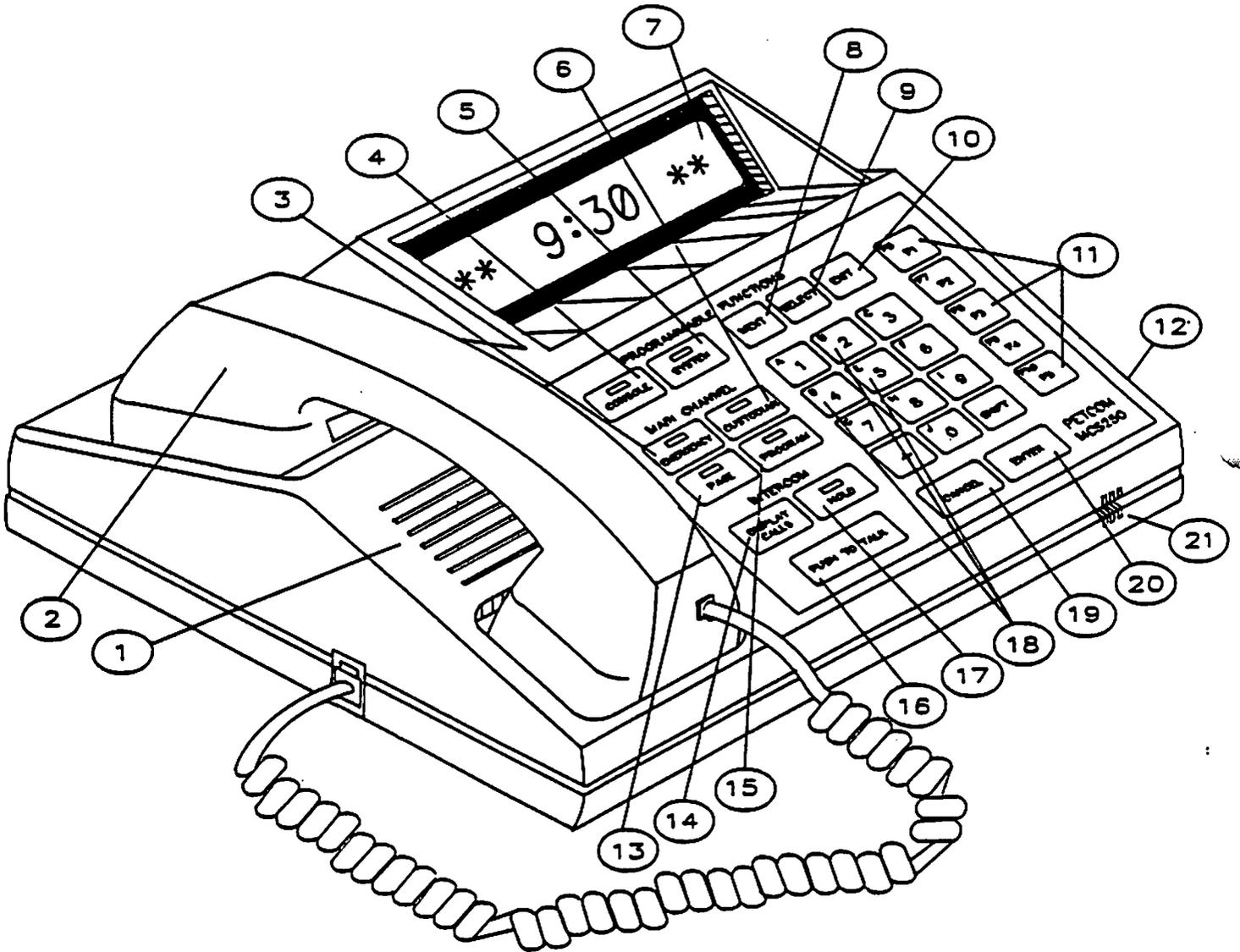


ADMINISTRATIVE CONSOLE



* NOTE - See following three pages for description of numbered references

GENERAL DESCRIPTION

The MCS250 Microprocessor-controlled Communication System is a multi-feature system that provides a broad range of audio communication functions. These functions are initiated from any one of a number of centrally located Administrative Centres or Consoles (AC's). This manual describes the operation, programming and installation of the MCS250 Communication System.

1. LCD DISPLAY

The display is a 16 character alphanumeric Liquid Crystal Display (7) that informs the user of the current status of the Administrative Console at all times. When the AC is in an idle state, the display shows the current time.

** 9:30 am

Display shows current time.

When a call comes in to the AC, the display shows the room number of the station calling in, as well as its position in the AC's call-in queue along with the total number of calls registered in the queue. Each AC has a queue of its own where all call-ins from remote speaker stations and other AC's are registered.

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Display shows room number and queue position of calling station.

A call-in tone accompanies the display update to alert the user that a call has come in. Call-ins are also prioritized so that higher priority calls are registered above lower priority calls within the call-in queue of an AC. These priorities are user programmable and will be explained later on in this manual.

When an All-Call or Emergency Page is initiated by another AC, the display will show the initiating AC number. An accompanying Page notification tone will accompany the display update, after which time the Page message will be heard at the AC.

ALL CALL AC #1

Display shows number of AC initiating the Page.

The display also plays an important role when programming the system from an AC. All programming is menu driven which means that the Display will indicate at all times, where in the programming hierarchy the user happens to be in. This makes the system programming extremely easy and straight-forward.

2. KEYPAD

The keypad is a colour-coded membrane keypad that allows the user to initiate any one of the various system functions. Key entries are accompanied by both audio and visual feedback (a key beep and an appropriate message on the display). A brief description of each key is given below.

<EMERGENCY>	(3)	Used to initiate an emergency page or emergency tone. An accompanying LED indicates if the function is active.
<CUSTODIAN>	(6)	Used to initiate an inobtrusive periodic tone to alert custodian.
<PAGE>	(13)	Used to initiate a Page message. An accompanying LED indicates if the function is active.
<PROGRAM>	(15)	Used to initiate Program distribution. An accompanying LED indicates if the function is active.
<DISPLAY CALLS>	(14)	Used to view calls in the AC's call-in queue.
<HOLD>	(17)	Used to put an in-coming call currently in conversation on hold. An accompanying LED indicates if the function is active.
<1> <2> <3> <4> <5> <6> <7> <8> <9> <+> <0> <SHIFT>	(18)	Used to enter room, zone and AC numbers for initiating intercom calls and pages, and for programming various functions. The <SHIFT> key converts the numeric keys into corresponding alpha keys (1 -> A, 2 -> B, .. ,0 -> J).
<PUSH TO TALK>	(16)	Used to communicate a page or intercom message to remote speaker stations or other AC's. The AC is in "talk" mode when key is depressed and "listen" mode when key is released.
<CANCEL>	(19)	Used to terminate intercom or Page if either is going on. Used to abort a function that has not yet been initiated (ie. if the <EMERGENCY> key has been pressed inadvertently, <CANCEL> will abort the function before it is entered via the <ENTER> key).

		Used to clear the display of any incorrect digits entered at the keypad.
<ENTER>	(20)	Used to initiate a function that has just been keyed in via the keypad such as a page or a call to a remote station.
<CONSOLE>	(4)	Used to enter Console Function Programming mode. An accompanying LED indicates if in Console Programming mode.
<SYSTEM>	(5)	Used to enter System Function Programming mode. An accompanying LED indicates if in System Programming mode.
<NEXT>	(8)	Used in either Console or System Programming mode to move to next entry in the programming menu.
<SELECT>	(9)	Used in either Console or System Programming mode to select a particular entry in the menu for programming.
<EXIT>	(10)	Used in either Console or System Programming mode to exit a particular entry in the programming menu.
<F1> <F2> <F3> <F4>	(11)	These keys are currently used for speed dialing user-programmable room numbers.
<F5>	(11)	This key is used for last number redial.
<F6>	(11)	This key is currently used to initiate a time tone, activated by pressing <SHIFT>, then <F1>.
<F7> <F8> <F9> <F10>	(11)	These keys currently are not used.

3. AUDIO COMMUNICATION

When voicing an intercom or page message, either the handset (2) or the Push-To-Talk key can be used. The handset is engaged whenever it is in a non-horizontal position, eg. when holding it in a normal conversational manner. It uses voice activation through the mouthpiece to switch the audio direction automatically. When the handset is not activated, ie. lying in a horizontal position such as in its cradle, the built-in electret microphone (21) and speaker (1) are used, while the direction of communication is controlled by the Push-To-Talk key. The microphone is active while the Push-To-Talk key is depressed, and the speaker is active when released. A thumbwheel volume control (12) on the side of the ACC adjusts the volume of the speaker.