x 116.8 W mm

(11.00" L x 4.60" W)

Weight: 1,360 g (3 lbs)

Approvals: per EN61010-1:2001

100-240 Vac ±10%, 50/60 Hz, 22.5 W

Power Supply:

**Relative Humidity** 0 to 85%

Protection: NEMA-4x (IP65) Dimensions:

**Communication Standard:** RS-485, RS-422 or RS-232

Transfer speed (Baud rate): 300, 600, 1200, 2400, 4800, 9600, 19200 bps

Data Format: 701-7 bit, Odd, 1 stop bit, 7E1- 7 bit, even, 1 stop bit

8N1 - 8 bit, No parity, 1 stop bit Multi-Point Address (RS-485):

0 to 199

Flow Control: No Flow control

USA

Screw terminals for RS-232/485/422 interface

WARNING: These products are not designed for use in, and should not be used for, patientconnected applications

This device is marked with the international caution symbol. It is important to read the Setup Guide before installing or commissioning this device, as the guide contains important information relating to safety and EMC.

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- Purchase Order number to cover the COST of the
- Model and serial number of product, and
- Model and serial number of the product under warranty, and Repair instructions and/or specific problems relative to the product.
- Repair instructions and/or specific problems relative to the product.

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M4191/0405

# **OPERATION MANUAL**

# **RoHS 2 Compliant**





# iLD24-C2 Big Remote Display with RS-232 Input

# omega.com

**OMEGAnet® On-Line Service** www.omega.com

Internet e-mail info@omega.com

|                                       | Servicing North Ame   | rica:                    |
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# **DESCRIPTION:**

The iLD24 is a 4-digit master/slave display providing remote readout from instruments such as programmable controllers, digital panel meters and other instruments with serial output. Communication interfaces supported are RS-232 or RS-485 standards. Both RS-232 or RS-485 are programmable through front panel buttons.

The Big Display features a large three color programmable display with the capabitity to change color every time an Alarm is triggered.

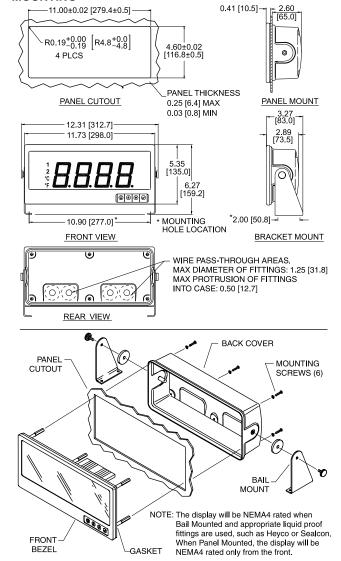
# SAFETY:

• The instrument is a panel mount device protected in accordance with EN61010-1:2001.

#### EMC:

- Whenever EMC is an issue, always use shielded cables.
- Never run signal and power wires in the same conduit.
- Use signal wire connections with twisted-pair cables.
- Install Ferrite Bead(s) on signal wire close to the instrument if EMC problems persist.

#### MOUNTING



#### Mounting Big Display Through Panel:

- 1. Using the panel cutout diagram shown above, cut an opening in the panel.
- 2. Remove six screws at the back of Big Display to remove back cover.
- 3. Insert the unit into the opening from the front of the panel, so the gasket seals between the bezel and the front of the panel.
- 4. Align back cover to Big Display and reinstall screws.

# Mounting Big Display on Bail:

- 1. Use the Big Display template to mark the location of mounting screws on the flat surface.
- Be sure to leave enough room around the bail (as noted on the template drawing) to allow for removal and rotation of the display.
- **3.** The display can be rotated for the best viewing angle.
- . The display can be rotated for the best viewing angle.

# **Disassembly Instruction:**

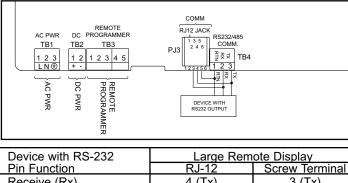
Warning: Disconnect all ac power from the unit before proceeding.

- 1. Remove all wiring connections from the rear of the instrument, by unscrewing the power and input connectors.
- 2. Remove six screws at the back of the display and back cover.
- 3. Remove the Big Display from the panel.
- 4. To remove the Big Display from the bail, unscrew the two knobs at each end of the mounting brackets.

### WIRING

# 1. Wiring RS-232 Interface.

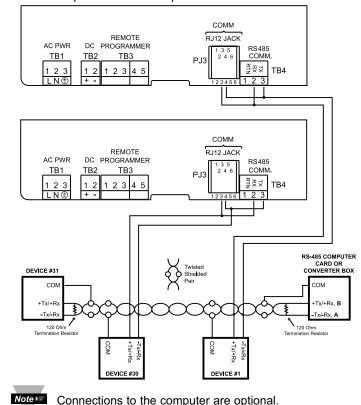
The RS-232 standard (point-to-point) allows a single device to be connected to the Big Display using a three-wire connection (full duplex).



| Device with RS-232  | Large Remote Display |                |  |  |
|---------------------|----------------------|----------------|--|--|
| Pin Function        | RJ-12                | Screw Terminal |  |  |
| Receive (Rx)        | 4 (Tx)               | 3 (Tx)         |  |  |
| Transmit (Tx)       | 3 (Rx)               | 2 (Rx)         |  |  |
| Common Ground (COM) | <u>َ</u> 5           | í í í          |  |  |

## 2. Wiring RS-485 Interface.

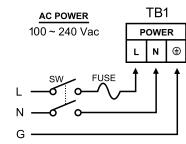
The RS-485 standard (multipoint) allows a computer, one or more devices and Big Displays (up to 32) to be connected using a twowire connection (half-duplex) plus a common wire to connect to the shield of the cable. It is recommended to use shielded cable with one twisted pair for EMI noise protection.



| Computer Card<br>or Converter Box | Device with<br>RS-485 Pin | Remote Display |                |  |
|-----------------------------------|---------------------------|----------------|----------------|--|
| Pin Function                      | Function                  | RJ-12          | Screw Terminal |  |
| A, -Tx/-Rx                        | -Tx/-Rx                   | 4              | 3              |  |
| B, +Tx/+Rx                        | +Tx/+Rx                   | 3              | 2              |  |
| COM                               | COM                       |                | 1              |  |

#### 3. Power Connection.

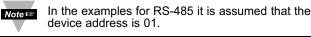
Connect the main power connections as shown in the figure below.



### **OPERATIONS**

1. <u>Peak Value</u> (Display in Host Mode)

- Press O to request "Peak" value:
- a) RS-232 Mode, will send:
- \*X02 (Interface DRNT), or \*X03 (Interface DRNP) b) RS-485 Mode, will send:
  - \*01X02 (Interface DRNT), or \*01X03 (Interface DRNP)



#### 2. Valley Value (Display on Host Mode)

- Press O to request "Valley" value.
- a) RS-232 Mode, will send:
- \*X03 (Interface DRNT), or \*X04 (Interface DRNP)
- b) RS-485 Mode, will send:
- \*01X03 (Interface DRNT), or \*01X04 (Interface DRNP)

#### 3. Process Value (Display on Host Mode)

- Press O to request "Process" Value.
- a) RS-232 Mode, will send: \*X01
- b) RS-485 Mode, will send: \*01X01

# 4. Write alphanumeric characters to the Big Display

- from the computer (Display in Slave Mode) a) Single Big Display: (RS232) write 4 characters, then
- CR (carriage return)
- b) Multiple Big Display: (RS485) write \*, device address (2 digit), CR, 4 characters, then CR

#### 5. Display Color Setup (Alarm Setup)

This menu allows the user to select the color of the display in normal conditions and when alarm is triggered. If user wants the Display to change color every time when both Alarm 1 and Alarm 2 are triggered, the Alarm values should be set in such a way that Alarm 1 is always on the top of Alarm 2 value, otherwise value of the Alarm 1 will overwrite value of Alarm 2 and Display color would not change when Alarm 2 is triggered.

#### Example 1:

Alarm 1 setup: "ON", Alarm Mode High "A1HI", Alarm High Value "HI-1"=400, Alarm Color "A1CR"=Amber Alarm 2 setup: "ON", Alarm Mode High "A2HI", Alarm High Value "HI-2"=200, Alarm Color "A2CR"=Red Normal Color: "NO.CR"=Green

### Display colors change sequences

|   | GREEN |         | RED | l        |   |
|---|-------|---------|-----|----------|---|
| 0 |       | 2 = 200 |     | HI-1 = 4 | - |

Example 2: <u>Alarm 1 setup</u>: "ON", Alarm Mode Low "A1LO", Alarm Low Value "LO-1"=100, Alarm Color "A1CR"=Amber <u>Alarm 2 setup</u>: "ON", Alarm Mode LO "A2LO", Alarm High Value "LO-2"=300, Alarm Color "A2CR"=Red <u>Normal Color</u>: "NO.CR"=Green

Display colors change sequences:

|     | IBER       | RED |            | GREEN    |
|-----|------------|-----|------------|----------|
| · · | LO-1 = 100 |     | LO-2 = 300 | <b>-</b> |

Example 3: <u>Alarm 1 setup</u>: "ON", Alarm Mode Low/High "A1LH", Alarm Low Value "LO-1"=100, Alarm High Value "HI-1"=250, Alarm Color "A1CR"=Amber <u>Alarm 2 setup</u>: "ON", Alarm Mode Low/High "A2LH", Alarm Low Value "LO-2"=150, Alarm High value "HI-2"=200, Alarm Color "A2CR"=Red <u>Normal Color</u>: "NO.CR"=Green

Display colors change sequences:

|   |           | <br>- | <br> | <br> | AMBER |
|---|-----------|-------|------|------|-------|
| ~ | LO-1 = 10 |       |      |      | ,     |

# CONFIGURATION

Button Functions in Configuration Mode

|          | _   |
|----------|---|
|          | • To enter the Menu, the user must first press 	 ● button.            |
|          | Use this button to advance/navigate to the next menu                  |
| $\odot$  | item. The user can navigate through all the top level                 |
| (MENU)   | menus by pressing 🕗.  |
|          | <ul> <li>While a parameter is being modified, press</li></ul>         |
|          | escape without saving the parameter.                                  |
|          | <ul> <li>Press the up O button to scroll through submenu</li> </ul>   |
|          | selections. When a numerical value is displayed press                 |
|          | this key to increase value of a parameter that is                     |
|          | currently being modified.   |
| 0        | <ul> <li>In the Run Mode pressing O causes the display</li> </ul>     |
| (UP)     | to flash the PEAK value several times before returning                |
|          | to the Run Mode.  |
|          | • In the top menu press • causes the display to return to             |
|          | the Run Mode.   |
|          | <ul> <li>Press the down O button to scroll through submenu</li> </ul> |
|          | selections. When a numerical value is displayed press                 |
|          | this key to decrease value of a parameter that is                     |
|          | currently being modified.   |
| V        | • In the Run Mode press ♥ causes the display to flash                 |
| (DOWN)   | the Valley value several times before returning to the                |
|          | Run Mode.   |
|          | • In the top menu press O causes the display to return to             |
|          | the Run Mode.   |
|          | Press this button to access the submenus from a Top                   |
|          | Level Menu item.  |
| <b>D</b> | • Press this button to store a submenu selection or after             |
| (ENTER)  | entering a value – the display will flash a SEOR                      |
|          | message to confirm your selection.                                    |
| L        |   |

Note 🖙

x, w, z, and some punctuations are non-printable characters.