Informa 300

Voice Message Communicator

Installation and Operating Instructions

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Introduction

The Informa 300 Voice Message Communicator from HESA reports alarms using recorded voice messages. A special integrated circuit (IC) is used to record, store, and play back the voice messages. The messages are stored in a non-volatile memory within this IC so they are not lost if the system is turned off. The messages can be recorded and played back like a tape recorder by use of the built-in microphone and speaker.

2 inputs are provided to activate the system. When an input is activated, it calls up to 5 phone numbers. Up to 4 separate phone numbers can be assigned to each input; 1 additional number can be assigned by the user for a total of 9. The phone number assigned by the user is called when either input triggers. This allows the user to be notified if there is an alarm while spending the evening or weekend away from home.

There are 2 access codes. One is for the installer and other is for the user; each access code can be up to 6 digits long. Both the installer and user can view the alarm history and program the telephone numbers. The installer can program all functions except the special user phone number. The user can program a limited number of functions: Time, date, and the user access code. The user code is used from a remote telephone to activate the programmable outputs if that option is installed.

A 12 button keypad is used for entering the access codes and for programming. An LCD display is used while programming the system and for displaying the alarm history. It also reports the status of the system while in stand-by.

The alarm history display shows the input which caused the alarm, the time and date of each alarm in addition to other details: The phone numbers successfully called, and if the calling sequence was aborted.

Status outputs are provided which can be used to drive indicators or inputs to other reporting devices.

The system can be remotely interrogated from any telephone to check if there had been any alarms and to determine the state of the battery. If the DTMF decoding option is installed, the user can control the programmable outputs from a remote telephone.

Pulse or DTMF dialing can be used. The phone line is monitored to detect a failure (loss of voltage). Failure is reported via the LCD display and a status output.

Various options can be selected such as the triggering polarity, the number of times the message is repeated to each phone number, whether call progress tones (ring, busy, etc.) are to be used. The country can be programmed. This selects the language for the display and the call progress tones for that country.

Features

Phone numbers

A total of 9 phone numbers can be called. 4 phone numbers are assigned to each of the 2 inputs. In addition, a special phone number can be programmed by the user to provide a total of 9 phone numbers. The special user phone number is called when either input is activated.

Calling sequence

When an input is activated, it calls the 4 phone numbers assigned to that input plus the phone number assigned by the user, if programmed. Input 1 has priority over input 2. If the system is currently sending input 2 messages, and input 1 triggers, it starts the calling sequence for message 1. When it finishes calling all the numbers assigned to input 1, it resumes with the calling sequence for input 2 from the point it was interrupted.

When an input is triggered, the line seizure relay is activated. This drops all the house phones from the line so the alarm messages will not be interrupted by someone picking up a phone. It then goes on hook for 2 seconds to release the line in case someone had been using a house phone. This will release the line if the interrupted call originated at this location. It then goes off hook and waits for a dial tone.

If there is no dial tone after 10 seconds, it either answered an incoming call or interrupted a call which had been answered by a house phone. It goes on hook again, but longer this time. After waiting onhook, it goes off hook again and waits for the dial tone. If no dial tone is detected, it goes back on hook and waits again. The wait onhook is progressively increased on each attempt to a maximum of 48 seconds. It continues to try until a dial tone is detected. If blind dialing is selected, it dials after 10 seconds even if it does not detect a dial tone.

In some telephone exchanges, a busy signal can occur while waiting for the dial tone if all lines are engaged. The communicator ignores the busy signal so after the prescribed wait without a dial tone, it hangs up and tries again as described in the previous paragraph.

After the phone number is dialed, it waits for a response. If a busy signal is detected, it hangs up and tries the next number.

When a ringing signal is detected, it sends 2 short beeps every second to alert the person who answers that a message will follow. When the ringing tones cease, the message is sent. If the ringing signal continues for 60 seconds, it hangs up and tries the next number.

If the line is busy, or the phone is not answered, that phone number will be tried again after the other phone numbers are called. If the call to a number cannot be completed after 5 attempts, it will not attempt to call that number again (for this alarm). However, the next time the system is triggered, it will try all phone numbers.

If tone detection is disabled, it ignores the ringing and busy signals. After the phone is dialed, it starts generating the alerting beeps. After 5 seconds, it sends the message. The number of times the message repeats can be programmed by the installer.

Messages

The messages are recorded and stored in a special integrated circuit. They are stored in a non-volatile memory so they are retained if power is removed.

4 separate messages can be recorded totaling 20 seconds. Messages 1 and 2 are activated by inputs 1 and 2 respectively. Message 3 is the common message. Messages 1 and 2 describe the type of alarm, fire, burglary, etc. Message 1 or 2 is followed by message 3 which can be used to describe the location. The fourth message, the “A” one, is used to indicate the arming status of the system when remotely interrogated. A typical message “A” is “SYSTEM ARMED”.

Alarm history

42 alarms can be stored. Details about each alarm can be displayed: The input which caused the alarm, the time and date, the phone numbers which were successfully reached, and if the call had been aborted.

The alarm memory is separated into two parts: New alarms, and old alarms. New alarms are those which occurred since the alarm history was displayed last. Old alarms are those which had occurred previously. If there are more than 42 new alarms, only the first 42 can be viewed. Alarms after the 42th are not stored although the communicator sends the messages. If there had been 5 new alarms, 37 old alarms are still in the memory. New alarms have priority and write over the old alarms.

Remote interrogation

The status of the system can be checked from any phone without requiring a beeper. However, a beeper or a phone which has tone dialing can be used to activate the programmable outputs if the decoding integrated circuit is installed.

There are 2 answering modes available: Normal or answering / fax machine override. When normal answering is selected, it answers the phone when the programmed number of rings is reached:

When the answering / fax machine override is used, two calls are made. During the first call the phone is allowed to ring for the programmed number of rings then the phone is hung up. The programmed number of rings is less than the number which would cause the answering or fax machine to answer the phone. The second call is made within 30 seconds after hanging up from the first call. The Informa 300 answers the phone on the first ring of the second call.

If the decoding IC is installed, the programmable outputs can be activated after gaining access to the system with the user access code.

Telephone line monitoring

The line monitor indicates if the phone line is intact. If broken, after about 35 to 45 seconds, “LINE FAILURE” is displayed and the line failure status output is activated.

Power supply (battery) monitoring

The power supply input is monitored. If it drops below 85% of the nominal voltage, “LOW BATTERY” is displayed. Also, the BATTERY status output is activated.

2-Way Voice

This feature requires the installation of the 2 way voice board (optional). It allows the person who is called to both listen and talk to people near the Informa 300.

After the messages have played, it goes into the 2-Way voice mode. It keeps the line if speech is detected from either end. It hangs up 20 seconds after speech stops. The 2-way voice mode only operates for a maximum of 4.25 minutes even if speech is present. This prevents it from keeping the line forever if there is noise on the line resembling speech, or if a radio or TV is playing near the Informa 300.

Connections

Telephone line

The connections to the telephone line are made to the terminals marked “TEL” on TB4. If there are any house phones which use this phone line, they connect to the terminals identified by the telephone icon. The remaining terminal on TB4, connects to earth ground.

Power

+12 or +6Vdc connects to the + and - terminals (6-12V) on the right hand terminal block. Standby current is about 15 mA. Backlighting adds about 55 mA. When the system is operating, the telephone relays are active, the current increases to 85 mA (without backlighting). When operated from a 12 Vdc power supply, the jumper must be in place on J3. It must be removed for 6 Vdc operation. This controls the voltage sensing circuitry which indicates when the battery is low.

Activation

The IN1 and IN2 terminals are used to activate the system. The triggering polarity for each input is independently selectable. It can be triggered by a voltage input or by a relay contact. When a relay contact is used, it is used to apply a voltage to an input.

A positive voltage terminal is provided next to each input. When positive triggering is selected, a normally open relay contact can be connected between an input and the adjacent positive terminal. When the contact closes, the input voltage rises and the system triggers. A normally closed contact can be used by selecting the negative triggering polarity. When the contact opens, the voltage at the input drops and triggers the system.

Armed status input

The armed status of the control panel which is used with the Informa 300 can be determined when the system is remotely interrogated. The armed status output from the control panel is connected to the ARM IN terminal of the Informa 300. Either positive or negative arming can be used. The polarity is selected during option programming.

Status outputs

The status outputs are driven by open collectors. They can be used to drive relays or they can supply a logic voltage when used with pull-up resistors. When active, these outputs pull low; they act like closed switches to ground. To drive a relay, one end of the relay coil connects to a positive DC voltage; the voltage depends on the relay specifications. The other end connects to a status output. The relay is energized when that status output is active.

- CALL OK — Indicates at least one call was completed successfully.
- LINE FAIL — No voltage on the phone line possibly due to a break.
- COM FAIL — At least 1 call was unable to be completed.
- LOW BAT — Battery voltage (power supply) is below 85% of nominal.
- COM ON — The communicator is currently sending messages.
- PRG 1 & 2 — Programmable outputs, used with optional beeper decoder.

Speaker

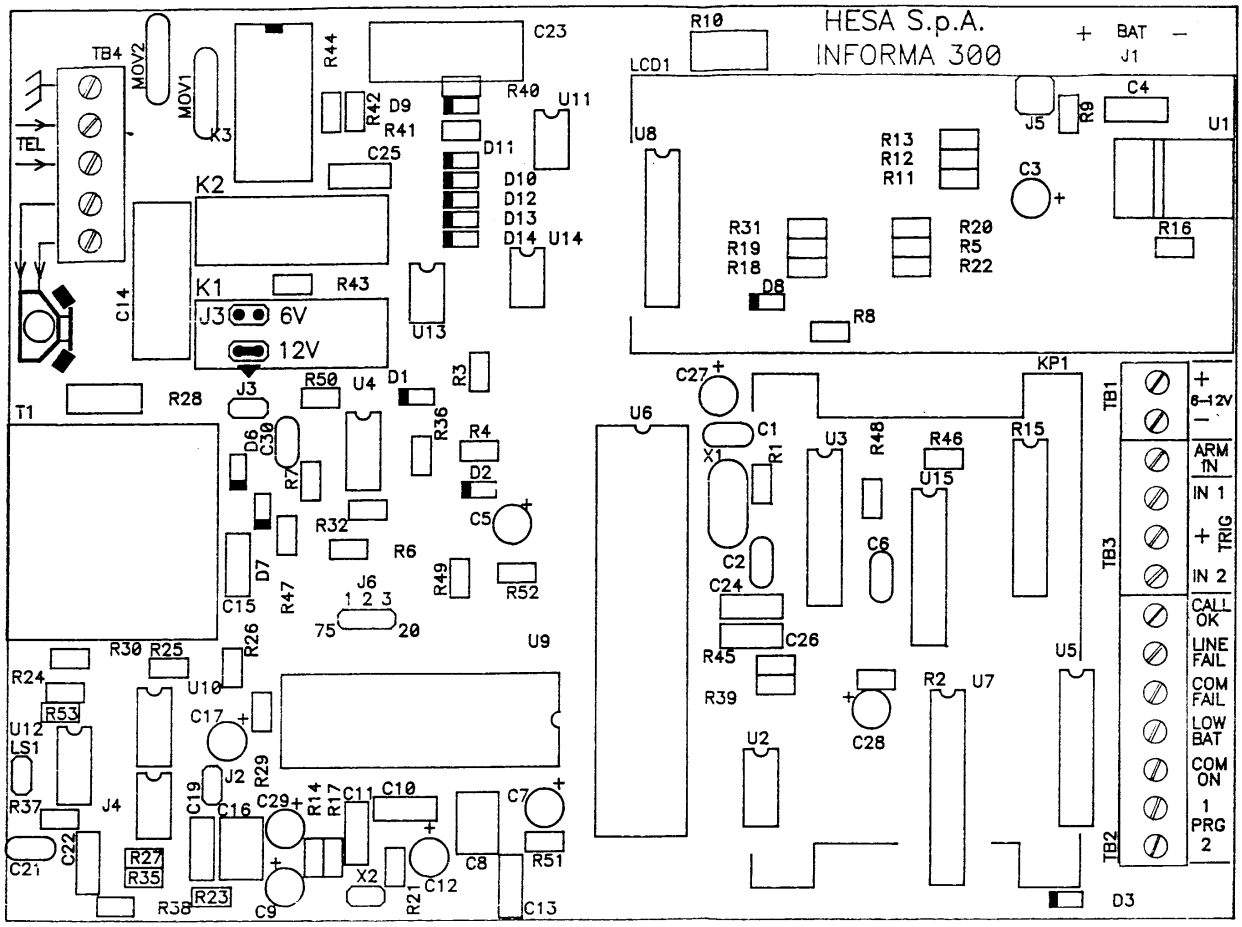
The speaker is used to listen to the recorded messages. When the 2-Way Voice board is installed, it is also used with the microphone to allow the called party to converse with a person near the Informa 300.

2-Way Voice board (optional)

To install, remove U10 from its socket and replace it with the DIP ribbon connector from the 2-Way Voice board. Make sure pin 1 of the ribbon connector coincides with the same pin of the socket. No programming is necessary; the system senses if the board is installed.

Microphone

The microphone is used to record the messages. When the 2-Way Voice hoard is installed, it is also used with the speaker to allow the called party to converse with a person near the Informa 300.



Installer Programming and Control

Displaying Alarms and Programming the Informa 300 **Voice Message System**

When the system is powered up, **SET TIME/DATE**

flashes to remind the installer that the internal clock must be set. The clock is used to record the time and date for each event in the alarm history.

While **SET TIME/DATE**

flashes, enter the installer access code: (123456 is the default code) then press **[#]**.

The display shows: **ALARM HISTORY**

This is the first item on the installer's main menu. This and the other menu items are arranged in the following sequence:

- ❒ ALARM HISTORY
- ❒ MESSAGES
- ❒ TIME
- ❒ DATE
- ❒ COUNTRY
- ❒ PHONE NUMBERS
- ❒ INSTALLER CODE
- ❒ USER CODE
- ❒ OPTIONS

Use the **[2]** up arrow button and **[8]** down arrow button to move the menu.

Use the down arrow button **[8]** to move down the menu to TIME, DATE, etc.

After OPTIONS, it starts over at the top at ALARM HISTORY. Similarly the up arrow button **[2]** can be used to move up the menu.

If the up arrow button is pressed while: **ALARM HISTORY**

is displayed, it moves to the bottom of the menu to OPTIONS.

To select the displayed item from the main menu, press the **[#]** button.

If the displays shows:

MESSAGES

when the **[#]** button is pressed, the first item on the message menu is displayed:

MESG1 R# P0

➥ **Note:** THE PROGRAMMING MODE ENDS IF NO KEY IS PRESSED FOR 2 MINUTES!

Using the menus

The down **[8]** and up **[2]** arrow buttons are used to bring a menu item into the display. To select the item in the display press the **[#]** button. That item may also have a menu. Use the arrow buttons to display those items, then press **[#]** to select.

Use the **[✱]** button to cancel an entry or move to the previous menu. Pressing the [✱] button while in the installer's main menu takes the system out of the programming mode.

After exiting the installer program mode "SET TIME/DATE" no longer flashes. Instead,

SET TIME/DATE

is displayed continuously, providing that the phone line is intact and the power supply voltage is adequate. Otherwise, those warnings will be displayed instead of "Informa 300".

In general, the arrow keys are used to display menu items, the **[#]** button selects the displayed item and moves into further menus. The **[✱]** button is used to move backwards out of menus to the previous menu and finally out of the programming mode. This will become more clear in the examples which follow.

ALARM HISTORY menu

While the display shows:

ALARM HISTORY

press **[#]** to view the first new alarm. New alarms are those which occurred since the alarm history was last displayed. If there are none,

NO ALARMS

is displayed. If there had been new alarms, and the first was due to input 1 which occurred at 2:32 PM on the 15th day of August, the following is displayed:

1 1432 1508 +01

It has the following format:

i tttt ddmm +/-nn

➥ **Where:**

“ i ” Indicates which input was activated, 1 or 2

“ tttt ” Time the alarm occurred, 24 hour clock

“ dd ” Day of the month the alarm occurred

“ mm ” Month the alarm occurred

“ nn ” Alarm number. When preceded by “+” it is a new alarm. When preceded by “-”, it is an old alarm.

For more details about this alarm press **[#]** again. The following is displayed if it had successfully reached phone numbers 1, 3, 4, and the user assigned phone number:

1 1 34U +01

If it had completed calls to phone numbers 1 and 2 before being aborted, the following would be displayed:

1 12 A +01

This display has the following format:

i ppppp a +/-nn

“ **i** ” and “ **nn** ” are the same as before.

“ ppppp ” Phone numbers reached successfully. 1234U for input 1, 5678U for input 2. U indicates the user assigned phone number.

“ a ” Abort. “ A ” call aborted. If blank, it was not aborted

To return to the time and date display, press **[✱]**.

A typical display for an input 2 alarm which occurred at 4:36AM on the 8th of November. All phone numbers were successfully reached.

It is the 5th new alarm:

2 0436 0811 +05

Press **[**#**]** again for more details:

2 5678U +05

To return to the time and date display, press **[✱]**.

Viewing new alarms

When entering the ALARM HISTORY mode, the first new alarm is displayed, or NO ALARMS if there were none. To examine the other new alarms, use the down arrow key **[8]** to move down the list of alarms. The numbers at the far right increase. +04 is the fourth new alarm. If there had been 42 or more new alarms, it is possible to step down the list until +42 is displayed. At that point the down arrow key no longer has any affect. If there had been less than 42 alarms, it stops incrementing when the most recent alarm is reached. To move back up the list to earlier alarms, use the up arrow key **[2]** to reverse the direction. While using the up arrow key to display earlier alarms, +01 is finally reached again. Next time the up arrow key is pressed the display for old alarms starts as indicated by -01 at the far right.

Viewing old alarms

The most recent old alarm has -01 displayed at the far right. The second most recent has -02, etc. By using the up arrow key, earlier old alarms can be viewed. If there had been no new alarms, and the system has been powered up long enough to have reported more that 42 alarms, the earliest old alarm is -42.

If the system had been powered up recently, there may not be 42 old alarms. The up arrow key moves back in time until it reaches the first alarm and goes no further.

The newest alarms overwrite the oldest alarms. If there are 10 new alarms, the oldest old alarm is -32. When entering ALARM HISTORY, if there had been no new alarms, NO ALARMS is displayed. Pressing the down arrow key has no effect since there are no new alarms. When the up arrow key is pressed, NO ALARMS disappears and the display for alarm -01 appears. If the system had just been powered up, and there had been no alarms, NO ALARMS is displayed. Neither arrow key has any effect since there are no new or old alarms.

The following is typical information stored in the alarm memory. When **[#]** is first pressed while ALARM HISTORY is displayed, the first new alarm is displayed (+01). Other alarm events can be displayed by using the arrow keys to move up and down the list.

Display	Description	Keys
1 0604 0507 -38	earliest old alarm	**2**
2 0826 0808 -37		
1 1227 1209 -02		
1 1236 1209 -01	most recent old alarm	
2 0608 1312 +01	first new alarm	**8**
1 1156 1312 +02		
1 1204 1312 +03		
1 1214 1312 +04	most recent new alarm	

➥ **New alarms become old alarms after displaying the alarm history!**

If the program mode is exited after displaying the alarm history then entered again without any new alarms occurring, the alarms in the example above become:

Display	Description	Keys
1 0604 0507 -42	earliest old alarm	
2 0826 0808 -41		
1 1227 1209 -06		
1 1236 1209 -05		2
2 0608 1312 -04		
1 1156 1312 -03		
1 1204 1312 -02		
1 1214 1312 -01	most recent old alarm	

➥ **To return to the installer's main menu:**

Press [✱] to return to the main menu from the time and date display.

MESSAGE menu

The message menu is as follows:

- ❒ MESGA R# P0
- ❒ MESG1 R# P0
- ❒ MESG2 R# P0
- ❒ MESG3 R# P0
- ❒ MESGA LENGTH
- ❒ MESG1 LENGTH
- ❒ MESG2 LENGTH

The first 4 items are for recording or playing the individual messages. The last 3 items set the length of messages A, 1 and 2. The length of message 3 is not programmed. Its length is what remains after the length of messages A, 1 and 2 are set. There is a maximum of 20 seconds available. The default length of message 1 and 2 is 3 seconds each, 2 seconds for message A. If the default values are used, the length of message 3 is 12 seconds (20 -2 -3 -3 = 12). If the lengths of the messages are to be changed, this should be done before recording the messages.

To examine the message lengths currently programmed

To see what message lengths are currently programmed, use the arrow keys to move down or up the menu until "MESG1 LENGTH" or "MESG2 LENGTH" is displayed. Press the **[#]** button and the length in seconds is displayed. For example, 3 seconds is displayed as "03 SEC". Press [✱] to return to the MESGx LENGTH display (x = A, 1 or 2).

To change the message lengths

To change the value enter a 2 digit number. Use a leading 0 if 9 seconds or less. If the entry is correct, confirm it by pressing **[#]**. If not correct, press the [✱] button to cancel, the display blanks and a new number can be entered. Or, the installer can quit by pressing [✱] again to return to the MESGx LENGTH display .

The message length must be between 1 second and a maximum which depends on the other message length. For example, if message A has a length of 2 seconds and message #1 has a length of 9 seconds, no more than 8 seconds can be programmed for message #2. This leaves 1 second for message #3, an unlikely value. This is automatically checked. If out of range, the second digit entered will not be displayed. If message #2 must be greater than 7 seconds, first program message #1 to a value smaller than 9 seconds.

After an entry is confirmed by pressing the **[#]** button, it returns to the MESGx LENGTH display.

Select another item from the message menu or return to the installer's main menu by pressing the [✱] button.

Record and playback

To record a message, use the arrow buttons to move to MESGx R# P0. Press **[#]** to start the recording. A bar graph, consisting of "✱✱✱✱" appears in the display to show how much time remains. Recording can continue to the end or it can be stopped early by pressing the 0 button. When recording ends, it automatically plays the message back. The message can be played again by pressing the 0 button. This can be repeated as often as necessary.

➥ **To return to the installer's main menu:**
Press the [✱] button while "MESGx R# P0" or "MESGx LENGTH" is displayed.

TIME menu

TIME and DATE are used to set the real time clock. The time and date are stored with the alarm information in the alarm memory.

To display the current time

While TIME is displayed, press **[#]** to display the current time. It is in the 24 hour format: 0000 is midnight. 0723 is 7:23AM. 1350 is 1:50PM. 2359 is 11:59 PM.

To change the time

While the current time is displayed, enter the new time. Enter 4 digits for the time, 24 hour clock format.

To confirm the entry press **[#]**. To cancel the entry and start over Press [✱]. To return to the installer's main menu press [✱] again.

DATE menu

To display the current date

While DATE is displayed, press **[#]** to display the current date. If USA is programmed for the country, the date is displayed: month, day, year. For any other country the date is displayed: day, month, year. 9 April 1993 is displayed 040993 if the USA format is used, or 090493 for all other countries.

To change the date

While the current date is displayed, enter the new date. Enter 6 digits. Use leading zero's for the day or month if 9 or less; use the appropriate date format for the country.

To confirm the entry press **[#]**. To cancel the entry and start over Press [✱].

To return to the installer's main menu press [✱] again.

COUNTRY menu

This is used to determine what language to display and what telephone parameters to use. To display the country which is currently programmed, press **[#]** while COUNTRY is displayed on the main menu.

To change the country use the arrow keys to move up and down the country menu.
The countries are listed on the menu in the following sequence:

- ❒ SUISSE
- ❒ BELGIUM
- ❒ FRANCE
- ❒ ITALIA
- ❒ DEUTSCHLAND

When the new country is selected, press **[#]**; the country is changed and it returns to the main menu. To return to the main menu without changing the country press [✱].

PHONE NUMBERS menu

8 telephone numbers can be programmed by the installer. Only the user can display and program his special number. Numbers 1 to 4 are those which are called when input #1 is triggered. Numbers 5 to 8 are called when input #2 is triggered. The phone number menu is as follows:

- ❒ TEL #1
- ❒ TEL #2
- ❒ TEL #3
- ❒ TEL #4 Numbers 1 to 4 are assigned to input #1

❒ TEL #5

❒ TEL #6

❒ TEL #7

❒ TEL #8 Numbers 5 to 8 are assigned to input #2

To examine currently programmed phone numbers

Use the arrow buttons to move down or up the menu. For example, to see what phone number is currently programmed for number 3, press the arrow buttons until

TEL #3

is displayed. Press the **[#]** button and the phone number is displayed. If no number is programmed,

NOT PROGRAMMED

is displayed.

To examine other phone numbers, press [✱]. “TEL #3" is displayed again. Use the arrow buttons to move to another phone number. Press **[#]** to select that phone number and display it.

To program a phone number

To program a phone number for the first time, or to change an existing phone number while

NOT PROGRAMMED

or the existing phone number is displayed, enter the new phone number, up to 16 digits. If a mistake is made, press [✱]. The display blanks. Enter the number again. When the correct number has been entered, confirm by pressing **[#]**. When confirmed, the display returns to the phone number menu,

TEL #x

is displayed. (x = 1 to 8).

➥ **To insert a 5 second delay character:** Hold down the “1" button. At first, the ”1" appears in the display. After 2 seconds, the letter “D” (delay) replaces the “1". This is the 5 second delay character.

➥ **To insert a 15 second extended delay character:** This procedure is similar to that for the 5 second character. Hold down the “2" button. At first, the ”2" appears in the display. After 2 seconds, the letter “E” (extended) replaces the “2". This is the 15 second extended delay character.

➥ **To remove a phone number:** While the number is displayed, hold down the “0" button for 2 seconds. At first, the ”0" appears in the display. After 2 seconds, it returns to the phone number menu, “TEL #x ” is displayed. When this number is examined again, “NOT PROGRAMMED” is displayed.

➥ **To return to the installer’s main menu:** Press the [✱] button while “TEL #x” is displayed.

INSTALLER CODE menu

The default installer code is 123456.

To display the code currently programmed

To display the currently programmed installer code, use the arrow keys to move up and down the main menu until INSTALLER CODE is displayed. Press **[#]** to display the code.

To change the code

Any code length up to 6 digits can be programmed. Enter the new code. To confirm the entry press **[#]**. It then returns to the main menu. To cancel the entry and start over, press [✱]. To return to the main menu press [✱] again.

USER CODE menu

This is programmed the same way as the installer code. The default user code is 987654.

To display the code currently programmed

To change the user code, use the arrow keys to move up and down the main menu until USER CODE is displayed. Press **[#]** to display the code which is currently programmed.

To change the code: Any code length up to 6 digits can be programmed. Enter the new code. To confirm the entry press **[#]**. It then returns to the main menu. To cancel the entry and start over Press [✱]. To return to the main menu without changing the code press [✱] again.

➥ **NOTE:** The installer and user codes should be different. If they are both the same, it will be accepted as the installer code putting it into the installer programming mode.

OPTIONS menu

The following is the menu of options along with the choices: The items in "( )" are the default values.

Options	
TONE DETECTION	(ON) / OFF
INPUT 1 POLARITY	(+) / -
INPUT 2 POLARITY	(+) / -
OUTPUT 1	(TOGGLE)/MOMENTARY
OUTPUT 2	(TOGGLE)/MOMENTARY
ARMING POLARITY	(+) / -
DIAL	(PULSE) / TONE
ABORT	ON / (OFF)
END IF SUCCESS	ON / (OFF)
REPETITIONS	01 to 05 (05)
RINGS	00 to 15 (00)
BLIND CALLS	(01) to 03

To see what is currently programmed

Use the arrow buttons to move down or up the options menu to select an item. Press the **[#]** button and the currently programmed option is displayed. To return to the options menu press [✱] then use the arrow buttons to select another item.

To change the option

While the current value is displayed, enter the new value. For nonnumeric items use either arrow key to toggle between choices. For numeric items enter the new 2 digit value. Use a leading 0 if less than 9. To confirm the entry press **[#]**. It then returns to the option menu. To cancel the entry and start over press [✱]. To return to the option menu press [✱] again.

TONE DETECTION

Use the up **[2]** or down **[8]** arrow keys to toggle between ON and OFF.

When ON, it reacts to call progress tones as follows:

- ❒ DIAL TONE: It waits up to 10 seconds for a dial tone. If one is not received, it goes back on hook, then after a delay, tries again. Each time it fails to detect a dial tone, it waits on hook a progressively longer time until the maximum wait is reached, 48 seconds. It will not attempt to dial until a valid dial tone is detected.

❒ RINGING AND BUSY SIGNAL: After the phone number is dialed, it waits for a response. If a busy signal is detected, it hangs up and tries the next number.
When a ringing signal is detected, it sends 2 short beeps every second to alert the person who answers that a message will follow. When the ringing tones cease, the message is sent. If the ringing signal continues for 60 seconds, it hangs up and tries the next number.
If the line is busy, or the phone is not answered, that phone number will be tried again after the other phone numbers are called. If the call to a number cannot be completed after 5 attempts, it will not attempt to call that number again (for this alarm). However, the next time the system is triggered, it will try all phone numbers again.

When OFF, it does not detect call progress tones. It recognizes the dial tone but reacts differently than when this option is ON.

❒ DIAL TONE: It will detect a dial tone if one is available then proceed to dial. However, after 2 seconds, if one is not detected, it will dial anyway.

❒ RINGING AND BUSY SIGNAL: It ignores both signals. After the phone is dialed, it starts generating the alerting beeps. After 5 seconds, it sends the message which repeats several time. The number of times the message plays is programmed in the REPETITIONS option.

❒ INPUT 1 POLARITY: Use the up **[2]** or down **[8]** arrow keys to toggle between + and -. If + is selected, the communicator is triggered by a positive voltage to input 1. If - is selected, it is triggered when input 1 drops from a positive voltage to 0 volts.

❒ INPUT 2 POLARITY: Like input 1, use the up **[2]** or down **[8]** arrow keys to toggle between + and -. If + is selected, the communicator is triggered by a positive voltage to input 2. If - is selected, it is triggered when input 2 drops from a positive voltage to 0 volts.

❒ OUTPUT 1: Use the up **[2]** or down **[8]** arrow keys to toggle between TOGGLE and MOMENTARY. If TOGGLE is selected, programmable output 1 changes state when activated by a remote beeper or a telephone which has tone dialing. If MOMENTARY is selected, programmable output 1 is activated for 5 seconds.

❒ OUTPUT 2: Use the up **[2]** or down **[8]** arrow keys to toggle between TOGGLE and MOMENTARY. If TOGGLE is selected, programmable output 2 changes state when activated by a remote beeper or a telephone which has tone dialing. If MOMENTARY is selected, programmable output 2 is activated for 5 seconds.

❒ ARMING POLARITY: As for the selection of the polarity of inputs 1 and 2, use the up (2) or down (8) arrow keys to toggle between + and -. If + is selected, the Informa 300 plays message A when the system is remotely interrogated while the voltage at ARM IN is +2 volts or more. If the voltage is less, no message plays. Typically this message is “SYSTEM ARMED”. If - is selected, message A plays when the voltage on the ARM IN terminal is less than +2 volts.

❒ DIAL: Use the up **[2]** or down **[8]** arrow keys to toggle between PULSE and TONE. Pulse dialing operates at a 60/40 ratio.

- ABORT: Use the up **[2]** or down **[8]** arrow keys to toggle between ON and OFF. When ON, the call is canceled when the input returns to the nonalarm state. When OFF, a momentary activation of either input activates the system. It continues to make calls even though the input has returned to the non-alarm state. Whether ON or OFF is selected, the call can be canceled by entering the installer or user code (followed by **[#]**).
- END IF SUCCESS: This only has effect if blind dialing is NOT selected (TONE DETECTION is ON). Use the up **[2]** or down **[8]** arrow keys to toggle between ON and OFF. When ON, the calling ends at the completion of the first successfully completed call. None of the remaining phone numbers are called unless there is a new alarm. When OFF, calling continues until all phone numbers have been successfully called, or until it reaches the limit for unsuccessful retrys.
- REPETITIONS: This selects the number of times the message is played to each number. It is selectable from 1 to 5.
- RINGS: This number can range from 00 to 15. If it is 00, the remote interrogation feature is disabled. If it is from 05 to 15, the normal answering mode is used. It is the number of rings before it answers the phone and reports the status. If this mode is used, make this number large, beyond what most callers would wait for.
  If it ranges from 01 to 04, the answering / fax machine override feature is activated. When the phone rings that many times or more before the caller hangs up, the call is not answered. But, when another call is made within 30 seconds, the phone is answered on the first ring and the status is reported.
- BLIND CALLS: This only has effect if blind dialing is selected (TONE DETECTION is OFF). This number can range from 01 to 03. Since tone detection is off, it has no way of knowing if a call was successfully completed. This allows the number of calls to each number to be limited.

Restoring the default values

This feature is useful if the installer access code has been lost. This allows all the default values to be restored including the installer and user access codes.

This only restores items which have default values. The items which do not have default values are: TIME, DATE, and the phone numbers. The time and date are initialized to 0000 and 010100 respectively whenever power is restored. If phone numbers had been programmed, they remain unaffected. If they are to be removed, they must be removed one at a time by using the PHONE NUMBERS programming procedure.

To restore the default values:

– Turn the system off; wait for several seconds.

– Hold down the [**✱**] and **[#]** buttons.

– Turn the system on. When “SET TIME/DATE” is displayed, release the buttons. On systems where ITALIAN is the default language “PROGAMMARE DATA” is displayed. To change to ENGLISH get into the installer program mode and advance to the COUNTRY (NAZIONE) programming step then select “USA”.

➥ **NOTE:** This procedure loads the default values into the RAM. They will be lost unless they are written to the non-volatile memory. To write them into the non-volatile memory:

– Enter the default installer code: 123456 then **[#]**.

– ALARM HISTORY (MEMORIA ALLARMI) is displayed indicating that it is in the installer program mode.

– Press [✱] to exit the installer program mode. This writes thedefault values to the non-volatile memory.

User Programming

The functions available to the user are described in this section.

When the system is powered up

SET TIME/DATE

flashes to remind the user that the internal clock must be set. The clock is used to record the time and date for each event in the alarm history. While “SET TIME/DATE” flashes, enter the user access code: (987654 is the default code) then press **[#]**.

ALARM HISTORY

is displayed.

This is the first item on the user’s main menu. This and the other menu items are arranged in the following sequence:

❒ ALARM HISTORY

❒ TIME

❒ DATE

❒ PHONE NUMBERS

❒ USER CODE

Use the **[2]** up arrow button and **[8]** down arrow button to move the menu.

Use the down arrow button **[8]** to move down the menu to TIME, DATE, etc. After USER CODE, it starts over at the top at ALARM HISTORY. Similarly the up arrow button **[2]** can be used to move up the menu. If the up arrow button is pressed while ALARM HISTORY is displayed, it moves to the bottom of the menu to USER CODE.

To select the displayed item from the main menu, press the **[#]** button. If PHONE NUMBERS is displayed when the **[#]** button is pressed, the first item on the phone numbers menu is displayed: “TEL #1".

Using the menus

The down **[8]** and up **[2]** arrow buttons are used to bring a menu item into the display. To select the item in the display press the **[#]** button. That item may also have a menu. Use the arrow buttons to display those items, then press **[#]** to select.

Use the [✱] button to cancel an entry or move to the previous menu. Pressing the [✱] button while in the user's main menu takes the system out of the programming mode.

After exiting the user program mode "SET TIME/DATE" no longer flashes, providing that the phone line is intact and the power supply voltage is adequate. Otherwise, those warnings will be displayed instead of "SET/TIME DATE".

In general, the arrow keys are used to display menu items, the **[#]** button selects the displayed item and moves into further menus. The [✱] button is used to move backwards out of menus to the previous menu and finally out of the programming mode. This will become more clear in the examples which follow.

Operating the Remote Interrogation Feature

The status of the system can be checked from any phone without requiring a beeper. However, a beeper or a phone with DTMF dialing capability can be used to activate the programmable outputs if the decoding integrated circuit is installed.

➥ **NOTE:** THIS FEATURE IS DISABLED WHEN THE NUMBER OF RINGS IS PROGRAMMED TO 00.

2 answering modes are available:

1) Normal: The system is programmed with the number of rings required to answer the phone, usually more than most callers would wait for. The phone is allowed to ring. When the selected number of rings is reached, 5 or more, it answers the phone and reports the status.

2) Answering / fax machine override: This feature is used when an answering or fax machine is connected to the same phone line as the Informa 300. If just the rings are counted, either the Informa 300 or the other device will answer the phone; the other will never be able to answer the phone.
The system is programmed with the minimum number of rings required to start the process, 1 to 4, which is fewer than the number of rings required by the other device to answer the phone. The caller hangs up then makes another call within 30 seconds. The system answers on the first ring of this second call and reports the status. When the phone is answered, if there had been no alarms, a series of two quick beeps are heard every two seconds. This repeats several times. If the battery (power supply) is low, only one beep is heard instead of two. If there had been an alarm, the voice message plays for the input which caused the alarm: message 1 for input 1, message 2 for input 2.

If alarms had been caused by both inputs, both messages 1 and 2 play. Message 3, the common message, does not play. If the system is armed, message A also plays. The messages repeat 3 times. The tones sound between messages: Two beeps for a good battery; one for a low battery.

➥ **NOTE:** *If an alarm occurs during the interrogation mode, the system hangs up and immediately starts the alarm calling sequence.*

Remote activation of the programmable outputs

Enter the user access code while the status messages are being played, or within the 20 sec pause after the messages have finished playing. If the first digit of the user code is entered during the status message, the message stops indicating that the digit was accepted. Enter the remaining digits then press **[#]** to confirm the entry.

Several quick beeps are heard to confirm that the correct code was entered. If an error is made during entry, press [✱] then start over. Do not take too much time between entering digits; it will hang up 20 seconds after the last button is pressed. To prevent an unauthorized person from trying to break the code, and to prevent him from engaging the phone too long, it will hang up after 1 minute of unsuccessful attempts.

After the quick beeps which confirm the correct code, tones are used to indicate the state of the outputs:

– Neither output is active: Tone turns on and off slowly. 1 second on separated by 1 second off. It continues to repeat.

– Only output 1 is active: Short beep which repeats ever second.

– Only output 2 is active: 2 short beeps repeating every second.

– Both outputs are active: 1 short beep, a 1 second pause, then 2 short beeps, followed by a 1 second pause. It continues to repeat.

To control an output

– Enter the number of the output: 1 or 2. If this is done during a status tone, it may not be accepted. When a number is accepted, the status tones stop. If the status tones continue, this indicates that the entry was not accepted; press the number again.

– Press **[#]** to confirm the entry. Or, press [✱] to cancel.

– The change in the status tones indicated the changed output states.

– When a momentary output is activated, the status tones sound for the 5 seconds it is active.

To hold the line

– The authorized user can keep the line by pressing the [✱] button to extend the time an additional 20 seconds. Any button can be used, but the [✱] button performs no other function so it can be safely used. Each time it is pressed there is a change in the status tones to indicate that the keypress is accepted and the time is extended. If the status tones were sounding, the first press of the [✱] stops them, the second press turns them back on.

– An output can be activated at any time, when silent or when the output status tones are sounding. Press the number for that output followed by **[#]**.

2-Way Voice (optional)

This feature requires the installation of the 2-Way Voice board. It allows the person who is called to both listen and talk to people near the Informa 300 or one of its remote speaker/microphone units.

After the messages have played when reporting an alarm, it goes into the 2-Way Voice mode. It keeps the line if speech is detected from either end. It hangs up 20 seconds after speech stops. The 2-Way Voice mode only operates for a maximum of 4.25 minutes even if speech stops. The 2-Way Voice mode only operates for a maximum of 4.25 minutes even if speech is present. This prevents it from keeping the line forever if there is noise on the line resembling speech, or if a radio or TV is playing near the Informa 300.

The 2-Way Voice mode can also be activated from a remote telephone following the procedure:

❒ After entering the user code, press the **[#]** key. Several quick beeps are heard to confirm that the correct code was entered.

❒ Enter **[3]**, then press the **[#]** key. The 2-Way Voice mode continues for 20 seconds if there is no sound. Or, for a maximum of 4.25 minutes.

Called Party Ends Calling Sequence

A person who is called can also use the tone decoding feature to end calls to the remaining phone numbers. Since he will take action for the alarm, he may decide that there is no need for more calls to be made. While listening to the message, he can enter **[1] [2] [#]**. This ends the messages and activates the 2-Way Voice mode, if installed. When it finally hangs up, no more calls are made unless a new alarm occurs. If the person does not want to wait for the 2-Way Voice mode to time out, he can end the call by entering the same code again.

Automatic Calling Sequence Abort

It is possible to obtain automatically the calling sequence abort after the first call receives an answer. To insert this feature, toggle from OFF to ON by pressing the keys **[2]** or **[8]** when the display shows:

END IF SUCCESS

Then press the **[#]** key.

Blind Calls

When the option TONE DETECTION OFF is selected, it is possible to program how may calls the dialler will perform to each programmed phone number.

When the option

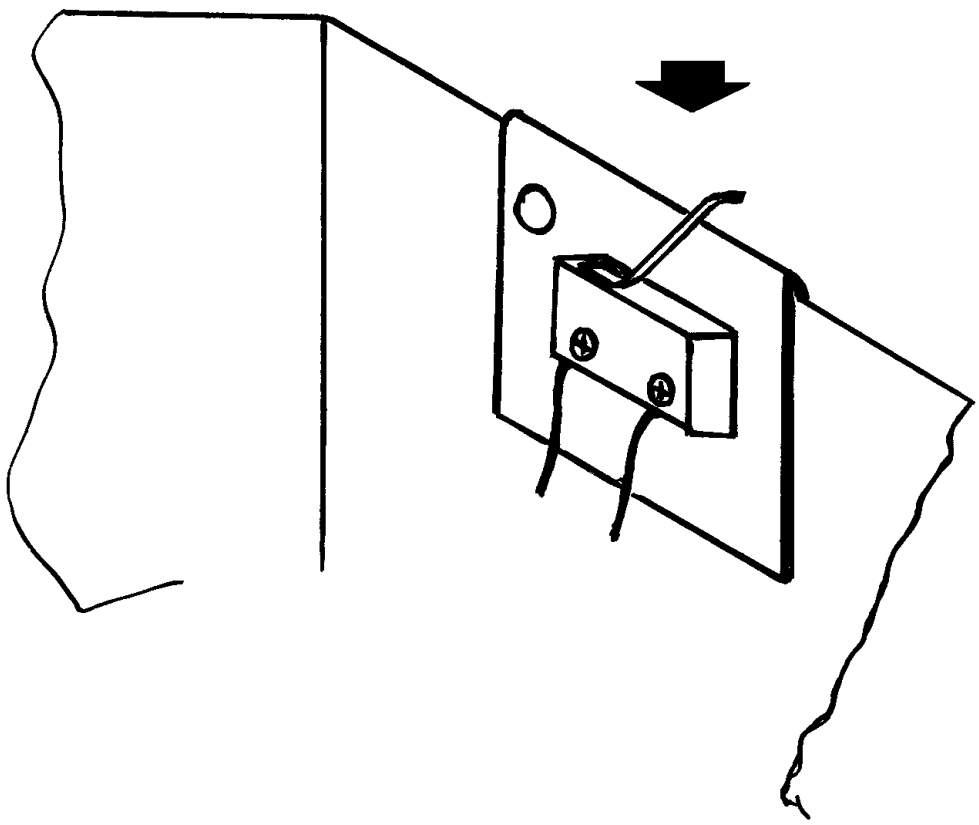
BLIND CALLS

is displayed enter a value from 01 to 03 then press the **[#]** key.

Tamper Switch Insertion

Place the tamper switch holder plate on a side of the box, then press downward to have the plate inserted on the side.

Perform the connections to the panel tamper input.



Tamper switch insertion

Note

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