

LPT-2012
Programming Instruction
Manual
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Quick Instruction Overview

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Quick Functional Overview

One or Two Button Dialer: A call button is supplied for the purpose of dialing a specific number into a Business, Emergency, or Security Center. The number dialed is stored in List-A. The Unit can be setup to dial the next number in that list, if the previous number was busy or went unanswered. List may contain 10 individual phone numbers up to 32 digits per. If the 1st number is blank then the Unit operates in Ringdown Mode, meaning it will just seize the line and activate all audio circuits as if the call was placed. Otherwise each number in the list will be tried. If a blank number is encountered in positions 2 thru 10 then Unit will abort further attempts and generate an artificial busy and reset.

In a two button Unit, one button dials from List-A and the other button dials from List-B. List-A can be Emergency Help Numbers and List-B can be Information Numbers.

As Entry Control:

A visitor approaches the Unit. They push the call button and wait for a response from inside. Hopefully, their call is answered and identification of the visitor is done by voice. The inside party then sends a touch tone command to briefly unlock the Entry Gate and permit Visitor Entry. The Unit Auto-resets and is now ready for the next visitor.

As Emergency Phone:

A person approaches the Unit. They push the call button and wait for a response from inside. Hopefully, their call is answered and the person can explain the nature of their emergency. The person receiving the call can activate one or more relays via Touch Tones that, in turn, may be wired to lighting, camera or such. Sending a "*" Star Touch Tone command will cause the Unit to play a voiced Site Identification Message.

If the phonenumber supports a disconnect signal then the receiver of the call can just Hang-up at anytime, else they should send a Touch Tone "7" to reset the Unit. In all cases the call length is restricted to a timed value programmed into the Unit.

If there are no numbers in List-B, then a contact closure on Hook Switch-2 (HK2) will invoke an Entry Control Function on Relay-1, which may have come from a Postal Switch.

Basic Programming

In this section we will quickly review the basics of programming the Unit via touch tone or via local keypad, if Unit is equipped with such.

Touch Tone programming the Unit obviously requires the Unit to be connected to a phone line that can be called. Simply wait for the Unit to answer a call placed to it. It will play a brief answered melody. After the Unit has answered you may use Touch Tones to control Relays, Lighting, Activate Voice Communications or put the Unit into programming mode. Once the Unit has answered, enter the code ***9753** to enter programming mode if so desired.

On a Unit with Keypad you enter: ***9753** command sequence to enter the programming mode.

You will get a two tone sequence that is made every time you finish something correctly.

All commands are entered as a sequence of digits that may include additional "*" or "#" tones. When the command is fully entered, use the "#" tone or key, to terminate the command if that command has variable length such as a phone number. Fixed length variables terminate automatically after the correct number of digits have been entered.

If the command is understood you will hear that familiar two tone acknowledgment. If the command was faulty, you may hear a long single tone that indicates an error was made on your part in either format or the function requested.

A typical function error will be generated such as reviewing message 9. In this case it is a legal command that can't be performed because message 9 doesn't exist.

A format error is produced by assigning an invalid value into something, such as replacing a number value with a "*" or "#" value.

Exit the programming mode with two "#" keys in sequence. If the Unit was called, it will resume at the point where it answered the call. A Tone-7 will force Unit to terminate the call. Or.. you can just hang-up on the Unit and it will auto-terminate programming mode if the phoneline it's on supports the disconnect signal.

Programming Phone Numbers

This Unit supports two phone lists called List-A and List-B. When a visitor pushes the call button, the Unit pulls the first number from List-A and dials it. There can be up to 10 Numbers in the order of 1,2,3,4,5,6,7,8,9,0. Note: zero "0" is actually the tenth number or last number on the list. There can be no gaps between numbers listed. A blank gap is defined as the end of the phone number list.

If a list has several phone numbers then you must enable Call Progress in the Dialer Modes to redial properly. The 1st number is dialed, and if busy or extended ringing is detected, it proceeds to try the 2nd number etc. The Call Limit Timer stops this from looping forever. Voice detection is by non-symmetrical sounds on the Phone line. This stops redial attempts and proceeds to full answered mode. Also note that the microphone is shut off during redial attempts in order for the Unit to hear the signals on the Phone line. Thus, the answering party should answer with something more than just a simple "Hello".

If no Phone Numbers are installed then the Unit defaults to simple Ring-Down mode.

Typical Format: 2 1 5551212# (Beep-Beep)

2 is the Command to store a Phone Number in List-A.

1 is the Desired Position in List-A, with 1 as the 1st position, 2 as the 2nd, etc.

5551212 is the Phone Number, up to 32 digits, dialed when the Call Button is pushed.

The # key terminates this Command.

(Beep-Beep) means the Command was accepted or "Long-Tone" means the Command was rejected.

Example: 2 1 5551212# Sets the 1st phone number of List-A to 5551212.

Example: 2 2 5551234# Sets the 2nd phone number of List-A to 5551234.

Format: 2# 1 5551212# (Beep-Beep)

2# is the Command to store a Phone Number in List-B.

1 is the Desired Position in List-B, with 1 as the 1st position, 2 as the 2nd, etc.

5551212 is the Phone Number, up to 32 digits, dialed when the Call Button is pushed.

The # key terminates this Command.

(Beep-Beep) means the Command was accepted or "Long-Tone" means the Command was rejected.

Example: 2# 1 5551212# Sets the 1st phone number of List-B to 5551212.

Example: 2# 2 5551234# Sets the 2nd phone number of List-B to 5551234.

Inserting a "*" Star in the phone number sequence causes a delay of 2 seconds per * used.

To Blank a phone number in Position 1:

Format for List-A: 2 1 # (Beep-Beep)

Format for List-B: 2# 1 # (Beep-Beep)

Note: A blank number encountered after Position-1 will cause Unit to cease dialing's.

Leaving the first position Blank in List-A will cause Unit to operate in Ring_Down mode. This means the Unit will just seize the phoneline, without dialing, and enable all Audio Circuits. This allows a PBX to make the required connection. If a Keypad is present, it can be used for dialing or steering through a tone controlled menu selection.

Leaving the first position blank in List-B will disable the List-B dialer program and replace it with an access control function. This is usually employed by sites that must permit Postal Access and the Unit is used for permitting visitor access to premises.

On the control board are two inputs that share a common connection. They are labeled as HK1 - C - HK2 (Hook Switch 1, Common, Hook Switch 2)

A contact closure between HK1 and Common will initiate a call from List-A.

A contact closure between HK2 and Common will initiate a call from List-B.

Or.. (if List-B is Blank)

Will activate Relay-1 for a prescribed time to unlock a door or trigger a sliding gate.

Ideally a list will have only one number in it, at position-1, and Unit is set up to be a One Number Dialer. To enable the Multi-Number Dialing feature "Call Progress" must be enabled. See: "Dialer Modes" for additional Information about "Call Progress".

Note: *1 or **1 will "Play" the 1st phone number in List-A or List-B respectively.

Programming Tone Functions

This Unit has a new feature that allows you to decide what touch tones are used to perform different functions. For example, all our previous Units granted access using tone Zero "0" issued from the resident or security desk when they received a call from the Unit. This is now done via a table with functions assigned various touch tones as follows:

Unit Dials Out:

Function:	Tone:
CYCLE1-&-HANG-UP 0=>9:	0
PULSE RELAY-1 0=>9:	1
PULSE RELAY-2 0=>9:	2
PULSE RELAY-3 0=>9:	3
ENGAGE RELAY1 0=>9:	4
ENGAGE RELAY2 0=>9:	5
ENGAGE RELAY3 0=>9:	6
FORCE HANG-UP 0=>9:	7
CYCLE2-&-HANG-UP 0=>9:	8
CYCLE3-&-HANG-UP 0=>9:	9
RESERVED FOR SITE ID:	*
RESERVED FOR SITE ID:	#

Unit is Called:

Function:	Tone:
CYCLE1-&-HANG-UP 0=>9:	0
PULSE RELAY-1 0=>9:	1
PULSE RELAY-2 0=>9:	2
PULSE RELAY-3 0=>9:	3
LATCH1 TOGGLE 0=>9:	4 (1 BEEP=ON, 2 BEEPS=OFF)
LATCH2 TOGGLE 0=>9:	5 (1 BEEP=ON, 2 BEEPS=OFF)
LATCH3 TOGGLE 0=>9:	6 (1 BEEP=ON, 2 BEEPS=OFF)
FORCE HANG-UP 0=>9:	7
CYCLE2-&-HANG-UP 0=>9:	8
CYCLE3-&-HANG-UP 0=>9:	9
*nnnn =>	PGM CODE FOR ENTERING PROGRAMMING MODE
*(PAUSE) =>	FOR SITE ID
#	SETS MIC AND SPEAKER ACTIVE
##	ACTIVATES PA MODE IF GATE-2 (RELAY-2) TIME=9

These above tone assignments are the Factory Default Settings.

"Cycle-n & Hang-up" refers to doing a Gate Access Cycle via Relay 1,2, or 3 and Hang-up.
 "Pulse-n" refers to doing a Relay Pulse via Relay 1,2, or 3 without terminating call.
 "Engage Relay" simply sets the desired relay active until the end of the call.
 "Latch-n" Toggles Relay (n=1,2,3) into latch mode and holds it forever until toggled off.
 The "*" and "#" tones usually control audio/message playing with the exception of when a call is placed to the Unit, the "*2468" is used for placing the Unit into program mode.

Note: The Unit has slightly different behaviors dependent on if the Unit was called or did the dialing itself (dialed out status).

You can assign a different tone control scheme to these functions above. You must also remember that the functions are processed in the order shown. This means that if you use the tone zero "0" to Cycle Gate-1, then tone zero "0" can't be used for any function beyond that point. This is actually rather useful because you can then define all other functions as tone zero "0" and the program will never get to process those functions. This effectively masks those functions that you want disabled. This did however create a minor issue that was resolved by processing the "Forced Hang-up" Tone-7 first.

Put simply: Define a tone for "Forced Hang-up" such as the default seven "7" tone and use it for every function you want disabled.

Why disable a function? Some folks have Caller ID and may see the source phone number of the line the Unit is attached to. They may call the Unit. They may latch a gate open. So put a Seven everywhere that you want a function disabled. A better option is to specify that the line attached to the Unit has "Caller ID Blocked" set active for that line on all calls placed by the Unit. That way the owners or managers may still call the Unit, because they know the Private phone number, and latch or unlatch the gate, or do special functions without the worry of having residents (etc.) fooling around with the gate controls.

As always, you must be in programming mode to issue programming commands.

Assign a Function to a Tone using command **9**: (out going calls placed from the Unit)

9ft Set function f (0 to 9) to tone t (0 to 9) for out going calls from Unit.

Ie: 905 Sets function "0" (Cycle Relay-1 & Hang-up) to Tone 5.

Assign a Function to a Tone using command **9#**: (incoming calls answered by the Unit)

9#ft Set function f (0 to 9) to tone t (0 to 9) for calls answered by the Unit.

Ie: 9#05 Sets function "0" (Cycle Relay-1 & Hang-up) to Tone 5.

Programming Voice Message Recordings

Trigon introduced a Voiced Message Response many years ago. This product has improved on many aspects of the original. The message may be recorded locally if the Unit has a keypad or can be recorded from off site via a phoneline connection. The Unit is sold with most messages pre-recorded using a professional voice announcer. You may choose to keep these pre-recorded messages or replace some of them with your own announcements. The voice recorder and play back hardware is broken into 6 messages of 10 seconds maximum each.

In normal use each message serves a specific purpose as listed below. It's your choice to use these messages as designed or customize their use to your own application.

Here are the six "6" message slots and the normal applications assigned those slots.

Note: If you're not using the **TED** feature, then all positions marked TED are open and available for your personal redefinition and usage.

Note: As of this release: Full **TED** functions have not been incorporated as of yet.

Slot-1: Visitor greeting and request for Voiced Personal ID to be recorded by **TED**.

Slot-2: General announcement to stand-by while the dialer places a call.

Slot-3: General announcement that entry access can not be currently granted.

Slot-4: Message to resident that a visitor is waiting for access approval by **TED**.

Slot-5: General announcement that Entry Access has been granted.

Slot-6: Site identification message played by resident/security request.

Play the Recorded Message using command **0n**.

0n Plays the message in slot-n where "n" = 1 to 6.

Erase the Recorded Message using command **0*n**.

0*n Erase the message in slot-n where "n" = 1 to 6.

Record New Message using command **0#n**.

0#n Records the message to slot-n where "n" = 1 to 6.

Note: The message time length is stored for playback reasons. A Message can not exceed 10 seconds. The Unit will automatically stop recording after 10 seconds.

Recording from the Keypad via the local microphone:

Recording begins when you depress the "n" key (slot number selection).

Recording stops when you release the "n" key.

The message instantly plays back for your approval.

Recording Remotely via the Phoneline:

Recording begins when you release the "n" key touch tone (slot number selection).

Recording stops when you send any touch tone key. (the stop tone is not recorded)

The message instantly plays back for your approval.

Set Dialer Modes

Dialer Modes: (Defaults to 1)

Command to set: 6n Where "n" is the method the Unit employs for dialing functions.

Options are:

n=0 with call progress, false dial=off, verify dial tone=off

n=1 without call progress, false dial=off, verify dial tone=off

n=2 with call progress, false dial=on, verify dial tone=off

n=3 without call progress, false dial=on, verify dial tone=off

n=4 with call progress, false dial=off, verify dial tone=on

n=5 without call progress, false dial=off, verify dial tone=on

n=6 with call progress, false dial=on, verify dial tone=on

n=7 without call progress, false dial=on, verify dial tone=on

Call Progress must be allowed (with) if the Unit is expected to respond to a Busy Signal, Ring Signals or Voice Detection for the purposes of redialing another number. Without Call Progress being enabled, the Unit reverts to a simple single number dialer. If Call Progress is enabled, then the person that Answers the call must use a broken speech pattern to be voice recognized. Example: "Hello, this is Security, John Speaking."

False Dial On forces the Unit to create the impression to the visitor that it has dialed a number. It makes random Touch Tone sounds to the speaker as if speed dialing. This gives the visitor a sense that the Unit is working and pre-empts their inclination to pump the dial button, as if that will speed the process up like is mistakenly believed with elevators and traffic lights.

False Dial Off results in a voice that declares that the dialing process is in action by playing system message #2 "Dialing in progress, please stand by" to the visitor. If message #2 is diverted to another function or disabled, then it's a good idea to enable false dialing.

Verify Dial Tone forces the Unit to test the lines dial tone for an additional 3 seconds before any dialing proceeds. This is most useful when the Unit shares the line with another Unit. You do not want to dial into another's conversation with touch tones that might possibly be misinterpreted as permission to Grant Entry or a Hang Up command tone.

The Unit always waits for some dial tone before dialing unless it's in Ring-Down Mode. This test just helps confirm that the dial tone is real and not some other kind of tone or perhaps a voice on the line.

Note: In all dialing cases, if a dial tone is not detected, then the Unit will respond with a fake busy indication to the User at the loud speaker.

Set Gate Cycle Timers

Gate 1 Relay Time: (Defaults to 3)

Command to set: 7n Where "n" is the value of 5 second intervals.

This value is a single digit from 0 to 9. When multiplied by 5 gives the duration in seconds that the primary gate control relay is engaged for allowing entry.

Thus: 1 = 5 seconds, 2 = 10 seconds, 9 = 45 seconds maximum.

Special case is the value Zero "0". It provides a one second pulse only.

Special case is the value Nine "9". If Special Relay Option for Relay-1 is set Active.

Gate 2 Relay Time: (Defaults to 3)

Command to set: 7#n Where "n" is the value of 5 second intervals.

This value is a single digit from 0 to 9. When multiplied by 5 gives the duration in seconds that the second gate control relay is engaged for allowing entry.

Thus: 1 = 5 seconds, 2 = 10 seconds, 9 = 45 seconds maximum.

Special case is the value Zero "0". It provides a one second pulse only.

Special case is the value Nine "9". Enables Public Address Mode for use of relays 2&3.

Gate 3 Relay Time: (Defaults to 3)

Command to set: 7*n Where "n" is the value of 5 second intervals.

This value is a single digit from 0 to 9. When multiplied by 5 gives the duration in seconds that the third gate control relay is engaged for allowing entry.

Thus: 1 = 5 seconds, 2 = 10 seconds, 9 = 45 seconds maximum.

Special case is the value Zero "0". It provides a one second pulse only.

Special case is the value Nine "9". See Day-Night Function next.

Set Day-Night Function

Note: Setting Gate-3 time above to 9 enslaves Relay-3 to the Day/Night input such that:

0 volts = Night = relay-3 relaxed = night lamp on (for minimum battery draw)

n volts = Day = relay-3 engaged = night lamp off (for solar powered draw)

n volts is adjustable from n=7 volts to n=14 volts via the DAY adjustment pot.

Use C-NC on relay-3 (relay is relaxed at night to light lamp). Voltage is derived from a solar panel output such that when the voltage falls below a certain preset voltage then the sun is presumed to be down.. the Relay-3 is relaxed.. overhead lighting is enabled.

At Dusk simply adjust DAY pot to set it's threshold for when to just be coming on.

Note: Local lights may have an adverse effect, so be sure any local lights are already active before setting this adjustment. You will also notice the input employs a voltage range to prevent it from fluttering at the precise threshold trigger point.

Set Ring Hit Counter

Ring Hit Counter: (Defaults to 3)

Command to set: 5n Where "n" is the number of rings counted before auto answering.

Note: This count only applies when Unit is Externally Powered. If the source of power is just the phoneline, then the Unit always answers a call after 3 Rings.

Set Ring Rollover Limits

Roll Over Limit: (Defaults to 6)

Command to set: 2*n Where "n" is the value of ring detects before redialing.

Like a busy signal, this unit can detect and count ring tones. If the roll over limit is exceeded then it is assumed that no one is going to answer because of excessive ringing. So the unit will roll over to the next number to dial, if.. more than one number exists.

Note: If this value is set to zero "0" then Call Progress is ignored and the Unit becomes a single number dialer.

Set Call Length Timer

Call Length Timer: (Defaults to 180)

Command to set: 8nnn Where "nnn" is the call length time limit in seconds.

This value must be 3 digits long. Normal range is 060 to 999 seconds. A call is limited in duration to this value. When this value expires then that call is automatically hung up.

Set Site ID Code

Site ID Code: (Defaults to 1234)

Command to set: 1nnnn Where "nnnn" is the 4 digit site identification code.

This command sets a 4 digit code that can be transmitted via touch tone upon request from a remote caller. To request this ID code the caller sends a "*" tone and waits. This unit will respond by sending this code. The remote caller will need to use a tone decoder to read this number. It is most often used in single number dialers located in a parking garage. This code can be used to locate a unit's location when a pedestrian places an emergency call for help and doesn't know their location or can't speak. Today, this code serves little purpose because this unit can also transmit voiced pre-recorded location information.

Set Program Access Code

Program Access Code: (Defaults to 9753)

Command to set: 3nnnn Where "nnnn" is the 4 digit programming access code.

This command sets a 4 digit code that is used at the keypad, or remotely via touch tone, to place this unit into programming mode. This is a very important number, for without it you will not be able to program your unit. To program this unit via keypad this code is entered as "*9753". Since all units will have this code number as the factory default, it is strongly suggested that you change this code soon after initial installation. Anyone with the knowledge of this code can put your unit into programming mode and erase almost everything with one command. Be absolutely sure to write down the new replacement code or you will lock yourself out from future programming changes. If you lose this code you may call Trigon and we can call the unit and send a special command to restore this code to factory default of 9753.

Set Auto Message Options

Message Enables: (Defaults to 2)

Command to set: 4n Where "n" is the selection of modes enabled.

n=0 Disable Auto Site Id Message, Disable Entry Message, Non-Muted Site Id Message
n=1 Enable Auto Site Id Message, Disable Entry Message, Non-Muted Site Id Message
n=2 Disable Auto Site Id Message, Enable Entry Message, Non-Muted Site Id Message
n=3 Enable Auto Site Id Message, Enable Entry Message, Non-Muted Site Id Message
n=4 Disable Auto Site Id Message, Disable Entry Message, Muted Site Id Message
n=5 Enable Auto Site Id Message, Disable Entry Message, Muted Site Id Message
n=6 Disable Auto Site Id Message, Enable Entry Message, Muted Site Id Message
n=7 Enable Auto Site Id Message, Enable Entry Message, Muted Site Id Message

Set Special Relay Options

Relay Modes: (Defaults to 0)

Command to set: 8#n Where "n" is the method the Unit employs for relay functions.

Options are:

n=0 relay-1 normal, relay-2 normal, local hang up enabled
n=1 relay-1 active, relay-2 normal, local hang up enabled
n=2 relay-1 normal, relay-2 pulse, local hang up enabled
n=3 relay-1 active, relay-2 pulse, local hang up enabled
n=4 relay-1 normal, relay-2 normal, local hang up disabled
n=5 relay-1 active, relay-2 normal, local hang up disabled
n=6 relay-1 normal, relay-2 pulse, local hang up disabled
n=7 relay-1 active, relay-2 pulse, local hang up disabled

Normal means controlled by assigned tone commands to Cycle, Toggle or Latch.

Active means Engage Relay-1 at dialout for the duration of the call (for strobe lights).

Pulse means Pulse Relay-2 (1 to 45 second pulse) at onset of placed call (camera call up).

Local Hang-up can be allowed or disallowed. For Emergency Phone usage, it might be wise to disable the ability to hang up, as in the case of a person under attack.

Note: if Relay-1 = Active and it's Cycle Time = 9 then Relay-1 will toggle/strobe for the full duration of the call placed, at a rate of 1 second on and 1 second off, repeated.

Hookswitch Modes: (Defaults to 0)

Command to set: 8*n Where "n" is the Handset or Speaker Phone option.

Options are:

n=0 Speaker Phone Mode Enabled
n=1 Handset Mode Enabled (Note: In Handset Mode, unit can only be a one number dialer.)

Public Address Mode

PA Mode Enable:

Command to use: ## (Note: Relay 2 time must be set to 9 to allow this mode.)

Call unit and wait for Answer. On Answer Tones issue Tone command ##. Unit will engage relays 2,3 for remainder of call. Relays 2,3 enable High Power Audio Amp and kills Mic.

Master Erase System Data

Master Erase Code:

Command to use: #*

Used in Program Mode.. this command presets all values to factory defaults and erases all phone numbers. It will not erase Voiced Messages.

Troubleshooting & Testing

Check the Obvious:

Check 12 Vac is applied to the correct power terminals and is valid. (if AC powered)
Check PG to Gnd terminal for about 16Vdc. (if AC powered)
Check 7V to Gnd terminal for 7Vdc. (if AC powered)
Check 5V to Gnd Terminal for 5Vdc (if AC powered)
Check Phoneline is active 24V to 50V and applied to correct terminals.
Short HK2 Input to "C", test for closure on Relay-1 next to Power Input. (if AC powered)

Dtmf Touch Tone Testing:

Place a call to Unit. On answered go into Program Mode *9753. Send Tone Command 9*. Unit will respond with all 12 tones 1 to #, then waits for you to send tones to echo. Each tone you send is echoed back to you. The # tone will terminate test after echo.

Dial tone and Line Testing:

At unit enter Programming Mode (*9753) via the Keypad if available. Enter Command 9*. You should get Dial tone and an Active Touch Tone Keypad. Call someone or your cell phone. Confirm audio and keypad responses are working.

Recorder & Audio Testing:

At unit enter Programming Mode (*9753) via the Keypad. Enter command 0#. Push and hold the 6-Key while speaking into Microphone. Release the 6-key. Your voice message should have been recorded and played back. Limited to 10 seconds.

Note: This replaces any pre-recorded message in position 8 which is normally reserved for recording visitor messages in TED mode.

Glossary of Terminology

Active Keypad: A keypad that is enabled for Touch Tone generation.
Auto Site ID: Automatic transmission of Site ID on call answered detection.
Call Length Timer: A countdown timer that auto-disconnects call on expiration.
Call Progress: Detection of tone cadences indicating Busy, Ring, Dial tone and Voice.
Dialer Modes: Applies to call progress, false dialing, dial tone detection.
Entry Message: A message voiced to a visitor to enter when gate unlocking is not obvious.
Factory Default: Program settings preset as shipped from the factory.
Gate 1 Cycle Timer: Programmable timer value applied to Relay-1 from 1 to 45 seconds.
Gate 2 Cycle Timer: Programmable timer value applied to Relay-2 from 1 to 45 seconds.
Gate 3 Cycle Timer: Programmable timer value applied to Relay-3 from 1 to 45 seconds.
Half Duplex: Speakerphone Technology that switches Talk and Listen modes by source volume.
HF3 Mode: A single button dialer dials from a phone list used for access control.
Hook Switch Input: An electrical input sensing contact closure from a hook switch.
Hook Switch: A push button or cradle assembly for indicating intent to dial when active.
Master Erase: Block erase of system memory that targets specific databases & presets.
Muted Site ID: Automatic transmission of Site ID on call answered detection muted locally.
Phone Lists: One or more phone number lists that are dialed in sequence until one answers.
Postal Entry: Using a Postal key by a Postman to gain entry for delivery of mail.
Postal Switch Input: An electrical input sensing contact closure from a postal switch.
Postal Switch: A special lock supplied by the post office for Postman Keys.
Program Mode: To place a unit into a receptive state for input of data.
Programming Access Code: A 4 digit code entered to unit to place it in programming mode.
Resident: A person that dwells within a building.
Ring Counter: Counts Ring Cycles when the unit is called.
Ring Down: A term that applies to closing a phone line loop to call without dialing.
Ring Rollover: A Limit Value set for excessive Ring-Tones counted forcing a new dial out.
Site ID Code: A unique 4 digit ID code assigned per unit for ID requesting remotely.
TED Mode: Automated Trigon Electronics Doorman, protects resident using voiced recordings.
Telco: A common term referring to a telephone company.
Tone Functions: Various functions like relay selection assigned to specific touch tones.
Touch Tones: A standard tone based technology that assigns numerical values to tones.
Voice Recorder: A solid state voice recorder and playback chip for 8 14-seconds messages.

Tower Board Typical Connections

