

Configuring a Help Button for MN

Overview.

The MN help buttons can be configured to trigger one of 8 different messages. Each button is configured through the placement of three jumpers located under the on-board battery. This document describes the procedure for changing the Help Button message by changing these jumpers. The steps are simple:

- Remove the Cover to access the electronics.
- Turn off the power to the electronics.
- Change the jumpers to the desired message setting.
- Turn the power back on and note that the electronics reset.
- Test the new jumper settings.
- Replace the Cover on the wall.

Removing The Cover.

The Help Button is shown below:

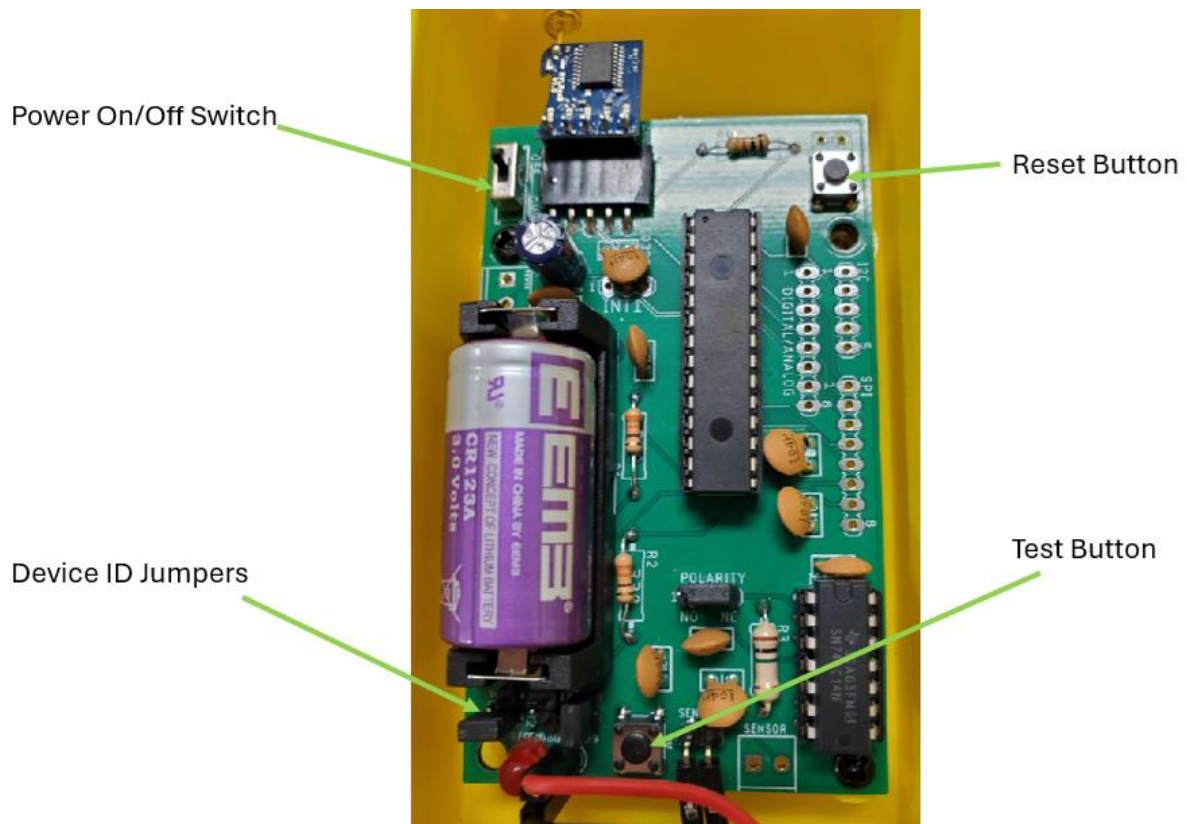


The Help Button enclosure is in two parts: a cover and a backing. The backing is the part that attaches to the wall. The cover is removable and contains the button and the electronics. In order to remove the cover, simply grasp the cover and slide it up until it clears the backing; see the picture below:



Identifying the Components on the Electronics Board.

The picture, below, shows the major components on the electronics printed circuit board that is mounted on the inside of the cover.



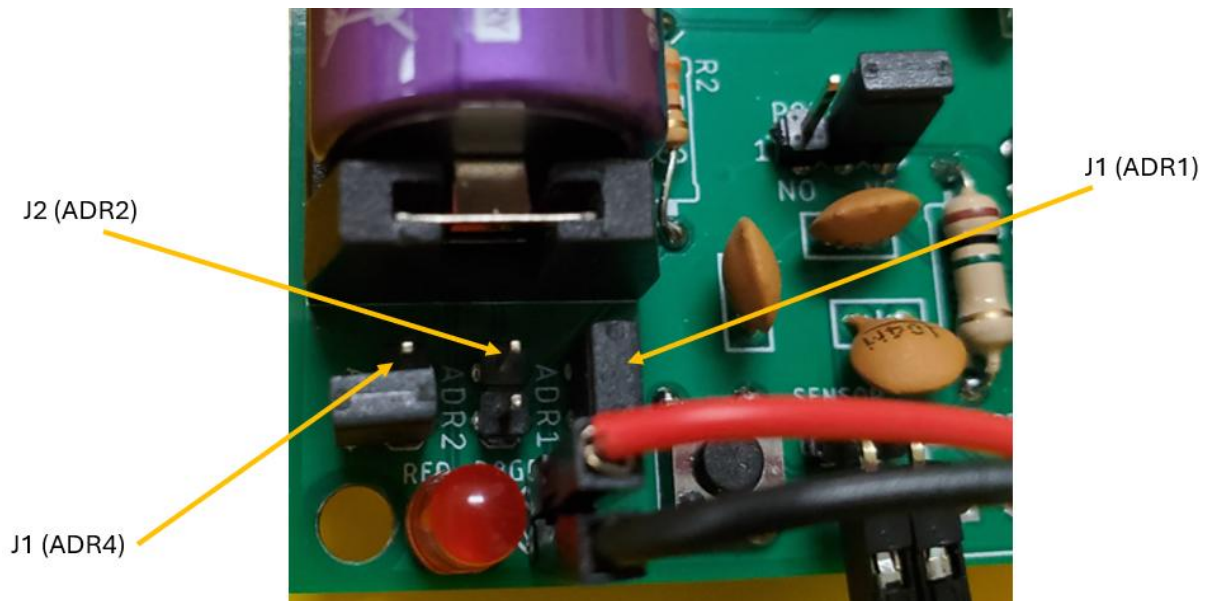
The significant components are shown in this figure:

- **On/Off Switch:** This switch should be turned OFF when servicing the Help Button, specifically when changing the jumpers.
- **Reset Button:** Pressing this button resets the electronics. Note: turning the power ON also resets the electronics.
- **Test Button:** Pressing the Test Button does the same thing as pressing the big green button on the front of the cover.
- **Device ID Jumpers:** These are the jumpers that set the device ID. The device ID determines which help message the Help Button will send out, e.g. “front desk”, “Woodshop”, etc.

Setting the Jumpers to a new Device ID.

Before changing the jumpers, set the On/Off switch to OFF.

The figure below details the area of the electronics board where the three device ID jumpers are located:



Each jumper location can have a jumper shorting across the two pins, or not. Often a jumper will be put on just one pin (so you have it if you need it) but it is NOT shorting the two pins – see J1 in the picture, above.

The pins are three sets, arranged horizontally. Jumper 1 is at the edge of the board. A jumper is “IN” if it bridges the two pins. In the photo above, jumpers J1 and J2 are OUT and jumper J3 is IN.

The table below contains the 8 jumper setting combinations as they are assigned at Maker Nexus:

J1	J2	J3	Call for assistance in:
IN	IN	IN	Reception Desk
IN	IN	Out	Woodshop
IN	Out	IN	Cold Shop
IN	Out	Out	Front Door
Out	IN	IN	Unused
Out	IN	Out	Laser Cutters and 3D printers
Out	Out	IN	Hot Shop
Out	Out	Out	Electronics and Textiles

Simply change the jumper settings to the desired message.

Next, turn the On/Off switch back to the ON position. Note that the red LED below the jumpers will flash 20 times as the electronics reset. The green pushbutton will also flash during this process. At the conclusion of the reset process, the red and green LEDs will flash a couple of times more. The Help Button is now re-programmed. Note: if turning the power ON fails to initiate this reset process, briefly press the RESET button to reset the electronics.

Test the new jumper setting by pressing the green pushbutton on the cover, or else press the Test button on the electronics board (they do the same thing). The desired message should be played by the system.

Finally, slip the cover back onto the backing by engaging the cover slides into the track in the backing and lowering the cover until it is fully down in the backing.