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<u>SPECIFIC</u>	<u>CATIONS</u>						
Product Name: Network Signal	Tower with Voice	Annı	unciator				
Model: NHV		7					

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1. General Specifications

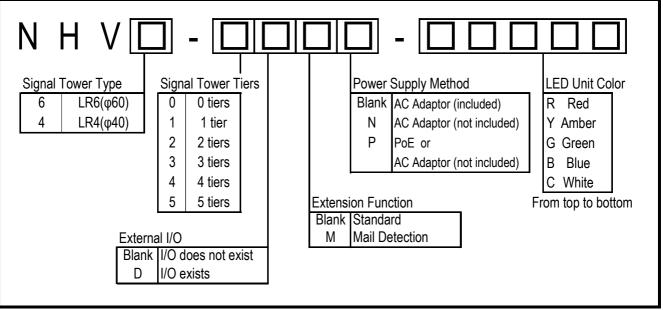
		5 tiers				
Model 3 tiers						
	1 tier					
	ŀ					
0 tiers						
Datadytaltaria		DC Jack				
Rated Voltage		PoE *1	48VDC Conforms to IEEE802.3at (PoE+) *2			
	AC	C Adaptor *3	Input: 100 - 240VAC (50/60Hz) Output: 24VDC			
Operating		DC Jack	21.6 - 26.4VDC			
Voltage		PoE *1	42.5 - 57VDC			
Range	AC	C Adaptor *3	90 - 264VAC			
Rated Currer	nt	Main Unit *4	Standby: 120mA Maximum: 210mA (24VDC input)			
Consumption			Standby: 115mA Maximum: 175mA (PoE 48VDC input)			
•		LED Unit	40mA (per Unit, 24VDC input) , 25mA (per Unit, PoE 48VDC input)			
Rated Powe		Main Unit *4	Standby: 3.5W Maximum: 6W (AC Adaptor, 100VAC input)			
Consumption		LED Unit	1.0W (per Unit, AC Adaptor, 100VAC input)			
Operating Am			0 - 40°C (No Dew or Condensation)			
Operating A			20%RH - 80%RH (No Dew or Condensation)			
Storage Amb			-10 - 60°C (No Dew or Condensation)			
Storage An	nbien	t Humidity	20%RH - 80%RH (No Dew or Condensation)			
Mountir	Mounting Location		Indoor Only			
Mountir	ng Di	rection	Upright			
Protec	tion F	Rating	IP 20			
Insulatio	n Res	sistance	More than 10Mohm at 500VDC between live part and non-current carrying metallic part			
			1500VAC applied for 1min (10mA or less) between live part and non-current carrying			
Withsta	ina v	oltage	metallic part without breaking insulration			
Sound Pr	essu	ire Level	88dB or more			
Г	En	vironmental	Front direction from the center, at 1m, 1.8kHz sine wave played back at -6dB			
		Condition	MP3 data of the content and use of the environment, the sound pressure level will change.			
Audio I	ine (Output	600Ω 0dBV (Unbalanced, Monaural Mini-Jack)			
		NHV6	760g + (60g) x Signal Tower Tiers (AC Adaptor not included)			
	ľ	NHV4	750g + (35g) x Signal Tower Tiers (AC Adaptor not included)			
Mass		NHV6-D	805g + (60g) x Signal Tower Tiers (AC Adaptor not included)			
[Tolerance ±10)%1	NHV4-D	795g + (35g) x Signal Tower Tiers (AC Adaptor not included)			
[NHV6-DP	850g + (60g) x Signal Tower Tiers			
	ľ	NHV4-DP	840g + (35g) x Signal Tower Tiers			
External Contact	Outp		Non-voltage contact output			
		r of Contacts	2			
Contact Capacity			(30VDC@3A) inrush current 5A or less (5VDC@1mA, Minimum, Reference)			
Wire Diameter Wiring Method			Solid Wire / Stranded Wire: ϕ 0.41 - 0.81mm (AWG26 - 20)			
			Solid Wile / Stranded Wile. ϕ 0.41 - 0.811111 (AWG20 - 20) Screwless terminal block			
External Contact Input (Only D-type)		0	Non-voltage contact input NPN Transistor			
Number of Contacts		· · · ·				
			"ON" output current @ 6mA or less per channel			
C	Contact Capacity Wire Diameter		. •			
			Terminal OFF condition Voltage: 24VDC			
			Solid Wire / Stranded Wire: φ0.41 - 0.81mm (AWG26 - 20)			
	Wiring Method		Screwless terminal block			

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	Ethernet ((`ontorms to th			
n Method	Ethernet (Conforms to th			
ID Notwork	10BASE-T / 100BASE-TX / 1000BASE-T (Auto MDI / MDI-X)			
-	· · ·			
	, and the second s			
103	· · · ·	LR6-E-RZ, RY, RG, RB, C		
NHV6	LED Unit	LR6-E-R, Y, G, B, MZ		
	Wireless Data Acquisition System Transmitter	WDT-6LR-Z2		
NHV4	LED Unit	LR4-E-RZ, RY, RG, RB, C LR4-E-R, Y, G, B		
	Wireless Data Acquisition System Transmitter	WDT-4LR-Z2		
	Wall Mounting Bracket	NH-001		
arts	Partition Mounting Bracket	NH-002		
	AC Adaptor	ADP-001		
	UL 62368-1, CSA C22.2 No.62368-1			
	FCC Part 15 Subpart B(Class A), ICES-003(Class A)			
andards	EN 55032(Class A), EN 5503	35, EN IEC 63000		
	(KS C 9610-6-4, KS C 9610-6-2) *5			
	(TR CU 020, TR EEU 037) *5			
ĸ	 *1 Only P-type *2 A PoE+ power supply HUB that complies with IEEE802.3at is required. USB cannot be used with PoE-powered HUBs that comply with IEEE802.3af. *3 Excludes N-type and P-type *4 Does not include USB current consumption *5 Only N-type and P-type • Conforms to the CE Requirements • Conforms to the UKCA Requirements 			
	NHV4 arts andards	IP Network IPv4 / IPv6 dual e USB2.0/1.1 Type- isions Refer to the Outer Dimer ies AC Adaptor *3 , Adhe NHV6 LED Unit Wireless Data Acquisition System Transmitter NHV4 LED Unit Wireless Data Acquisition System Transmitter Wireless Data Acquisition System Transmitter Wireless Data Acquisition System Transmitter Wall Mounting Bracket arts Partition Mounting Bracket AC Adaptor UL 62368-1, CSA C22.2 FCC Part 15 Subpart B(Class A) andards EN 55032(Class A), EN 5503 (KS C 9610-6-4, KS C 9) (TR CU 020, TR EE) *1 Only P-type *2 A PoE+ power supply HUB that complies with USB cannot be used with PoE-powered HUBs *3 Excludes N-type and P-type *4 Does not include USB current consumption *5 Only N-type and P-type		

2. Model

2.1. Model Number Configuration



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2.2. Model Number List					
NHV4-0 NHV4-1-R NHV4-1-Y NHV4-1-G NHV4-2-RY NHV4-2-RG NHV4-3-RYG NHV4-3-RYGB NHV4-3-RYGBC NHV4-5-RYGBC NHV4-0D NHV4-1D-R NHV4-1D-Y NHV4-1D-Y NHV4-1D-G NHV4-2D-RY NHV4-2D-RG NHV4-3D-RYG	NHV4-0N NHV4-3N-RYG NHV4-0DN NHV4-3DN-RYG NHV4-3DP-RYG NHV4-3M-RYG NHV4-3M-RYG NHV4-3MN-RYG	NHV6-0 NHV6-1-R NHV6-1-G NHV6-2-RY NHV6-2-RG NHV6-3-RYG NHV6-3-RYGB NHV6-5-RYGBC NHV6-0D NHV6-1D-R NHV6-1D-R NHV6-1D-Y NHV6-1D-G NHV6-2D-RY NHV6-2D-RG NHV6-3D-RYG	NHV6- NHV6- NHV6- NHV6- NHV6- NHV6- NHV6- NHV6- NHV6-	3N-R` 0DN 3DN-I 0DP 3DP-I 0M 3M-R` 0MN	RYG RYG YG
NHV4-4D-RYGB NHV4-5D-RYGBC		NHV6-4D-RYGB NHV6-5D-RYGBC			

3. Action Specification

3.1. Information (Main Unit)

Signal	Tower	Lighting, Flashing pattern, and off lighting can be controlled for each LED.					
	Flashing pattern 1	ON(500ms), OFF(500ms) (repetition)					
	Flashing pattern 2	ON(80ms), OFF(170ms), ON(80ms), OFF(670ms) (repetition)					
	Flashing pattern 3	ON(250ms), OFF(250ms) (repetition)					
	Flashing pattern 4	ON(1000ms), OFF(1000ms) (repetition)					
Sound		Up to 71 types of messages can be played on the main unit speaker and line output.					
	Number of messages	MP3 File : 60 kinds Preset : 11 kinds					
	MP3 Format	Bit Rate : 32kbit/s, 64kbit/s, 128kbit/s Constant Bit Rate (CBR) only					
	Preset	Buzzer Sound : 5 kinds Chime Sound : 3 kinds Voice Sound : 3 kinds					
	Playback Pattern	One-shot Playback, Repeat Playback, Endless Playback					
	One-shot Playback	It is played back once per playback event.					
	Repeat Playback	It is played back when set up to play a certain number of times per playback event.					
		Number of playback times : 1 - 254					
	Endless Playback	It will play back repeatedly per playback event.					
	Playback Mode	Input Priority Playback, Memory Playback					
	Input Priority Playback	If a new playback event occurs, the channel being played back					
	input i nonty i layback	will be interrupted and a new channel will play.					
	Memory Playback	When playback is ended, the next available channel stored in memory will play.					
Buzzei	r	5 kinds of buzzer sounds					
	Buzzer pattern 1	ON(250ms), OFF(250ms) (repetition)					
	Buzzer pattern 2	ON(500ms), OFF(500ms) (repetition)					
	Buzzer pattern 3	ON(200ms), OFF(50ms), ON(200ms), OFF(550ms) (repetition)					
	Buzzer pattern 4	ON(continuity)					
	Buzzer pattern 5	ON(1000ms), OFF(1000ms) (repetition)					

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3.2. External Control

Extern	al Contact Output	External contact output can be controlled when an event occurs or outputting sound.		
Contact Function		Digital Output, BUSY Output		
Digital Output		The digital "A Contact" or "B Contact" output		
		for an automatic OFF function of the digital output port can be set up.		
		It controls the relay contact output		
	BUSY Output	in conjunction with the signal output from the line-out.		

3.2. Information (Network)

Email I	Notification	When an event occurs, an e-mail message is transmitted				
	Number of notifications	8				
Authentication protocol		SMTP certification(Password, OAuth2), POP authentication				
	Security	SSL/TLS, STARTTLS, none				
SNMP	Notification	When an event occurs, Trap or Inform is executed.				
	Number of notifications	8				
	Version	v1 / v2c / v3				
HTTP N	Notification	When an event occurs, HTTP command is executed.				
	Number of notifications	8				
	Protocol	HTTP, HTTPS				
	Method	GET				

4. Function Specification

4.1. Main Unit Control Function

RSH Command	Controllable with RSH Command
SSH Command	Controllable with SSH Command
HTTP Command	Controllable with HTTP Command
Socket Communication	Controllable with PNS Command and PHN Command
SNMP Command	Controllable with SNMP "set" Command
Version	v1 / v2c / v3
"Clear" Button	Clear operation is possible with "Clear" Button of the main unit

		Controllable Action							
Comman	Command		Sound	Buzzer	Digi-Out	e-mail	SNMP	HTTP	
RSH Comm	nand	✓	1	1	 ✓ 	√ *1	√ *1	-	
SSH Comm	SSH Command		\checkmark	1	✓	√ *1	√ *1	-	
HTTP Com	HTTP Command		√ *2	1	1	-	-	-	
Socket	PNS PNS	✓	1	1	1	-	-	-	
SUCKEL	PHN	∆*3	-	∆*4	-	-	-	-	
SNMP Comr	SNMP Command		1	1	1	-	-	-	
"Clear" Button		✓	√ *5	√ *6	1	1	1	1	

*1 It can be used when e-mail or SNMP is set to "Active" in the RSH/SSH Command Configuration.

*2 It is possible to play back received text data by performing speech synthesis in real time.

*3 Signal Tower "Red", "Amber" and "Green", and Flashing pattern 1

*4 Buzzer pattern1 and Buzzer pattern2

*5 In memory playback mode, you can proceed to the next message

*6 It is possible to stop only the buzzer while maintaining the state of Signal Tower.

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Ping Monitoring Function			Network abnormality detection by sending Ping network devices								
Number of Monitoring						24					
Nu	mber of Group		3								
Мс	nitoring Cycle		1 - 600 seconds								
Se	nding Count			The num	ber of times t	o detect can	be set from	1 to 30.			
Nu	mber of Sending		The nu	umber of se	ending Ping b	y one monit	oring can be	set from 1 to	o 3.		
SNMP Tra	p Reception Functi	ion				ception det	ection				
	rsion				V	1 / v2c / v3					
	mber of Reception					64					
var	riable-bindings					r 1 Trap Red					
	Detectable Typ	е			R, OCTET ST						
SNMP Sup	pported Equipment		F	or SNMP	Supported e	quipment, v	vith SNMP c	ommand,			
Monito <u>r F</u>			thei	r status ca	an be acquis	itioned peri	odically and	I monitored			
Ve	rsion				V	1 / v2c / v3					
Mc	nitoring Cycle					60 seconds					
De	tection method		C		greement De						
	Condition Agreem	ient			n that the acq						
	Detectable Typ				R, OCTET ST						
	Change Detection	1		Dete	ction that the	acquired val	ue has chan	ged			
	Detectable Typ	е				INTEGER					
	ction (Only M-type)		Detect incoming mail on the mail server.								
Protocol			IMAP, IMAPS, POP3, POP3S								
Au	thentication method		Password Authentication, OAuth2								
	cryption Method		SSL/TLS, STARTTLS, none								
	il check interval		10 - 3600 seconds								
Filt	te <u>r Rule</u>		Conditions for detecting target emails can be set.								
	Number of Condit	ion	20								
	Detection Target		Sender, Subject, Body text								
	Decision condition	ו	[Matches with], [Beginning with], [Include], [Be free of]								
	Contact Input		It monitors the state change of external contact input.								
/lonito <u>r F</u>					S the State C	nange of ex		or input.			
	gital Logic Setting		A Contact, B Contact								
De	tection method		Status Change Detection, Status Agreement Detection								
	Status Change			Detection of change from OFF to ON or change from ON to OFF							
	Status Agreem	ont	Detecting the input for a certain period of time								
	Otatus Agreeni	ont	De	tection tim	e : 1 - 3600 s	econds	Number of D	Detection : 4			
				-	Excutable ac						
	Monitoring	Signal	Sound	Buzzer	Digi-Out	e-mail	SNMP	HTTP	MQTT		
Ping Monitoring		1	1	1	✓	1	1	1	1		
SNMP Trap Reception		1	1	1	1	1	1	1	1		
	IMP Supported	1	1	1	1	1	1	1	1		
	ail Detection *1	1	1	1	1	1	1	1	1		
External Contact Input			\checkmark	\checkmark	\checkmark	1		1	\checkmark		

4.2. External Monitoring Function

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4.3. Main Unit Status Acquisition Function	I
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RSH Command	The state of	The state of the main body can be acquired by the status acquisition command.						
SSH Command	The state of	f the main body	/ can be acquire	d by the status	acquisition com	nmand.		
Socket Communication	Status	acquisition ava	ailable with PNS	Command and	d PHN Commar	nd		
SNMP Command		Status acquisi	tion available wi	th SNMP "get"	Command			
Version			v1 / v2c	/ v3				
HTTP Communication	The sta	ate of the main	body can be acc	quired in XML/J	SON data form	at.		
		Acquisition data						
Command	Signal Tower	Sound	Buzzer	Digi-In	Digi-Out			
RSH Command	✓	1	✓	\checkmark	1			
SSH Command	✓	1	✓	1	1			
Socket PNS	✓	1	✓	\checkmark	1			
PHN	√ *1	-	√ *2	-	-			
SNMP Command	✓	1	✓	1	1			
XML/JSON format file		1		1		7		
	•	•	*1 Signal Tower "Red", "Amber" and "Green", and Flashing pattern 1					

*2 Buzzer pattern 1 and Buzzer pattern 2

4.4. Main Unit Setting Function

	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5						
Time Correction Function		The internal clock in this product can communicate with an NTP server					
		to automatically correct the time.					
Automa	atic Network Setting	Network setting in this product can communicate with an DHCP server					
Automa	alle Nelwork Selling	to automatically set.					
Master	· Volume Setting	Master Volume of Buzzer and Sound can be set					
Flash C	Control Setting	The brightness of the LED unit can be reduced.*1					
Standa	ard Action Setting	The color of Signal Tower that lights up after the clear operation is executed can be set					
	of Europhian	Self test of Signal Tower and buzzer is possible					
Sell-les	st Function	with test button of the main body and RSH/SSH command.					
Config Setting		Various settings of the main body can be read and written as setting file.					
Event Log		Event logs can be downloaded via web browser.					
Text-to	-speech synthesis	Speech synthesis from text data can be registered as voice data.					
Supported languages		Japanese (Kanji-Kana mixed text), English					
Main U	Init Setting	Various settings of the main body can be done with a web browser.					
	Supported browsers	Google Chrome *2 Microsoft Edge *3					
	Languages supported	Japanese, English, Traditional Chinese, Sinplified Chinese, Korean, Thai					
	on the setting screen	German, French, Italian, Spanish, Mexican					
*1 Light reduction is not possible when using LR4/6-E-MZ or WDT-4/6LR-Z2.							
*2 Google Chrome is a trademark or registered trademark of Google LLC.							
*3 Microsoft Edge is registered trademark of Microsoft Corporation in the United States and other countries.							

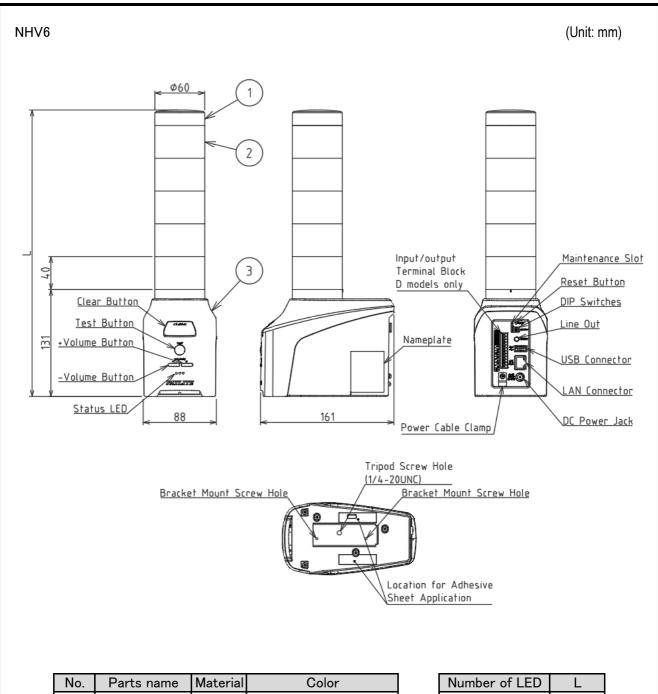
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4.5. Cloud Function

Supported Cloud Platform		ud Platform	Microsoft Azure *1			
			Amazon Web Services (AWS) *2			
		Connection	Azure IoT Central/DPS, Azure IoT Hub			
	Aruro	Settings	(IoT Plug and Play)			
	Azure	Duilt in factures	Device Twin, Direct Method, Device-to-cloud Message,			
		Built-in features	Cloud-to-device Message			
	AWS	Connection Settings AWS IoT Core				
	AVVS	Built-in features	Device Shadow, MQTT client			
Mair	Main Unit Control		Signal Tower, Sound *3, Buzzer, Digital Output			
Mair	Main Unit Status Acquisition		Signal Tower, Sound, Buzzer, Digital Output			
Main			Signal Tower, Sound, Buzzer, "Clear" button,			
Main Unit Status Transmission		us transmission	Digital Output, Digital Input			
*1 Microsoft Azure is registered tradem			demark of Microsoft Corporation in the United States and other countries.			
*2 A	mazon W	eb Services, the "Pow	vered by AWS"logo, and any other AWS trademarks used in such materials			
a	re tradem	arks of Amazon.com,	Inc. or its affiliates in the United States and other countries.			

*3 It is possible to play back received text data by performing speech synthesis in real time.

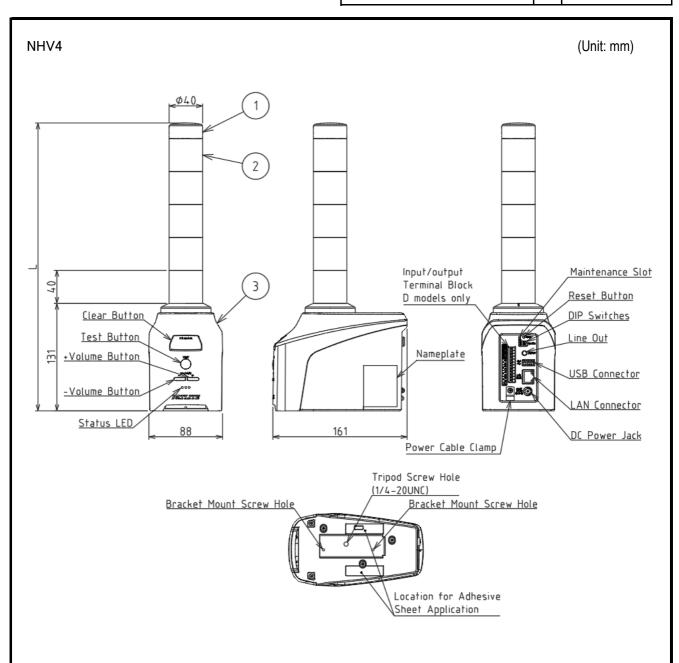
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No.	Parts name	Material	l Color		
1	Head Cover	PC	Off-white		
2	LED Unit	PC	Clear		
3	Main Body	ABS	Off-white/Medium Gray		

Number of LED	L
0 tiers	150
1 tier	190
2 tiers	230
3 tiers	270
4 tiers	310
5 tiers	350

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	No.	Parts name	Material	Color
	1	Head Cover	PC	Off-white
ſ	2	LED Unit	PC	Clear
I	3	Main Body	ABS	Off-white/Medium Gray

Number of LED	L
0 tiers	150
1 tier	190
2 tiers	230
3 tiers	270
4 tiers	310
5 tiers	350



