

The VPR 32 tone sounder is a flexible high output 110-230Vac sounder designed for applications where a mains powered sounder is required. The sounder comes with a suite of 32 tones to cover most applications including fire, security and general industrial and for use as a wide open area sounder. The tones include a wide range of sound patterns and frequencies compatible with international requirements. Please note installation is not recommended in chilled areas.

Tones are selected via a DIL switch. By using three wires, a second stage alarm may be switched so that the continuous tone will override the tone selected.

Supplied with its own mounting base that comes with marker points for drilling industry standard M20 PG gland entries to maintain the products IP integrity. Cables can be entered from the rear or side for surface and flush wiring options.

This product does not require an earth connection as each device has its own transformer and de-coupling between mains frequencies.

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- 32 tones
- deep base IP65 as standard
- no earth connection required
- extremely easy to fit and commission
- variable volume controls



## TECHNICAL

voltage range (Vdc)	230/110 ± 10%
number of tones	32
operating frequency (Hz)	440 - 850
temperature range (°C)	-20 to +70
protection rating	IP65
boxed weight (kg)	0.30
body colours available	red or white (ABS fire retardant plastic)

## PERFORMANCE

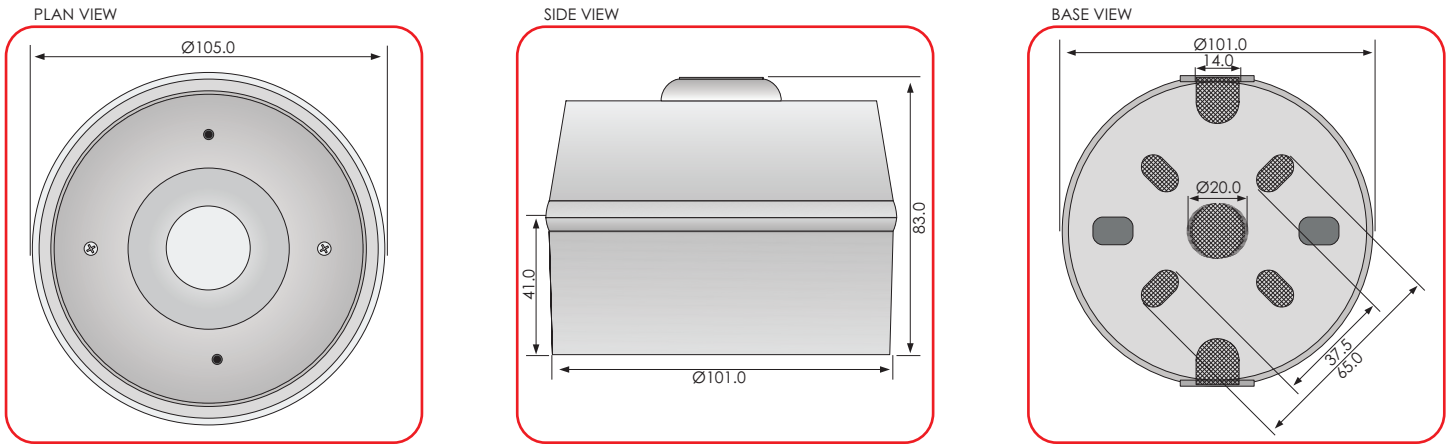
sound output, typical (dBA)	104.4
sound output, anechoic chamber (dBA)	103.2
sound output, reverberation chamber (dBA)	120.0
max. current consumption @ 230Vac (mA)	13.4
average power consumption @ 230Vac (W)	3.1

NB: see tone list performance for more accurate current consumption figures

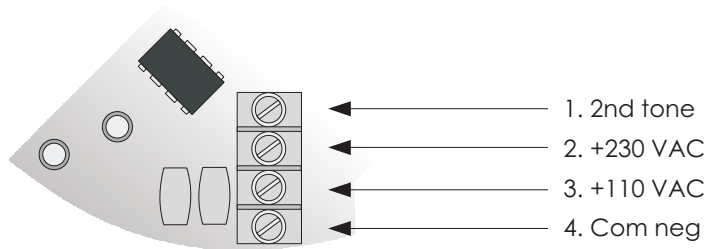
## ORDERING INFORMATION

red body, 32 tone	505-019
white body, 32 tone	505-020

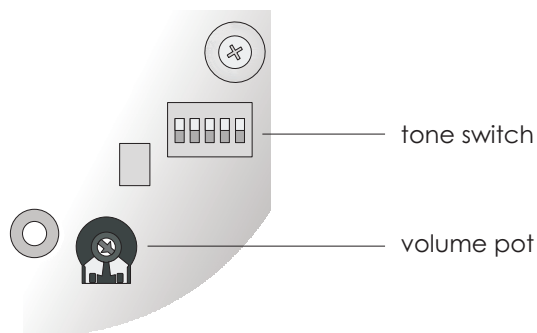
DIMENSIONS, PRODUCT MOUNTING AND CABLE ENTRY





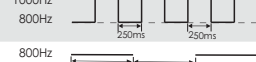
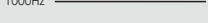

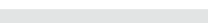
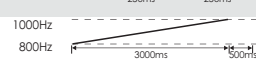

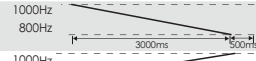

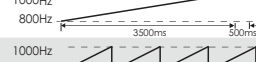
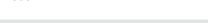
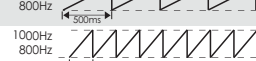
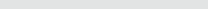


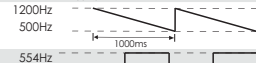


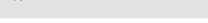

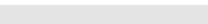



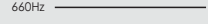


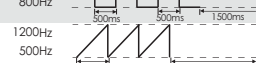
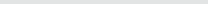
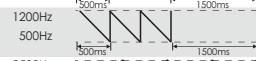




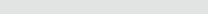

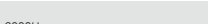
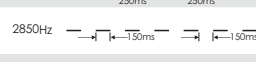

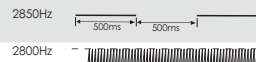
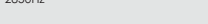

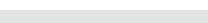
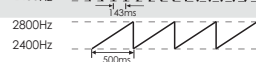

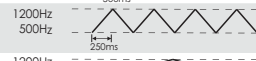

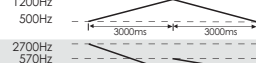


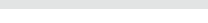








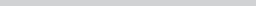
WIRING CONFIGURATION



VOLUME & TONE SELECTION



## TONE LIST - GRAPHICAL

no. name	1st stage frequency	1st stage graphical	2nd stage frequency	2nd stage graphical
1 Warble Tone	800Hz for 500ms, then 1000Hz for 500ms		800Hz continuous	800Hz 
2 Warble Tone	800Hz for 250ms, then 1000Hz for 250ms		1000Hz continuous	1000Hz 
3 Interrupted Tone	800Hz for 500ms, then off for 500ms		800Hz continuous	800Hz 
4 Interrupted Tone	1000Hz for 250ms, then off for 250ms		1000Hz continuous	1000Hz 
5 Slow Whoop	500Hz-500Hz swept for 3000ms, then off for 500ms		500Hz continuous	500Hz 
6 Slow Whoop	1200Hz-500Hz swept for 3000ms, then off for 500ms		1200Hz continuous	1200Hz 
7 Australian Slow Whoop	500Hz-1200Hz for 3500ms, then off for 500ms		500Hz continuous	500Hz 
8 LF Sweep	800Hz-1000Hz swept every 500ms (2Hz)		800Hz continuous	800Hz 
9 LF Sweep	800Hz-1000Hz swept every 250ms (4Hz)		800Hz continuous	800Hz 
10 LF Sweep	400Hz for 500ms, then 554Hz for 500ms		800Hz continuous	800Hz 
11 Sweep Frequency	5554Hz for 100ms, then 440Hz for 400ms		1200Hz continuous	1200Hz 
12 Warble Tone	660Hz for 150ms, then off for 150ms		554Hz continuous	554Hz 
13 Warble Tone	660Hz for 150ms, then off for 150ms		554Hz continuous	554Hz 
14 Interrupted Tone	660Hz for 1800ms, then off for 1800ms		660Hz continuous	660Hz 
15 Interrupted Tone	660Hz for 570ms, then off for 570ms		660Hz continuous	2400Hz 
16 Interrupted Tone	1000Hz for 500ms on 500ms off (x3), then 1500ms off		660Hz continuous	660Hz 
17 Group of 3 Interrupt	1000Hz for 500ms on, then 800Hz for 500ms (x3), then 1500 off		1000Hz continuous	1000Hz 
18 Group of 3 Warble	500Hz-1200Hz swept for 500ms (x3), then 1500ms off		1000Hz continuous	1000Hz 
19 Group of 3 Sweep	1200Hz-500Hz swept for 500ms (x3), then 1500ms off		500Hz continuous	500Hz 
20 Group of 3 Sweep	2000Hz-2500Hz swept every 500ms (2Hz)		1200Hz continuous	1200Hz 
21 Linear Frequency Sweep	2000Hz-2500Hz swept every 250ms (4Hz)		2000Hz continuous	2000Hz 
22 Linear Frequency Sweep	2000Hz for 250ms, then 2500Hz for 250ms		2000Hz continuous	2000Hz 
23 HF Warble Tone	2000Hz for 250ms, then 2500Hz for 250ms		2000Hz continuous	2000Hz 
24 HF Warble Tone	2850Hz for 150ms, then off for 150ms		2000Hz continuous	2000Hz 
25 HF Interrupted Tone	2850Hz for 150ms, then off for 150ms		2850Hz continuous	2850Hz 
26 HF Interrupted Tone	2850Hz for 500ms, then off for 500ms		2850Hz continuous	2850Hz 
27 Very Fast HF Sweep	2400Hz-2800Hz swept every 20ms (50Hz)		2400Hz continuous	2400Hz 
28 Fast HF Sweep	2400Hz-2800Hz swept every 143ms (7Hz)		2400Hz continuous	2400Hz 
29 HF Sweep	2400Hz-2800Hz swept every 500ms (2Hz)		2400Hz continuous	2400Hz 
30 2-way Ramp	500Hz-1200Hz rising for 250ms, 1200Hz-500Hz falling for 250ms		500Hz continuous	500Hz 
31 Siren 2-way Ramp	500Hz-1200Hz rising for 3000ms, 1200Hz-500Hz falling for 3000ms		500Hz continuous	500Hz
32 Ding Dong	2700Hz-0Hz swept for 2000ms then 570Hz-0Hz swept for 3000ms		700 continuous	700Hz

## TONE LIST - PERFORMANCE

no.	name	1st stage frequency	switch	typical current (mA)	typical sound output (dBA)
				max volume	max volume
1	LF Sweep (Cranford sweep)	800-1000Hz swept every 500ms (2Hz)	11111	13.0	103.8
2	Alternative warble BS	800Hz for 250ms, then 960Hz for 250ms	01111	12.9	103.6
3	Warble Tone BS	800Hz for 500ms, then 1000Hz for 500ms	10111	12.3	102.7
4	Alternative warble BS	500Hz for 250ms, then 600Hz for 250ms	00111	12.5	103.3
5	HF Back up Interrupted	2800Hz for 1000ms, then off for 1000ms	11011	13.0	104.9
6	LF Back up Alarm	800Hz for 150ms, then off for 150ms	01011	13.0	104.1
7	HF Back up Interrupted (fast)	2800Hz for 150ms, then off for 150ms	10011	13.0	104.4
8	LF Continuous tone BS5839	800Hz continuous	00011	13.4	103.2
9	Sweep - 9Hz	800-900Hz swept every 1000ms (1Hz)	11101	13.0	103.1
10	Australian slow whoop	970Hz for 625ms, then off for 150m	01101	13.2	103.0
11	Dutch sweep	970Hz continuous	10101	12.7	103.3
12	Analogue sweep	500-600Hz swept every 500ms (2Hz)	00101	12.3	101.5
13	Sweep - 3Hz	800-970Hz swept every 333ms (3Hz)	11001	12.8	101.2
14	Alternate HF slow sweep	2350-2900Hz swept every 333ms (3Hz)	01001	12.6	100.8
15	Fast HF sweep	2400-2800Hz swept every 143ms (7Hz)	10001	12.8	101.8
16	US Temporal Pattern LF	950Hz for 500ms on, 500ms off (x3), then 1500ms off	00001	12.7	101.8
17	Interrupted BS	800Hz for 500ms, then off for 500ms	11110	12.3	103.7
18	ISO 8201 LF BS5839 Pt 1	970Hz for 500ms, then off for 500ms	01110	12.8	103.2
19	Interrupted medium	1000Hz for 250ms, then off for 250ms	10110	12.4	103.1
20	ISO8201 HF	2850Hz for 500ms, then off for 500ms	00110	13.4	102.6
21	Continuous	1000Hz continuous	11010	14.7	108.0
22	LF Buzz	800-950Hz swept every 9ms (110Hz)	01010	14.7	107.5
23	HF Continuous	2800Hz continuous	10010	14.2	107.8
24	Sweep	800-970Hz swept every 111ms (9Hz)	00010	14.1	107.7
25	German DIN tone	1200-500Hz swept every 1000ms (1Hz)	11100	13.2	103.1
26	Swedish Fire signal	660Hz for 150ms, then off for 150ms	01100	13.7	102.4
27	French tone AFNOR	554Hz for 100ms, then 440Hz for 400ms	10100	14.2	106.0
28	Swedish all clear signal	660Hz continuous	00100	14.2	106.5
29	US Temporal Pattern HF	2900Hz for 500ms on, 500ms off (x3), then 1500ms off	11000	14.6	107.4
30	Siren 2 way ramp (short)	500-1200Hz rising for 250ms, then falling for 250ms	01000	12.7	102.7
31	FP1063.1-Telecom	800Hz for 250ms, then 970Hz for 250ms	10000	13.2	105.2
32	Siren 2 way ramp (long)	500-1200Hz rising for 3000ms, then falling for 3000ms	00000	12.0	101.5