1.03 If this equipment is determined to cause electrical interference, which can be verified by turning the Digital Announcer ON and OFF, please consult the maintenance section for troubleshooting information. The following FCC rules and regulations apply to the use of this equipment.

CAUTION

This equipment generates, uses, and can radiate radio frequency energy. If it is not installed and used in accordance with the instructions given in this section, it may cause interference to radio communications. It has been tested for compliance within the limits for Class A computing devices pursuant to Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference, in which a case the user at his own expense will be required to take whatever measures may be necessary to correct the interference.

If this equipment is to be connected to standard telephone lines through an interface circuit, or is to be operated as part of a PBX system, it must also comply with part 68 of the FCC regulations.

1.04 References

060-NT7M-100 NT7M Series Digital Announcer, Equipment Description

060-NT7M-200 NT7M Series Digital Announcer, Installation

060-NT7M-400 NT7M Series Digital Announcer, Maintenance

For additional information, contact:

Northern Telecom
Cook Division
6201 Oakton Street
Morton Grove, IL 60053-2722 USA
Telephone (708)-967-1555
Telex I 72-4472
Telex II 910-223-3654

2. PURPOSE OF EQUIPMENT

INTENDED USES

2.01 The Digital Announcer is the functional equivalent to the electromechanical announcers frequently used for audio intercept messages (for instance, all lines are busy, a telephone number has changed, no service is available after regular office hours, etc.). The Digital Announcer may be used as a direct drop-in replacement for existing drum, tape, or cassette type devices.

2.02 The Digital Announcer lends itself well to original equipment applications which require repetition of the same message.

CONTROLS AND INDICATORS

2.03 The NT7M Series Digital Announcers have operator controls and indicators on the front and rear panels. Rear panel DIP switches are discussed in greater detail in the Maintenance section. Most of the operator interaction takes place on the Control Processor chassis (CPC). Controls and indicators on the CPC (Figure 1) include:

(1) LED Display - displays mode and operating status information.

(2) ALM lamp - illuminates when a alarm condition exists.

(3) RMT lamp - illuminates when the announcer is being remotely accessed.

(4) ONLINE pushbutton - places a message in; or removes a message from; active service (lamp illuminates when Online).

(5) RECORD pushbutton - permits recording of messages (the lamp illuminates when recording).

(6) PLAYBACK pushbutton - manually plays out the message.

(7) START/STOP pushbutton - starts or stops the function in progress.

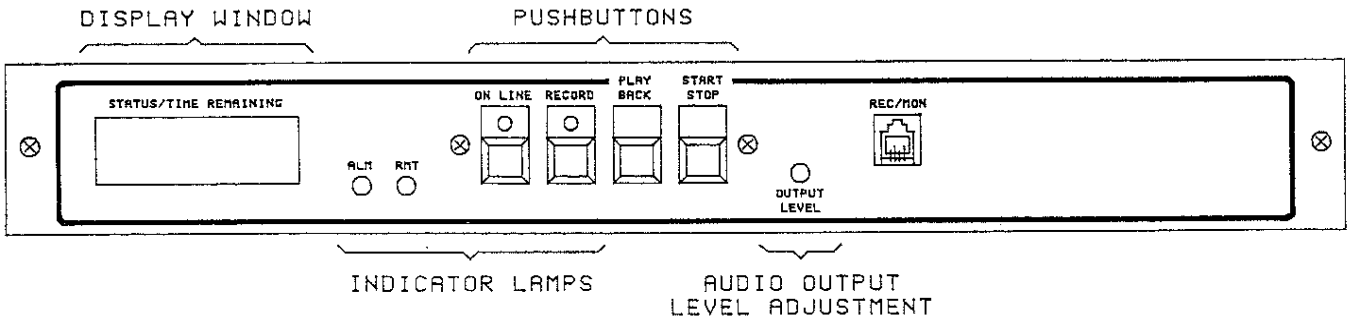
(8) Output Level - a pre-set adjustment which controls message volume output (this is pre-set to FCC standards, changing the level may void FCC registration).

(9) REC/MON - an RJ-7 jack which permits recording and monitoring the message locally.

The exact function of the controls may vary with the operating program. Specific functions of the controls are detailed individually.

3. OPERATING INSTRUCTIONS

3.01 Once installed, the Digital Announcer will require virtually no operator action. The only operator action required includes changing the message and/or adjusting the output level of the recorded message. Messages may be changed locally (through the front panel REC/MON jack) or remotely using a standard DTMF telephone if a remote access option is installed and enabled. Output level is pre-set and changing this level may void FCC registration (Refer to 060-NT7M-200).



CONTROL PROCESSOR CHASSIS

Fig. 1 - Digital Announcer Controls and Indicators

OPERATIONAL TASKS

3.02 Tasks for the operation of the Announcer will depend on the type of access. Tasks may be performed either in the physical presence of the Announcer (locally), or remotely over standard telephone lines. Local and Remote operation are discussed separately. Local operation is summarized in Chart 1.

INITIAL SETUP AND RECORDING

3.03 Follow the installation procedure in the Digital Announcer Installation section 060-NT7M-200. On initial power-up and after periods of no power, the Announcer will display AL-0. Initially, and if no battery backup is available during periods of no power, the Announcer will have no message in memory. First-time message entry must take place Offline. Attempts to put the Announcer Online without a message will result in an AL-3 Alarm. To record a message:

(1) Press START/STOP. The unit will enter Memory Scan Mode.

(2) Press START/STOP. The unit will enter Select Mode.

(3) Follow the recording procedure (paragraph 4.02)

4. LOCAL OPERATION

4.01 These procedures assume the Announcer is in Select Mode. Operating modes are detailed in Table 1. Entering Select Mode from other modes is shown in Chart 2. The normal operating modes are:

(1) Online - message recorded and available for output.

(2) Offline - message recorded but not available for output.

(3) Memory Scan - memory monitored for message parameters.

(4) Select Mode - ready for operator input.

RECORDING

4.02 If the Announcer is <u>not</u> in Select Mode, refer to Chart 2 and set the Announcer to Select Mode. The recording procedure is explained in the following paragraphs and in Chart 3.

(1) Connect record input device (handset or cassette) of as least 100 Ohm resistance to REC/MON RJ-7 jack on front panel (Unit will not record unless device is plugged-in).

(2) Press RECORD to enter Pre-Record Mode. The time available for message one displays.

To advance to other messages:

(2a) Press RECORD. After message 4 the unit will return to Select Mode.

NOTE: The next step will start the recording. To avoid gaps, have all recording materials ready before continuing.

(3) Press START/STOP and record message (display will count down seconds remaining).

If other equipment is to be controlled, Auxiliary C/MC pulses are used (Refer to paragraph 4.09). To enter auxiliary C/MC pulses while recording the message:

(3a) Press ONLINE when other equipment is to start.

To pause recording:

(3b) Press RECORD to toggle between record and pause.

Recording will stop when end of memory is reached. At the end of the message:

(4) Press START/STOP. Recording stops and the unit will enter Select Mode or SIT Select Mode. If used, enter the SIT number (Refer to paragraph 4.10).

(5) Remove the input device from the REC/MON jack.

Chart 1. Local Operation Quick Reference

CONDITION	ACTION	RESULT
POWER ON, POWER RESTORE		
No Display, No Lamps Lit	1) Turn POWER and BATTERY switches ON	AL-0 (power disruption alarm will display.
AL-0 displays, ALM lamp lit	2) Press START/STOP	Announcer enters Memory Scan Mode (message time in seconds displays)
Non-flashing number displays	3) Press START/STOP	Internal test complete. Announcer enters Select Mode.
RECORDING		
SEL displays, No lamps lit	1) Plug input device into REC/MON jack	Record Circuit interlock enabled.
	2) Press RECORD	Announcer enters Pre-Record Mode. Message and message time displays. To record skip to 3). To advance to next message:
Number (32-860) displays	2a) Press RECORD	Announcer advances to next message. To record skip to 3). To advance to next message repeat 2a). At last message Announcer will cycle to Select Mode.
	3) Press START/STOP	Recording begins immediately. Display is message time countdown.
Number countdown, RECORD lamp lit	4) Record message	Message being stored in memory. At end of message or available time:
	5) Press START/STOP	Recording stops. If SIT's are not selected Announcer enters Select Mode.
Si 01 displays if SIT's are ON otherwise:	5a) Press ONLINE or RECORD	Change SIT code number (Online - increase by 1, Record - increase by 10).
	5b) Press START/STOP	Announcer enters Select Mode.
PLAYBACK		
SEL displays, No lamps lit	1) Press PLAYBACK	Announcer enter Pre-playback Mode (message length displays). To advance to next message:
	1a) Press PLAYBACK	To advance to next message repeat 1a). To playback message:
Number displays, No lamps lit	2) Press START/STOP	Message is output. Monitor at REC/MON jack or attached line.

Chart 1. Local Operation Quick Reference (contd)

CONDITION	ACTION	RESULT
PLACING ONLINE		
SEL displays, No lamps lit	1) Press ONLINE	Announcer enters Offline Mode.
OFF displays, No lamps lit	2) Press ONLINE	Announcer enters Online Mode (Announcer ready operation).
No display, ONLINE is lit	3) Initiate call through attached line	Announcer answers request with message playback.
1 Displays ONLINE is lit.	4) Remove REC/MON jack input device	Announcer ready and message is safe.
OBTAINING PEGCOUNT		
Any display, ONLINE lamp is lit	1) Press PLAYBACK	Announcer enters pegcount (number of messages output is displayed). To select the next message:
	1a) Press PLAYBACK	Pegcount for next message displays. If last message, Announcer returns to Select Mode.
PCxx/xxxx displays, ONLINE lamp is lit	2) Press START/STOP	Announcer enter Memory Scan Mode
PLACING ANNOUNCER OFFLINE		
1 displays, ONLINE lamp is lit	1) Press START/STOP and ONLINE at the same time	Announcer will ignore further start commands then enter Select Mode.
Flashing display, ONLINE lamp lit	2) Press START/STOP and ONLINE at the same time	Current message is aborted and Announcer enters Select Mode.
DISPLAY FIRMWARE ID CODE		
SEL displays, No lamps lit	1) Press START/STOP	Firmware ID is displayed and Announcer returns to Select Mode.

Table 1. Operating Modes

DISPLAY READOUT	ALARM LAMP	REMOTE LAMP	ONLINE LAMP	RECORD LAMP	OPERATIONAL MODE
AL-0	ON	OFF	OFF	OFF	AL-0 (Power-up, restore)
non-flashing number	OFF	OFF	OFF	OFF	Memory Scan
SEL	OFF	OFF	OFF	OFF	Select Mode
AL-x	ON	*	*	*	Alarm
(variable display)	OFF	ON	*	*	Remote Access
Err	OFF	OFF	ON	OFF	Error
(blank)	OFF	*	ON	OFF	Online
OFF	OFF	*	OFF	OFF	OFFline
number countdown	OFF	OFF	OFF	OFF	Playback
number countdown	OFF	OFF	OFF	ON	Record
Blinking number	OFF	OFF	OFF	ON	Record Pause
CH-x/PCxx/xxx	OFF	OFF	ON	OFF	Peg Count
Sixx	OFF	OFF	OFF	ON	SIT Select
400x/r--x/xxx/xxx	OFF	OFF	ON	OFF	Online Information

x = display number value
* = lamp ON or OFF

Chart 2. Entering SELECT Mode

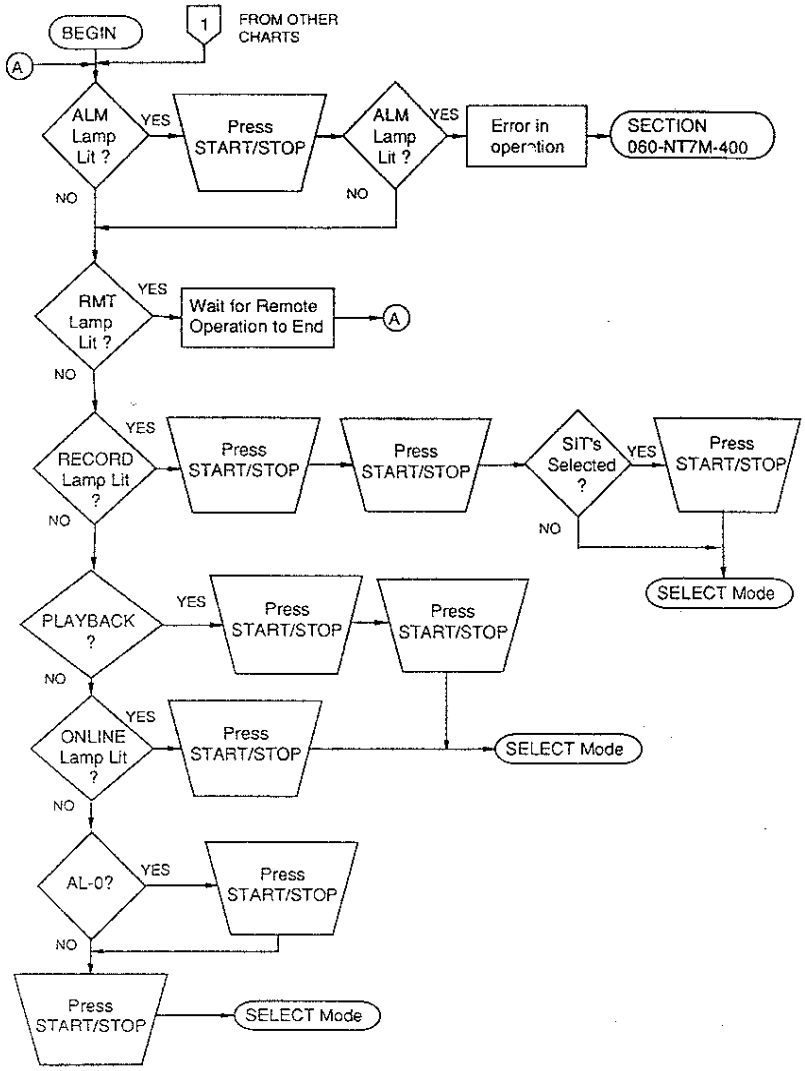
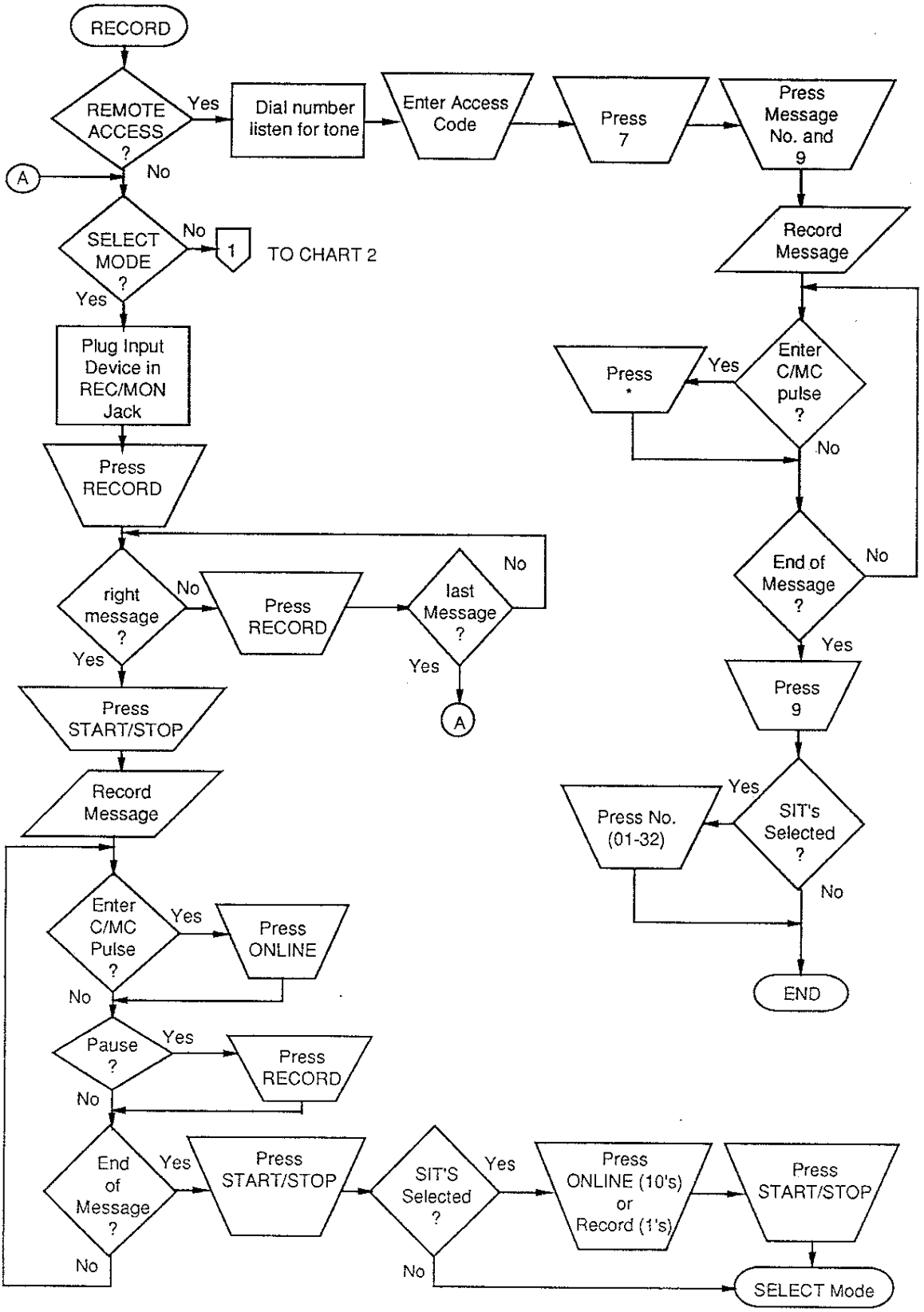


Chart 3. Recording Procedure



MESSAGE PLAYBACK

4.03 Message playback (Chart 4) is useful to check a message previously recorded. The front panel display will provide a time-based countdown of the message length. For audio playback, monitor one of the attached lines or attach a handset to the front panel RJ-7 REC/MON jack.

4.04 To playback a recorded message:

(1) Enter Select Mode.

(2) Press PLAYBACK to enter Pre-Playback Mode (message one).

To advance to other messages:

(2a) Press PLAYBACK. After message four the unit will enter Select Mode.

(3) Press START/STOP. The message will playback, the display will count down.

To stop playback before end of message:

(4) Press START/STOP. The unit enters Select Mode.

Otherwise the message will play to completion and enter Select Mode.

SETTING ONLINE

4.05 The Announcer must be set Online (Chart 5) before a message can be output. Each message is dedicated to one output. Be sure to record each message before setting the Announcer Online. To set the unit Online from Select Mode:

(1) Press ONLINE. The unit will enter Off Mode. OFF is displayed.

(2) Press ONLINE. The unit is now ready. If the unit is wired for continuous operation the message is output.

NOTE: If AL-3 displays, message number one has not been recorded.

SETTING OFFLINE

4.06 In Offline Mode (Chart 6), the Announcer will not accept start signals. However, the unit will operate remotely. To set the unit Offline:

(1) Press START/STOP and ONLINE at the same time. The Announcer will ignore start signals.

(2) Press ONLINE. OFF is displayed and the Announcer is Offline.

4.07 To return to Select Mode from Offline Mode:

(3) Press START/STOP.

MESSAGE ERASE

4.08 To erase a recorded message from Select Mode (Chart 7):

(1) Press RECORD. The Announcer enters Pre-Record Mode.

(2) Press RECORD to select message to erase. After message 4 the unit enters Select Mode.

(3) Press PLAYBACK. The message will erase and the Announcer returns to Select Mode.

CHANGING SIT CODE SELECTION

4.09 Special Information Tone (SIT) codes are a set of three tones which identify common messages at the 32 KHz sampling rate only (Table 2). SIT codes are hardware activated (refer to the installation section). SIT code assignment may be made after recording a message or without recording a message in the SIT Select Mode (Chart 8).

4.10 To change the SIT code just after recording, skip to step 3. Otherwise:

(1) Press RECORD to enter Pre-Record Mode.

(2) Press RECORD to select message.

(3) Press ONLINE to enter SIT Select Mode.

Chart 4. Message Playback

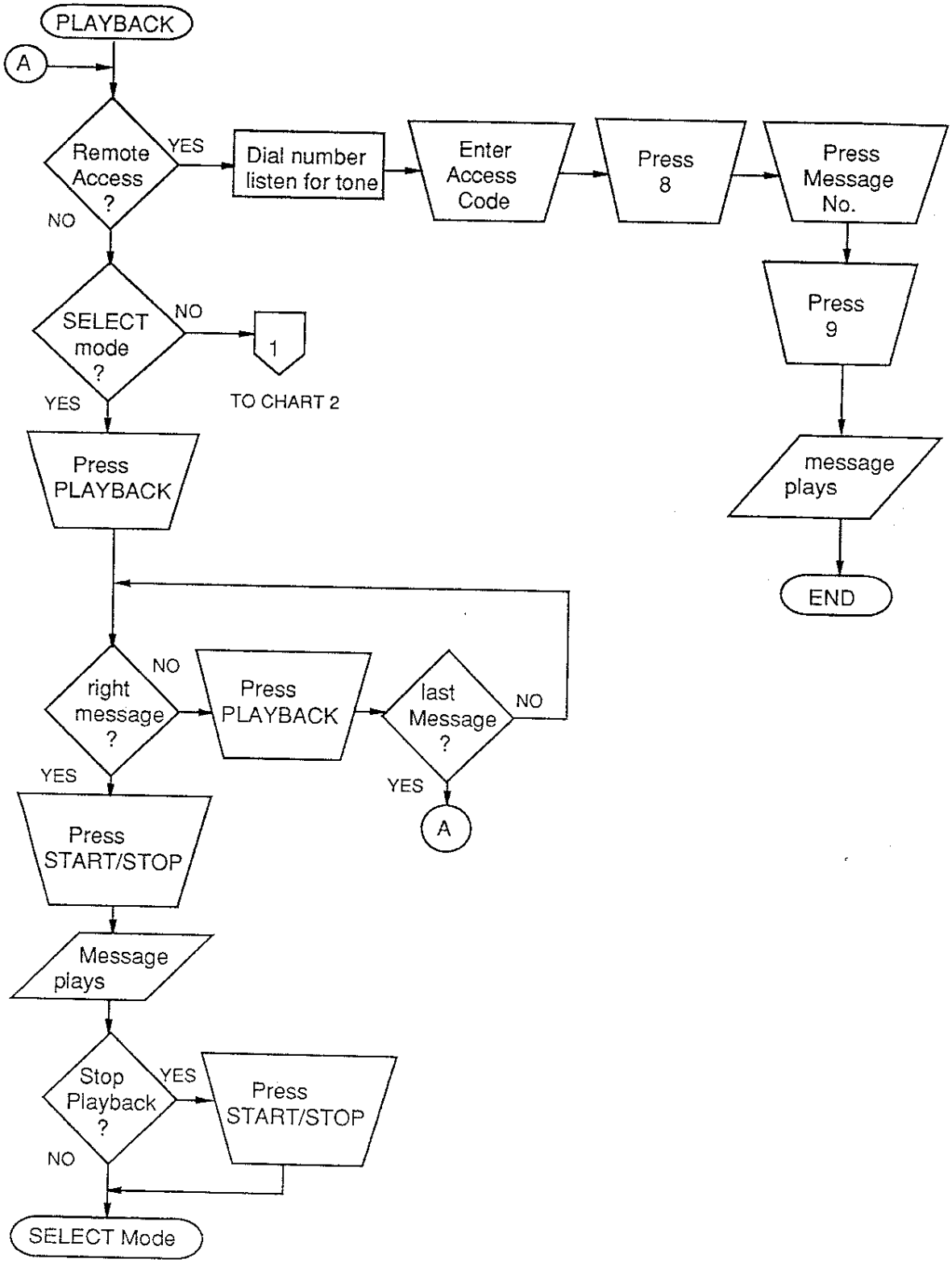


Chart 5. Setting Online

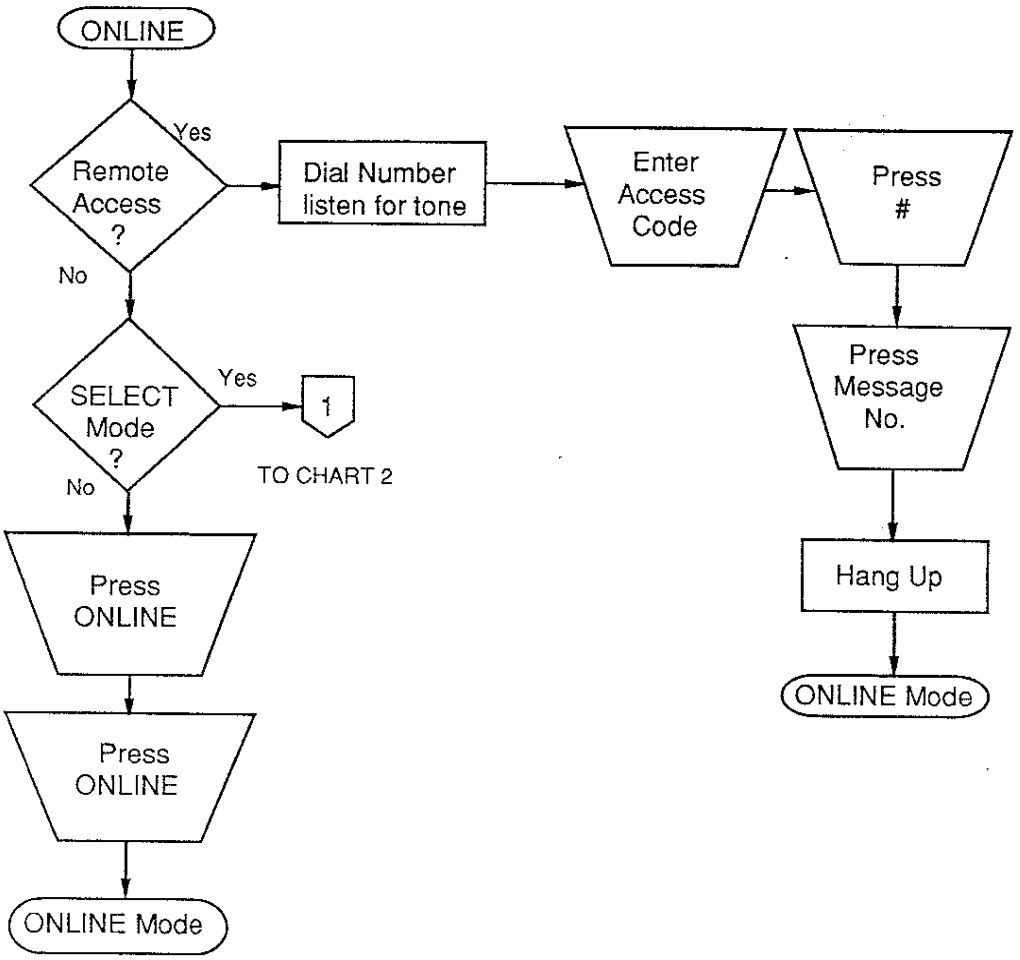


Chart 6. Setting Offline

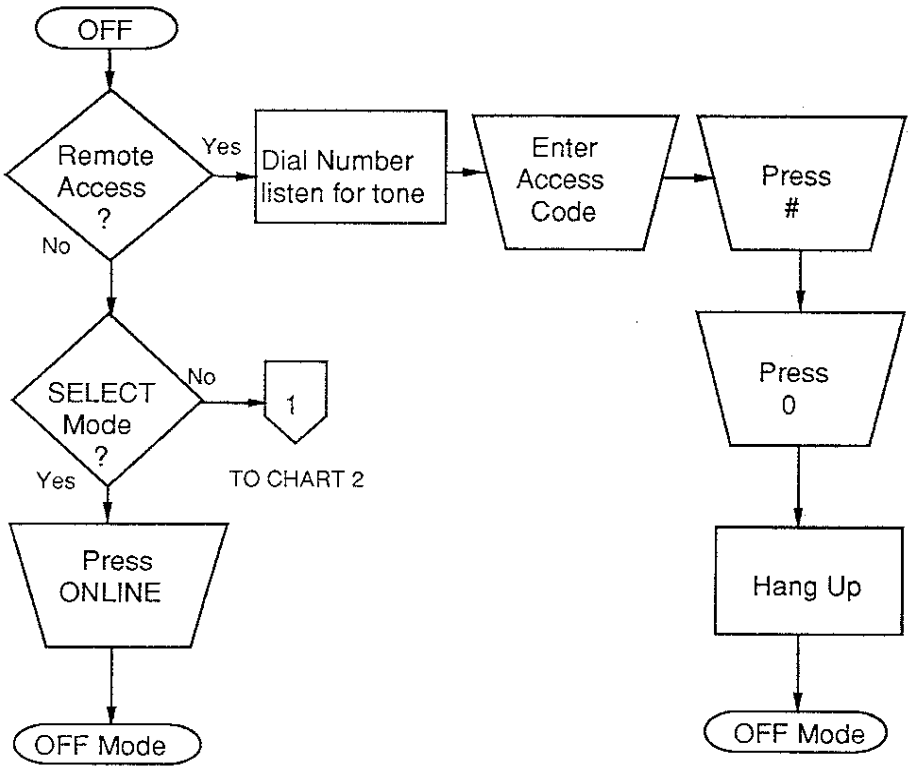


Chart 7. Message Erase

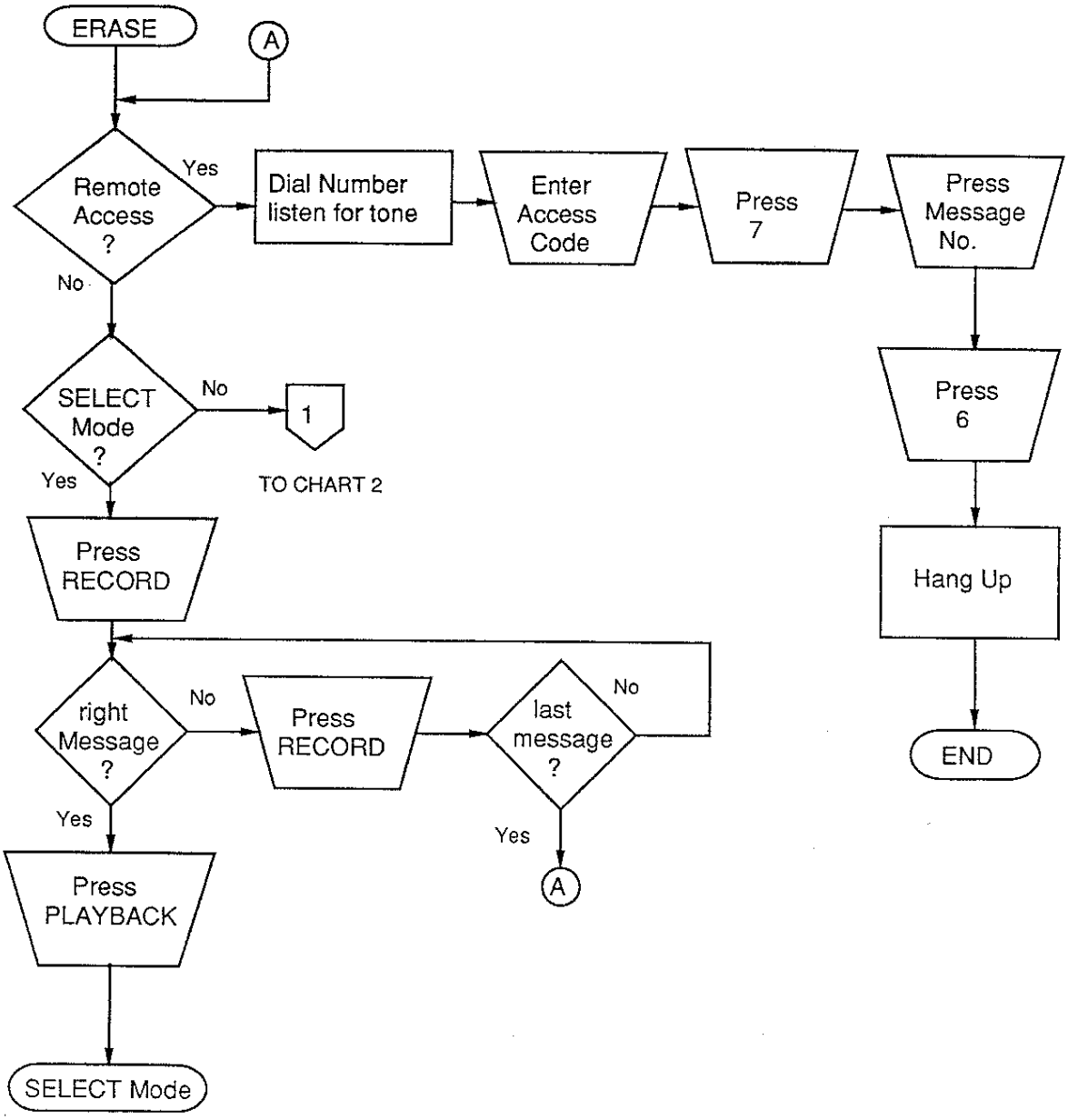


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Chart 8. SIT Selection

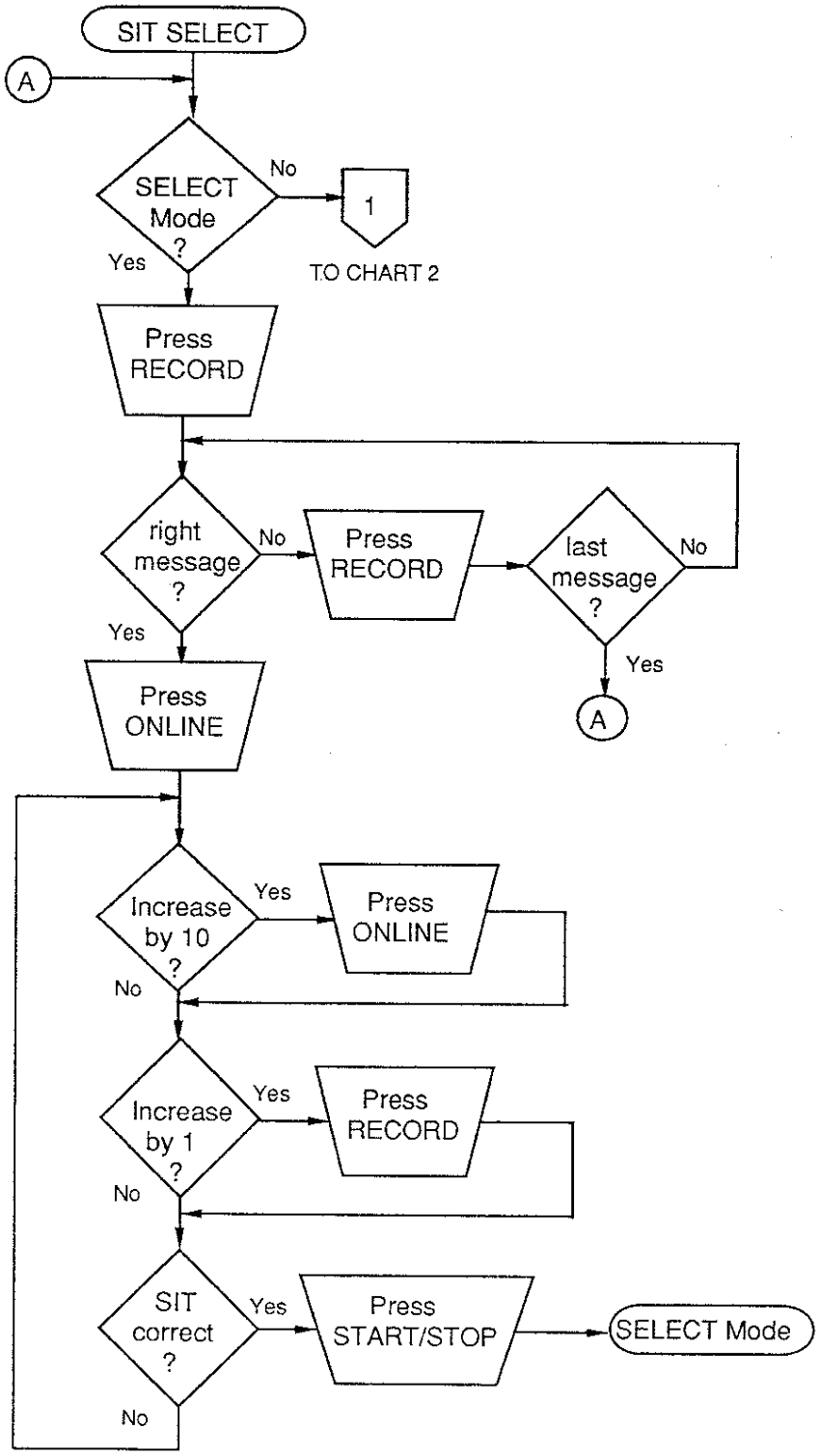

Table 2. SIT Code Characteristics

DISPLAY INDICATION	TONE NO.	SIT FREQUENCIES	TONE DURATION	CODE CATEGORY	TYPICAL VOICE ANNOUNCEMENTS
Si 01	1 2 3	913.8 Hz 1370.6 Hz 1776.7 Hz	274 ms 274 ms 274 ms	(See Note 1)	
Si 02	1 2 3	913.8 Hz 1370.6 Hz 1776.7 Hz	274 ms 274 ms 380 ms	IC (Intercept)	We're sorry; the telephone you are calling from is not in service at this time.
Si 03	1 2 3	913.8 Hz 1370.6 Hz 1776.7 Hz	274 ms 380 ms 274 ms	(See Note 1)	
Si 04	1 2 3	913.8 Hz 1370.6 Hz 1776.7 Hz	274 ms 380 ms 380 ms	(See Note 1)	
Si 05	1 2 3	913.8 Hz 1428.5 Hz 1776.7 Hz	274 ms 274 ms 274 ms	(See Note 1)	
Si 06	1 2 3	913.8 Hz 1428.5 Hz 1776.7 Hz	274 ms 274 ms 380 ms	(See Note 1)	
Si 07	1 2 3	913.8 Hz 1428.5 Hz 1776.7 Hz	274 ms 380 ms 274 ms	(See Note 1)	
Si 08	1 2 3	913.8 Hz 1428.5 Hz 1776.7 Hz	274 ms 380 ms 380 ms	RO' (Reorder)	We're sorry, your call did not go through. Will you please try your call again.
Si 09	1 2 3	913.8 Hz 1370.6 Hz 1776.7 Hz	380 ms 274 ms 274 ms	(See Note 1)	
Si 10	1 2 3	913.8 Hz 1370.6 Hz 1776.7 Hz	380 ms 274 ms 380 ms	(See Note 1)	
Si 11	1 2 3	913.8 Hz 1370.6 Hz 1776.7 Hz	380 ms 380 ms 274 ms	(See Note 1)	
Si 12	1 2 3	913.8 Hz 1370.6 Hz 1776.7 Hz	380 ms 380 ms 380 ms	NC" (No Circuits)	We're sorry; all long distance company circuits are busy now. Will you please try your call again later.
Si 13	1 2 3	913.8 Hz 1428.5 Hz 1776.7 Hz	380 ms 274 ms 274 ms	(See Note 1)	

Table 2. SIT Code Characteristics (contd)

DISPLAY INDICATION	TONE NO.	SIT FREQUENCIES	TONE DURATION	CODE CATEGORY	TYPICAL VOICE ANNOUNCEMENTS
Si 14	1 2 3	913.8 Hz 1428.5 Hz 1776.7 Hz	380 ms 274 ms 380 ms	IO (In-effec-tive Other)	We're sorry; you must first dial a one when calling this number. Will you please hang up and try your call again.
Si 15	1 2 3	913.8 Hz 1428.5 Hz 1776.7 Hz	380 ms 380 ms 274 ms	(See Note 1)	
Si 16	1 2 3	913.8 Hz 1428.5 Hz 1776.7 Hz	380 ms 380 ms 380 ms	(See Note 1)	
Si 17	1 2 3	985.2 Hz 1370.6 Hz 1776.7 Hz	274 ms 274 ms 274 ms	(See Note 1)	
Si 18	1 2 3	985.2 Hz 1370.6 Hz 1776.7 Hz	274 ms 274 ms 380 ms	(See Note 1)	
Si 19	1 2 3	985.2 Hz 1370.6 Hz 1776.7 Hz	274 ms 380 ms 274 ms	(See Note 1)	
Si 20	1 2 3	985.2 Hz 1370.6 Hz 1776.7 Hz	274 ms 380 ms 380 ms	RO" (Reorder)	We're sorry; the long distance company you have selected is unable to complete your call at this time. Please try your call again.
Si 21	1 2 3	985.2 Hz 1428.5 Hz 1776.7 Hz	274 ms 274 ms 274 ms	(See Note 1)	
Si 22	1 2 3	985.2 Hz 1428.5 Hz 1776.7 Hz	274 ms 274 ms 380 ms	(See Note 1)	
Si 23	1 2 3	985.2 Hz 1428.5 Hz 1776.7 Hz	274 ms 380 ms 274 ms	(See Note 1)	
Si 24	1 2 3	985.2 Hz 1428.5 Hz 1776.7 Hz	274 ms 380 ms 380 ms	(See Note 1)	
Si 25	1 2 3	985.2 Hz 1370.6 Hz 1776.7 Hz	380 ms 274 ms 274 ms	(See Note 1)	

Table 2. SIT Code Characteristics (contd)

DISPLAY INDICATION	TONE NO.	SIT FREQUENCIES	TONE DURATION	CODE CATEGORY	TYPICAL VOICE ANNOUNCEMENTS
Si 26	1 2 3	985.2 Hz 1370.6 Hz 1776.7 Hz	380 ms 274 ms 380 ms	VC (Vacant Code)	We're sorry, you have dialed a number that can not be reached from your calling area.
Si 27	1 2 3	985.2 Hz 1370.6 Hz 1776.7 Hz	380 ms 380 ms 274 ms	(See Note 1)	
Si 28	1 2 3	985.2 Hz 1370.6 Hz 1776.7 Hz	380 ms 380 ms 380 ms	(See Note 1)	
Si 29	1 2 3	985.2 Hz 1428.5 Hz 1776.7 Hz	380 ms 274 ms 274 ms	(See Note 1)	
Si 30	1 2 3	985.2 Hz 1428.6 Hz 1776.7 Hz	380 ms 274 ms 380 ms	(See Note 1)	
Si 31	1 2 3	985.2 Hz 1428.5 Hz 1776.7 Hz	380 ms 380 ms 274 ms	(See Note 1)	
Si 32	1 2 3	985.2 Hz 1428.5 Hz 1776.7 Hz	380 ms 380 ms 380 ms	NC" (No Circuits)	We're sorry; all circuits are busy now. Will you please try your call again later.

Notes: 1. Not all of the 32 SIT Codes are assigned at this time.
2. SIT Codes can not be enabled if 22 kHz sampling rate is selected.

The SIT code assigned displays. During selection, the code values will wrap (ie. 31, 32, 01, 02...). To increase the SIT code value by one:

(4a) Press RECORD.

To increase the SIT code value to the next multiple of ten:

(4b) Press ONLINE.

After the SIT code value is correct:

(5) Press START/STOP to enter Select Mode.

PEG COUNT

4.11 The Digital Announcer maintains a running total of the message playback requests. The number of request must be in the range 0 - 999,999. After 999,999 the peg count resets to zero. Pegcount may be displayed. The display flashes for one second to provide maximum Online time. Format for the display is:

CH-1	(Channel Number)
PC02	(First 4 digits)
6234	(Last 4 digits)

This example shows channel 1 having 26,243 request for message playback.

4.12 To view the peg count:

(1) Set Announcer to Online Mode.

(2) Press PLAYBACK. The peg count displays.

(3) Press PLAYBACK to view pegcount for next message.

(3) Press START/STOP. The unit enters Memory Scan Mode.

DISPLAY VERSION INFORMATION

4.13 Version Information is helpful when obtaining product support. A 16 character number provides program release information. The display shows four characters at a time. Format for a typical display of this information is:

2003	(Part Number)
r- 2	(Revision Level)
6Ab3	(Check Sum, hex)
0821	(Assembly Code)

4.14 To obtain version information from Select Mode:

(1) Press START/STOP.

Version information will display. The Announcer remains in Select Mode.

5. REMOTE OPERATION

5.01 Remote operation requires the Digital Announcer has a remote access option, is powered ON and is in a mode which allows remote access. The modes are: AL-0, Offline, Select and Online.

5.02 Remote access can only take place from a DTMF telephone (Touch-Tone, Digi-Tone, NT2500 or equivalent). The Remote Access option must have a telephone line attached.

5.03 The telephone keypad is used to operate (program) the Announcer during remote access. Telephone keypad controls are listed in Table 3.

GAINING ACCESS

5.04 Dial the appropriate phone number. The Announcer will answer within three rings if it is available. Remote operation cannot take place until Ring trip sequences are complete. If Ring Trip is active the message will function followed by a beep (indicating it is ready). If the Ring Trip is inactive, the beep is followed by no sound. In either case, after the Beep:

(1) Enter access code (default=967).

The Announcer will respond with a set of beeps followed by a pause. The Announcer will indicate the mode:

Two Beeps - Online Mode.

Three Beeps - Offline Mode.

The Announcer is now ready for remote operation. Perform the desired function.

Table 3. Digital Announcer Telephone Keypad Functions

KEY	FUNCTION	DESCRIPTION
1	Channel One Message	Used to select the first channel of an Announcer with more than one audio output and more than one message. Not used for Digital Announcers with only one channel.
ABC 2	Channel Two Message	Used to select the second channel of an Announcer with more than one audio output and more than one message. Not used for Digital Announcers with only one channel.
DEF 3	Channel Three Message	Used to select the third channel of an Announcer with more than one audio output and more than one message. Not used for Digital Announcers with only one channel.
GHI 4	Channel Four Message	Used to select the fourth channel of an Announcer with more than one audio output and more than one message. Not used for Digital Announcers with only one channel.
JKL 5	Outgoing Message Cancel	Used to immediately stop any outgoing audio message. This will kill all audio outputs simultaneously (a disconnect results if Ring Trip circuits are in use; other listeners will hear silence).
MNO 6	Change Access Code	Used to enter new access code number (any three digits 0-9, *, or # may be used in any order). Default access code is always 967. BE SURE TO WRITE DOWN NEW CODES. 6 is also used to erase.
PRS 7	Record New Message	Used to record a new message from a remote telephone (message length cannot exceed the maximum capacity of the Digital Announcer). Rerecording completely eliminates any previous message.
TUV 8	Playback Present Messages	Used to listen to the present message (may be used as many times as necessary, since the message length or content are not altered by playback). This will be exactly as the customers hear it.
WXY 9	Start or Stop	Used with erase, record, or playback functions above; press this button once to initiate any selection; press the 9 button again to terminate this selection.
*	Extra C/MC Pulses	Used during recording to add up to twenty additional C/MC relay operations between beginning-of-message and end-of message pulses. Also used with 6 button to program in a new security access code.
0	Reset Announcer Mode	Used to immediately terminate any function and clear the Digital Announcer for disconnect in 20 seconds if no new function has been selected. Reset is not possible during SIT Code selection.
#	ON or OFF LINE Service	Used to remove an Announcer from active service (ON LINE status). This can be used to temporarily block incoming message requests. # may also be used as a valid digit in the security access code.

REMOTE HALT/RESET

5.05 If the Announcer is online and active, it will have to be halted to permit remote operation. When halted, if no command is received in 20 seconds, the line will disconnect. To halt operation for remote operation:

(a) Press 0 to reset the Announcer.

(b) Press 5 to halt the message.

REMOTE MODE SETTING

5.06 After remote access operation, the Announcer may be set to either Online or Offline Mode. To select Online:

(1a) Press #1 on the telephone keypad.

To select Offline Mode:

(1b) Press #0 on the telephone keypad.

REMOTE RECORD

5.07 Remote Access recording is similar to local recording. The steps are the same but the telephone keypad is used. The Remote Record feature must be installed to permit this operation.

NOTE: Electrically or mechanically generated dial pulses will not operate the Announcer remotely.

5.08 To record a message from a remote location while the Announcer is in Offline Mode:

(1) Press 7 to enter Pre-Record Mode.

NOTE: To avoid gaps in the message, have recording material ready. The next step will begin recording.

(2) Press 9.

To enter auxiliary control (C/MC) pulses:

(3a) Press * at the appropriate time. (a non-recorded tone will respond).

When available memory time is exhausted, recording will end. To end recording before end of message time:

(3b) Press 9.

If a SIT code is required a single beep will be heard. To enter a SIT code:

(3a) Press appropriate number(s) on keypad (01 - 32). The Announcer will respond with prompt beeps.

MESSAGE PLAYBACK

5.09 This option is useful to test the messages on the machine. To hear a message recorded on the Announcer:

(1) Press 89,

The message will play. To abort the message playback:

(2) Press 9.

After the end of the message or message abort, the Announcer will respond with prompt beeps.

CHANGING ACCESS CODE

5.10 The access Code for the Digital Announcer is provided to prevent unauthorized access to the Announcer. The access code is set at the factory to 967. Any three telephone keypad characters may be used as part of the security access code. Any number 000 to 999 with an "*" and/or a "#" in any location is an acceptable access code. To change the access code, gain access and:

(1) Press 6*xxx (xxx is the new code).

If an access code is forgotten or misplaced, it can be reset to the factory preset. Since power is removed for some time, this procedure will require re-

recording the message. To recover from a lost or unknown access code:

(1) Remove all power from the Announcer (including battery backup).

(2) Wait several minutes. The access code will reset to 967.

The code may then be changed remotely using the procedure just described.

TERMINATING REMOTE ACCESS

5.11 Twenty seconds after line disconnect (hang up) the Announcer will return to normal operation or the operation selected remotely.

6. OPTIONS AND CONTROL SIGNALS

MESSAGE START OPTIONS

6.01 The Digital Announcer may be set to playback messages three different ways. The playback activity is control by CPC rear panel switch settings. Start signals are provided by telephone lines in Ring Trip applications. This information is covered in greater detail in the Installation Section (060-NT7M-200) and the Maintenance Section (060-NT7M-400).

MESSAGE LENGTH OPTIONS

6.02 Message length is determined by the amount of memory in the system and the sampling rate. Message length is discussed in greater detail in the Installation and Maintenance Sections (060-NT7M-200 and 060-NT7M-400).

AUXILIARY C/MC PULSES

6.03 Auxiliary control pulses are used to coordinate the operation of the Announcer with other equipment. Examples include: start another Announcer (bi-lingual announcements), switch on internal PBX switching (dialing extensions directly during welcome message), switch on activity of another machine which monitor Announcer activity, etc.

6.04 The Digital Announcer provides for up to 20 auxiliary pulses. These pulses may be either momentary or interim depending on the equipment being controlled. The activity of the C/MC pulses is discussed in greater detail in the Installation and Maintenance sections (060-NT7M-200 and 060-NT7M-400).

BUSY (BY/MBY) SIGNAL

6.05 The busy signal is a relay which signals the activity of the Announcer to external equipment. If external equipment needs signals from the Announcer when it is busy or idle, the BY/MBY relay will provide these signals. This relay is discussed in greater detail in the Installation and Maintenance Sections (060-NT7M-200 and 060-NT7M-400).

ALARM (ALM) SIGNAL

6.06 The ALM signal is encountered when an error or fault in operation has occurred. Re-recording the message remotely may clear some alarms. If remote access is not possible, the alarm must be cleared from the Control Processor Chassis front panel. To clear an Alarm:

(1) Press START/STOP.

NOTE: Alarm conditions may indicate a corrupted message. Review the message(s) to assure proper operation.

6.07 Activity of the Alarm Signal is discussed in greater detail in the Installation and Maintenance Sections (060-NT7M-200 and 060-NT7M-400).

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*** NOTES PAGE ***

PRODUCT WARRANTY

The Digital Announcer is covered by the following manufacturer's limited warranty:

The Cook Division of Northern Telecom warrants that the products purchased shall, under normal use and service, be free from defective material and faulty workmanship for a period of twelve (12) months from the date of shipment. Northern Telecom's sole obligation, and the Buyer's exclusive remedy under this warranty shall be limited to (at Northern Telecom's option) repair or replacement (on an exchange basis) of the defective product. Such obligation and remedy is conditioned upon (a) Northern Telecom receiving written notice of the defect within the specified warranty period; (b) Buyer receiving authorization from the manufacturer for the return of the defective product, (c) Buyer, at its own expense, returning the product to Northern Telecom, (d) the product not having been altered or repaired by any party other than Northern Telecom, (e) the defect not being the result of mishandling, abuse, misuse, improper storage, installation, maintenance, or operation by other than Northern Telecom (including use in conjunction with equipment which is electrically or mechanically incompatible); and (f) the product not having been damaged by fire, power failure, explosion, Act of God, or any other similar act or occurrence not attributable to Northern Telecom. The repair or replacement of any defective product shall not extend the applicable warranty period.

THE WARRANTY AND REMEDY SET FORTH ABOVE SHALL CONSTITUTE NORTHERN TELECOM'S ONLY WARRANTY WITH RESPECT TO THE PRODUCT AND BUYER'S EXCLUSIVE REMEDY IN THE EVENT SUCH WARRANTY IS BREACHED, AND SHALL BE IN LIEU OF ALL OTHER WARRANTIES, WRITTEN OR ORAL, STATUTORY, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION THE WARRANTY OF MERCHANTABILITY AND THE WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE. NORTHERN TELECOM SHALL NOT BE LIABLE FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY NATURE WHATSOEVER BEFORE OR AFTER SHIPMENT OF ANY PRODUCTS.

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