

## Keyboard/Display Modules KDM10D and KDM10T

KDM10 is an intelligent keyboard/display module which can be connected to JVL Motor Controllers that are equipped with register sets and a module interface (types SMC23, SMC24, SMC30, SMI31, SMC35B and AMC20/21/22P).

The KDM10 is controlled by the Motor Controller so that the program executed by the Controller can display values and text on the Module display and receive data input via the Module keyboard.

Connected to a Motor Controller, the Module provides an easily accessible user interface to a motor control system, with a keyboard from which an operator can key-in data and a display which provides Controller data. The KDM10 thus enables parameters, register contents, etc., to be changed without changing the Controller program.

The built-in loudspeaker can be used to provide an audible alert to ensure best possible communication with an operator.

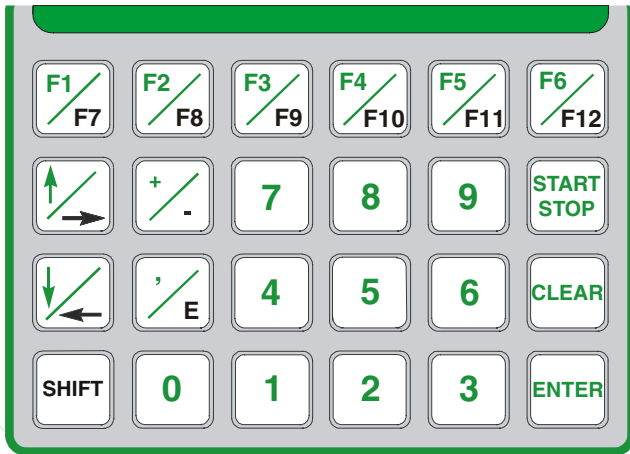


- LCD supertwist text display with 2 lines of 24 characters. Back-lit.
- Keyboard with 23 keys. "Shift"-key for secondary functions.
- Loudspeaker with facility for various frequencies, duration and loudness. Output for external speaker.
- Available for both 19" rack and cabinet mounting.
- Splash-proof membrane keyboard.
- Flexible power supply (12-45V DC).
- Can be located up to 100m from the Controller.
- Optically isolated communication interface.
- Protected against voltage overload and incorrect polarity connection.
- Facility for connecting several Controllers to the same keyboard/display module.



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## Key Functions



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### 0-9:

Numeric keys 0-9 are used to key-in numeric values to be transferred to Controller registers.

### CLEAR:

The Clear key is used to clear values during keying in.

### ENTER:

The ENTER key is used to confirm the displayed value and transfer the value to the Controller.

### SHIFT:

The Shift key is used to activate the keyboard's secondary key functions.

### START/STOP:

This key can be used to start/stop motors.

### F1-F12:

These keys can be used as function keys. The specific function is determined alone by the program currently loaded in the Controller.

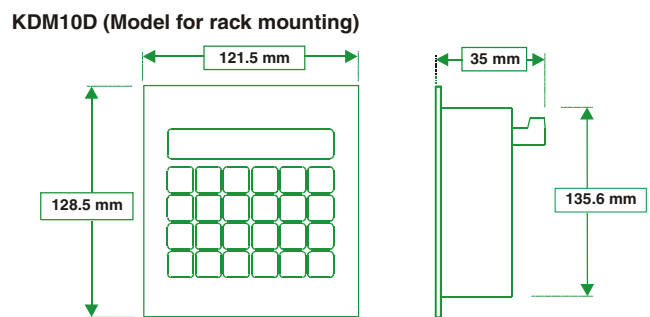
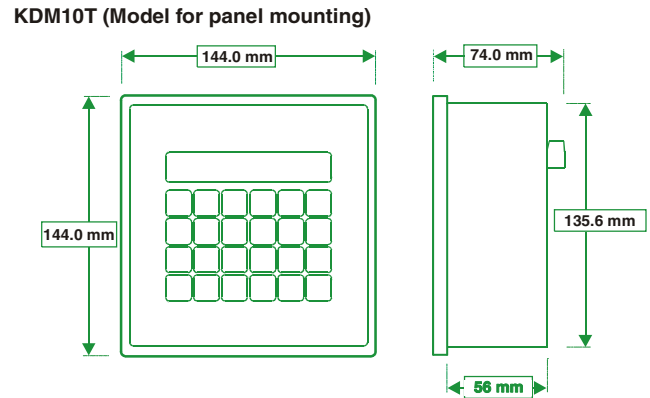
### Arrow up/down:

These keys can, for example, be used to operate a motor continuously while the key is pressed.

## Technical Data

	Min.	Typ.	Max.	Units
<b>Power Supply</b>				
Supply Voltage	12		45	VDC
Power Consumption		1.6		W
<b>Module Interface (RS485)</b>				
Communication rate		50		kbit/s
Communication length		100		m
<b>Various</b>				
Operating temp. KDM10T	0		45	°C
Operating temp. KDM10D	0		50	°C

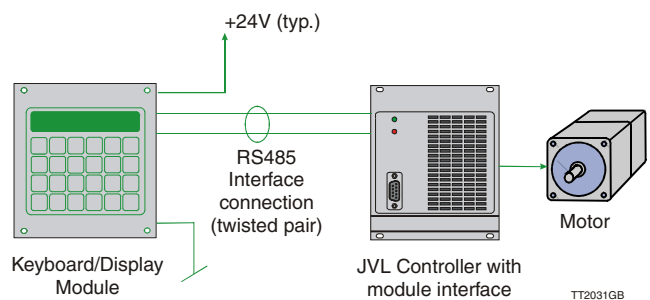
## Physical Dimensions



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## System Configuration

The KDM10 Keyboard/Display Module is connected to JVL Motor Controllers equipped with a module interface via a simple 2-core cable. This cable may be up to 100m long. A 24V power supply is the only other requirement for system operation. Up to 32 units can be connected to the RS485 bus.



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