**EEB Elevator User Manual**

Thank you for choosing our product! To use this product, be sure to read this manual carefully before using. Any operation violating this manual may cause unexpected issues.

This elevator uses seven switches (SW[9] to SW[3]) as input to determine the destination.

|  |  |  |
| --- | --- | --- |
| Switch | Floor | Doors Opened |
| 3 | 4M | East |
| 4 | 4 | Both |
| 5 | 3M | East |
| 6 | 3 | West |
| 7 | 2M | East |
| 8 | 2 | Both |
| 9 | 1 | Both |

And four LEDRs are used to display multiple kinds of information.

|  |  |
| --- | --- |
| LEDR | Meaning |
| 9 | West Door Opens |
| 8 | East Door Opens |
| 7 | Elevator Going Up |
| 6 | Elevator Going Down |
| 0 | Overloaded |

To use the elevator, choose the floor you want to go. PLEASE NOTE that when more than two floors are chosen that will disable the elevator from moving as that indicates there may be too many persons on the elevator and may cause an overload. An LED (LEDR[0]) will be lit to indicate that the elevator is overloaded. To continue operating, let some of persons leave the elevator (i.e. turn some of the switches off) until the LEDR goes out.

After the floors are chosen, push KEY[3] to close the door, and the elevator will head to the desired destination. The current floor will be shown on HEX1 and/or HEX0. Due to the limitation of the devices, all the letter ‘M’s of the floors with letter (ex. 2M) will be shown as ‘A’s (i.e. 2A) on the HEX.

When the elevator has arrived its first destination, choose the new destinations, *then* manually close the switch corresponding to the current floor and finally close the door. The elevator will continue operating.

This elevator is designed to handle conflicts. When the elevator is going up, the floors above the current floor will have priority and the elevator will keep going up, and vice versa. For instance, if the elevator is currently at floor 2 and is going up, selecting floor 1 and floor 3 simultaneously will make the elevator head to floor 3 first then change its direction back to floor 1. However PLEASE NOTE that in order to keep the elevator going its previous direction, *keep the switch of the current floor on while choose new destinations, and turn it off AFTER all destinations are chosen*, otherwise the elevator will change its direction according to the first input.

If there is no destination chosen and the door is closed, the elevator will keep staying at its current floor until the next destination is chosen. If two conflict floors are chosen then it will go to the floor depending on which floor is selected first.