

QUICK FIND GUIDE

DIALLING OPERATIONS

Function	Description	Pages
Programming Telephone Numbers	Programming telephone numbers 1 to 4.	Page: 6
Checking Telephone Numbers	Checking telephone numbers 1 to 4.	Page: 8
Programming Acknowledgements	Acknowledgements of the phone calls	Page: 9
Programming Redials	Redials of the phone calls	Page: 9
Examples of Dialling	Examples of dialling	Page: 10

COMMON / ALARM MESSAGES

Function	Description	Pages
Programming Alarm Messages	Programming alarm messages 1 to 4.	Page: 11
Checking Alarm Messages	Checking alarm messages 1 to 4.	Page: 14
Programming Common Message	Programming the common message	Page: 14
Checking Common Message	Checking the common message	Page: 14

VOCALISER OPEARTIONS

Function	Description	Pages
Testing the Vocaliser	Simulating alarm types on inputs 1 to 4.	Page: 15
Changing Security Code	Changing the security code	Page: 16
Dialling into the Vocaliser	Dialling into the Vocaliser's security menu	Page: 17
Reading the Log	Analysing the Vocalisers log	Page: 19
Clearing the Log	Clearing the Vocalisers log	Page: 19
Receiving a Call From the Vocaliser	Example of how the Vocaliser works	Page: 23

VOCALISER OUTPUTS

Function	Description	Pages
Activating Output 1 (FLT)	Activating the FLT output	Page: 20
De-activating Output 1 (FLT)	De-activating the FLT output	Page: 20
Activating Output 2 (ACK)	Activating the ACK output	Page: 20
De-activating Output 2 (ACK)	De-activating the ACK output	Page: 20

LISTENING AND RECORDING

Function	Description	Pages
Enabling / Disabling Listening In	Enabling / disabling the listening in function	Page: 21
Recording / Playing Back Audio	Recording / playing audio from the premises	Page: 21
Deleting Recorded Audio	Deleting recorded audio from the memory	Page: 22
Listening In Only	Listening into the premises for 15 seconds	Page: 22
Talking In Only	Talking into the premises for 15 seconds	Page: 22



VOCALISER



User Guide

RINS113-3

CHAPTER 10: CONTACT INFORMATION



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Pyronix Ltd. is an independent British company specialising in the design and manufacture of high-quality security control equipment.

CONTENTS

CHAPTER 1: INTRODUCTION	2
CHAPTER 2: GETTING STARTED	3
2.1 ENTERING THE VOCALISER USER MENU	3
2.2 EXITING THE VOCALISER USER MENU	3
CHAPTER 3: QUICK REFERENCE GUIDE	4
CHAPTER 4: THE DIALLING FUNCTIONS	6
4.1 PROGRAMMING TELEPHONE NUMBERS	6
4.1.1 Adding a 2 second pause	7
4.1.2 Deleting a telephone number	7
4.2 CHECKING THE TELEPHONE NUMBERS	8
4.3 PROGRAMMING THE PHONE ACKNOWLEDGEMENTS	9
4.4 PROGRAMMING THE NUMBER OF RE-DIALS	9
4.5 EXAMPLES OF USING REDIALS AND ACKNOWLEDGEMENTS	10
CHAPTER 5: THE ALARM MESSAGES	11
5.1 PROGRAMMING ALARM MESSAGES	11
5.1.1 Deleting alarm messages	12
5.2 CHECKING ALARM MESSAGES	13
5.3 RECORDING THE COMMON MESSAGE	14
5.4 CHECKING THE COMMON MESSAGE	14
CHAPTER 6: VOCALISER OPERATIONS	15
6.1 TESTING THE VOCALISER	15
6.2 TO CHANGE YOUR SECURITY CODE	16
6.3 DIALLING INTO THE VOCALISER	17
6.3.1 AMC (Answer Machine Compatible) Mode (Default) :	17
6.3.2 Number of Rings Mode	17
6.3.3 Disabling Vocaliser Dial in	18
6.4 READING THE LOG	19
6.5 CLEARING THE LOG	19
CHAPTER 7: USING THE VOCALISER OUTPUTS	20
7.1 ACTIVATING EXTERNAL EQUIPMENT (OUTPUT 1 – FLT)	20
7.2 DE-ACTIVATING EXTERNAL EQUIPMENT (OUTPUT 1 – FLT)	20
7.3 ACTIVATING EXTERNAL EQUIPMENT (OUTPUT 2 – ACK)	20
7.4 DE-ACTIVATING EXTERNAL EQUIPMENT (OUTPUT 2 – ACK)	20
CHAPTER 8: LISTENING AND RECORDING	21
8.1 ENABLING LISTENING IN	21
8.2 DISABLING LISTENING IN	21
8.3 RECORDING AUDIO	21
8.4 PLAYING BACK RECORDED AUDIO	22
8.5 DELETING RECORDED AUDIO	22
8.6 LISTENING IN ONLY	22
8.7 TALKING INTO THE PREMISES	22
CHAPTER 9: RECEIVING A CALL FROM THE VOCALISER	23
9.1 AN EXAMPLE OF ACKNOWLEDGING A CALL	23
9.2 AN EXAMPLE OF ENTERING THE SECURITY MENU AFTER A CALL	23
CHAPTER 10: CONTACT INFORMATION	24

CHAPTER 1: INTRODUCTION

Congratulations on your purchase of a Pyronix Vocaliser system.

The Vocaliser has the ability to dial up to four telephone numbers upon alarm activation – including mobile numbers which enables you, a relative or neighbour to be informed immediately of an intrusion so that the appropriate action may be taken.

The Vocaliser also allows you to program four different voice messages, for example, a fire message, a personal attack message, an intruder message, and an alarm message, these correspond to the four inputs on the Vocaliser.

An easy to listen in option allows you to silently monitor your property wherever you may be. An added two way speech feature also enables you to speak into the property through discreetly placed speakers.

Therefore upon receipt of an alarm call, you may listen into the premises using your authorisation code and verify whether the call is a genuine alarm activation enabling you to take the appropriate action.

The Vocaliser is simply connected to your new or existing alarm system and a telephone line.

This manual goes through the user menu, please see page: 4 for the user menu options.

CHAPTER 9: RECEIVING A CALL FROM THE VOCALISER

Once the Vocaliser has been set up with telephone numbers and alarm messages, and has been connected by the engineer to the relevant equipment, it will be ready to dial.

9.1 An example of acknowledging a call

- The first number programmed is dialled and answered.
- Three 'alarm' tones are heard then the common message is played.
- The alarm message is then played.
- "PRESS FIVE TO ACKNOWLEDGE" is heard.
- The user presses ⑤.
- "PRESS FIVE TO ACKNOWLEDGE" is heard.
- The user presses ⑤.
- Three tones are heard again, The call is ended.

9.2 An example of entering the security menu after a call

- The first number programmed is dialled and answered.
- Three 'alarm' tones are heard then the common message is played.
- The alarm message is then played.
- "PRESS FIVE TO ACKNOWLEDGE" is heard. The user presses ⑤.
- "PLEASE ENTER SECURITY CODE" is heard.
- The user enters the user code.
- "SECURITY MENU. PLEASE ENTER COMMAND"
- The following options are available:

Function	Description
⑤①	Listen and record live audio for 15 seconds
⑤②	Listen to previously recorded audio (from option 51)
⑤③	Listen in to live audio for 15 seconds
⑤④	Speak into premises via the Vocaliser speaker
⑤⑤	Turn On Output 1
⑤⑥	Turn Off Output 1
⑤⑦	Turn On Output 2
⑤⑧	Turn Off Output 2
⑤⑨	Delete the recorded audio
①①	Leave menu and hang-up

- When ①① is pressed the call is ended (counts as an acknowledgement)

Please note that you cannot enter the engineers menu with remote dial in

8.4 Playing Back Recorded Audio

To play the recorded audio back that was recorded in option 51 (see page: 21):

- Dial **52** to listen to the audio
- "PLAY RECORDED AUDIO" will be heard.
- After 15 seconds "PLEASE ENTER COMMAND" will be heard returning you to the user menu



8.5 Deleting Recorded Audio

To delete the recording that was performed in Function 51 (Recording Audio):

- Dial **59** to delete the audio
- "RECORDING DELETED" will be heard.
- After 15 seconds "PLEASE ENTER COMMAND" will be heard returning you to the user menu



8.6 Listening In Only

To listen to 15 seconds of live audio from the premises:

- Dial **53** to listen in only
- "ROOM MONITOR" will be heard.
- After 15 seconds "PLEASE ENTER COMMAND" will be heard returning you to the user menu



8.7 Talking Into The Premises

To talk into the premises for 15 seconds:

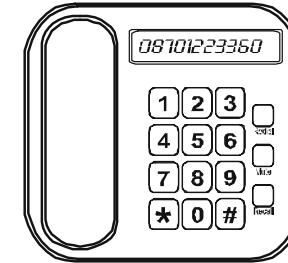
- Dial **54** to speak into the premises
- "PLEASE SPEAK" will be heard.
- After 15 seconds "PLEASE ENTER COMMAND" will be heard returning you to the user menu



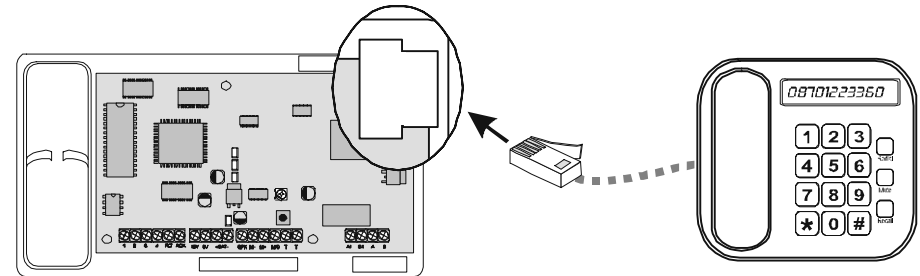
CHAPTER 2: GETTING STARTED

2.1 Entering the Vocaliser User Menu

- To program the Vocaliser you will need a DTMF tone telephone:



- Connect the telephone socket directly into the side of the Vocaliser:



- Lift the telephone handset and press **1**.
- "PLEASE ENTER SECURITY CODE" will be heard.
- Enter the user code (default 1234).
- If the code was entered correctly "USER MENU, PLEASE ENTER COMMAND" will be heard. You may now start to program the Vocaliser.

2.2 Exiting the Vocaliser User Menu

Once you hear the prompt: "PLEASE ENTER COMMAND":

- Dial **00**. "GOODBYE" will be heard.

PLEASE NOTE: IN ORDER FOR THE VOCALISER TO SAVE THE DATA CORRECTLY YOU MUST EXIT THE MENU PROPERLY AFTER PROGRAMMING.



CHAPTER 3: QUICK REFERENCE GUIDE

The user menu consists of the following options:

Entering The Menu		
Commands	Description	Page Number
-	Entering Menu	Page: 3

Telephone Numbers		
Commands	Description	Page Number
①①	Program Telephone Number 1	Page: 6
①②	Program Telephone Number 2	Page: 6
①③	Program Telephone Number 3	Page: 6
①④	Program Telephone Number 4	Page: 6
①⑤	Listen to Telephone Number 1	Page: 8
①⑥	Listen to Telephone Number 2	Page: 8
①⑦	Listen to Telephone Number 3	Page: 8
①⑧	Listen to Telephone Number 4	Page: 8

Alarm Messages		
Commands	Description	Page Number
②①	Record Alarm Message Number 1	Page: 11
②②	Record Alarm Message Number 2	Page: 11
②③	Record Alarm Message Number 3	Page: 11
②④	Record Alarm Message Number 4	Page: 11
②⑤	Play Alarm Message Number 1	Page: 14
②⑥	Play Alarm Message Number 2	Page: 14
②⑦	Play Alarm Message Number 3	Page: 14
②⑧	Play Alarm Message Number 4	Page: 14

Common Messages		
Commands	Description	Page Number
②⑨	Record Common Message	Page: 14
②⑩	Play Common Message	Page: 14

Simulations		
Commands	Description	Page Number
③①	Simulate an Alarm Type 1 activation	Page: 15
③②	Simulate an Alarm Type 2 activation	Page: 15
③③	Simulate an Alarm Type 3 activation	Page: 15
③④	Simulate an Alarm Type 4 activation	Page: 15
③⑤	Simulate all alarm type activations	Page: 15

CHAPTER 8: LISTENING AND RECORDING

The Vocaliser is capable of being used to eavesdrop on a protected premise from a remote site. The Vocaliser also allows the user to speak into the premises. This is done via a microphone (for listening in) and speaker (for speaking out).

8.1 Enabling Listening In

If you wish for the Vocaliser to set up so that Listening In to the property is allowed:

- Dial ④⑦
- “LISTEN IN” will be heard
- Press “1”
- “LISTEN IN ALLOWED” will be heard
 - “PLEASE ENTER COMMAND” will be heard returning you to the user menu



8.2 Disabling Listening In

If you wish to disable listening in:

- Dial ④⑦
- “LISTEN IN” will be heard
- Press “0”
- “LISTEN IN ALLOWED” will be heard
 - “PLEASE ENTER COMMAND” will be heard returning you to the user menu



8.3 Recording Audio

To record 15 seconds (this is not adjustable) of noise at the premises:

- Dial ⑤① to record audio
- “RECORDING AUDIO” will be heard.
 - After 15 seconds “PLEASE ENTER COMMAND” will be heard returning you to the user menu



CHAPTER 7: USING THE VOCALISER OUTPUTS

The Vocaliser has two controllable outputs that can be used to switch external equipment such as lights or sirens etc. These are labelled FLT and ACK on the Vocaliser.

7.1 Activating External Equipment (Output 1 – FLT)

If this option is enabled by the engineer, Output 1 (labelled FLT on the Vocaliser) can be used to switch on sirens or lights etc. To “turn on” this output:



- Dial **55** to turn output 1 on
- “OUTPUT ONE ON” will be heard.
- “PLEASE ENTER COMMAND” will be heard returning you to the user menu

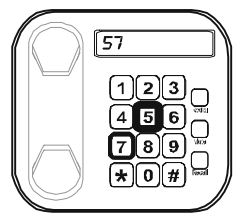
7.2 De-Activating External Equipment (Output 1 – FLT)

- Dial **56** to turn output 1 off
- “OUTPUT ONE OFF” will be heard.
- “PLEASE ENTER COMMAND” will be heard returning you to the user menu



7.3 Activating External Equipment (Output 2 – ACK)

If this option is enabled by the engineer, Output 2 (labelled ACK on the Vocaliser) can be used to switch on sirens or lights etc. To “turn on” this output:



- Dial **57** to turn output 2 on
- “OUTPUT TWO ON” will be heard.
- “PLEASE ENTER COMMAND” will be heard returning you to the user menu

7.4 De-Activating External Equipment (Output 2 – ACK)

- Dial **58** to turn output 2 off
- “OUTPUT TWO OFF” will be heard.
- “PLEASE ENTER COMMAND” will be heard returning you to the user menu



Changing Security Code		
Commands	Description	Page Number
4 1	Change Security Code	Page: 16

Programming Answering/Dialling Options		
Commands	Description	Page Number
4 2	Program Acknowledgements	Page: 9
4 3	Program Number of Rings	Page: 17
4 4	Program Number of Re-dials	Page: 9

Memory Log		
Commands	Description	Page Number
4 5	Clearing the Memory log	Page: 19
4 6	Reading the Log	Page: 19

Listening and Recording		
Commands	Description	Page Number
4 7	Listen In	Page: 21
5 1	Listening and Recording	Page: 21
5 2	Playing Back Recordings	Page: 22
5 3	Listening Only	Page: 22
5 4	Talk	Page: 22
5 9	Delete Recordings	Page: 22

Activating Outputs		
Commands	Description	Page Number
5 5	Activating External Equipment	Page: 20
5 6	De-activating External Equipment	Page: 20
5 7	Activating External Equipment	Page: 20
5 8	De-activating External Equipment	Page: 20

Exiting The Menu		
Commands	Description	Page Number
0 0	Leaving Menu	Page: 3

CHAPTER 4: THE DIALLING FUNCTIONS

This section discusses how to program telephone numbers into the Vocaliser and how to change the dialling sequence by changing acknowledgements and redials.

4.1 Programming Telephone Numbers

The Vocaliser can have up to four telephone numbers programmed into the system, you may just have one telephone number if desired.

When you hear the command prompt *"PLEASE ENTER COMMAND"*, enter one of the following:

➤ **Dial ①① for telephone number 1.**

- *"PLEASE RECORD TELEPHONE NUMBER ONE"* will be heard.
- Enter the telephone number.
- Once you have entered the telephone number press the **Ⓜ** key
- *"TELEPHONE NUMBER ONE SAVED"* will be heard.
- *"PLEASE ENTER COMMAND"* will be heard returning you to the user menu.



➤ **Dial ①② for telephone number 2.**

- *"PLEASE RECORD TELEPHONE NUMBER TWO"* will be heard.
- Enter the telephone number.
- Once you have entered the telephone number press the **Ⓜ** key
- *"TELEPHONE NUMBER TWO SAVED"* will be heard.



"PLEASE ENTER COMMAND" will be heard returning you to the user menu.

➤ **Dial ①③ for telephone number 3.**

- *"PLEASE RECORD TELEPHONE NUMBER THREE"* will be heard.
- Enter the telephone number.
- Once you have entered the telephone number press the **Ⓜ** key
- *"TELEPHONE NUMBER THREE SAVED"* will be heard.



"PLEASE ENTER COMMAND" will be heard returning you to the user menu.

6.4 Reading The Log

The log records everything about the Vocaliser's operation and gives you useful information as to why a call hasn't gone through or if there are any problems with the telephone line.

The log is read by first the telephone number, then a code which is defined below:

- 0 = Acknowledge
- 1 = Voice plus no acknowledgement
- 2 = Engaged
- 3 = Ring no answer
- 4 = Unobtainable
- 5 = No dial tone
- 6 = PSTN problems – Telephone network problems
- 7 = PSTN problems – Telephone network problems
- 8 = Wrong user code entered
- 9 = Good user code entered (counts as an acknowledge if required)

To scroll through the log:

- ① = Will go backwards
- ③ = Will go forwards
- Ⓜ = Will exit.

➤ **Dial ④⑥ to read the log**

- The codes will be heard.
- Press **Ⓜ** to exit.
- *"PLEASE ENTER COMMAND"* will be heard returning you to the user menu
- For example, if the log says: *"TELEPHONE NUMBER 1, CODE, 5"*.
- Telephone number one could not dial due to no dial tone.



6.5 Clearing The Log

If the engineer has given the user access to clear the log (this is done in the engineer menu) then to clear the log:

➤ **Dial ④⑤ to clear the log**

- *"SAVED"* will be heard
- *"PLEASE ENTER COMMAND"* will be heard returning you to the user menu
- *"NOT SAVED"* will be heard if the engineer has disabled access to users to clear the log.



6.3.3 Disabling Vocaliser Dial in

To disable remote dial in to the Vocaliser please do the following:

- Dial ④③
- “PLEASE ENTER NUMBER OF RINGS” will be heard. Press “0”
- “NUMBER OF RINGS IS ZERO” will be heard
- “PLEASE ENTER COMMAND” will be heard returning you to the user menu



- Dial ①④ for telephone number 4.
- “PLEASE RECORD TELEPHONE NUMBER FOUR” will be heard.
- Enter the telephone number.
- Once you have entered the telephone number press the ⊕ key
- “TELEPHONE NUMBER FOUR SAVED” will be heard.

“PLEASE ENTER COMMAND” will be heard returning you to the user menu.



All are empty at default

4.1.1 Adding a 2 second pause

If you had to dial ‘9’ for an outside line, you can enter a 2 second pause after the 9 so it gives the Vocaliser chance to catch the line. The pause can be achieved by pressing the * key.

You may enter as many pauses as you wish.

For example:

- Dial ①① for telephone number 1.
- “PLEASE RECORD TELEPHONE NUMBER ONE” will be heard.
- Enter the telephone number.

For example: ⑨①*①⑦①⑨⑦①①⑦①①

- Once you have entered the telephone number press the ⊕ key.
- “TELEPHONE NUMBER ONE SAVED” will be heard. “PLEASE ENTER COMMAND” will be heard returning you to the user menu.



4.1.2 Deleting a telephone number

To delete telephone number 1 for example:

For example:

- Dial ①① for telephone number 1.
- “PLEASE RECORD TELEPHONE NUMBER ONE” will be heard.
- Press the ⊕ key.
- “TELEPHONE NUMBER ONE DELETED” will be heard. “PLEASE ENTER COMMAND” will be heard returning you to the user menu.



4.2 Checking The Telephone Numbers

To check that the telephone numbers are entered correctly, dial the following:

<p>➤ Dial ①⑤ to play telephone number 1.</p> <p>➤ “PLAY TELEPHONE NUMBER ONE” will be heard and then the telephone number will be played.</p> <p>➤ “PLEASE ENTER COMMAND” will be heard returning you to the user menu.</p>	
<p>➤ Dial ①⑥ to play telephone number 2.</p> <p>➤ “PLAY TELEPHONE NUMBER TWO” will be heard and then the telephone number will be played.</p> <p>“PLEASE ENTER COMMAND” will be heard returning you to the user menu.</p>	
<p>➤ Dial ①⑦ to play telephone number 3.</p> <p>➤ “PLAY TELEPHONE NUMBER THREE” will be heard and then the telephone number will be played.</p> <p>“PLEASE ENTER COMMAND” will be heard returning you to the user menu.</p>	
<p>➤ Dial ①⑧ to play telephone number 4.</p> <p>➤ “PLAY TELEPHONE NUMBER FOUR” will be heard and then the telephone number will be played.</p> <p>“PLEASE ENTER COMMAND” will be heard returning you to the user menu.</p>	

6.3 Dialling into the Vocaliser

The user menu of the Vocaliser can be accessed by dialling the line the Vocaliser is installed on. There are two different way of doing this: Either by AMC mode or by the number of rings. Either way will allow you into the user menu, before you can access the user menu you will be prompted for the user security code.

Please note that you cannot enter the engineers menu with remote dial in

6.3.1 AMC (Answer Machine Compatible) Mode (Default) :

The AMC (Answer Machine Compatible) mode operation is as follows:

- Dial the line the Vocaliser is connected to
- Hang up after one ring
- Wait 10 seconds and dial the line again.
- “PLEASE ENTER SECURITY CODE” will be heard.

To program AMC:

<p>➤ Dial ④③</p> <p>➤ “PLEASE ENTER NUMBER OF RINGS” will be heard. Press “9”</p> <p>➤ “NUMBER OF RINGS IS NINE” will be heard</p> <p>➤ “PLEASE ENTER COMMAND” will be heard returning you to the user menu</p>	
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6.3.2 Number of Rings Mode

In number of rings mode, the Vocaliser will answer after the programmed number of rings. The maximum rings programmable before the Vocaliser answers is 8. The example below shows that 4 rings have been programmed:

- Dial the line the Vocaliser is connected to. After four rings the Vocaliser will answer.
- “PLEASE ENTER SECURITY CODE” will be heard.

To program the number of rings:

<p>➤ Dial ④③</p> <p>➤ “PLEASE ENTER NUMBER OF RINGS” will be heard. Press “4”</p> <p>➤ “NUMBER OF RINGS IS FOUR” will be heard</p> <p>➤ “PLEASE ENTER COMMAND” will be heard returning you to the user menu</p>	
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- **Dial 35 to simulate all alarm type activations**
- The Vocaliser will say "PLEASE ENTER COMMAND, GOODBYE".
- Hang up the phone and the Vocaliser will simulate a dial out routine for inputs 1, 2, 3 and 4.



6.2 To Change Your Security Code

To change the user security code (default 1234):

- **Dial 41 to change the security code**
- The Vocaliser will say "PLEASE ENTER COMMAND, GOODBYE".
- "PLEASE ENTER NEW SECURITY CODE" will be heard
- Enter the new security code
- "PLEASE REPEAT NEW SECURITY CODE" will be heard
- Repeat the new security code
- "NEW SECURITY CODE SAVED" will be heard and the code will have changed.
- "PLEASE ENTER COMMAND" will be heard returning you to the user menu.



If a mistake is made when enter the new security code, "SECURITY CODE NOT CHANGED" will be heard and you will need to start again.

4.3 Programming The Phone Acknowledgements

Up to four acknowledgements can be programmed on the Vocaliser. After a number has been dialled, the person who has received the call must press acknowledge they have received the call by pressing "5" (an example of this can be seen on page 10).

If '0' is entered, then the Vocaliser will dial each telephone number in the programming and the dialling sequence will finish when the last number has been acknowledged.

If the number of acknowledgements programmed is 3 for example, then the Vocaliser will keep dialling every number until it has received 3 acknowledgements. This function is used in conjunction with Redials (see page 9). Up to 4 acknowledgements can be programmed.

For example to program just one acknowledgement:

- **Dial 42**
- "PLEASE ENTER NUMBER OF ACKNOWLEDGEMENTS" will be heard
- Press "1".
- "NUMBER OF ACKNOWLEDGEMENTS IS ONE" will be heard.
- "PLEASE ENTER COMMAND" will be heard returning you to the user menu.



The default setting is set as 0.

4.4 Programming The Number of Re-dials

If one or more of the programmed telephone numbers doesn't acknowledge a call (due to the number being engaged or there is no answer) it is possible to program up to 5 redial attempts for that number. The example below shows how to program 3 redials.

- **Dial 44**
- "PLEASE ENTER NUMBER OF REDIALS" will be heard
- Press "3".
- "NUMBER OF REDIALS IS THREE" will be heard.
- "PLEASE ENTER COMMAND" will be heard returning you to the user menu.



The default setting is set to 5 redials.

4.5 Examples of using Redials and Acknowledgements

Example 1:

- 4 different phone numbers entered
- 4 acknowledgements required
- 5 redials maximum

Sequence 1 - Alarm activation

- Dial *telephone number 1* – answered and acknowledged (pressed 5)
- Dial *telephone number 2* – answered and acknowledged (pressed 5)
- Dial *telephone number 3* – answered and acknowledged (pressed 5)
- Dial *telephone number 4* – answered and acknowledged (pressed 5)

Dialling sequence finished because 4 acknowledgements were required and received.

Sequence 2: - Alarm activation

- Dial *telephone number 1* – engaged
- Dial *telephone number 2* – answered and acknowledged (pressed 5)
- Dial *telephone number 3* – not acknowledged
- Dial *telephone number 4* – answered and acknowledged (pressed 5)
- Dial *telephone number 1* – engaged
- Dial *telephone number 3* – acknowledged (pressed 5)
- Dial *telephone number 1* – answered and acknowledged.

Dialling sequence finished as 4 acknowledgements were required and received.

Sequence 3: - Alarm Activation.

- Dial *telephone number 1* – answered and acknowledged (pressed 5)
- Dial *telephone number 2* – no answer
- Dial *telephone number 3* – answered and acknowledged (pressed 5)
- Dial *telephone number 4* – answered and acknowledged (pressed 5)
- Dial *telephone number 2* – no answer
- Dial *telephone number 2* – no answer
- Dial *telephone number 2* – no answer
- Dial *telephone number 2* – no answer

Dialling Sequence finished as 5 unsuccessful attempts (redials) have been made

CHAPTER 6: VOCALISER OPERATIONS

This section shows various operations of the Vocaliser

6.1 Testing The Vocaliser

Each input on the Vocaliser can be tested to show that the correct numbers are being dialled and the correct alarm messages are being played.

The Vocaliser has 4 different input types (for 4 different alarm messages), you can either test each one individually or test then all.

When you hear the command prompt “PLEASE ENTER COMMAND”, enter one of the following:

➤ Dial ③① to simulate alarm type activation 1.

- The Vocaliser will say “PLEASE ENTER COMMAND, GOODBYE”.
- Hang up the phone and the Vocaliser will simulate a dial out routine for ‘input 1’



➤ Dial ③② to simulate alarm type activation 2.

- The Vocaliser will say “PLEASE ENTER COMMAND, GOODBYE”.
- Hang up the phone and the Vocaliser will simulate a dial out routine for ‘input 2’



➤ Dial ③③ to simulate alarm type activation 3.

- The Vocaliser will say “PLEASE ENTER COMMAND, GOODBYE”.
- Hang up the phone and the Vocaliser will simulate a dial out routine for ‘input 3’



➤ Dial ③④ to simulate alarm type activation 4.

- The Vocaliser will say “PLEASE ENTER COMMAND, GOODBYE”.
- Hang up the phone and the Vocaliser will simulate a dial out routine for ‘input 4’



5.3 Recording The Common Message

A common message will be played every time before an alarm message. It is mostly used to state the location of the alarm or the name of the owner.

- Dial **29** to record the common message
- “PLEASE RECORD COMMON MESSAGE” will be heard, then a BEEP
- Speak into the phone and record your common message
- Once you have finished press the **Ⓜ** key
- “PLEASE ENTER COMMAND” will be heard returning you to the user menu.



5.4 Checking The Common Message

To check that the common message has recorded properly, dial the following:

- Dial **20** to play the common message
- “PLAY COMMON MESSAGE” will be heard and you will hear the common message.
- “PLEASE ENTER COMMAND” will then be heard returning you to the user menu.



CHAPTER 5: THE ALARM MESSAGES

There are a total of 4 individual alarm messages that can be programmed, and 1 common message that will always be played before the alarm message.

The 4 alarm messages correspond to the 4 inputs on the Vocaliser (the terminals marked 1,2,3 and 4). Examples of the messages are as follows:

- Common Message:** “Emergency, this is Richard Lockwood, 12 High Street, Holmfirth”
- Alarm Message 1:** “An intruder alarm has taken place”
- Alarm Message 2:** “A personal attack has taken place”
- Alarm Message 3:** “A fire has taken place”
- Alarm Message 4:** “The power supply has been lost”

The example above assumes that the engineer has the alarm activation connected to input 1, the personal attack activation connected to input 2, the fire activation connected to input 3, and the power supply connection to input 4.

5.1 Programming Alarm Messages

When you hear the command prompt “PLEASE ENTER COMMAND”, enter one of the following:

- Dial **21** to program alarm message 1
- “PLEASE RECORD MESSAGE ONE” will be heard then a BEEP.
- Speak into the phone and record your message
- Once you have finished press the **Ⓜ** key
- “PLEASE ENTER COMMAND” will be heard returning you to the user menu.



- Dial **22** to program alarm message 2
- “PLEASE RECORD MESSAGE TWO” will be heard then a BEEP.
- Speak into the phone and record your message
- Once you have finished press the **Ⓜ** key
- “PLEASE ENTER COMMAND” will be heard returning you to the user menu.



- Dial **23** to program alarm message 3
- “PLEASE RECORD MESSAGE THREE” will be heard then a BEEP.
- Speak into the phone and record your message
- Once you have finished press the **Ⓜ** key
- “PLEASE ENTER COMMAND” will be heard returning you to the user menu.



- Dial **24** to program alarm message 4
- "PLEASE RECORD MESSAGE FOUR" will be heard then a BEEP.
- Speak into the phone and record your message
- Once you have finished press the **Ⓜ** key
- "PLEASE ENTER COMMAND" will be heard returning you to the user menu.



All are empty at default

5.1.1 Deleting alarm messages

For example, to delete alarm message 1:

- Dial **21** to delete alarm message 1
- "PLEASE RECORD MESSAGE ONE" will be heard then a BEEP.
- press the **Ⓜ** key
- "PLEASE ENTER COMMAND" will be heard returning you to the user menu.



Alarm message 1 will be deleted.

5.2 Checking Alarm Messages

To check that the alarm messages are entered correctly, dial the following:

- Dial **25** to play alarm message 1
- "PLEASE RECORD MESSAGE ONE" will be heard then a BEEP.
- Speak into the phone and record your message
- Once you have finished press the **Ⓜ** key
- "PLEASE ENTER COMMAND" will be heard returning you to the user menu.



- Dial **26** to play alarm message 2
- "PLEASE RECORD MESSAGE TWO" will be heard then a BEEP.
- Speak into the phone and record your message
- Once you have finished press the **Ⓜ** key
- "PLEASE ENTER COMMAND" will be heard returning you to the user menu.



- Dial **27** to play alarm message 3
- "PLEASE RECORD MESSAGE THREE" will be heard then a BEEP.
- Speak into the phone and record your message
- Once you have finished press the **Ⓜ** key
- "PLEASE ENTER COMMAND" will be heard returning you to the user menu.



- Dial **28** to play alarm message 4
- "PLEASE RECORD MESSAGE FOUR" will be heard then a BEEP.
- Speak into the phone and record your message
- Once you have finished press the **Ⓜ** key
- "PLEASE ENTER COMMAND" will be heard returning you to the user menu.

