

ConnectCall User Guide



Tunstall

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Introduction

ConnectCall is the latest generation communication system for grouped housing developments. It supports individually tailored telecare for residents and provides highly flexible call routing options for alarm calls.

The system features a System Control Panel (SCP) that provides Scheme Managers with an easy method of performing daily call round and management of telecare sensors.

This user guide is designed to help Scheme Managers to understand and operate the basic operational features of ConnectCall for the different system versions. The operation of the telephone based systems differs slightly dependent on whether the system uses a Long Range Cordless, DECT handset, multiple DECT handsets or a mobile phone.

Please use the table below to record the type of system fitted on this site and the number to dial to call into the ConnectCall system.

ConnectCall System Version	Yes/No	Dial in Number
Long Range Cordless		N/A
Single/Multiple IP DECT		
Mobile Phone		

Main features explained

Enhanced safety

The provision of an auto GSM backup facility (optional) and a removable memory card means residents are further protected.

Message waiting

This feature enables Scheme Managers to leave messages for residents on their speech module. For example if the resident has a visitor when they are out then the scheme manager can leave a message for the resident rather than trying to remember. A light on the speech module shows the resident that they have a message waiting.

Easy to use System Control Panel (SCP)

The System Control Panel (SCP) allows the user to very easily place calls to residents, perform simple radio trigger management tasks and to perform certain system configuration tasks. The SCP user interface is menu driven, with illuminated keys indicating available user options. See the SCP section of this guide for detailed instructions on how to use the SCP.

System personalisation

Allows the user of the SCP to record and save voice tags against individual residents. This helps scheme managers to provide a more personalised service as they will be informed of the resident's name when an alarm is raised.

Enhanced door entry system

A DDA compliant door panel with audio and visual prompts, highlighted buttons and dedicated trades button provides improved performance. The display can also show the name of the scheme to add further personalisation. The door panels automatically adjust to BST saving the need to manually adjust them.

Easy to programme triggers and telecare sensors

The programming of triggers and telecare sensors can be performed very easily via the SCP or remotely using the web browser by following simple on screen instructions.

Speech Module Test Mode

This function helps Scheme Managers to reduce the time taken to test equipment including hardwired devices connected to the speech module, buttons on the speech module, the integral pull cord. To enter test mode press the speech module I'm OK button and the Home/Away button, the unit will beep. Keep the keys held until a second beep is heard, and now release the I'm OK and Home/Away buttons. Activating any pull cord and or smoke detector along with the speech module buttons will cause the speech module to beep to indicate correct operation. To exit test mode press the I'm OK button and the Home/Away key until the unit beeps.

Using the telephone based system

The telephone based system uses DECT, Long Range Cordless (LRC) or mobile phones to allow scheme managers to receive and make calls to residents on the system. Each resident has a speech module within the dwelling to enable them to communicate with the Scheme Manager via their handset (DECT, LRC or mobile).

Digital Enhanced Cordless Technology (DECT) handset



Mobile phone handset



Long Range Cordless



Long Range Handset (LRH) phone system

Switching off-site using the LRH phone

- Take the phone off hook by pressing **]**
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 2 followed by #
- Listen to the message 'system off-site'
- Then hang up by pressing **)**

Switching on-site using the LRH phone

- Take the phone off hook by pressing **]**
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 1 followed by #
- Listen to message 'system on-site'
- Then hang up by pressing **)**

Answering an alarm call using the LRH phone

- Press **]** when the phone rings
- Listen to the full spoken alarm message. If necessary, make a note of the alarm details before selecting the alarm call
- Press * to select the alarm call
- Speak to resident
- Press 0 to clear the alarm call and then hang up by pressing **)**

NOTE: Failure to follow these steps fully and in order may result in the loss of important information about the source of the call.

Calling a resident using the LRH phone

- Take the phone off hook by pressing **]**
- Listen to the message - it will ask you to enter the resident number, followed by *
- Enter the resident number followed by * e.g. 3 0 2 *
- Speak to the resident
- Press 0 to clear and then hang up by pressing **)**

Receiving an external call using the LRH phone

- When the phone rings, answer as normal by pressing **]**
- The caller will be connected straight to the handset
- Hang up when the call is finished by pressing **)**

Making an external call using the LRH phone

- Take the phone off hook by pressing **]**
- Listen to the message
- Press 0#
- Listen for the external dial tone
- Dial number as usual

Listening to call waiting using the LRH phone

If you hear a background beep when using the handset, an alarm call may be waiting, finish your call by hanging up and the waiting alarm call will be sent to the handset.

Activate door entry lock release using the LRH phone

If you receive and select a call from the door panel, press 7 then # to open the door

Single/Multiple Tunstall IP DECT phone system

The DECT phones are connected to the system via an IP PABX.

Switching off-site using the IP DECT phone

- Take the phone off hook by pressing **⏏**, then dial the system number 6060
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 2 followed by #
- Listen to the message 'system off-site'
- Then hang up

Switching on-site using the IP DECT phone

- Take the phone off hook by pressing **⏏**, then dial the system number 6060
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 1 followed by #
- Listen to the message 'system on-site'
- Then hang up

Answering an alarm call using the IP DECT phone

- Press **⏏** when the phone rings
- Listen to the full spoken alarm message. If necessary, make a note of the alarm details before selecting the alarm call
- Press * to select
- Speak to resident
- Press 0 to clear the alarm call and then hang up

NOTE: Failure to follow these steps fully and in order may result in the loss of important information about the source of the call.

Calling a resident using the IP DECT phone

- Take the phone off hook by pressing **⏏**, then dial the system number 6060
- Listen to the message - it will ask you to enter the resident number, followed by *
- Enter the resident number followed by * e.g. 3 0 2 *
- Speak to the resident
- Press 0 to clear and then hang up

Receiving an external call using the IP DECT phone

- When the phone rings, answer as normal
- The caller will be connected straight to handset
- Hang up when call is finished

Making an external call using the IP DECT phone

- Take the phone off hook by pressing **]**
- Press 9, followed immediately by the telephone number

Listening to call waiting using the IP DECT phone

If you hear a background beep when using the handset, an alarm call may be waiting, finish your call by hanging up and the waiting alarm call will be sent to the handset.

Activate door entry lock release using the IP DECT

If you receive and select a call from the door panel, press 7 then # to open the door

Mobile phone based system

When using a mobile phone(s) to receive alarm calls the systems control unit sends alarms via the telephone line.

Switching off-site using the mobile phone

- Dial the system's BT number _____
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 2 followed by #
- Listen to the message 'system off-site'
- Then hang up

Switching on-site using the mobile phone

- Dial the system's BT number _____
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 1 followed by #
- Listen to the message 'system on-site'
- Then hang up

Answering an alarm call using the mobile phone

- Press **]** when the phone rings answer the call
- Listen to the full spoken alarm message. If necessary, make a note of the alarm details before selecting the alarm call
- Press * to select
- Speak to resident
- Press 0 to clear the alarm call and then hang up

NOTE: Failure to follow these steps fully and in order may result in the loss of important information about the source of the call.

Calling a resident using the mobile phone

- Dial the system's BT number _____
- Listen to the message - it will ask you to enter the resident number, followed by *
- Enter the resident number followed by * e.g. 3 0 2 *
- Speak to the resident
- Press 0 to clear and then hang up

Receiving an external call using the mobile phone

- When the phone rings, answer as normal
- The caller will be connected straight to handset
- Hang up when call is finished

Making an external call using the mobile phone

- Dial number as usual

Listening to call waiting using the mobile phone

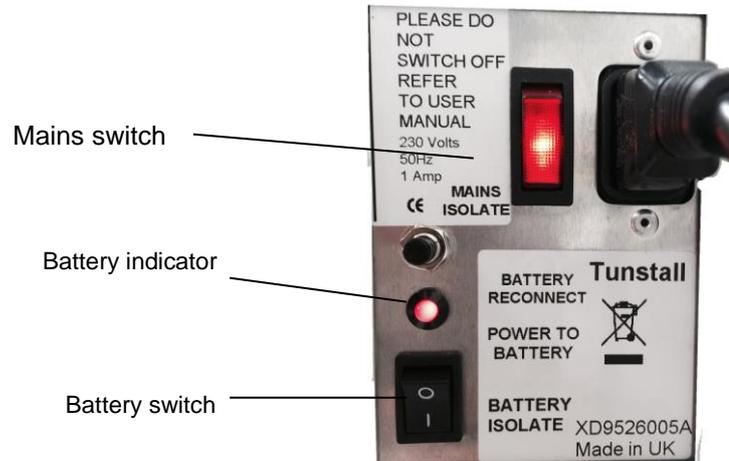
- If you hear a background beep when using the handset, an alarm call may be waiting, finish your call by hanging up and the waiting alarm call will be sent to the handset.

Activate door entry lock release using the mobile phone

- If you receive and select a call from the door panel, press 7 then # to open the door

Control Unit

The Control Unit (CU) functions to control the flow of electronic signals through the system and provides the low voltage electricity supply for most of the equipment. The unit also incorporates a backup power supply that will keep the system operational, for more than 7 hours following a failure of the mains supply. As a rule, the CU does not require any attention. However, it may become necessary to restart the CU should power be lost for any reason. The CU control panel and instructions for turning the unit on are described below.



Turning the Control Unit on

The control unit has two controls: a mains power switch and a battery in circuit switch. Under normal circumstances both switches should be on and illuminated. If either switch is in the off position, the unit must be switched on in the following way:

1. Put both switches into the off position (this turns the control unit off).
2. Press the mains power switch to on (downwards) the switch will illuminate.
3. Press the battery switch to on (down towards the "1" mark), the red light will turn on.
4. The system is now powered.

Speech Module

What does the speech module look like?

The following speech module comes with and without the door entry handset. Below is an image of the speech module.



The speech module has an alarm button, I'm OK button and a Home/Away button. The alarm button can be set to be permanently illuminated, this is to help users find the alarm button in the dark. The speech module can be fitted with an optional pull cord.

In addition to the red alarm button, speech modules have a Home/Away button which is used to turn the away mode on and off. An away light is also provided to clearly indicate to the user which state the module is in (illuminated is Away, non-illuminated is Home). The I'm OK button can be used to signal to the scheme manager/ control centre that the resident is active (optional).

To raise an alarm

Press the alarm button or pull the red alarm pull cord (optional). The calls will then be sent to the relevant handset or the control centre depending on the site status (You do not need to speak directly into the unit).

Privacy

Privacy mode allows the resident to set their speech module to disable the microphone when the handset or control centre call into them. The microphone is automatically enabled in an alarm condition.

To enable privacy press and hold the I'm OK button for a period of over 10 seconds until the module emits a bleep. To indicate that privacy is on the I'm OK button will flash once every 5 seconds.

To disable privacy press and hold the I'm OK button for a period of over 10 seconds until the module emits a bleep. To indicate that privacy is off the I'm OK will not flash.

To indicate that you are away

Press the Away button once (you will see the Away light illuminate).

To indicate that you have returned

Press the Away button once (you will see the Away light go off).

To indicate that you are OK

Press the I'm OK button once. When pressed the module will bleep to indicate the button has been pressed.

Door Entry Handset

The speech module can have an optional door entry handset for receiving door calls, below is an image of the handset. Each dwelling can have up to five handsets fitted



When a door call is received ringing will be heard from the handset and the speech module, lift the handset to have a conversation with the caller. Pressing the button with the key symbol  will release the door.

If you do not want to release the door place the handset back on hook. To stop the handset ringing (the speech module will always emit a ringing sound) slide the privacy switch in to the on position.



System Control Panel (SCP)

The System Control Panel (SCP) allows the user to place calls to residents, perform simple radio trigger management tasks and to perform certain system configuration tasks. The SCP user interface is menu driven, with illuminated keys indicating available user options. The SCP will have a big button telephone connected to it; this is referred to as Line 3 in this guide.



Standby Screen

The 'standby' screen (Fig. A.1) displays the scheme system time, date and onsite / offsite status. To move from the standby to the initial screen it is necessary to press the '*' (star) key to unlock the SCP.

<input type="radio"/>	23:59	<input type="radio"/>
<input type="radio"/>	01/07/2007	<input type="radio"/>
<input type="radio"/>	On Site	<input type="radio"/>
<input type="radio"/>	* To Unlock	<input type="radio"/>

Figure A.1

Initial Screen

<input type="radio"/>	23:59	<input type="radio"/>
<input type="radio"/>	01/07/2014	<input type="radio"/>
<input type="radio"/>		<input type="radio"/>
<input checked="" type="radio"/>	Menu	On Site <input checked="" type="radio"/>

Figure A.2

After unlocking the SCP, the initial screen (Fig. A.2) allows the user the option of either selecting 'Menu' or 'On Site/Off Site'. Press the relevant illuminated key to move to the Change Site Status screen (Fig. A.3) or to the Main Menu (Fig. A.4).

Change Site Status

This screen enables the user to change the current site status to On Site, Local Offsite (optional) and Off Site. When in On Site mode, an alarm's call group settings are processed as normal. In Off Site all alarms calls are routed to the specified control centre.

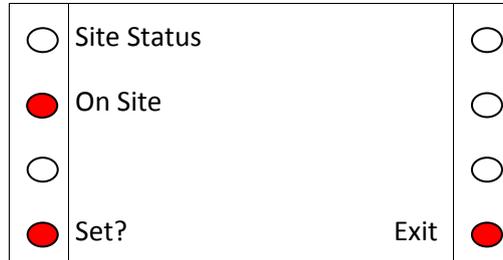


Figure A.3

The site status is changed by pressing the illuminated key next to the site status. When the required status is displayed press 'Set' to save the settings and the SCP will return to the Initial Screen.

Main Menu

The main menu allows the user 4 options:

Call Menu	Allows the user to place calls, broadcast speech.
Trigger Menu	Allows the user to view, assign and delete residents' triggers.
Settings	Allows the user to change date, time, and site status and turn keypad beeps on or off.
Access Ctl	Allows the user to add and remove access fobs
Advanced	Allows the user to go to a 'Restart' or the engineer to go to 'Engineer'.
Exit	Exits to Initial Screen

Pressing the illuminated key next to any of the 4 options will take the user to the appropriate menu. Pressing the illuminated key next to the arrow on the right of the screen will show the final menu option of Advanced.

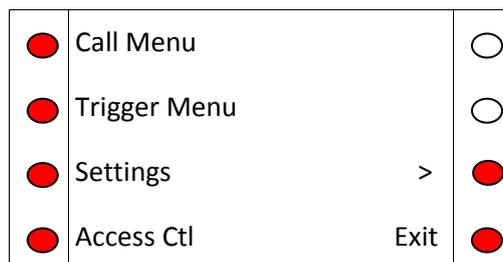


Figure A.4

Call Menu

The call menu allows the user to place a call by either inputting the resident ID or looking the resident up in an alphabetical list. The calls menu also allows broadcast speech (optional). The Quickdial function is not supported.

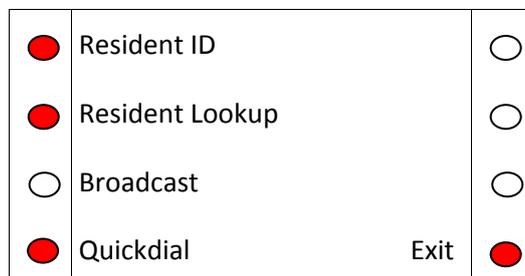


Figure A.5

Placing a call using resident ID

Press the 'Resident ID' key on the Call Menu. Enter the Resident ID, with leading zeros for IDs less than 100 (e.g. enter 20 as 020). Pressing the 'Clear' button at any point clears any input numbers and pressing 'Exit' returns to the Call Menu. Once a 3-digit number has been entered the SCP will check that the ID exists in the database. If the ID does exist the 'Call' button will illuminate and pressing this will start a call attempt.

Placing a call using resident lookup

Press the 'Resident Lookup' key on the Calls Menu. A list of residents in the system will be displayed. This list can be navigated by pressing the '<' and '>' keys to scroll up and down respectively. For faster searching through large lists the alphanumeric keys can be used to move through the list alphabetically in much the same way as a telephone or mobile keypad. For example, to jump to residents beginning with the letter 'H', press the 'GHI' key (key '4') twice. To select a resident, press the illuminated key by their name. The SCP will display 'please wait connecting...'. It will then allow the user to select 'call' to call the resident, 'skip' to move to the next resident ID in the list or 'Exit' to return to the Call Menu Screen.

Handling a Call

In processing a call, the SCP will attempt to establish a connection between the residents speech module and the SCP phone or telephone line 3 (telephone line 3 should be on-hook at this point

Once connected, the caller has the option to terminate the call by hanging up or pressing the 'Clear' button and can change the mode of connection being used (see Fig. A.6).

The connection will start in the default mode for the resident's speech module, and will allow appropriate changes from there. The sequence of possible modes is HVS -> VOX -> PTT. In HVS (Hands-free Voice Switched) mode, both participants in the conversation appear to talk simultaneously. In VOX (Voice Operated switching) mode, the system will automatically detect who is speaking and allow one-way communication on this basis. In PTT (Push-To-Talk) mode, the bottom right hand key will alternate between 'Talk' and 'Listen'. Press 'Talk' to enter talk mode, and 'Listen' to enter listen mode.

<input type="radio"/>	Connected	<input type="radio"/>
<input type="radio"/>	Resident ID: <xxx>	<input type="radio"/>
<input type="radio"/>	<resident name>	<input type="radio"/>
<input checked="" type="radio"/>	Clear	<input checked="" type="radio"/>
	<mode switch>	

Figure A.6

After a Call

After a call has been finished, the SCP will display details of the next resident ID in the system (as shown in Fig. A.7). To call this resident, press 'Call'. To skip to the next resident in the list, press 'Skip'. To return to the Calls Menu, press 'Exit'.

<input type="radio"/>	<name>	<input type="radio"/>
<input type="radio"/>	<address>	<input type="radio"/>
<input type="radio"/>	ID <xxx>	Skip <input checked="" type="radio"/>
<input checked="" type="radio"/>	Exit	Call <input checked="" type="radio"/>

Figure A.7

Broadcast Speech (this is an optional feature)

In broadcast speech mode audio is emitted from all speech modules that are broadcast enabled. Note that if the system is not enabled for broadcast speech the button will not be illuminated.

Scroll down the Call Menu using the down key (<) until Broadcast Spch is shown. Then select Broadcast Speech by pressing the corresponding button on the left.

<input checked="" type="radio"/>	Resident ID	<input type="radio"/>
<input checked="" type="radio"/>	Resident Lookup	<input type="radio"/>
<input checked="" type="radio"/>	Broadcast	<input type="radio"/>
<input checked="" type="radio"/>	Quickdial	Exit <input checked="" type="radio"/>

Figure A.8

The display shows 'Connecting.....Broadcast Spch', the phone connected to line 3 will ring. Answer the call and speak into the microphone, this message will be broadcast to all speech modules that support the broadcast speech feature. To end the broadcast, hang up the phone.

Trigger Menu

The Trigger menu allows the user to view, delete and assign triggers to a resident. As in the Call menu, a specific resident can be chosen either by ID ('Resident ID') or by looking up from a list ('Resident Lookup'). Pressing any numeric key while in the Triggers Menu screen provides a shortcut to the 'Resident ID' option.

<input checked="" type="radio"/>	Resident ID	<input type="radio"/>
<input checked="" type="radio"/>	Resident Lookup	<input type="radio"/>
<input type="radio"/>		<input type="radio"/>
<input type="radio"/>		<input type="radio"/>
	Exit	<input checked="" type="radio"/>

Figure A.9

Viewing and deleting triggers

<input type="radio"/>	<name>	<input type="radio"/>
<input type="radio"/>	<address>	<input type="radio"/>
<input checked="" type="radio"/>	View	<input type="radio"/>
<input checked="" type="radio"/>	Assign	<input type="radio"/>
	Exit	<input checked="" type="radio"/>

Figure A.10

Once a resident has been selected, the user will be prompted to view or assign triggers or return to the Triggers Menu by pressing 'Exit' (Fig. A.10). Press 'View' to display triggers already registered to the resident. See Figure A10 for the information shown for each registered trigger.

If there is more than one trigger registered against a resident, the top left hand button will be illuminated and will allow the user to scroll through the triggers, as shown in Fig. A.11. To delete a particular trigger, press 'Delete' whilst viewing the trigger details (The trigger number displayed on the SCP will not match what is printed on the rear of the trigger). Pressing 'Exit' returns the user to the View / Assign Screen.

<input type="radio"/>	<trigger type>	<input type="radio"/>
<input type="radio"/>	<trigger no.>	<input type="radio"/>
<input type="radio"/>	Location: 00	<input type="radio"/>
<input checked="" type="radio"/>	Delete	<input checked="" type="radio"/>
	Exit	<input checked="" type="radio"/>

<input checked="" type="radio"/>	<trigger type>	<input type="radio"/>
<input type="radio"/>	<trigger no.>	<input type="radio"/>
<input type="radio"/>	Location: 00	<input type="radio"/>
<input checked="" type="radio"/>	Delete	<input checked="" type="radio"/>
	Exit	<input checked="" type="radio"/>

Figure A.11 View Screen for 1 trigger (left) and many triggers (right)

Assigning triggers

To assign a trigger to a resident, press the 'Assign' button on the View / Assign screen. The SCP will prompt to activate the trigger with the text shown in (Fig. A.12).

<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	Press Radio	<input type="radio"/>
<input type="radio"/>	Trigger Now	<input type="radio"/>
<input type="radio"/>		<input type="radio"/>

Figure A.12

When the trigger activation is received by the system, which may take several seconds, the trigger number (The trigger number displayed on the SCP will not match what is printed on the rear of the trigger). and type will appear. Pressing the illuminated key by 'Location' displays a list of Location codes and descriptions which can be assigned to the trigger. Press '<' and '>' to scroll up and down the list respectively. For ease of navigation, numeric keys jump to the starting digit of the Location codes. E.g. pressing '8' will scroll the list down to Location code 80. Press the illuminated key by the desired location to select that location. Press 'Yes' to assign the trigger, or 'No' to discard the trigger (Fig. A.13) or press 'Exit' to return to the previous screen.

<input type="radio"/>	Assign	<trigger no.>	<input type="radio"/>
<input type="radio"/>	<trigger type>		<input type="radio"/>
<input checked="" type="radio"/>	Location:	00	<input type="radio"/>
<input checked="" type="radio"/>	Yes	No	<input checked="" type="radio"/>

Figure A.13

Settings Menu

The settings menu allows the user 4 options:

Time	Allows the user to enter the time in the format hh:mm
Date	Allows the user to enter the date in the format dd/mm/yyyy
Keypad Sounds	Turns the keypad sounds on or off
Onsite/OffSite	Allows the user to change the site status

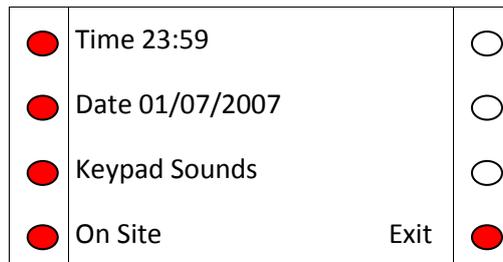


Figure A.14

Pressing the illuminated key next to any of the 4 options will take the user to the appropriate option, while pressing 'Exit' returns the user to the main menu. For the time and date edit screens (Fig. A.15) numeric keys allow input, 'Delete' deletes the previous number and 'OK' updates the system time and returns the user to the Settings Menu. If the time or date is invalid, the SCP will beep and not return to the Settings Menu until the error is cleared. Note that the system uses a 24 hour clock and the SCP will not allow invalid times to be entered; thus it may be necessary to set both the hour digits to zero before the correct time can be input (e.g. changing from 17:00 to 23:00 could be done by first changing to 00:00 then changing to 23:00 on the 2nd cycle through).

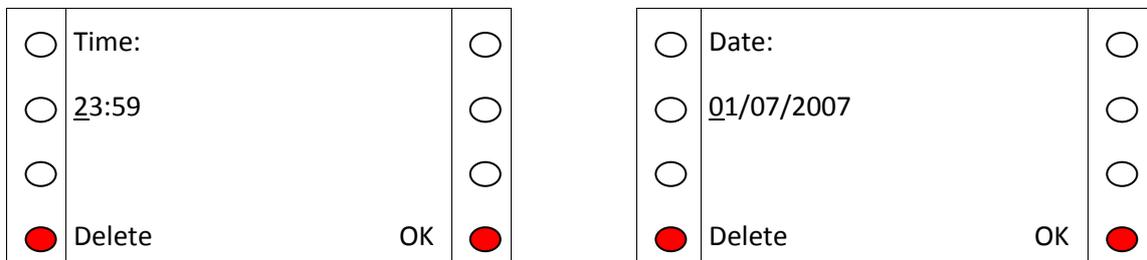


Figure A.15 Time (left) and Date (right) Set Screens

Access Control

The system may be equipped with the Tunstall fob access system. This allows users who are issued with a fob to gain access through certain doors that are equipped with a reader.

The reader is normally mounted within the door panel or next to a warden call panel.

The fob that is used to gain access is a device that does not require any maintenance or batteries.

Adding a fob

All fobs that are added to the system are assigned via the SCP. If the SCP shows Press * to unlock. Press the * key to unlock the SCP followed by the menu key or select Menu, using the keys next to the display if the SCP is unlocked.

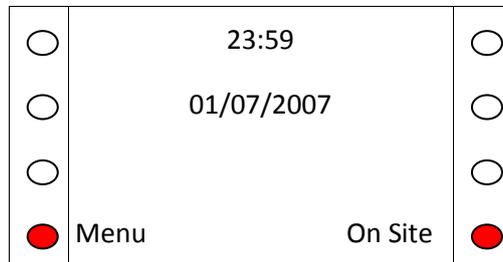


Figure A.16

Select 'Access ctl' from the menu

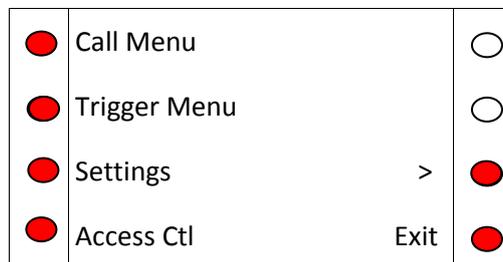


Figure A.17

Now select Add Device.

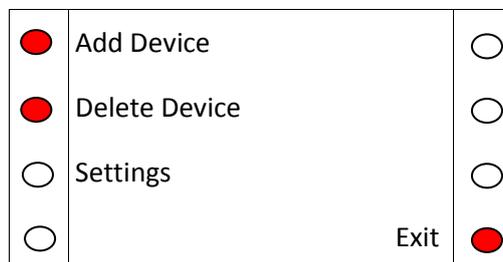


Figure A.18

The following menu has four stages that need to be completed, first start by selecting ID from the menu.

<input checked="" type="radio"/>	ID	<input type="radio"/>
<input checked="" type="radio"/>	Description	<input type="radio"/>
<input checked="" type="radio"/>	Group	<input type="radio"/>
<input checked="" type="radio"/>	Save	Exit <input checked="" type="radio"/>

Figure A.19

Enter the ID of the fob by using the numeric keypad; only enter the group of 5 digits. Once the ID has been entered, press the OK button.

<input type="radio"/>	ID :	<input type="radio"/>
<input type="radio"/>	-----	<input type="radio"/>
<input checked="" type="radio"/>	Clear	<input type="radio"/>
<input checked="" type="radio"/>	OK	Exit <input checked="" type="radio"/>

Figure A.20

Next assign a description of who the fob will be assigned to. This is a numeric description generally the flat number. Use the SCPs keypad to enter a numeric description up to a maximum of 5 digits. Once the description is entered press the OK button.

<input type="radio"/>	Description	<input type="radio"/>
<input type="radio"/>	-----	<input type="radio"/>
<input checked="" type="radio"/>	Group	<input type="radio"/>
<input checked="" type="radio"/>	OK	Exit <input checked="" type="radio"/>

Figure A.21

Now we must assign the fob to a group. The group the fob is assigned to decides which doors the fob can release. The groups are pre-set at the time of installation and are recorded by the installation team in the back of this manual.

When group is selected from the SCP menu, it is possible to scroll through the groups which are referenced as a numeric value, when the correct group is selected press the OK key.

<input type="radio"/>	Group	<input type="radio"/>
<input type="radio"/>	1	<input type="radio"/>
<input type="radio"/>		> <input checked="" type="radio"/>
<input checked="" type="radio"/>	OK	Exit <input checked="" type="radio"/>

Figure A.22

Once all the details have been entered for the fob, press the Save key.

<input checked="" type="radio"/>	ID	<input type="radio"/>
<input checked="" type="radio"/>	Description	<input type="radio"/>
<input checked="" type="radio"/>	Group	<input type="radio"/>
<input checked="" type="radio"/>	Save	Exit <input checked="" type="radio"/>

Figure A.23

There is a section in the rear of the manual, where the fob ID, Description and Group can be recorded.

Deleting a fob

If a fob is no longer needed it is possible to delete this from the system. If the SCP shows 'Press * to unlock', press the * key followed by the Menu key or select Menu if the SCP is already unlocked.

<input type="radio"/>	23:59	<input type="radio"/>
<input type="radio"/>	01/07/2007	<input type="radio"/>
<input type="radio"/>		<input type="radio"/>
<input checked="" type="radio"/>	Menu	On Site <input checked="" type="radio"/>

Figure A.24

Select 'Access Ctl' from the menu (Figure A.25)

<input checked="" type="radio"/>	Call Menu	<input type="radio"/>
<input checked="" type="radio"/>	Trigger Menu	<input type="radio"/>
<input checked="" type="radio"/>	Settings	> <input checked="" type="radio"/>
<input checked="" type="radio"/>	Access Ctl	Exit <input checked="" type="radio"/>

Figure A.25

Now select Delete Device (Figure A.26).

<input checked="" type="radio"/>	Add Device	<input type="radio"/>
<input checked="" type="radio"/>	Delete Device	<input type="radio"/>
<input type="radio"/>	Settings	<input type="radio"/>
<input type="radio"/>		Exit <input checked="" type="radio"/>

Figure A.26

Once Delete Device has been selected enter the numeric ID of the fob that needs to be deleted using the keypad on the SCP.

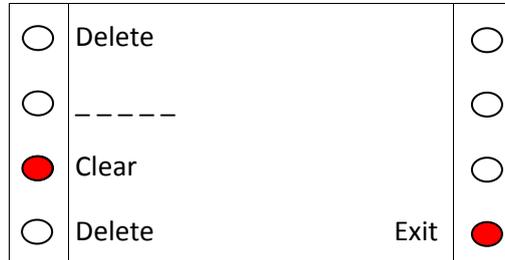


Figure A.27

If the fob ID that is entered is recognised by the system, the delete key will become available. This will be indicated by the red LED being illuminated near the word 'Delete'. Press the delete key (Figure A.27) to remove the fob from the system.

Update the access fob log in the rear of this manual.

Advanced Menu

The advanced menu has the following options:

- Engineer** This is PIN protected for use by engineers only.
- Restart** The user is asked to confirm before system displays 'please wait'. It could take several minutes.
- Shutdown** This option allows the user to shut down the system; it should only be used when a Tunstall engineer instructs the user to do so.
- Backup DB** Allows the user to back up the system database. The system will confirm successful backup and then will return to the advanced menu screen.
- Record** Allows the user to customise the system by recording voice tags for resident names, receivers and door panels. The user can also record messages to be left for residents on their speech modules.

Press '<' and '>' to scroll up and down the list respectively.



Figure A.28

Restart Menu

The restart menu should only be used if instructed to via the help desk. After selecting 'Restart' the user will be asked to confirm to avoid accidental presses.

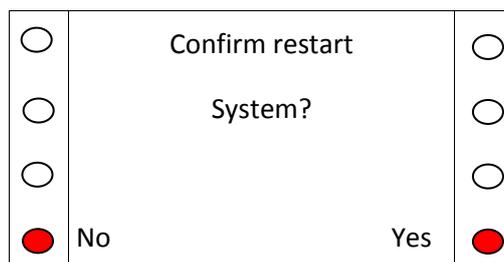


Figure A.29

Record Menu

This allows the user to customise the system by recording voice tags for resident names, receivers and door panels. The user can also record messages to be left for residents on their speech modules

<input checked="" type="radio"/>	Resident Name	<input type="radio"/>
<input checked="" type="radio"/>	Resident Msg	<input type="radio"/>
<input checked="" type="radio"/>	Receivers	> <input checked="" type="radio"/>
<input type="radio"/>	Exit	<input checked="" type="radio"/>

Figure A.30

Resident Name

After selecting resident name, the system will prompt the user to input a Resident ID or lookup a resident. Once a resident is selected, the system will prompt the user to pick up the handset of the phone attached to the SCP. The SCP will then display the Recording Screen (Figure A.31).

<input checked="" type="radio"/>	Start Recording	<input type="radio"/>
<input type="radio"/>	Listen	<input type="radio"/>
<input type="radio"/>	Delete	<input type="radio"/>
<input type="radio"/>	Cancel	<input checked="" type="radio"/>

Figure A.31

To record the message, press 'Start Recording' then clearly speak the resident's name into the handset. The user can then listen to or delete the name. This speech tag will be used to personalise the system and help scheme managers to become more familiar with residents by hearing their name when a call is received from their speech module or registered trigger.

Resident Message

After selecting resident message, the system will prompt the user to input a Resident ID or lookup a resident. Once a resident is selected, the system will prompt the user to pick up the handset of the phone attached to the SCP. The SCP will then display the Recording Screen (Figure A.31).

Receivers

After selecting receivers, the system will prompt the user to input a receiver number. Once a receiver is selected, the system will prompt the user to pick up the handset of the phone attached to the SCP. The SCP will then display the Recording Screen (Figure A.31).

Door Panels

After selecting door panels, the system will prompt the user to input a door panel number. Once a door panel is selected, the system will prompt the user to pick up the handset of the phone attached to the SCP. The SCP will then display the Recording Screen (Figure A.31).

Access Group Log

Group	Doors belonging this group
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	



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