

Folha de dados do produto

Especificações

XVS14BMW SIRENE 43 TONS 105dB, 24V, IP53, SCHNEIDER CERTIFICADO UL

A XVS14BMW é uma sirene multisom da linha Harmony XVS. Possui coloração branca e corpo em material PC. É resistente à poeira e à água graças à sua proteção IP53, tornando-a ideal para operação em ambientes agressivos. Alto desempenho Padrões e certificações internacionais (IP53). Ela foi projetado para aplicações de sinalização de longa distância, utilizado principalmente na indústria siderúrgica, em veículos de movimentação industrial ou para aplicações de segurança.



Schneider
Electric

XVS14BMW



Principal

Linha de produto	Harmony XVS
Tipo de produto ou componente	Sirene MultiSound
Nome abreviado do dispositivo	XVS

Complementar

Cor	Branco
material	ASA (acrilonitrila de acrilato de estireno): Frontal ASA (acrilonitrila de acrilato de estireno): Traseira PC (policarbonato): contracapa
Peso líquido	1 kg
gravação	CE
Suporte de montagem	Suporte
Modo de fixação	3 furos Ø 9 mm
[Uimp] tensão nominal suportável de impulso	0,8 kV
consumo de corrente	350 mA a 24 V 250 mA a 12 V
conexão elétrica	Cabo: 6,5...8,5 mm, 0,33 mm ² / AWG 22 ... 12 AWG (circuito de sinalização) Cabo: 6,5...8,5 mm, 0,52 mm ² / AWG 20 (circuito de potência)
Largura	140 mm
Altura	114 mm
Profundidade	223 mm

Meio ambiente

tipo de sinalização	43 tons sirene
Normas	IEC 61000-6-2 EN 55014-2 EN 55022 IEC 61000-6-3
Certificações do produto	UL
Tratamento de proteção	TC
Temperatura ambiente para armazenamento	-35...70 °C
Temperatura ambiente para funcionamento	-10...50 °C
categoria de sobretensão	Classe II conforme IEC 61140
Grau de proteção IP	IP53 conforming to IEC 60529

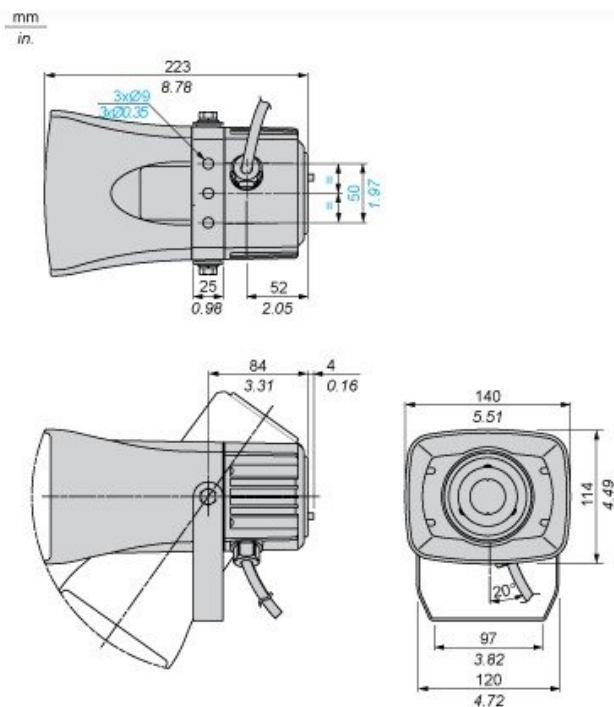
tensão nominal de fornecimento [Us]	12 V CC 24 V CC
nível de ruído	0...105 dB (tonalidade contínua ou intermitente) a 1 m

Unidades de embalagem

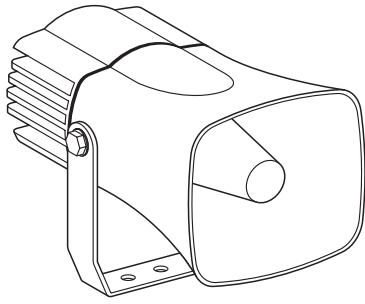
Unit Type of Package 1	PCE
Number of Units in Package 1	1
Package 1 Height	27,500 cm
Package 1 Width	16,000 cm
Package 1 Length	16,000 cm
Package 1 Weight	1,340 kg
Unit Type of Package 2	S04
Number of Units in Package 2	6
Package 2 Height	30,000 cm
Package 2 Width	40,000 cm
Package 2 Length	60,000 cm
Package 2 Weight	9,302 kg

Dimensões

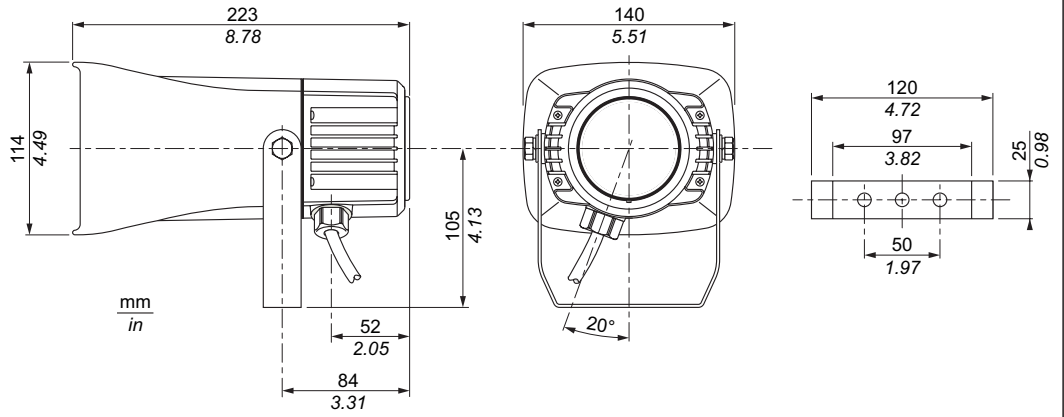
XVS14BMW



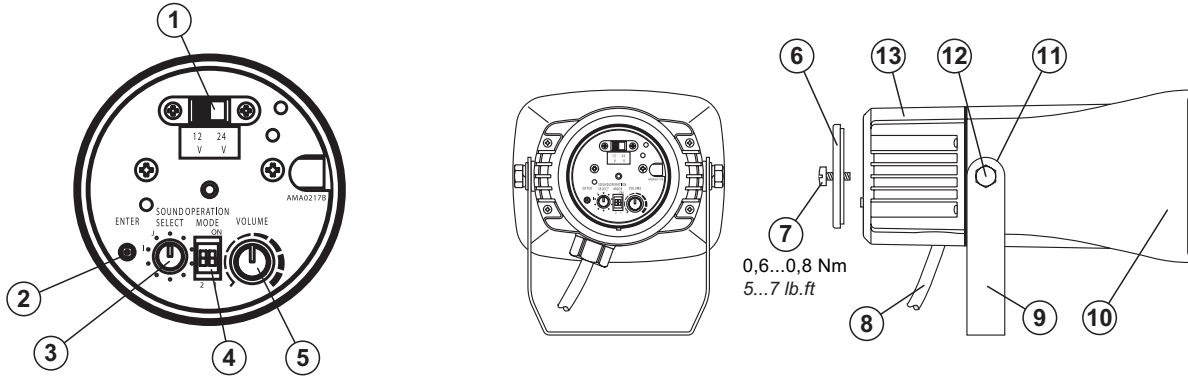
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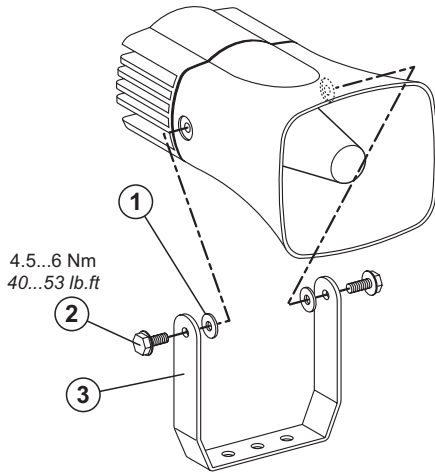
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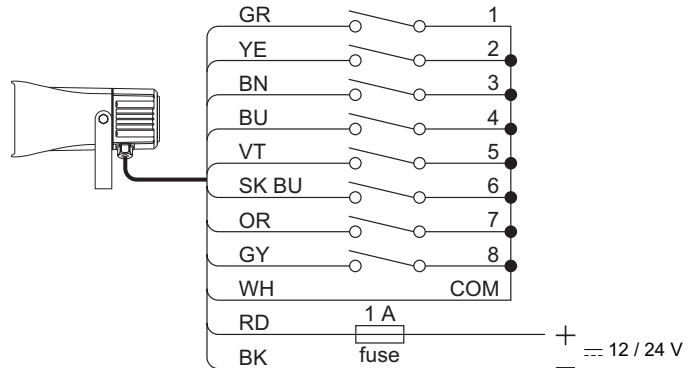
A



B



C



Electrical equipment should be installed, operated, serviced, and maintained only by qualified personnel. No responsibility is assumed by Schneider Electric for any consequences arising out of the use of this material.

⚠ CAUTION

EQUIPMENT DAMAGE

- Turn off power supply before working on this equipment.
- Install the unit in an atmosphere with a 35 % RH to 85 % RH.
- Don't use near a strong electromagnetic field.

Failure to follow these instructions can result in injury or equipment damage.

EN Horn

A PART NAMES

- | | | |
|------------------|--------------------|-----------------------|
| ① Voltage select | ⑥ Back cover | ⑪ Resin washer |
| ② Enter button | ⑦ Cover screw | ⑫ Angle fixation bolt |
| ③ Sound select | ⑧ Cable | ⑬ Main body |
| ④ Operation mode | ⑨ Mounting bracket | |
| ⑤ Volume | ⑩ Horn | |

B INSTALLATION

- Resin washer : install it between bracket and horn
 - Angle fixation bolt
 - Mounting bracket
- Detach mounting bracket from horn and mount securely to a solid surface with minimal vibration.
 - Place plastic washer between horn and mounting bracket and mount the horn to the bracket by installing the bolt through the bracket and washer.
 - Mount the unit with the horn angled downward.
 - Do not install in a location near strong electromagnetic fields. This may result in improper operation.
 - Do not control the unit by quickly switching the power ON and OFF. Wait at least 500 ms between switching. Do not switch the signal input with a pulse of less than 10 ms. Not following these guidelines may result in chattering or no operation.

C WIRING

- Remove cover screw and detach back cover.
- Select 12V or 24V using switch.
- Reinstall back cover and ensure o-ring is properly seated to maintain enclosure rating.
- Add silicon grease to the o-ring if necessary.
- The --- supply voltage should be higher than the signal voltage, with a current rating of 50 mA or higher.
- Connect the negative supply wire to the black wire.
- Connect the positive supply wire to the red wire.
- Connect the external signal common (negative) to the white wire.
- Connect the signal input(s) to the proper wires for desired operation.
- Insulate the ends of unused wires.
- This product does not include an internal fuse, therefore it is recommended to add an external fuse to protect the product from internal damage.

D OPERATING USE

1) Input operation explanation

- Bit input (operation mode 1 to 3) :**
For modes 1-3, A channel will play when a signal (bit) is inputted. When the power supply is turned on, the selected sound will play when connected to an external switching signal.
- Binary input (operation mode 4) :**
For mode 4, a control signal input on channel 8 (gray wire) makes the input binary. Playing the selected channels with an external switching signal will correspond with the operation of channels 1-6 to select the 63 possible sounds when the power supply is turned on. Refer to table 1 for the selection of a sound channel.

Table 1 - Sound channel in the binary input mode

Sound channel	Channel input signal					
	N° 6 sky-blue	N° 5 violet	N° 4 blue	N° 3 brown	N° 2 yellow	N° 1 green
—						
1						●
2					●	
3					●	●
⋮						
62	●	●	●	●	●	●
63	●	●	●	●	●	●

● Signal "ON" state

2) Operation mode setting

- Four of the following operation mode functions are indicated by the dip switch settings in the table hereinafter. The combination of signal inputs can be set according to the input modes. Please disconnect the power supply before setting.
- The mode control switch is located on the main body. Remove the back cover to access. Refer to table 2 for the settings. The operation mode is set for first priority mode when being shipped.

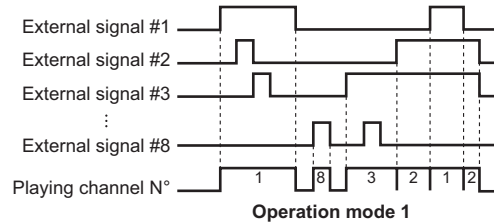
Table 2 - Operation mode settings

Operation mode	Switch state	Summary
		① Input signal ② The number of maximum sound control ③ Sound played
1 . Priority mode		① Bit input ② 8 ③ Play the sound with the lowest number first
2 . Latest entry mode		① Bit input ② 8 ③ Play the most recently input sound first
3 . Single shot mode		① Bit input ② 8 ③ Store input numbers and play back each sound for about 3 seconds in entry sequence
4 . Binary mode		① Bit input ② 63 ③ Play the control signal input (gray wire), the sound identified by 6 bits binary code

(The black part is the switch "on" position)

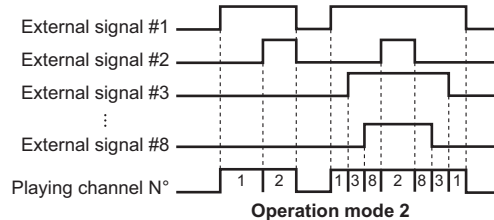
• Operation mode 1 (first priority mode)

- When an external input signal is held high, the sound will continue to play.
- When more than one external input signal is on simultaneously, the priority with the lowest number will play first.



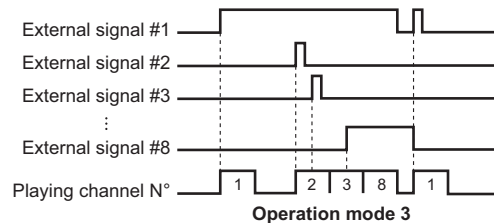
• Operation mode 2 (latest entry mode)

- When an input signal is on, the sound will continue to play.
- When an input signal of another channel inputs while the first channel input is still on, the sound will be interrupted to play the channel from the other channel input.



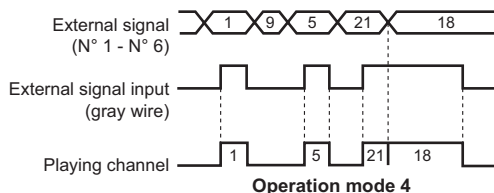
• Operation mode 3 (one-shot mode)

- A one-shot signal (10 ms or longer) will play a sound, even in case of a continuation of another signal that is held for about 3 seconds.
- It can store all the input signals (maximum of 31 inputs) during operation, and will play the sound in the input order.



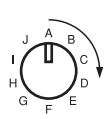
• Operation mode 4 (binary mode)

- After a control signal input (gray wire), the channel input signal will sound when that input is selected. A combination (6 bit binary code) of up to 63 channels will sound when there is a control signal input. (refer to table 1)
- While an external signal input and a control signal input are present, the sound will play.



XVS 14BM..

3) Sound Group Settings



- After removing the back cover, turn the switch located on the main body in the back to select groups A - I. (refer to chapter G : Table of built-in sounds).
- For operation Mode 4 (Binary Mode), the sound group has to be selected to "Group A" in order to operate.
- Sound Group (I) is an optional entry (refer to chapter F : Sound registration method)

4) Volume Adjustment



- Adjust the volume located on the back of the main body.
- The unit is set on maximum volume when shipped from the factory.

E CHARACTERISTICS

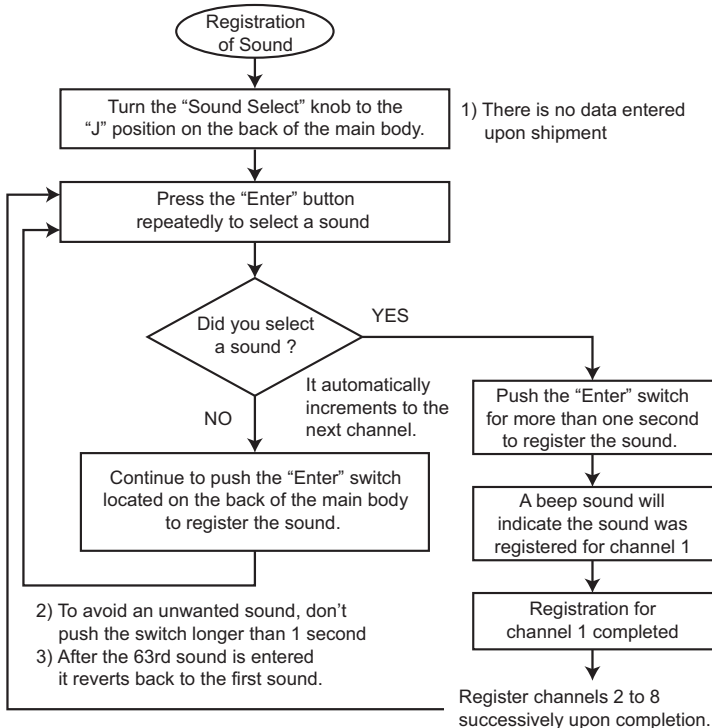
Model	XVS 14BMW	
Rated power voltage	12 V	24 V
Voltage range	10...15 V	19...29 V
Current consumption	350 mA	400 mA
Rated output	2 W	
Sound pressure level	105 dB (at 1 m) *	
Sound input mode	Bit input (operation mode 1-3) : 8 Binary input (operation mode) : 63 kinds	
Rated time	Continuous	
Temperature range	-10...+50 °C / 14...122 °F	
Humidity range	35...85 % RH (no condensation)	
Degree of protection	IP53 (dustproof and rainproof)	
Body color	Whitish-gray (optional colors : RED, YELLOW)	

* The declared value is the maximum sound pressure. There is a case in the value becoming lower than the sound pressure due to the type of sound or a change in voltage.

Cord Length : 500 mm / 19.68 in
 Type : VCTF-1 1C (Diameter Ø8.5 mm / Ø0.34 in)
 Power Cord : UL1007 AWG20
 Signal Wire : UL1007 AWG22

F SOUND REGISTRATION METHOD

By selecting sound group "J", the option of selecting the sounds from Group A to H can be programmed just by following the flow chart below.



- After pressing the "Enter" button over 1 second, a "Beep" sound will be generated to indicate the registration is completed. For example, if channel 5 was to be registered, the Beep will be heard 5 times, and channel 8 would be sounded 8 times.
- Registration on channel 1 is always priority.
- When the registration is completed up to channel 8, you cannot register any more, and the registered channels will clear if the switch is made from "I" to "J" again.
- When the desired registration is completed, for example, only from channel 1 to 3, the data from channel 1 to 3 is recorded when you change the sound group switch to "I" .

G TABLE OF BUILT IN SOUNDS

Binary input mode	Bit input control mode		Sound name	Tone description	Note
	Sound channel	Wire color (Ch. N°)			
1	Green (1)	Alarm	Alarm (Fire)	Alarm (Fire)	
2	Yellow (2)	Electric Bell	Electric Bell	Rapid piercing pulse with break in rhythm	
3	Brown (3)	Police Siren	Police Siren	European Police siren sound	
4	Blue (4)	Flicker Sound	Flicker Sound	High pitched 3 beat ring	
5	Violet (5)	Siren	Siren	Siren (Ambulance)	
6	Sky-blue (6)	Buzzer	Buzzer	Rapid low pitch buzzer	
7	Orange (7)	Pulse	Pulse	Rapid, high pitched fading in and out	
8	Gray (8)	Pulse	Pulse	Sharp high pitch	
9	Green (1)	Alarm	Alarm	High pitch, fading in and out alarm	
10	Yellow (2)	Emergency Bell	Emergency Bell	Rapid vibrating, high pitched buzzer	
11	Brown (3)	Warning Bell	Warning Bell	Steady, high pitched pulse	
12	Blue (4)	Ping-pong Sound	Ping-pong Sound	Slow, high-low long like a doorbell	
13	Violet (5)	Buzzer Sound	Buzzer Sound	Steady, low pitched	
14	Sky-blue (6)	Electronic Bell	Electronic Bell	Rapid, like the Shinkansen platform sound	
15	Orange (7)	Pinpon Sound	Pinpon Sound	Rapid high-low pulse	
16	Gray (8)	Car Horn Sound	Car Horn Sound	Long sounding	
17	Green (1)	Space Invader Sound	Space Invader Sound	Rapid sounding	
18	Yellow (2)	Timpani Melody	Timpani Melody	Melody-like sound	
19	Brown (3)	Ringing Sound	Ringing Sound	High pitched soft ring	
20	Blue (4)	Big Ben Chime	Big Ben Chime	Like the Big Ben in London	
21	Violet (5)	Laser Gun Sound	Laser Gun Sound	Pulsating sound	
22	Sky-blue (6)	Soft Organ-like Sound	Soft Organ-like Sound	Tararara...	
23	Orange (7)	Cuckoo Bird Sound	Cuckoo Bird Sound	Cuckoo-cuckoo...	
24	Gray (8)	Bush Warbler Bird Sound	Bush Warbler Bird Sound	Hoo-hoo-ke-ke-ke...	
25	Green (1)	Railway Crossing	Railway Crossing	Short burst ringing sound	
26	Yellow (2)	Laser Gun Sound	Laser Gun Sound	Laser sounding pulse	Same as 21
27	Brown (3)	Melody Sound	Melody Sound	Do-re-mi-fa-sol	
28	Blue (4)	Melody Sound	Melody Sound	Do-mi-sol	
29	Violet (5)	Melody Sound	Melody Sound	So-mi-sol-do	
30	Sky-blue (6)	Melody Sound	Melody Sound	Do-fa-sol-do	
31	Orange (7)	Melody Sound	Melody Sound	Do-mi-sol	
32	Gray (8)	Melody Sound	Melody Sound	Do-sol-mi-do	
33	Green (1)	Alarm (Fire)	Alarm (Fire)	Wee-wee-wee...	Same as 1
34	Yellow (2)	Buzzer Sound	Buzzer Sound	bee-bee-bee...	Same as 13
35	Brown (3)	Railway Crossing	Railway Crossing	Short burst ringing sound	Same as 25
36	Blue (4)	Laser Gun Sound	Laser Gun Sound	Pulse sound	Same as 21
37	Violet (5)	Flicker Sound	Flicker Sound	High Pitched 3 beat ring	Same as 4
38	Sky-blue (6)	Electronic Bell	Electronic Bell	Rapid, piercing with break in rhythm	Same as 2
39	Orange (7)	Doorbell Sound	Doorbell Sound	Slow, long High-low	Same as 12
40	Gray (8)	Car Horn Sound	Car Horn Sound	Long pulse	Same as 16
41	Green (1)	PiPo Sound	PiPo Sound	Rapid High-low pulse	Same as 15
42	Yellow (2)	Melody Chime	Melody Chime	4 note chime	Same as 20
43	Brown (3)	Cuckoo Bird Sound	Cuckoo Bird Sound	Sound of a Cuckoo bird	Same as 23
44	Blue (4)	Bush Warbler Sound	Bush Warbler Sound	Sound of a Bush Warbler	Same as 24
45	Violet (5)	Alarm	Alarm	Fading in and out Sound	Same as 9
46	Sky-blue (6)	Space Invader Sound	Space Invader Sound	Rapid like pulse	Same as 17
47	Orange (7)	Electronic Bell	Electronic Bell	Rapid, like the Shinkansen platform sound	Same as 14
48	Gray (8)	Pulsating Sound	Pulsating Sound	High sharp pitched sound	Same as 8
49	Green (1)	Do	Do	Single music note	
50	Yellow (2)	Re	Re	Single music note	
51	Brown (3)	Mi	Mi	Single music note	
52	Blue (4)	Fa	Fa	Single music note	
53	Violet (5)	Sol	Sol	Single music note	
54	Sky-blue (6)	La	La	Single music note	
55	Orange (7)	Si	Si	Single music note	
56	Gray (8)	Do (One Octave)	Do (One Octave)	Single music note	
57	Green (1)				
58	Yellow (2)	0.60 sec. delay	0.60 sec. delay	soundless for 0.60 seconds	
59	Brown (3)	0.90 sec. delay	0.90 sec. delay	soundless for 0.90 seconds	
60	Blue (4)	1.20 sec. delay	1.20 sec. delay	soundless for 1.20 seconds	
61	Violet (5)	La	La	Single music note (1 Octave Lower)	
62	Sky-blue (6)	Si	Si	Single music note (1 Octave Lower)	
63	Orange (7)	Re	Re	Single music note (1 Octave Higher)	
64	Gray (8)	Mi	Mi	Single music note (1 Octave Higher)	
65	Green (1)	Optional Registration (Channel 1)	Optional Registration (Channel 1)		
66	Yellow (2)	Optional Registration (Channel 2)	Optional Registration (Channel 2)		
67	Brown (3)	Optional Registration (Channel 3)	Optional Registration (Channel 3)		
68	Blue (4)	Optional Registration (Channel 4)	Optional Registration (Channel 4)		
69	Violet (5)	Optional Registration (Channel 5)	Optional Registration (Channel 5)		
70	Sky-blue (6)	Optional Registration (Channel 6)	Optional Registration (Channel 6)		
71	Orange (7)	Optional Registration (Channel 7)	Optional Registration (Channel 7)		
72	Gray (8)	Optional Registration (Channel 8)	Optional Registration (Channel 8)		
73	Green (1)	Registration Mode-Set the switch to "J" to record the sounds of your choice, then select the "I" position to play them back.			