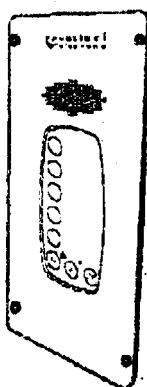
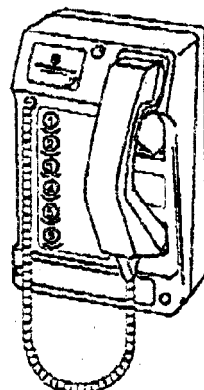


Titan



Sentinel
Handsfree



Commander
Autodialler

S.M.A.R.T. Programming Command Procedures

Environmentally Dedicated Telephones



GAI-TRONICS[®] LIMITED
A Salient 3[™] Company

INTRODUCTION

The telephone can be programmed by the following methods.

- Method 1** Locally - using a tone pad on the mouthpiece of the handset of the telephone (**NOT** for Handsfree versions).
- Method 2** Remotely - using a tone dialling telephone.
- Method 3** Remotely - using a modem linked computer. For further information, contact the GAI-Tronics Customer Services.

PROGRAMMING PROCEDURE

Common Problem Entering Command Strings

Before commencing to enter the command string, it might be advantageous to mentally run through the procedure and clearly write down the programming command string before proceeding. The reason for this is that whilst entering a command string it is important to enter the digits at a steady pace. Leaving a small time gap of more than 2 seconds will cause a time-out of the programming procedure. This is indicated by hearing a 'beep' tone transmitted from the SMART telephone before the final '#' of the command string has been sent.

If the 'beep' tone is heard after the final '#' then programming has been successful.

IMPORTANT - READ THE ABOVE FIRST

Method 1 - Using a tone pad

1. Lift the handset of the telephone to be programmed.
2. Listen for a dial tone in the handset earpiece.
3. Place the tone pad over the mouthpiece of the handset.
4. Enter the Access PIN code using the tone pad (factory set at **0000 - see To Change the Access PIN Code) and wait for return tones (if return is not heard dial PIN code again).
5. Enter the command digits using the tone pad (Memory button 3 for example - * 103 0123 456789 #).
6. Listen for a 'beep' in the earpiece of the handset after the '#' to confirm that the command has been accepted (if no beep is received re-enter the command digits).
7. On completion of programming enter *99
8. Replace the handset.

Method 2 - Using a tone dialling telephone

1. Lift the handset of the tone dialling telephone.
2. Dial the number of the telephone to be programmed.
3. Listen for the ringing tone in the handset earpiece.
4. Listen for the telephone to auto-answer after 'x' rings (number of rings can be

- programmed) with a 'beep' in the handset earpiece.
5. Cancel auto-answer ringing by pressing *******.
 6. Enter the Access PIN code using the tone pad (factory set at ****0000** - see To Change the Access PIN Code) and wait for return tones (if return is not heard dial PIN code again).
 7. Enter the command digits (Memory button 3 for example - ***103 0123 456789#**).
 8. Listen for a 'beep' in the earpiece of the handset after the '#' to confirm that the command was accepted (if no beep is received re-enter the command digits..
 9. Enter command digits ***99** upon completion of programming to close down the telephone.
 10. Replace the handset.

PROGRAMMING COMMANDS

Note: All programming commands can also be used during speech calls.

To Change the Access PIN Code

To access the telephone for initial programming, the factory set PIN code 0000 must be entered.

1. Enter the command ****0000**.

To change to the new PIN code.

2. Enter command ***30????#**, where **????** is the new PIN code.

Example: Programming Requirement	Command Digits
To change the PIN code to 1234	*301234#

To Programme Memories

Memory	Command Digits	Required number	End
Memory 1	*101	Number	#
Memory 2	*102	Number	#
Memory 3	*103	Number	#
Memory 4	*104	Number	#
Memory 5	*105	Number	#
Memory 6	*106	Number	#
Memory 7	*107	Number	#
Memory 8	*108	Number	#
Memory 9	*109	Number	#
Memory 10	*110	Number	#

Example: Programming Requirement	Command Digits
Program Memory 3 with number 0123 456789	*103 0123 456789#

To Read Memories

Memory	Command Digits	Required number
Memory 1	*001#	Tones of number in Memory 1 in the earpiece
Memory 2	*002#	Tones of number in Memory 2 in the earpiece

Memory 3	*003#	Tones of number in Memory 3 in the earpiece
Memory 4	*004#	Tones of number in Memory 4 in the earpiece
Memory 5	*005#	Tones of number in Memory 5 in the earpiece
Memory 6	*006#	Tones of number in Memory 6 in the earpiece
Memory 7	*007#	Tones of number in Memory 7 in the earpiece
Memory 8	*008#	Tones of number in Memory 8 in the earpiece
Memory 9	*009#	Tones of number in Memory 9 in the earpiece
Memory 10	*010#	Tones of number in Memory 10 in the earpiece

Note: A pause command can be entered into the number to be dialled by entering command digits *1. (a pause = 0.9 seconds. Multiple pauses may be entered to increase the pause time in multiples of 0.9 seconds).

Example: Programming Requirement	Command Digits
Program Memory 1 with number 9 pause 123	*101 9 *1 123#

Maximum Number Length

The maximum number of digits that can be entered into a memory is 24 (twenty four). This includes any pause commands (*1, or Special Feature Commands) which may have been included.

OTHER COMMANDS

Programming Requirement	Command Digits	Explanation
Programming Time-out	*50 ???#	Where ??? is value from 6 to 255, where 6 = 60 second intervals & 255 = 2550 seconds intervals Factory set at 7 minutes (42=420 seconds).
Programming Number of Rings Before Answer	*70 ??#	Where ?? is value of number of rings Factory set at 5 rings. Range: 0 to 15.
Programming Telephone Dial and Recall Mode	*730# *731# *733#	LD - dialling EL recall MF - dialling EL recall MF - dialling TB recall - default
Mute Before Dial	*740# *741#	Mute Before Dial OFF Mute Before Dial ON - default
Programming a Memory Button to be Recall	*???*0#	Where ??? is command digits of required memory

To Programme Telephone Time-out

The time-out is the length of time starting from lifting of the handset, that is allowed for speech calls before the telephone 'cuts-out'.

This can be set from 60 seconds to 2,550 seconds (42.5 minutes) in 10 second intervals.

Example: Programming Requirement	Command Digits
1. Set time-out to 300 seconds (5 minutes)	*50 30#
2. Set time-out to 1200 seconds (20 minutes)	*50 120#

To Programme Number of Rings Before Answer

The number of rings before answer can be set from 0 to 15 rings.

Example: Programming Requirement	Command Digits
1. Set number of rings to 5	*70 5#
2. Set number of rings to 10	*70 10#

To Programme a Memory Button to be Recall

To program a memory as a Recall button, enter command digits *0.

Example: Programming Requirement	Command Digits
Program Memory 3 as a Recall button.	*103*0#

SPECIAL FEATURES

The telephone has four other special features:

1. Dial a Memory number in LD (pulse) when the telephone is configured in DTMF (tone) = Programming command: *2*1.

Example: Programming Requirement	Command Digits
Memory 1 to dial 123456 in LD	*101*2*1 123456#

2. Dial a Memory number in DTMF (tone) when the telephone is configured in LD (pulse) = Programming command: *3*1.

Example: Programming Requirement	Command Digits
Memory 3 to dial 123456 in DTMF	*103*3*1 123456#

3. Dial DTMF (tone) characters ABCD in Memory number = Programming command:
 - *4 = 'A'
 - *5 = 'B'
 - *6 = 'C'
 - *7 = 'D'

Example: Programming Requirement	Command Digits
Memory 2 to dial 1234ABCD	*102 1234*4*5*6*7#

4. To change the Send and Receive levels, please contact GAI-Tronics Telephone Customer Services.