# VOICE SOUNDER WITH VISUAL ALARM DEVICE (VAD)

## **SGO-Pgw**

#### **DOCUMENTS ISSUED BY CNBOP-PIB:**

- CERTIFICATE CPR
- CERTIFICATE OF APPROVAL (valid for SGO-PgwA, SGO-PgwB varieties)























#### **Technical data:**

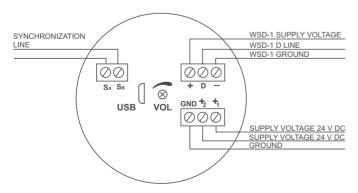
Туре	voice sounder with VAD	
Supply voltage	20-32,5 V DC	
Current consumption in off state	0 mA	
Current consumption in on state	<300 mA*	
Power consumption in on state	<7,2 W*	
Sound output	>90 dB*	
Flash frequency	0,5 Hz	
Flash time	~190 ms	
Time between flashes	~1800 ms	
Device category	0	
Device type	type A	
Working temperature	-10°C ÷ +55°C	
IP protection degree	IP31C	
IK protection degree	not applicable	
Conductor cross-section	2,5 mm <sup>2</sup>	
Dimensions	ø115x82 mm	
Weight	~350 g	

<sup>\*</sup>for default settings (supply voltage Uz=24 V DC, fire service signal, potentiometer maximum)

### Product description:

- Alarm signal sequence in accordance with EN 54-3:2001+A1:2002+A2:2006.
- Optical part in accordance with EN 54-23:2010.
- Easy message programming (as in a mass storage device).
- \*.mp3 message compatibility.
- High message sound quality.
- 18 alarm sound patterns to choose from.
- Auto-addressing in a network (no need to program signalling devices as master/slave).
- Synchronisation of signalling devices in a network (acoustic and optical part).
- Automatic dissemination of messages to all signalling devices in a network.
- Self-diagnostics and acoustic signalling.
- Undervoltage-lockout (to test line continuity).
- Compatible with WSD-1 switch.
- High volume of alarm signal.
- Built-in potentiometer to control sound level.
- 4 varieties.

#### **Connection diagram:**



VOL - volume	adjustment.	USB -	communication port

Varieties	Description
SGO-PgwA	Red light, lens positioned centrally
SGO-PgwB	Red light, lens positioned offset to the edge of the housing
SGO-PgwA/śb	White light, lens positioned centrally
SGO-PgwB/śb	White light, lens positioned offset to the edge of the housing

Providing the supplay voltage to: input +1 will play message K1.mp3, input +2 will play message K2.mp3, inputs +1 and +2 at the same time will play message K3.mp3