

MONEYMATE

Operating Instructions/User Guide



British
TELECOM INPHONE™



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Introduction

MoneyMate is a fully self contained unit which is connected simply by plugging it into a British Telecom telephone socket.

Designed for use in supervised sheltered areas, it is not recommended for locations where there is a risk of vandalism or theft.

This handbook gives sufficient information for you to use the payphone and carry out routine maintenance. It also gives complete step by step instructions for programming the payphone should you wish to alter any of the preset charging information. If you need any further assistance please contact your local British Telecom Sales office.

The British Telecom Installation Engineer will have installed the MoneyMate and left it programmed for use and handed over two keys.

The following describes the main features of the MoneyMate:

The Display

999

The display is used to present one of the following prompts –

TIME eg	2:15 ^{PM}	Displayed in the Payphone mode (with Button A pressed/or shortly after an incoming call is received).
COIN RECORD eg	20	Displayed in the Owner mode with Button A pressed. Shows how many coins are currently in the cash box.
MINIMUM FEE eg	10p	Displayed in the Payphone mode it flashes to instruct the user to insert money equal to or in excess of the sum displayed.
INSTRUCTS USER TO DIAL REQUIRED NUMBER	DIAL	Displayed in the Payphone mode after the minimum fee has been accepted.
	→	Displayed in the Payphone mode (flashes as a reminder to press Button A when the call is answered).
	999	Displayed when used for emergencies or to display that the payphone is faulty or full.

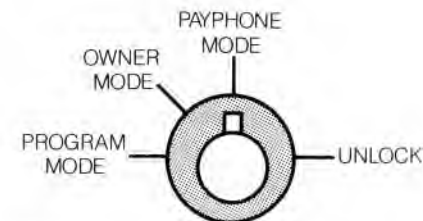
During programming the display will assist you by acting as an indicator of the information you are entering.

Button A

Button A should be pressed when the call has been answered.

Depending on the type of telephone exchange you are connected to MoneyMate may cash coins automatically when a call is answered, without the need to press Button A.

Keyswitch



Operated by a key this switch sets the mode of operation for the MoneyMate. The key can only be removed in the Payphone position.

IMPORTANT

You should keep a record of the Key Number and keep the spare key in a safe place.

If you lose your keys, contact your local British Telecom Sales Office and quote the key number. Replacements will be provided at a standard charge. If you are unable to quote the key number it may be necessary to replace the lock for which an additional charge will be made.

The Keypad

The push button keypad is used to "dial" the number required. It is also used to program the MoneyMate (see section on programming).

Coin Handling System

Insertion of coins requires no force and the MoneyMate can accept 5p, 10p, 20p and 50p coins (any other coins inserted will be refunded).

Up to 3 coins can be inserted at any time. These are held in a temporary coin store and are cashed in the order they were inserted as the call proceeds. Further coins can then be added.

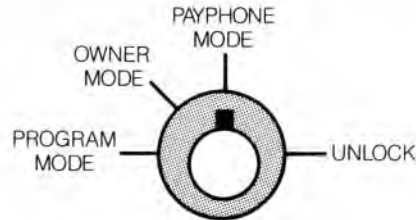
Coins not used are returned via the refund cup.

Only wholly unused coins are returned.

Making and Receiving Calls

In Payphone Mode

Set the Keyswitch to the Payphone Mode.



Making Calls

- Lift the handset. After a short delay the display window will “flash” the minimum fee

eg 10p

- If the display shows 999 there is a fault. Emergency (999) calls can still be made. Fault conditions are listed on page 21

In the handset, as well as the usual dial tone you can hear Payphone Identification tone (beep boop beep boop). This is to warn the operator not to allow reverse charge calls to the Moneymate.

- Insert at least the minimum fee (using 5p, 10p, 20p or 50p coins). The display will stop flashing and will show:

DIAL

- Dial the number you require.

If your coins are returned the number you dialled is a barred number.

- As you start dialling the display window goes blank and then a little later a flashing arrow is shown to remind you that Button A must be pressed when your call is answered.
- When your call is answered press Button A and you will be connected. The display window shows (in seconds) how much time you have for the money inserted.
- If you do not get an answer, replace the handset and your money will be refunded.

If you wait too long for an answer the call will be cleared and your money will automatically be refunded. The display returns to minimum fee.

- When the displayed time has run down to within 10 seconds of that paid for, pay pips (beep, beep, beep, beep, beep) will be heard. More coins can be inserted and the display will show the new amount of time paid for.

If no coins are entered the call will be cut off when time expiry is reached.

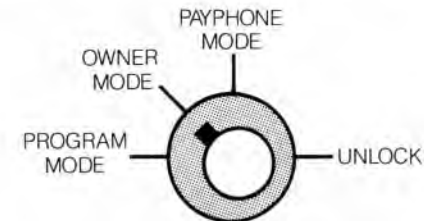
- Any whole coins inserted that have not been used will be refunded when the handset is replaced.

Receiving Calls

- When Moneymate rings, just pick up the handset and answer the call as you would on an ordinary telephone, the only difference is that Moneymate gives Payphone Identification tone (beep boop beep boop) for 10 seconds.
- The display will flash the minimum fee (eg 10p) for thirty seconds then show the Time of Day.

In Owner Mode

With the Keyswitch set to the OWNER MODE the Moneymate works just like an ordinary telephone. There is no need to insert coins.



The key cannot be removed in OWNER mode.

Making Calls

- When a call is made the display will show the Time of Day.
- You may wish to let someone use the Payphone without paying for the call.
You can do this simply by turning the keyswitch to OWNER MODE, lifting the handset and then resetting the keyswitch to the PAYPHONE MODE and removing the key.
- The payphone will remain in Owner Mode until the call is terminated.

Receiving Calls


- This is done *exactly* as on an ordinary telephone.

Checking Takings

- When the handset is on the rest the display is normally blank. However, in Owner Mode if Button A is pressed the display will show the number of coins collected since the Payphone case was last opened, followed by a pause and then the total since installation.

Cashbox Full Warning

- If there are 200 coins in the cash box a "Full" warning will show on the display when the handset is lifted in owner mode.

eg 

Battery low warning

- When the batteries are running low, the battery low symbol will be displayed whenever the handset is lifted off its rest.

eg 

The batteries should then be changed as soon as possible within the next two weeks.

General Notes

Free Calls

Certain National codes can be programmed as NON-CHARGEABLE and as such no coins need to be inserted to make a call.

Although the user receives a flashing display of the minimum fee required when the handset is lifted, the display is blanked immediately the first digit is dialled.

Emergency Calls (999)

No coins are required to use the Moneymate for Emergency (999) calls.

Service Calls

The Payphone can be programmed to provide up to 4 codes starting with the digit 1 eg. Service Calls such as 192 (Directory Enquiries). These codes may be programmed as free or chargeable – See Section on Programming.

Calls to 10 Anything cannot be programmed. eg the 100 Operator Service. These numbers are automatically barred in payphone mode.

Programming Moneymate

Preparing to program













- Before programming the Moneymate, it is important that you read the information contained in the current British Telecom leaflet "Recommended Charges from Moneymate Payphone" supplied with your Moneymate. Extra copies are available from your local British Telecom Sales Office.

Moneymate is preset by British Telecom according to the charge information contained in this leaflet. The charges shown in this booklet are examples and may not represent current charges. The current charges are shown in the "Recommended Charges from Moneymate Payphone" leaflet.

Programming is carried out in simple step-by-step stages using the programming template to be found inside the front case of the Moneymate.

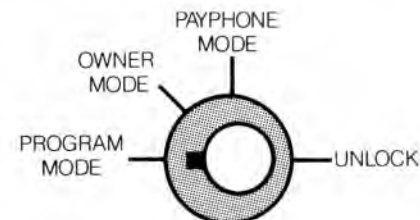
After removing the template close the case.

Place the programming template over the keypad.

MONEYMATE PROGRAMMING TEMPLATE			KEY FUNCTIONS
REFER TO HANDBOOK			
			1 Program local, national & Eire
			2 Program international
			3 Time
			4 Day
			5 PABX
			6 1XX codes Time bands
			7 Ringing time limit
			8 Code International/00X
			9 Review national
			0 Code national

Replace template in case

Set the keyswitch to program mode and leave the handset on the handset rest.



The British Telecom engineer will have carried out all the programming essential for using the Moneymate. However there will be occasions when the programmed information may need to be amended and this Section explains the actions required.

The following instructions show the key press sequences together with the relevant displays. During programming the display changes whenever a key is pressed, showing that the keystroke has been recorded. There is therefore an easy check on whether or not the programming is being correctly carried out.

After each step of information is keyed in, pressing the ENTER key records that information and prepares the memory unit to accept the next step.

CORRECTING ERRORS

If you make a mistake when programming a facility you can

either – Keep pressing the 0 button until the display window shows 1 or 4 zeros and then re-enter the information

or – Press Button A to cancel the routine and start again.

Remember, no damage can occur to the Payphone if a programming mistake is made.

ENTERING TIME AND DAY

- Fit the Template over the Keypad.
- Set the Keyswitch to PROGRAM MODE.
- Leave the Handset on the Handset Rest.
- Press Button No. 3 marked FREE/C on the template.
- Enter the actual TIME OF DAY (12 Hour clock format) by pressing the appropriate buttons.

eg 130_{PM}

There is no flashing colon when programming the time. AM or PM can be selected by pressing the blank button to the left of the zero.

- Press the ENTER Button.
- Press Button No. 4 and the display will show the Day of the Week.

eg 0 1

for Monday

- Enter the DAY OF THE WEEK by pressing the appropriate button.

MONDAY	= 1	FRIDAY	= 5
TUESDAY	= 2	SATURDAY	= 6
WEDNESDAY	= 3	SUNDAY	= 7
THURSDAY	= 4	PERMANENT WEEKDAYS	= 0

(ie no Saturday or Sunday cheap rates)

- Press the ENTER Button, the display will then return to showing the time of day.

MINIMUM CHARGE AND UNIT CHARGE

- With the Handset on the rest and the Keyswitch set to PROGRAM MODE fit the template over the keypad and proceed as follows:


Whether or not a new value has been entered in, when 'ENTER' is pressed the program moves on to the next step.

- Press Button No.1 (marked Cheap/A on the template) and check that the display shows the MINIMUM CHARGE.

eg 

- This shows the minimum amount of money that must be inserted before a chargeable call can be initiated and covers the charge for the first unit of time.
- To change this figure – enter two digits for the new value required (1-99). Then, press the ENTER button.

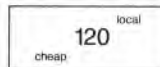
The display will now show the UNIT CHARGE

eg 

- This shows that each unit after the first will be charged at 10p. To change this value, enter up to three digits for the new value.

The decimal point is fixed and does not need to be entered.

- Press the ENTER button, the display now shows:




If this is all you wish to program press Button A and the display will return to showing the time of day.

If you wish to program time unit information do not press Button A and proceed to page 13.

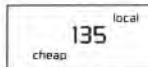
LOCAL, NATIONAL, IRISH REPUBLIC AND INTERNATIONAL TIME UNIT INFORMATION i.e. The call time allowed for one Charge Unit.

- With the Handset on the rest and the keyswitch set to PROGRAM MODE fit the template over the keypad and proceed as follows:
- Press Button No.1 (marked Cheap/A on the template) and the display will show the minimum charge.
- Press ENTER twice, the display will show the TIME BANDS/CHARGE BANDS

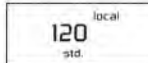
eg 

This shows 120 seconds is allowed for each unit for Local calls made during the cheap period.

- To alter this figure, press the buttons for a new value (in the range 1-999) eg 135 and the display will now show:



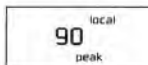
- Press the ENTER button.
- The display will now show the time (in seconds) given for each unit for local calls made during the standard period.

eg 

To change this figure press the buttons for a new value (in the range 1-999).

NOTE: Standard and peak rates only apply on days 1-5 (Mon-Friday). Days 6 & 7 (weekends) are cheap throughout, unless Day 0 facility is used.

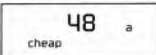
- Press the ENTER Button and the display will show the Local Peak value.

eg 

This represents 90 seconds per unit for a Local call made during the Peak period.

To alter this figure press the buttons for a new value (1-999).

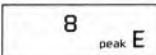
- Press the ENTER button and the display will show the 'a' rate cheap period value.

eg 

This represents a time of 48 seconds for an 'a' rate call during the cheap period. To alter this figure press the buttons for a new value (1-999)

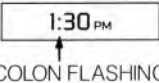
Press the ENTER button.

- The above step can be repeated for the remaining 'a' rate settings (standard and peak) and for the b, b1 and Irish Republic rate settings, up to the point where the display window shows:

eg 

This represents a time of 8 seconds for a call to the Irish Republic during the Peak period and can be altered by pressing the buttons for a new value.

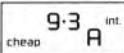
Press the ENTER button and the display will now show the time of day.

eg 

The Time periods are now programmed and the display has returned to show the time of day.

International Time Units is the call time allowed for one charge unit.

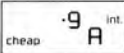
- Pressing Button 2 gives access to the various additional items required for International calls.
- The display will show:



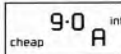
This represents the amount of time for Band A calls during the Cheap Period.

To change this value press the buttons for the new value (1.0 to 99.9)
eg To change to 9 seconds

- Press Button 9 and the display will now show:




- Press the '0' Button to get the decimal point in the right position.

eg 

- Press 'ENTER'. The value of 9.0 seconds is now stored and the sequence proceeds to Band A Standard Rate.

The display shows



- Continue the sequence for Cheap and Standard for Band B (Band C is an exception in that it also has a peak rate the other International charge bands treat the peak time period as standard). Bands D-G then complete the sequence with Cheap and Standard Time Bands and the display returns to the Time of Day.

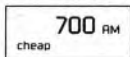
eg 

CHARGE RATE PERIODS i.e. the times when Cheap, Standard and Peak Rates apply

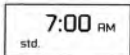
- With the Handset on its rest and the Keyswitch set to PROGRAM MODE, fit the template over the keypad and proceed as follows:
- Press Button No.6 and press ENTER eight times to select the Charge Rate Periods sequence.
- Display shows:



- Press ENTER until the hour to be changed appears on the display.
- For example, if the Standard National Rate is moved to 7:00am then press ENTER seven times and the display will show



- Press Button No.4 (marked STD/D on the template) and the display will show



This programmes 7:00 am as Standard Rate.

- Further charge rates periods may be amended in the same way by continuing to press ENTER until the required time to be altered is reached.
- Press Button A to exit from the sequence (the display will then show the TIME OF DAY).
- When ENTER is pressed the display shows the next hour of the day. By continuing to press ENTER the display steps through each hour of the day for first, the National Charge Rate Periods and then the International Charge Rate Periods.

FREE AND BARRED CALLS

Any National Dialling Code can be programmed as FREE or BARRED.

For example to make calls to 0800 free:

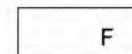
- Press the 0 button

Display shows



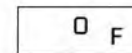
- Press button 3 (free)

Display shows



- Press enter

Display shows



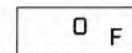
- Press 800

Display shows



- Press Enter

Display shows



Further free codes can then be entered if required. If no more codes are required to be entered Press Button A.

- Codes can be programmed as Barred employing the above procedure using button 9 (barred) instead of button 3 (free).

SERVICE CODES (142, 192, etc).

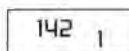
- It is possible to enter up to 4 three digit codes (eg 142, 192) into the memory of the Moneymate.

The Moneymate is provided for you with codes 142 and 192 already programmed. The programming is such that these two codes can be dialled free.

- There is space to enter two further codes. In addition you may wish to change the 142 and 192 codes to other codes, or make the telephone user pay for such calls.

To alter or enter service codes, turn the key to program mode, fit the template over the keypad and proceed as follows:

- Press button 6, the display shows



The 1 in the bottom right hand corner indicates that '142' is the first of the four codes which it is possible to store in the memory of the Moneymate.

- If you wish to change this code to another code just key the last two digits of the new code you wish to enter. Press the ENTER button.
- The display will show the new codes entered with the letter in the bottom right hand corner denoting how much the user will have to pay for dialling this code. eg an F indicates that this particular code can be dialled free.
- To change the rate at which calls to that code are charged press the buttons with the charge on it that you choose, eg local, a, b, b1 Irish Republic, Barred or Free (refer to template).
- The display will change accordingly.
- Press ENTER – Moneymate will now be programmed to charge for any calls to this number at your chosen charge rate and the next code will be shown.

Follow the steps above to enter or alter the next code.

Continuous pressing of the enter buttons enables you to review all the Service codes.

- When you get to a display that appears to have nothing to do with the Service codes merely press Button A and then re-enter the Service program routine by pressing Button No.6.

Remember, although 100 may appear on the screen as a code it is impossible to programme this into Moneymate. Similarly you cannot programme 10 anything (eg 108, 109) into the Moneymate. These calls are automatically barred by the payphone.

100 can be dialled only when the Moneymate is in owner mode.

PROGRAMMING NATIONAL DIALLING CODES

In order to assess correctly the call time allowed for each coin inserted Moneymate needs to know whether the call being made is 'local' 'a' 'b', 'b1' etc.

It is accordingly pre-programmed to recognise that all dialled codes and numbers beginning with 2, 3, 4, 5, 6, 7, 8 or 9 will be local calls, and that those beginning with 0 are 'b' rate.

There are very few exceptions to this pre-programmed code recognition and these are given on the list of dialling codes provided with your Moneymate. Extra copies can be obtained from your local British Telecom Sales Office.

The British Telecom Installation Engineer will have programmed your Moneymate with all the necessary local exception codes for your area. If you want to change or review any codes carry out the following procedure:

To enter an Exception Code.

- With the Handset on its rest and the Keyswitch set to PROGRAM MODE fit the template over the keypad.

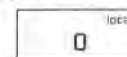
- Press Button No.0, the display shows



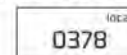
- Press Button No.2, 5 or 0 depending on whether you wish to enter local, 'a' rate or 'b1' rate exception codes eg by pressing Button 2 (marked local/B on the template) the local rate is selected and the display shows



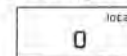
- Press ENTER, the display shows



- Enter the three digits after the 0 of the first exception code you wish to input eg for 0378 press buttons 3, 7 and 8. The display shows



- Press ENTER, Moneymate now recognises that all dialled numbers beginning with 0378 should be charged at the local rate. The display shows



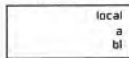
- Repeat this routine to enter any other exception codes. To exit from this routine press the ENTER button when there is a zero on the display or press Button A. The display will then return to showing the time of day.

Reviewing Codes

Turn the keyswitch to Program Mode.

By pressing Button 9 a review of the Codes that have been entered can be carried out.

When this button is pressed the display shows:



This indicates that you should now input which charge band codes are to be reviewed. 'Local' 'a', 'b1', 'E' (Irish Republic), 'B' (barred), or 'F' (free) will be displayed according to which charge band is selected.

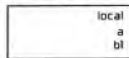
ENTER should then be pressed and each National code that has been assigned the chosen charge band will be displayed for 5 seconds. If you wish to view the next code before the 5 seconds has elapsed press ENTER.

The review can be terminated at any time by pressing button A. At the end of the review the Time of Day is displayed.

CELLULAR RADIO SERVICES

To programme 0860 and 0836 (Cellular Radio service codes) at Irish Republic rate (the rate applicable to these services at November 1985) proceed as follows.

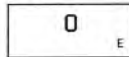
Press Button No.0, the display shows



Press Button No.6 (marked Eire/F on the template), the display will show



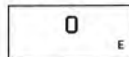
Press ENTER, the display shows



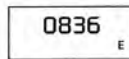
Press 860, the display shows



Press ENTER, the display shows



Press 836, the display shows



Press ENTER and continue entering codes in the same way, remembering to omit the leading zero. After the last code is displayed press ENTER twice. The display will then show the time of day.

005, 006 & 007 CODES

The above codes are pre-programmed to be charged at the following rates:

- 005 'a' rate
- 006 'b' rate
- 007 Irish Republic rate

These codes are often used for Premium Rate Local Services such as listening to jokes, listening to music.

You may wish to stop Moneymate users making calls to numbers beginning with these codes or else you may wish to charge them differently for calls to these numbers.

To change the charge rates which these codes are set to use the same procedure as described under CELLULAR RADIO SERVICES.

Looking after Moneymate

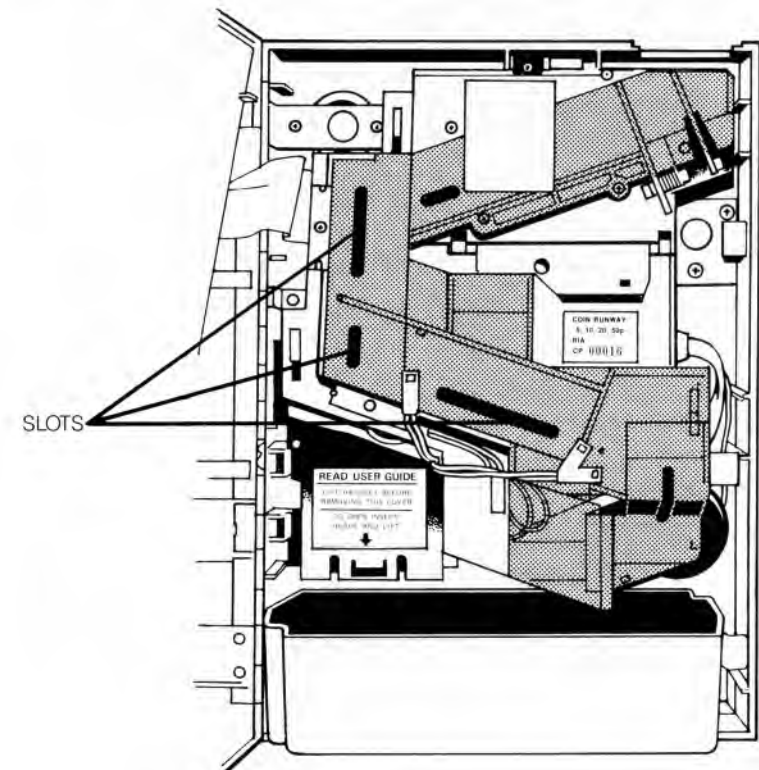
HOW LONG THE PHONE RINGS WHEN A NUMBER IS CALLED

- Turn the keyswitch to program mode.
- As a safeguard against the use of Moneymate to listen to chargeable recorded messages eg the speaking clock, (for which under certain circumstances no coins may be cashed by the Moneymate although the call will be charged for by British Telecom) and against the possibility of other mischievous misuse, Moneymate is pre-programmed to ring a called number for 45 seconds and then to automatically cut off if Button A has not been pressed. This 45 second period can be programmed to any other length of time between 10 and 99 seconds.
- By pressing Button 7, the programmed length of time in seconds will be displayed.
- To change the length of time carry out the following:

Once you have pressed Button 7 note the display shows the time. Press the time required eg 50 and the ENTER Button. Moneymate is now programmed for 50 seconds. To check this, press Button 7 again. The display should show 50 seconds.

ROUTINE CARE

- The plastic parts of the Moneymate can be kept clean by wiping with a damp cloth. Do not use a grease solvent or an abrasive cleaner.
 - Ensure that the internal coin feed chute is free from obstruction.
 - No attempt should be made to dismantle the coin runways.
 - The coin mechanisms do not need lubrication, but should a coin 'jam' occur in the coin channel, refund chute or box, it can usually be cleared by the owner. It is recommended that care should be taken to avoid damage to the electronic components.
- Slots in the clear runways are provided to assist in the removal of debris.



FAULTS

Should something go wrong with the Moneymate the display will automatically show

999

This indicates that emergency and free calls can still be made in the Payphone mode.

CLEARING FAULTS

Most faults on the Moneymate can be readily identified and quickly rectified.

The table below gives typical faults which can easily be cleared by the owner of Moneymate.

Fault	Action
Cash Box Full	Open Payphone case and empty cash box.
Coins or debris blocking the Coin Runway Assembly	Unlock and Open the Front Case. Remove the obstruction
Payphone not programmed (This may occur if Batteries are not changed quickly enough)	Carry out the routines to enter TIME and DAY. This will set Moneymate to an operating condition. Then fully re-program the payphone. If it is still not working call the British Telecom Service Engineer on 151

CHANGING BATTERIES

The following are recommended batteries for Moneymate

DURACELL MN1500

EVER-READY LR6

VARTA LR6

Or any other alkaline type having the number MN1500 or LR6

★ DO NOT USE RECHARGEABLE BATTERIES ★

IMPORTANT

Before attempting to change the batteries please read and understand the following paragraphs.

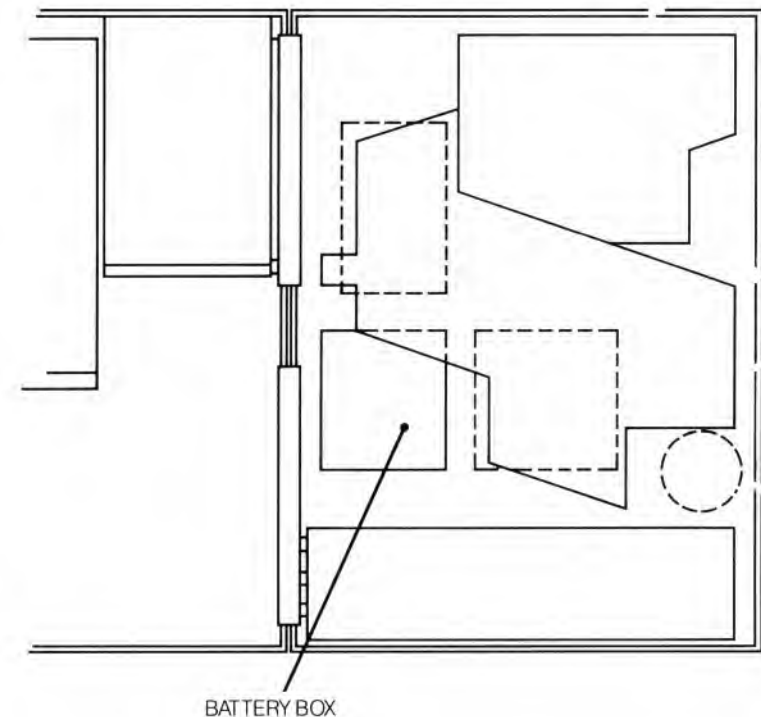
Failure to change the batteries will eventually cause the payphone memory system to fail – under these conditions the payphone will only allow emergency calls to be made. A 999 display will be displayed whenever the handset is lifted off its rest in the payphone mode. In owner mode the display will show 12:00 AM. After batteries have been replaced it will be necessary to reprogram the Moneymate.

If by accident the batteries are replaced without having first taken the handset off its rest it is likely that after a period of three minutes with the battery lid removed and no batteries fitted the programmed data will be lost.

- Have four new batteries ready.
- Lift the handset and check that the battery low indicator symbol and the minimum fee are displayed.

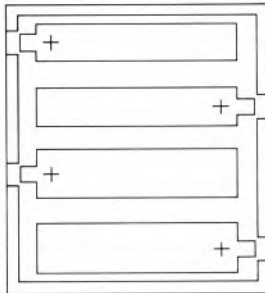
10p

- Lay the handset down.
- Unlock and open the front case and locate the battery box:

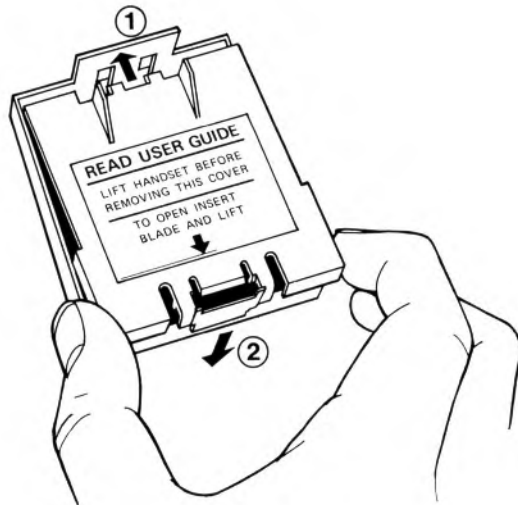


- Carefully lift off the battery box cover.

- Remove the old batteries and discard.
- Fit the new batteries in accordance with the markings moulded into the rear of battery compartment:



- Refit the battery cover by first inserting the top lugs upwards into the battery compartment and then press the lower half into place whilst maintaining an upward pressure.



- Shut the payphone and replace the handset.
- Lift the handset off its rest and check that the minimum fee is displayed.

If 999 is displayed carry out the procedures below.

- Replace the handset on its rest – after 2 seconds press Button A – the time will be displayed as 12 .XX AM.
- Lift the handset and 999 will be displayed.
- With the aid of the user guide, the exception code list and current recommended charges leaflet reprogram the Moneymate.
- Then return to Payphone mode and lift the handset to check that the minimum fee is displayed.
- The battery changing process is now complete.

Making sure Moneymate is working properly.

These simple tests are designed to make sure that your Moneymate is working correctly after you have carried out Battery Changing, or Routine Care procedures.

- With the case open and the handset off its rest insert three coins (5p, 10p, 20p or 50p), sufficient to cover the MINIMUM FEE. Check that the display shows:

DIAL

- Dial the single digit 3 and check that the display shows a FLASHING ARROW:

-->

- Press Button A.
- Check that the coins have passed to the Cash Box.
The dial tone will now be heard.

- Check that the display shows the current MINIMUM FEE:

eg 10 p

- Replace the Handset.
- Switch the key to OWNER MODE.
- Press Button A and check that the display shows:

0

eg pause
400

THIS FIGURE
WILL SHOW THE
TOTAL NUMBER OF
COINS COLLECTED
SINCE INSTALLATION

- Close the Payphone case and remove the key.

IMPORTANT.

This Procedure has no affect on the Moneymate coin register, or your Phone Bill.

MONEYMATE PROGRAMMING TEMPLATE
REFER TO HANDBOOK

1	Program local, national & Eire	FREE/C	2	Program international	EIRE/F	3	Time	BARRED	4	Day	ENTER
5	PABX	LOCAL/B	6	1 X X codes	a/E	7	Time bands	b	8	Code	b1
9	Review national	CHEAP/A	0	Code national	STD/D	9	Ringing time limit	PEAK/G	0	Code national	NONE am/pm

KEY FUNCTIONS

Replace template in case