



patent pending



7315-0328-0189

Product includes a 5 year warranty

Dimensions: 16 1/8"W x 16 3/4"H x 3 1/2"D

Stock Number: 3006436 PSN-64 Red Enclosure
3006437 PSN-106 Red Enclosure
3006446 PSN-106 Black Enclosure

Description

The PSN series of notification power supplies offers reliable notification power with unprecedented versatility. The power supplies offer either 6 or 10 amps of continuous power through 4 or 6 outputs respectively. Each output is rated at 3 amps and it may be used continuously without any derating.

The power supply operates on either 120 VAC or 220 VAC power input and has a regulated 24 VDC output. In addition, the panel can charge up to 55 AH batteries and leads the industry in housing up to 18 AH batteries. The cabinet is constructed out of 18 gauge cold rolled steel and has a durable red powder coat finish. In addition, a key lock is provided for securing the door. Ample electrical knockouts are provided on the sides and the top, allowing the installer options for running wires and maintaining the correct separations.

The power supply offers an industry leading Quadrasync function that allows for multiple strobe circuits of different brands to be synchronized to flash at the same time. The panel can have four different brands each connected to its own circuit and all of the strobes flash together.

Each output can independently be configured to provide one of four synchronizations or steady power. This provides unequivocal flexibility in new and retrofit installations. The panel can be configured to synchronize Potter/AMSECO®, Gentex®, Wheelock® and System

UL, cUL, CSFM Listed

- PSN-64 has 6 amps regulated with 4 Outputs
- PSN-106 has 10 amps regulated with 6 Outputs
- Outputs Rated at 3 amps maximum each
- May be configured as up to three class "A" Style "Z" notification circuits
- 3 amp, 24 VDC programmable output power
- Supervised Battery Charger: 27.3 @ 1A (supports 7-55 AH batteries)
- Easy to install cabinet with leveling mounts and key lock
- Wiring knockouts provided on sides and top of cabinet
- Two Trouble Relays (5A at 30VDC)
 - General System Trouble (programmable for AC delay)
 - Low AC Trouble with optional delay settings
- Diagnostic LED's
 - Status LED's for Active NAC and NAC trouble conditions
 - Status LED's for Earth Fault (Amber), AC (Green), Battery Fault (Amber)
- Trouble Memory feature captures troubles which have previously restored
- Synchronized notification appliance circuits
 - Potter/AMSECO®, Wheelock®, Gentex®, System Sensor®
- Configurable output circuits (DIP switch sets options for each circuit)
- 15 mA at 8-33 VDC input trigger
- Reference EOL allows 2K – 27K EOL value to be used
- Quadrasync provides panel wide synchronization of same or multiple brands
- PassThru mode allows the Outputs to match the Input Signal

Electrical Specs:

- 120/240 VAC 50-60 Hz input
- 5.1 Amps @ 120 VAC or 2.5 Amps @ 240 VAC
- Standby Current 60 mA
- Alarm Current 200 mA*

*no external load

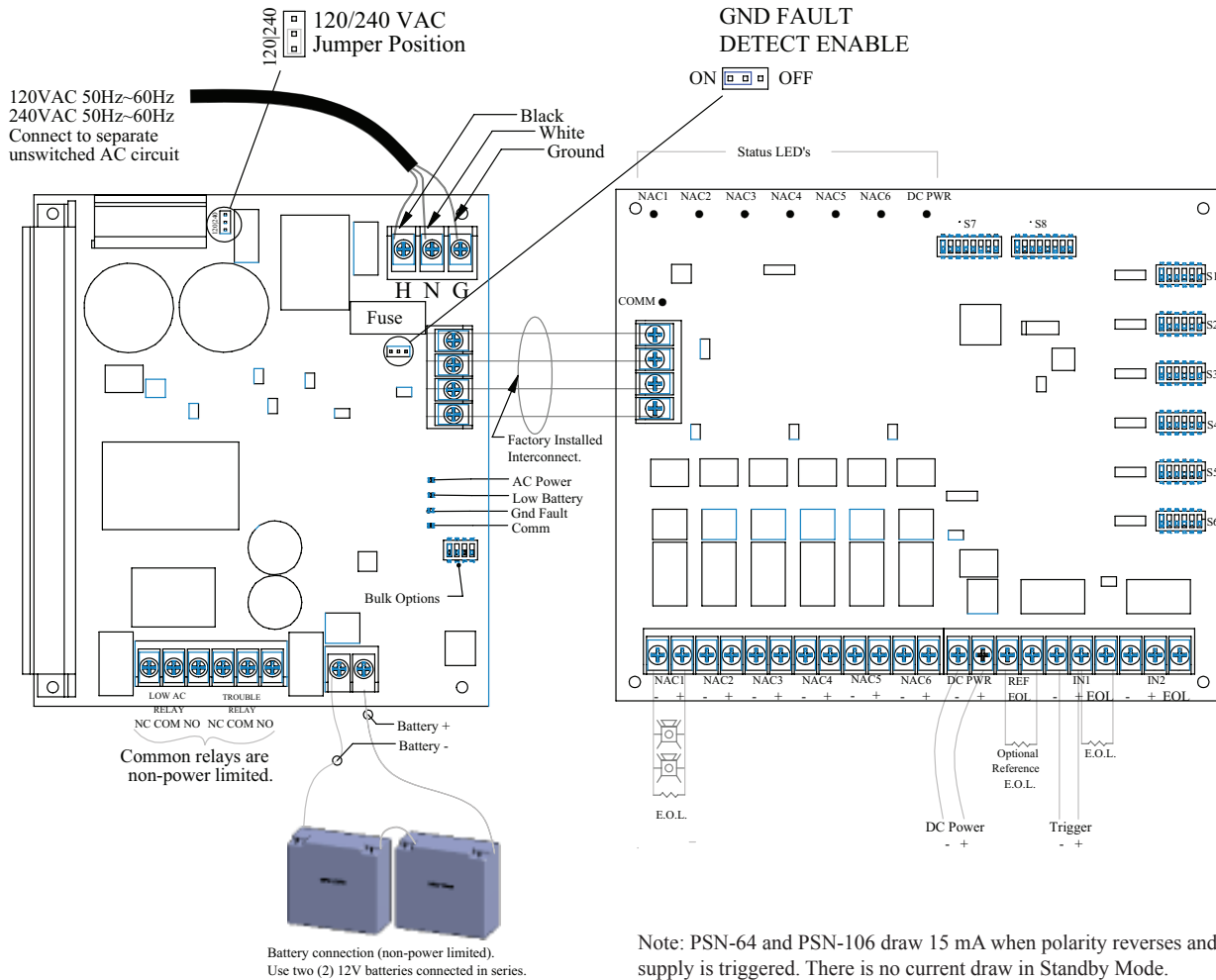
Sensor® strobe devices. Each output can be configured the same sync protocol or set independently.

In addition, the panel has an input PassThru mode allows the outputs to follow the input signal and sync up the input flash. The panel will recognize the type of input being supplied and pass this through to the outputs with the same pattern. This input pass through can be selected on each output independently.

The power supply contains simple dipswitch programming and LED indications providing the installer indications of the operation and the ability to correct any faults. A Trouble Memory is provided to allow an installer to review past troubles and make the necessary repairs. Each output has an LED to pin point the exact circuit where a problem may have occurred. Relays are provided for monitoring the general system and AC failure.

Each output can be independently configured for various applications and installations. Each output can be independently configured for Class A or Class B operation, constant power, ANSI Temporal Code 3, Single, Multiple or Combo Inputs or Door Holder Power.

PSN-106 Wiring Diagram



Note: PSN-64 and PSN-106 draw 15 mA when polarity reverses and the power supply is triggered. There is no current draw in Standby Mode.

Engineering Specification

The contractor shall supply and install the Potter PSN power supply. The power supply shall operate on either 120 or 240 VAC input. The panel shall be capable of continuous load power without any degradation to the main supply or the distribution board. The cabinet shall be capable of housing up to 18 AH batteries and the panel shall be capable of charging up to 55 AH batteries in an external cabinet.

The panel shall have dip switches for simplistic configuration of the system and LEDs to provide visual indication to the installer of the status of the system. The dip switches shall allow for AC power delay selection, Class A/B operation per output, Door Holder Power options, constant auxiliary power, trigger input type, ANSI Code 3 Temporal Code, Pass Thru (input tracking), Potter/AMSECO® sync, Gentex® Sync, System Sensor® Sync or Wheelock® sync. The LEDs shall provide indication of communication between the power supply and distribution circuit

assemblies. The LEDs shall have distinct flash patterns to provide further indication of the troubles present. The panel shall have selectable Trouble Memory to provide the installer an indication that a past trouble existed on a circuit for diagnostic purposes.

Each output of the power supply shall be capable of 3 amps of continuous power without degradation over time. The power supply shall provide for multiple circuits of strobe appliances. The power supply shall synchronize the flashes of any of the above listed strobe appliances on a per circuit basis. Up to four different strobe circuits may be connected and all of the strobes shall flash in unison as required by UL 864. In addition to this Quadrasync feature, the panel shall allow any of the four above mentioned sync patterns as an input and pass this signal through and synchronize the outputs to match the input flash pattern.