

JM Precision

# SD1+ User Manual



Revision 1  
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## Installing the SD1+ Auto dialler

It is beyond the scope of this manual to describe the methods used for connecting this unit to the phone line.

The connections to the unit are identified on the circuit board on the rear of the unit. It is the responsibility of the user to ensure that it is connected and operated in a manner that meets the local phone system supplier requirements.

## PROGRAMMING THE SD1+ AUTO DIALLER

**NOTICE** After initial installation the SD1+ will display **PLEASE RECORD** And emit a beep every 5 seconds until it is programmed with at least One phone number and one voice message.  
Once programmed the SD1+ will display **SD1+**.  
For Standard operation only Phone number(s) and voice message(s) Need to be programmed.

The basic operation of the SD1+ Auto dialler is as follows:  
In the event of an input signal triggering the dialler, one of the four Phone numbers programmed into the SD1+ is dialled. If this call is answered then One or more of the five recorded voice messages is played to the recipient of the call. The recipient can acknowledge the call by pressing the 8 key on their phone. If the call is not answered or is not acknowledged then the SD1+ will call the next Programmed phone number. This sequence is repeated until all numbers have been Called or a call has been acknowledged.  
The SD1 is very flexible and this behaviour can be modified by the user to tailor The system to their exact requirements.

## **STANDARD SETUP FUNCTIONS**

## PASSCODE

Before any changes can be made to the SD1+ setup you must enter your user code<sup>1</sup>.

The default code is **1234**

This code can be changed and it can be extended to a six digit code if required<sup>2</sup>

## PROGRAMMING DIRECT PHONE NUMBERS

The SD1+ must NOT be used to call the Police via the Emergency services numbers. To comply with BABT regulations the unit must not have two numbers programmed the same.

Up to four phone numbers each with a maximum of 24 digits can be stored.

- 1 Enter the PASSCODE The display will show **READY**
- 2 Press **ENT** The display will show **ENT 1-4 OR 0-D**
- 3 Enter which phone number you wish to store. 1 – 4
- 4 The display will alternate between the telephone number and the current Number which will be **BLANK** if it has not yet been programmed.
- 5 If a phone number has already been programmed this may be deleted by Pressing the **A** key.
- 6 Enter the phone number you wish to store.
- 7 If you make a mistake press the **A** key to move the cursor back and re-enter the digit then press the **C** key to move the cursor forward.
- 8 Press the **ENT** key.
- 9 Repeat this procedure for all required numbers.
- 10 Press the **ESC** key to finish programming.

## PROGRAMMING PHONE NUMBERS VIA A SWITCHBOARD

Switchboards generally require a number followed by a pause to be dialled

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<sup>1</sup> The default user code is 1234

<sup>2</sup> See the Advanced setup section

(ie. 9) before dialling the required phone number.

- 1 Enter the PASSCODE The display will show **READY**
- 2 Press **ENT** The display will show **ENT 1-4 OR 0-D**
- 3 Enter which phone number you wish to store. 1 – 4
- 4 The display will alternate between the telephone number and the current Number which will be **BLANK** if it has not yet been programmed.
- 5 If a phone number has already been programmed this may be deleted by Pressing the **A** key.
- 6 Enter the Prefix number ie. 9
- 7 Press the **B** key three times to select a pause which is displayed as a comma ‘,’.
- 8 Press the **C** key to move the cursor forward.
- 9 Enter the phone number you wish to store.
- 10 If you make a mistake press the **A** key to move the cursor back and re-enter the digit then press the **C** key to move the cursor forward.
- 11 Press the **ENT** key.
- 12 Repeat this procedure for all required numbers.
- 13 Press the **ESC** key to finish programming.

NOTE: If a longer delay is required then add more pauses by repeating steps 6 and 7.  
Each comma entered will provide a three second pause.

### PROGRAMMING PAGER NUMBERS

When dialling a pager the SD1+ may have to wait before sending the message. Each pager service has its own requirements for pauses, star and hash characters Prefixes. You may need to experiment to find the correct combination for the service you are using.

In the following example a pager number of 0832 345678 followed by a pause and a message consisting of 333 is programmed.

- 1 Enter the PASSCODE The display will show **READY**
- 2 Press **ENT** The display will show **ENT 1-4 OR 0-D**
- 3 Enter which phone number you wish to store. 1 – 4
- 4 The display will alternate between the telephone number and the current Number which will be **BLANK** if it has not yet been programmed.
- 5 If a phone number has already been programmed this may be deleted by Pressing the **A** key.
- 6 Enter the pager number (eg 0832345678).
- 7 Press the **B** key four times to select the pager option (**M**).
- 8 Press the **C** key to move the cursor forward.
- 9 Enter the pager message you wish to send (eg 333).

- Anything entered after the **M** is used as the message.  
 A digit relating to the triggered input is also sent eg. 1 = trigger A  
 If the display shows **PHONES** then press the **B** key.
- 10 If you make a mistake press the **A** key to move the cursor back and re-enter the digit then press the **C** key to move the cursor forward.
  - 11 Press the **ENT** key.
  - 12 The display shows how the message and postfix are sent.  
 Ie. **M + NONE** = Message and no postfix.  
 Two other options **M+STAR** and **M+HASH** can be selected using the **B** key.
  - 13 Press the **ENT** key.
  - 14 Repeat this procedure for all required numbers.
  - 15 Press the **ESC** key to finish programming.

### DELETING PHONE NUMBERS

Before new Phone numbers can be programmed into the SD1+ the existing numbers need to be deleted.

- |   |  |   |
|---|--|---|
| 1 | Enter the PASSCODE   | The display will show <b>READY</b>          |
| 2 | Press <b>ENT</b>   | The display will show <b>ENT 1-4 OR 0-D</b> |
| 3 | Press <b>ENT</b>   | The display will show <b>ERASE-</b>         |
| 4 | Press the <b>B</b> key repeatedly until <b>PHONES</b> is displayed.    |   |
| 5 | Press <b>ENT</b> to delete ALL phone numbers (or <b>ESC</b> to abort). |   |
| 6 | The display will revert to <b>READY</b> .                              |   |
| 7 | Press <b>ESC</b> to finish.  |   |

NOTE: Phone numbers can be individually deleted when in program mode.  
 After deleting ALL phone numbers the SD1+ will not operate correctly until at least one new number is programmed.

### RECORDING VOICE MESSAGES

The SD1+ can record up to five phrases 0, A, B, C and D which can be up to Forty seconds long in total.

Generally phrase 0 is played first and should indicate the source of the call and its purpose. This should then be followed by one of the four remaining phrases which should give more specific information.

Which of the last four phrases is used is dependant on the trigger input that is activated

Example	Phrase 0	“This is the Store auto dialler”
	Phrase 2	“A fault has developed in one of the Freezers Please Press 8 on your phone to acknowledge this call”

In this example input 2 was triggered by the freezer alarm

Note that each of the last four phrases should ask the user to acknowledge as in the example above.

To record a Phrase

- 1 Enter the PASSCODE The display will show **READY**
- 2 Press **ENT** The display will show **ENT 1-4 OR 0-D**
- 3 Enter one of the following **0, A, B, C, or D** to indicate which phrase you wish to record.
- 4 The display will show **RECORD PHRASE A** or whichever phrase you selected.
- 5 Position yourself about 6-8 inches from the SD1+.
- 6 When you are ready to start recording press **ENT** and speak the phrase in a normal voice.
- 7 To stop recording press **ESC**.
- 8 During recording the display indicates the amount of recording time left. Recording will stop if the time left reaches 0.
- 9 Repeat steps 3 to 7 for all phrases you wish to record.
- 10 Press **ESC** to finish.
- 11 The display will revert to **READY**.

NOTE: If you are replacing only one phrase then the new phrase must be the same length as the old one.

It is advisable to plan and write down the required phrases before starting.

### DELETING VOICE MESSAGES

Before new Phrases can be programmed into the SD1+ the existing ones need to be deleted.

- 1 Enter the PASSCODE The display will show **READY**

- 2 Press **ENT** The display will show **ENT 1-4 OR 0-D**
- 3 Press **ENT** The display will show **ERASE-**
- 4 Press the **B** key repeatedly until **SPEECH** is displayed.
- 5 Press **ENT** to delete ALL Phrases (or **ESC** to abort).
- 6 The display will revert to **READY**.
- 7 Press **ESC** to finish.

### PLAYING BACK VOICE MESSAGES

Once Phrases have been recorded it is possible to play them back through the SD1+ internal speaker.

- 1 Enter the PASSCODE The display will show **READY**
- 2 Press **A, B, C** or **D** depending on which message you wish to hear.
- 3 The display will show **1-4 / ENT TO SEND**.
- 4 After a five second delay the message is played.
- 5 Repeat steps 2 to 4 to hear the rest of the messages if required
- 6 Press **ESC** The display will revert to **READY**.

### SENDING A TEST CALL

After programming it is advisable to test that all programmed numbers work correctly and that they play the required message.

Eg. You may want to check that Phone number 2 plays message C etc.

Before sending a test call ensure that someone at the receiving end is familiar with the acknowledgement procedure.

To send a test call

- 1 Enter the PASSCODE The display will show **READY**
- 2 Press **A, B, C** or **D** depending on which message you wish to send.
- 3 The display will show **1-4 / ENT TO SEND**.
- 4 Press either 1, 2, 3 or 4 depending on which phone number you wish to dial.
- 5 Pressing **ENT** at this point will send the message to all programmed phone numbers.
- 6 After the SD1+ has dialled it will attempt to detect a ringing signal. The display will show **RINGING** if a signal is found.  
If a ringing signal is not found after five seconds then the message is played.
- 7 When the call is answered Phrase 0 is played followed by the message you selected in step 2.

- 8 After the call recipient acknowledges the call the SD1+ displays **SENT OK**.
- 9 If the person receiving the call fails to acknowledge the call then the SD1+ will repeat the message four times.  
After the fourth attempt without an acknowledgement the SD1+ will display **NO REPLY** and hang up.
- 10 Press **ESC** at any time to finish and revert to the **READY** prompt.

### CALL ACKNOWLEDGE PROCEDURE

The recipient of any calls from the SD1 should be familiar with the call acknowledge procedure which is as follows:

- 1 When the recipients phone rings they should answer it in the normal way.
- 2 They will hear message 0 followed by the message corresponding to the trigger input that originated the alarm.
- 3 After the message a tone will be heard and the recipient should now press the 8 button on their phone to acknowledge the call.
- 4 If correctly acknowledged the SD1+ will respond with a short tune and end the call.
- 5 The recipient should then take the appropriate action.

**NOTE** The recipient can end the call at any time by pressing the 8 button On their phone.

## **ADVANCED SETUP FUNCTIONS**

The Functions described in this section allow the SD1+ to be configured to suit particular user requirements. Please ensure that you fully understand the way in which these settings will modify the behaviour of the system before making any changes.



## CHANGING THE PASS CODE

The SD1+ requires a pass code to be entered to gain access to the setup menus or to abort a test call that has been initiated.

The default PASSCODE is a four digit number (which is factory set to **1234**).

If required this can be changed as follows:

- |   |  |   |
|---|--|---|
| 1 | Enter the PASSCODE                       | The display will show <b>READY</b>      |
| 2 | Press the <b>4</b> key                   | The display will show <b>NEWCODE-</b> . |
| 3 | Press <b>ENT</b> .                       |   |
| 4 | The display will show <b>----</b> .      |   |
| 5 | Enter the new PASSCODE eg. 4321          |   |
| 6 | Press <b>ENT</b> to accept the new code. |   |

## CHANGING THE PASSCODE TYPE

The default PASSCODE is a four digit number (which is factory set to **1234**).

If required this can be changed to a six digit code as follows:

- |    |   |  |
|----|---|--|
| 7  | Enter the PASSCODE  | The display will show <b>READY</b>     |
| 8  | Press the <b>5</b> key  | The display will show <b>C,TYPE-</b> . |
| 9  | Press <b>ENT</b> .  |  |
| 10 | The display will show the current code type setting. <b>4,CODE</b> or <b>6,CODE</b> .                             |  |
| 11 | Press the <b>B</b> key repeatedly until the required type is displayed.<br><b>NOTE: DO NOT SELECT 4+E OR 6+E.</b> |  |
| 12 | Press <b>ENT</b> to accept the currently displayed setting.   |  |
| 13 | Enter a new code as described in the previous section.  |  |

## CALL ROUTING

The Phrases recorded into the SD1+ can be programmed so that they only report to certain phone numbers.

Eg. Phrase A reports to phone numbers 1,3 and 4 but NOT to number 2 (**A> 1-34**).

- |   |  |   |
|---|--|---|
| 1 | Enter the PASSCODE   | The display will show <b>READY</b>      |
| 2 | Press the <b>7</b> key   | The display will show <b>ROUTING-</b> . |
| 3 | Press <b>ENT</b> .   |   |
| 4 | The display will show the current routing for Phrase A<br>Eg <b>A&gt;1234</b> .                      |   |
| 5 | Press the <b>B</b> key repeatedly until the desired phrase is displayed.                             |   |
| 6 | Press keys <b>1, 2, 3</b> and <b>4</b> as required to select or deselect the required phone numbers. |   |
| 7 | Press <b>ENT</b> to accept the currently displayed setting.  |   |

## ABORT SETTING

Occasionally you may trigger the alarm by accident and cause the SD1+ to initiate an unwanted call. Should this happen then the call can be aborted by entering the PASSCODE.

- |   |  |                                     |
|---|--|-------------------------------------|
| 1 | Enter the PASSCODE   | The display will show <b>READY</b>  |
| 2 | Press the <b>8</b> key   | The display will show <b>ABORT-</b> |
| 3 | Press <b>ENT</b> .   |                                     |
| 4 | The display will show the current abort setting. <b>NONE, INPUT</b> or <b>PASSCODE</b> . |                                     |
| 5 | Press the <b>B</b> key repeatedly until the required option is displayed.                |                                     |
| 6 | Press <b>ENT</b> to accept the currently displayed setting.                              |                                     |
| 7 | Enter a new code as described in the previous section.                                   |                                     |

### VIEWING THE LAST CALL LOG

When a call is successfully acknowledged the SD1+ stores the event in the LAST CALL LOG.

The log may be viewed as follows:

- |   |   |                                       |
|---|---|---------------------------------------|
| 1 | Enter the PASSCODE  | The display will show <b>READY</b>    |
| 2 | Press the <b>9</b> key  | The display will show <b>VIEWLOG-</b> |
| 3 | Press <b>ENT</b> .  |                                       |
| 4 | The display will show the LAST CALL LOG ie <b>BLANK</b> if the log is empty or <b>A&gt;--3-</b> (Alarm message A was acknowledged by recipient 3. If the display shows <b>A&gt;----</b> then none of the calls were acknowledged. |                                       |
| 5 | Press <b>ENT</b> to finish.   |                                       |

### ACKNOWLEDGEMENT OPTIONS

Once the SD1+ has made its call and delivered its message it requires a signal to indicate that the message was successfully received. This is provided by the recipient pressing the number 8 button on their phone. When the SD1+ has been acknowledged it will shut down until it is triggered again. This option determines how many times the unit must be acknowledged before it shuts down.

The options are:

Any one recipient (**ANY-1**),  
 Any two recipients (**ANY-2**),  
 Any three recipients (**ANY-3**),  
 All four recipients (**ALL-4**),  
 Or nobody at all (**NO-ONE**).

- |   |   |                                       |
|---|---|---------------------------------------|
| 1 | Enter the PASSCODE  | The display will show <b>READY</b>    |
| 2 | Press the <b>0</b> key  | The display will show <b>CLEARBY-</b> |
| 3 | Press <b>ENT</b> .  |                                       |
| 4 | The display will show the current acknowledge setting ie <b>ANY-1</b> .   |                                       |
| 5 | Press the <b>B</b> key repeatedly until the required option is displayed. |                                       |
| 6 | Press <b>ENT</b> to accept the currently displayed option.                |                                       |

### FORCING THE SD1+ TO TONE/PULSE DIAL

If you are connecting the SD1+ to an older type exchange or switch board then it may be necessary to use Pulse dialling.

By default the SD1+ attempts to automatically select the correct type of dialling but any or all of the programmed phone numbers can be forced to use pulse or tone dialling as follows:

- 1 Enter the PASSCODE The display will show **READY**
- 2 Press **ENT** The display will show **ENT 1-4 OR 0-C**
- 3 Select the required phone number by pressing 1, 2, 3 or 4.
- 4 The display will alternate between the telephone number and the current number which will be **BLANK** if it has not yet been programmed.
- 5 The displayed number may be deleted if required by pressing the **A** key.
- 6 Press the **B** key once to select **PULSE DIALLING (P)**  
**OR**  
Press the **C** key to select **TONE DIALLING (T)**.
- 7 Enter the required phone number (including any prefix or delay if required).
- 8 Repeat steps 3 to 7 for all required phone numbers.
- 9 Press **ESC** to finish.

## **SD1+ TROUBLE-SHOOTING GUIDE**

PROBLEM

The recipient has acknowledged the call but the SD1+ continues to dial the second third or fourth number.

**CAUSE**

The CALL ACKNOWLEDGEMENT option is set to cleared by **ANY-2** or **ANY-3** or **ANY-4**.

**SOLUTION**

Select the appropriate call acknowledgement option.

**PROBLEM**

The SD1+ will not dial the phone number that is programmed into the unit.

**CAUSE**

Number incorrectly dialed.

**SOLUTION**

Check that the number has been correctly entered including any prefix and/or delay.

**PROBLEM**

The recipient can't acknowledge the SD1+ by pressing the number 8 button.

**CAUSE**

Incompatible phone.

**SOLUTION**

Call the recipient and ask them to press the number 8 button on their phone.  
If you hear anything other than a tone their phone is incompatible with the SD1+.  
This may be overcome by using a tone pad.  
Contact your equipment for further information.

**PROBLEM**

The user cannot access the SD1+ setup menus after pressing the **ENT** key.  
The display is showing **PLEASE RECORD**.

**CAUSE**

The SD1+ requires a pass code to enable access to the setup menus.

**SOLUTION**

Enter the access code. Default code is **1234**.