

24VDC FS90 V8 Overlay
Schematic Notes.

X - Red X indicates cut in existing circuit.

Blue numbers on marked up drawings correspond to the note numbers below

- 1 Wire to "Key Stop" terminal on FS90 Board
- 2 Wire to remaining "Key Stop" terminal on FS90 Board
- 3 Wire to "STP" terminal on FS90 Board
- 4 Wire to remaining "STP" terminal on FS90 Board
- 5 Wire to "DZ SIG" terminal on FS90 Board
- 6 Wire to "CC" terminal on PS90 Board
- 7 Wire to remaining "CC" terminal on FS90 Board
- 8 Wire to "PH11 SIG" terminal on FS90 Board
- 9 Wire to "Key/HAT" terminal on FS90 Board
- 10 Wire to "DET1" terminal on FS90 Board
- 11 Wire to "DET2" terminal on FS90 Board

- 12 Wire P24C to 24DC+ terminal on FS90 Board
- 13 Wire G24 to 24DC- terminal on FS90

NOTE "HAT_OR_KS" jumper allows you to choose to use normally open Ph1KS and smokes as above, or to tap the fire hat light only

For N/O Smokes and ph1 keyswitch place the jumper on the side closest to the terminal blocks, for Fire Hat only use the side away from the terminal blocks

If the fire hat stays on when the car comes to the fire floor, you may use it alone instead of the ph1 keyswitch and smokes. You would tap the fire hat light after the bulb, at the point where it goes to the driver on the board and change to jumper

F24C

SEE FACTORY NOTE 13 & 14

G24 LCC11-8,9,10,11

CST1
SRT-107

CPX1-11

IN CAR
RUN/STOP
SWITCH
OR DOOR HOLD
OPEN SWITCH
OR
EMERGENCY
STOP SWITCH

CPX2-10

SEE BELOW

CST2
SRT-108

CST
SRT-11

LCC1-7

1
CST

CST

1

CST1

16

G24







