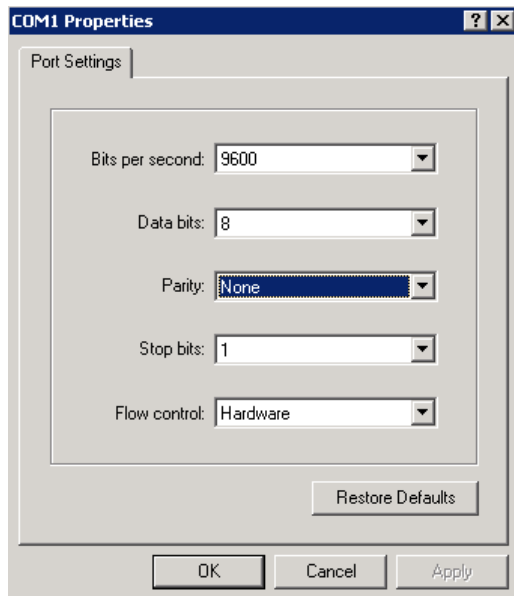


# VSPS-03 (Pendant Programmer)

1. Connect the provided cable is connected to COM1 on the PC (or other serial port).
2. Open **HyperTerminal** program (usually located at **Programs\Accessories\Communications** Windows menu).
3. Start a new connection and configure it to **9600-N-8-1** (Image 1). Activate the connection using the **Call** menu.
4. Connect the other end of the cable to the J3 pin header on the Pendant. Pin 1 of the connector should be connected to the left most pin of J3 (pointing towards the 5-pin connector - see Image 3).
5. Insert battery in to the Pendant.
6. Press and hold the Pendant button and keep pressing Enter on the PC keyboard until the Pendant light is on and stays lit. If communication is successful, the **HyperTerminal** will display **?99**.  
If after pressing the Enter key 10 times the light does not stay on, release the Pendant button, wait 10 seconds and try again.
7. Release the Pendant button.
8. Use the following commands to read or program the Pendant (all command must be in capital letters):
  - **?Cn** – Read and display the value of a Capcode where n is a Capcode number from 1 to 2. For example, **?C1** will return the value of Capcode 1.
  - **PCnCCCCCC** – Program the value of a Capcode where n is a Capcode number from 1 to 2 and CCCCCC is a 7 digit Capcode. For example, **PC10800900** will program Capcode 1 with the value of 0800900.
  - **?Mn** – Read and display the Pendant message where n is a number from 1 to 2.
  - **PMnM** – Program the Pendant message where n is a number from 1 to 2 and M is the message text (up to 60 characters).
  - **?SM** - Read and display the Pendant mode.
  - **SMn** – Program the Pendant mode where n is a number from 1 to 4:
    - 0 – Alphanumeric only, 512 BPS
    - 1 – Alphanumeric only, 1200 BPS
    - 2 – Numeric only, 512 BPS
    - 3 – Numeric only, 1200 BPS
9. Disconnect the cable form the Pendant. Reset the Pendant by shorting pins 2 and 5 of J1 (see Image 2). Test the Pendant by sending a page to it.

Image 1



5	GND
4	
3	
2	
1	VCC

Image 2

1	2	3
G	B	Y

Image 3