

Communicall Vi User Guide



Tunstall

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Introduction

Communicall Vi is the latest generation communication system for grouped housing developments. It supports individually tailored telecare for residents and provides highly flexible call routing options for alarm calls.

The system is available in the following versions:

- **Telephone based system** - uses Tunstall Digital Enhanced Cordless Technology (DECT) handsets or mobile phones to make and receive calls

The system features a System Control Panel (SCP) that provides Scheme Managers with an easy method of performing daily call round and management of telecare sensors.

This user guide is designed to help Scheme Managers to understand and operate the basic operational features of Communicall Vi for the different system versions. The operation of the telephone based systems differs slightly dependent on whether the system uses a single Tunstall DECT handset, multiple Tunstall DECT handsets or a mobile phone.

Please use the table below to record the type of system fitted on this site and the number to dial to call into the Communicall Vi system.

Communicall Vi System Version	Yes/No	Dial in Number
Single DECT		N/A
Multiple DECT		
Single/Multiple IP DECT		
Mobile Phone		

Main features explained

Message waiting

This feature enables Scheme Managers to leave messages for residents on their speech module. For example if the resident has a visitor when they are out then the scheme manager can leave a message for the resident rather than trying to remember. A light on the speech module shows the resident that they have a message waiting. This feature requires Communicall Vi speech modules.

Easy to use System Control Panel (SCP)

The System Control Panel (SCP) allows the user to very easily place calls to residents, perform simple radio trigger management tasks and to perform certain system configuration tasks. The SCP user interface is menu driven, with illuminated keys indicating available user options. See the SCP section of this guide for detailed instructions on how to use the SCP.

Remote web browser programming

The Communicall Vi web browser enables more complex system settings to be configured remotely and provides the ability to configure settings on a per resident basis including speech module volume levels, cancel at source, inactivity and intruder settings. See the web browser section of this guide for detailed instructions on how to use the web browser.

System personalisation

Allows the user of the SCP to record and save voice tags against individual residents. This helps scheme managers to provide a more personalised service as they will be informed of the resident's name when an alarm is raised.

Enhanced door entry system

A DDA compliant door panel with audio and visual prompts, highlighted buttons and dedicated trades button provides improved performance. The display can also show the name of the scheme to add further personalisation. The door panels automatically adjust to seasonal time changes (BST) saving the need to manually adjust them.

Easy to programme triggers and telecare sensors

The programming of triggers and telecare sensors can be performed very easily via the SCP or remotely using the web browser by following simple on screen instructions.

Test Mode (Vi Speech Modules)

This function helps Scheme Managers to reduce the time taken to test equipment including hardwired devices connected to the speech module, buttons on the speech module, the integral pull cord and any remote door controllers. To enter test mode press the speech module I'm OK button and the Home/Away key until the unit beeps (approx. 10 seconds). The speech module will beep and the alarm button will illuminate to show that test mode is enabled. Test any pull cord and or smoke detector along with the speech module buttons, the speech module will beep to indicate correct operation any time a device is activated. To exit test mode press the I'm OK button and the Home/Away key until the unit beeps.

Using the telephone based system

The telephone based system uses either DECT or mobile phones to allow scheme managers to receive and make calls to residents on the Communicall Vi system. Each resident has a speech module within the dwelling to enable them to communicate with the Scheme Manager via their handset (DECT or mobile).

Digital Enhanced Cordless Technology (DECT) handset



Mobile phone handset



Long Range Cordless



Long Range Handset (LRH) phone system

Switching off-site using the LRH phone

- Take the phone off hook by pressing **]**
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 2 followed by #
- Listen to message 'system off-site'
- Then hang up by pressing **]**

Switching on-site using the LRH phone

- Take the phone off hook by pressing **]**
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 1 followed by #
- Listen to message 'system on-site'
- Then hang up by pressing **]**

Answering an alarm call using the LRH phone

- Press **]** when the phone rings
- Listen to the full spoken alarm message. If necessary, make a note of the alarm details before selecting the alarm call
- Press * to select the alarm call
- Speak to resident
- Press 0 to clear the alarm call and then hang up by pressing **]**

NOTE: Failure to follow these steps fully and in order may result in the loss of important information about the source of the call.

Calling a resident using the LRH phone

- Take the phone off hook by pressing **]**
- Listen to the message - it will ask you to enter the resident number, followed by *
- Enter the resident number followed by * e.g. 3 0 2 *
- Speak to the resident
- Press 0 to clear and then hang up by pressing **]**

Receiving an external call using the LRH phone

- When the phone rings, answer as normal by pressing **]**
- The caller will be connected straight to handset
- Hang up when the call is finished by pressing **]**

Making an external call using the LRH phone

- Take the phone off hook by pressing **]**
- Listen to the message
- Press 0#
- Listen for the external dial tone
- Dial number as usual

Listening to call waiting using the LRH phone

- If you hear a background beep when using the handset, an alarm call may be waiting, finish your call by hanging up and the waiting alarm call will be sent to the handset.

Activate door entry lock release using the LRH phone

- If you receive and select a call from the door panel, press 7 then # to open the door

Single Tunstall DECT phone system

Switching off-site using the DECT phone

- Take the phone off hook by pressing **]**
- Listen to the message - it will ask you to enter the resident number followed by *****
- Press **2** followed by **#**
- Listen to message 'system off-site'
- Then hang up

Switching on-site using the DECT phone

- Take the phone off hook by pressing **]**
- Listen to the message - it will ask you to enter the resident number followed by *****
- Press **1** followed by **#**
- Listen to message 'system on-site'
- Then hang up

Answering an alarm call using the DECT phone

- Press **]** when the phone rings
- Listen to the full spoken alarm message. If necessary, make a note of the alarm details before selecting the alarm call
- Press ***** to select
- Speak to resident
- Press **0** to clear the alarm call and then hang up

NOTE: Failure to follow these steps fully and in order may result in the loss of important information about the source of the call.

Calling a resident using the DECT phone

- Take the phone off hook by pressing **]**
- Listen to the message - it will ask you to enter the resident number, followed by *****
- Enter the resident number followed by ***** egg. **3 0 2 ***
- Speak to the resident
- Press **0** to clear and then hang up

Receiving an external call using the DECT phone

- When the phone rings, answer as normal
- The caller will be connected straight to handset
- Hang up when call is finished

Making an external call using the DECT phone

- Take the phone off hook by pressing **]**
- Listen to the message
- Press **0#**
- Listen for the external dial tone
- Dial number as usual

Listening to call waiting using the DECT phone

- If you hear a background beep when using the handset, an alarm call may be waiting, finish your call by hanging up and the waiting alarm call will be sent to the handset.

Activate door entry lock release using the DECT phone

- If you receive and select a call from the door panel, press **7** then **#** to open the door

Multiple Tunstall DECT phone system

In this Communicall Vi version, the Tunstall DECT phones are connected to the system via an IP PABX.

Switching off-site using the DECT phone

- Take the phone off hook by pressing **]**, then dial the system number 6060
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 2 followed by #
- Listen to message 'system off-site'
- Then hang up

Switching on-site using the DECT phone

- Take the phone off hook by pressing **]**, then dial the system number 6060
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 1 followed by #
- Listen to message 'system on-site'
- Then hang up

Answering an alarm call using the DECT phone

- Press **]** when the phone rings
- Listen to the full spoken alarm message. If necessary, make a note of the alarm details before selecting the alarm call
- Press * to select
- Speak to resident
- Press 0 to clear the alarm call and then hang up

NOTE: Failure to follow these steps fully and in order may result in the loss of important information about the source of the call.

Calling a resident using the DECT phone

- Take the phone off hook by pressing **]**, then dial the system number 6060
- Listen to the message - it will ask you to enter the resident number, followed by *
- Enter the resident number followed by * e.g. 3 0 2 *
- Speak to the resident
- Press 0 to clear and then hang up

Receiving an external call using the DECT phone

- When the phone rings (CLI will be shown if enabled), answer as normal
- The caller will be connected straight to handset
- Hang up when call is finished

Making an external call using the DECT phone

- Take the phone off hook by pressing **]**
- Listen to the message
- Press 0#
- Listen for the external dial tone
- Dial number as usual

Listening to call waiting using the DECT phone

- If you hear a background beep when using the handset, an alarm call may be waiting, finish your call by hanging up and the waiting alarm call will be sent to the handset.

Activate door entry lock release using the DECT

- If you receive and select a call from the door panel, press 7 then # to open the door

Single/Multiple Tunstall IP DECT phone system

In this Communicall Vi version, the Tunstall DECT phones are connected to the system via an IP PABX.

Switching off-site using the IP DECT phone

- Take the phone off hook by pressing **]**, then dial the system number _____
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 2 followed by #
- Listen to message 'system off-site'
- Then hang up

Switching on-site using the IP DECT phone

- Take the phone off hook by pressing **]**, then dial the system number _____
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 1 followed by #
- Listen to message 'system on-site'
- Then hang up

Answering an alarm call using the IP DECT phone

- Press **]** when the phone rings
- Listen to the full spoken alarm message. If necessary, make a note of the alarm details before selecting the alarm call
- Press * to select
- Speak to resident
- Press 0 to clear the alarm call and then hang up

NOTE: Failure to follow these steps fully and in order may result in the loss of important information about the source of the call.

Calling a resident using the IP DECT phone

- Take the phone off hook by pressing **]**, then dial the system number _____
- Listen to the message - it will ask you to enter the resident number, followed by *
- Enter the resident number followed by * e.g. 3 0 2 *
- Speak to the resident
- Press 0 to clear and then hang up

Receiving an external call using the IP DECT phone

- When the phone rings, answer as normal
- The caller will be connected straight to handset
- Hang up when call is finished

Making an external call using the IP DECT phone

- Take the phone off hook by pressing **]**
- Press 9, followed immediately by the telephone number

Listening to call waiting using the IP DECT phone

- If you hear a background beep when using the handset, an alarm call may be waiting, finish your call by hanging up and the waiting alarm call will be sent to the handset.

Activate door entry lock release using the IP DECT

- If you receive and select a call from the door panel, press 7 then # to open the door

Mobile phone based system

In this Communicall Vi version, the mobile phone(s) are connected to the system via the BT network so in order to connect to the system it is necessary to go off-hook on the mobile phone and dial the BT number of the Communicall Vi system. The system will answer automatically.

Switching off-site using the mobile phone

- Dial the system's BT number _____
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 2 followed by #
- Listen to message 'system off-site'
- Then hang up

Switching on-site using the mobile phone

- Dial the system's BT number _____
- Listen to the message - it will ask you to enter the resident number followed by *
- Press 1 followed by #
- Listen to message 'system on-site'
- Then hang up

Answering an alarm call using the mobile phone

- Press **]** when the phone rings answer the call
- Listen to the full spoken alarm message. If necessary, make a note of the alarm details before selecting the alarm call
- Press * to select
- Speak to resident
- Press 0 to clear and then hang up

NOTE: Failure to follow these steps fully and in order may result in the loss of important information about the source of the call.

Calling a resident using the mobile phone

- Dial the system's BT number _____
- Listen to the message - it will ask you to enter the resident number, followed by *
- Enter the resident number followed by * e.g. 3 0 2 *
- Speak to the resident
- Press 0 to clear and then hang up

Receiving an external call using the mobile phone

- When the phone rings, answer as normal
- The caller will be connected straight to handset
- Hang up when call is finished

Making an external call using the mobile phone

- Dial number as usual

Listening to call waiting using the mobile phone

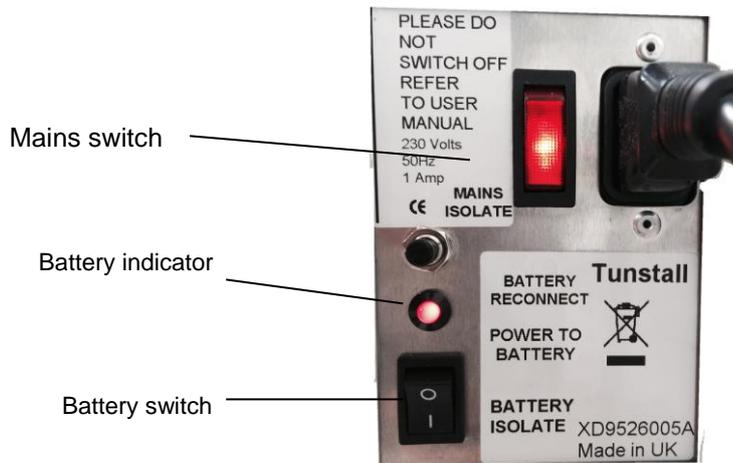
- If you hear a background beep when using the handset, an alarm call may be waiting, finish your call by hanging up and the waiting alarm call will be sent to the handset.

Activate door entry lock release using the mobile phone

- If you receive and select a call from the door panel, press 7 then # to open the door

Control Unit

The Control Unit (CU) functions to control the flow of electronic signals through the system and provides the low voltage electricity supply for most Communicall equipment. The unit also incorporates a backup power supply that will keep the system operational, for more than 7 hours following a failure of the mains supply. As a rule, the CU does not require any attention. However, it may become necessary to restart the CU should power be lost for any reason. The CU control panel and instructions for turning the unit on are described below.



Turning the Control Unit on

The control unit has two controls: a mains power switch and a battery in circuit switch. Under normal circumstances both switches should be on and illuminated. If either switch is in the off position, the unit must be switched on in the following way:

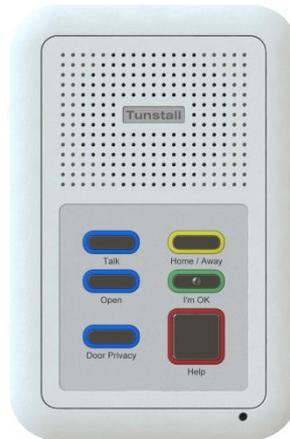
1. Put both switches into the off position (this turns the control unit off).
2. Press the mains power switch to on (down towards the "1" mark). The switch will illuminate.
3. Press the battery switch to on (down towards the "1" mark), the red light will turn on.
4. The system is now powered.

Speech Modules

What does the speech module look like?

The following Communicall Vi speech module may be used on your system, it comes in two versions. These are 3 button or 6 button models.

The 6 Button model has door entry keys, alarm button, I'm OK button and a Home/Away button.



The 3 Button model has an alarm button, I'm OK button and a Home/Away button.



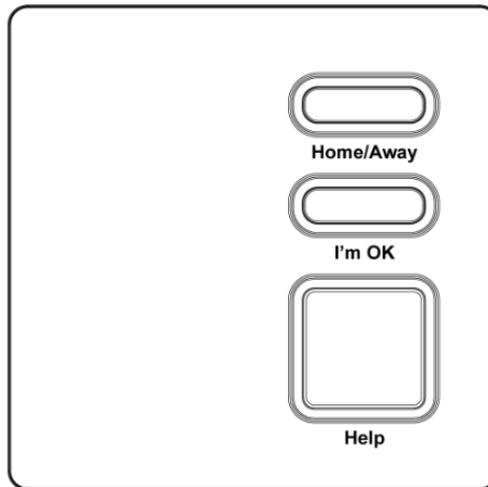
Each speech module can be fitted with an optional pullcord.

Speech Module Variants

The following pages provide details of what features the speech module offers the resident. Each speech module is provided with a user card.

There are two variants of speech module. One unit has three buttons and the second speech module has 6 buttons. The modules can be orientated in landscape or portrait, the orientation of either model has the same buttons

Speech module with 3 buttons



In addition to the red alarm button, speech modules with 3 buttons have a Home/Away button which is used to turn the away mode on and off. An away light is also provided to clearly indicate to the user which state the module is in. The I'm OK button can be used to signal to the scheme manager/ control centre that the resident is active (It does not raise a call).

To raise an alarm

- Press the alarm button or pull the red alarm pull cord. Stay calm and wait until the scheme manager responds (this may take a few seconds). Speak normally when the scheme manager answers your call (You do not need to speak directly into the unit).

Privacy

- To enable privacy press and hold the I'm OK button for a period of over 10 seconds until the module emits a bleep. To indicate that privacy is on the I'm OK button will flash once every 5 seconds.
- To disable privacy press and hold the I'm OK button for a period of over 10 seconds until the module emits a bleep. To indicate that privacy is off the I'm OK will not flash.

To indicate that you are away

- Press the Away button once (you will see the Away light illuminate).

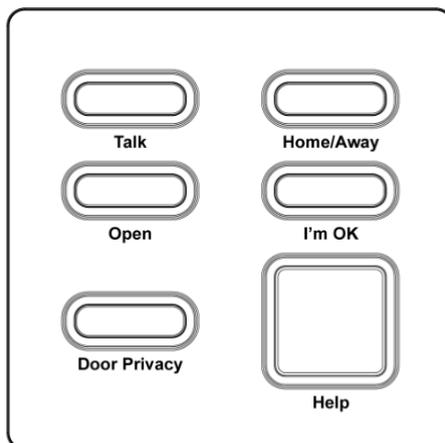
To indicate that you have returned

- Press the Away button once (you will see the Away light go off).

To indicate that you are OK

- Press the I'm OK button once. When pressed the module will bleep to indicate the button has been pressed.

Speech module with 6 buttons



In addition to the red alarm button, speech modules with 3 buttons have a Home/Away button which is used to turn the away mode on and off. An away light is also provided to clearly indicate to the user which state the module is in. The I'm OK button can be used to signal to the scheme manager/ control centre that the resident is active (It does not raise a call).

To raise an alarm

- Press the alarm button or pull the red alarm pull cord. Stay calm and wait until the scheme manager responds (this may take a few seconds). Speak normally when the scheme manager answers your call (You do not need to speak directly into the unit).

Privacy

- To enable privacy press and hold the I'm OK button for a period of over 10 seconds until the module emits a bleep. To indicate that privacy is on the I'm OK button will flash once every 5 seconds.
- To disable privacy press and hold the I'm OK button for a period of over 10 seconds until the module emits a bleep. To indicate that privacy is off the I'm OK will not flash.

To indicate that you are away

- Press the Away button once (you will see the Away light illuminate).

To indicate that you have returned

- Press the Away button once (you will see the Away light go off).

To indicate that you are OK

- Press the I'm OK button once. When pressed the module will bleep to indicate the button has been pressed.

To answer an incoming door call

Following a loud ringing tone indicating a call from the door, the talk button will also flash

- Press and release the Talk button to speak to the caller.

To let the caller into the building

- Press the Open button (A spoken message will announce 'Door Open').

To stop door entry calls

- Press the Door Privacy button. When you do this your speech module will not accept door entry calls for the next few minutes. The door entry privacy button will illuminate for the period of time the door entry calls are blocked

System Control Panel (SCP)

The System Control Panel (SCP) allows the user to place calls to residents, perform simple radio trigger management tasks and to perform certain system configuration tasks. The SCP user interface is menu driven, with illuminated keys indicating available user options.



Standby Screen

The 'standby' screen (Fig. A.1) displays the scheme system time, date and onsite / offsite status. To move from the standby to the initial screen it is necessary to press the '*' (star) key to unlock the SCP.

<input type="radio"/>	23:59	<input type="radio"/>
<input type="radio"/>	01/07/2007	<input type="radio"/>
<input type="radio"/>	On Site	<input type="radio"/>
<input type="radio"/>	* To Unlock	<input type="radio"/>

Figure A.1 Standby Screen

Initial Screen

<input type="radio"/>	23:59	<input type="radio"/>
<input type="radio"/>	01/07/2007	<input type="radio"/>
<input type="radio"/>		<input type="radio"/>
<input checked="" type="radio"/>	Menu	<input checked="" type="radio"/>
	On Site	

Figure A.2 Initial Screen

After unlocking the SCP, the initial screen (Fig. A.2) allows the user the option of either selecting 'Menu' or 'On Site/Off Site'. Press the relevant illuminated key to move to the Change Site Status screen (Fig. A.3) or to the Main Menu (Fig. A.4). Pressing any numeric key while in the initial screen provides a shortcut to calling a resident by ID (see the 'Resident ID' option of the Calls menu).

Change Site Status

This screen enables the user to change the current site status to either On Site or Off Site. When in On Site mode, an alarm's call group settings are processed as normal. In Off Site all alarms calls are routed to the specified Monitoring Centre numbers for the system.

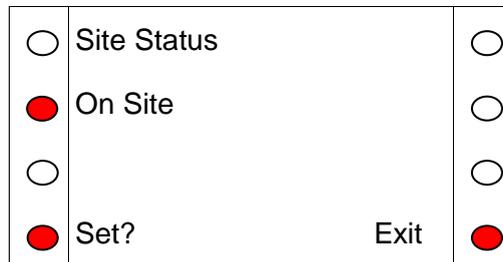


Figure A.3 Site Status Screen

The site status is changed by pressing the illuminated key next to the word change. When the required status is displayed press OK to save the settings and the SCP will return to the Initial Screen.

Main Menu

The main menu allows the user 4 options:

Call Menu	Allows the user to place calls, broadcast speech and call QuickDials.
Trigger Menu	Allows the user to view, assign and delete residents' triggers.
Settings	Allows the user to change date, time, site status and turn keypad beeps on or off.
Advanced	Allows the user to go to a 'Restart' or the engineer to go to 'Engineer'.
Exit	Exits to Initial Screen

Pressing the illuminated key next to any of the 4 options will take the user to the appropriate menu. Pressing any numeric key while in the Main Menu screen provides a shortcut to the 'Call by ID' option (see Calls menu).

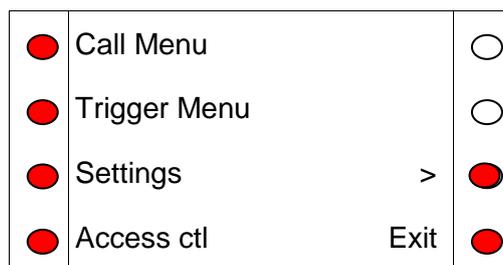


Figure A.4 Main Menu Screen

Call Menu

The call menu allows the user to place a call by either inputting the resident ID or looking the resident up in an alphabetical list. The calls menu also allows broadcast speech and Quickdial calls to be placed by selecting the appropriate option from the Calls Menu, press the scroll up and down buttons (> and <) to show the Broadcast Speech and QuickDial options. Pressing any numeric key while in the Call Menu screen provides a shortcut to the 'Resident ID' option.

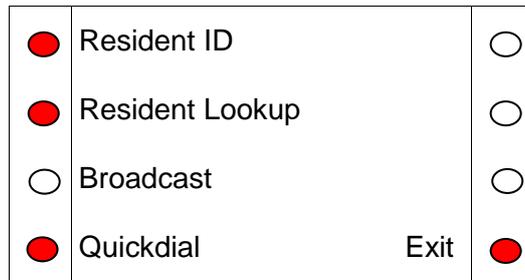


Figure A.5 Call Menu Screen

Placing a call using resident ID

Press the 'Resident ID' key on the Call Menu. Enter the Resident ID, with leading zeros for IDs less than 100 (e.g. enter 20 as 020). Pressing the 'Clear' button at any point clears any input numbers and pressing 'Exit' returns to the Call Menu. Once a 3-digit number has been entered the SCP will check that the ID exists in the database. If the ID does exist the 'Call' button will illuminate and pressing this will start a call attempt.

Placing a call using resident lookup

Press the 'Resident Lookup' key on the Calls Menu. A list of residents in the system will be displayed. This list can be navigated by pressing the '<' and '>' keys to scroll up and down respectively. For faster searching through large lists the alphanumeric keys can be used to move through the list alphabetically in much the same way as a telephone or mobile keypad. For example, to jump to residents beginning with the letter 'H', press the 'GHI' key (key '4') twice. To select a resident, press the illuminated key by their name. The SCP will display 'please wait connecting...'. It will then allow the user to select 'call' to call the resident, 'skip' to move to the next resident ID in the list or 'Exit' to return to the Call Menu Screen.

Handling a Call

In processing a call, the SCP will attempt to establish a connection between the resident's speech module and the SCP phone or telephone line 3 (telephone line 3 should be on-hook at this point). Possible reasons for failure include line 3 being busy, line 3 being off-hook and resident's speech module being absent or incorrectly configured. Once connected, the caller has the option to terminate the call by hanging up or pressing the 'Clear' button and can change the mode of connection being used (see Fig. A.6). The connection will start in the default mode for the resident's speech module, and will allow appropriate changes from there. The sequence of possible modes is HVS -> VOX -> PTT. In HVS (**H**ands-free **V**oice **S**witched) mode, both participants in the conversation appear to talk simultaneously. In VOX (**V**oice **O**perated switching) mode, the system will automatically detect who is speaking and allow one-way communication on this basis. In PTT (**P**ush-**T**o-**T**alk) mode, the bottom right hand key will alternate between 'Talk' and 'Listen'. Press 'Talk' to enter talk mode, and 'Listen' to enter listen mode.

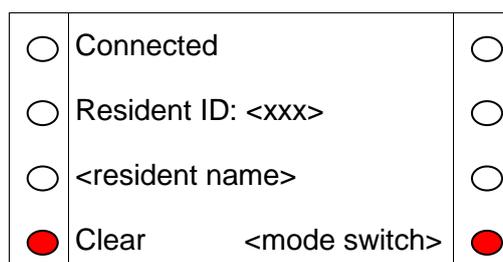


Figure A.6 During a Call

After a Call

After a call has been finished, the SCP will display details of the next resident ID in the system (as shown in Fig. A.7). To call this resident, press 'Call'. To skip to the next resident in the list, press 'Skip'. To return to the Calls Menu, press 'Exit'.

<input type="radio"/>	<name>		<input type="radio"/>
<input type="radio"/>	<address>		<input type="radio"/>
<input type="radio"/>	ID <xxx>	Skip	<input checked="" type="radio"/>
<input checked="" type="radio"/>	Exit	Call	<input checked="" type="radio"/>

Figure A.7 Next Call Screen

Broadcast Speech (this is an optional feature)

In broadcast speech mode, Line 3 is connected to all speech modules (Communicall Vision and Communicall Vi speech modules with Broadcast Speech option only). Note that if the system parameter allowing broadcast speech is not set, the option button on the SCP will not be lit.

Scroll down the Call Menu using the down key (<) until Broadcast Spch is shown. Then select Broadcast Speech by pressing the corresponding button on the left.

<input checked="" type="radio"/>	Resident Lookup	>	<input checked="" type="radio"/>
<input checked="" type="radio"/>	Broadcast Spch		<input type="radio"/>
<input type="radio"/>		<	<input checked="" type="radio"/>
<input type="radio"/>		Exit	<input checked="" type="radio"/>

Call Menu showing Broadcast Speech option

The display shows 'Connecting.....Broadcast Spch', the phone connected to line 3 will ring. Answer the call and speak into the microphone, this message will be broadcast to all speech modules that support the broadcast speech feature. To end the broadcast, hang up the phone.

QuickDial

The QuickDial menu allows the user to select a number to call from a scrollable list of currently configured numbers. The numbers and their descriptions can be configured from the Communicall Vi web interface.

Trigger Menu

The Trigger menu allows the user to view, delete and assign triggers to a resident. As in the Call menu, a specific resident can be chosen either by ID ('Resident ID') or by looking up from a list ('Resident Lookup'). Pressing any numeric key while in the Triggers Menu screen provides a shortcut to the 'Resident ID' option.

<input checked="" type="radio"/>	Resident ID	<input type="radio"/>
<input checked="" type="radio"/>	Resident Lookup	<input type="radio"/>
<input type="radio"/>		<input type="radio"/>
<input type="radio"/>		<input type="radio"/>
	Exit	<input checked="" type="radio"/>

Figure A.8 Trigger Menu

Viewing and deleting triggers

<input type="radio"/>	<name>	<input type="radio"/>
<input type="radio"/>	<address>	<input type="radio"/>
<input checked="" type="radio"/>	View	<input type="radio"/>
<input checked="" type="radio"/>	Assign	<input type="radio"/>
	Exit	<input checked="" type="radio"/>

Figure A.9 View / Assign Screen

Once a resident has been selected, the user will be prompted to view or assign triggers or return to the Triggers Menu by pressing 'Exit' (Fig. A.9). Press 'View' to display triggers already registered to the resident. See Figure A10 for the information shown for each registered trigger. If there is more than one trigger registered against a resident, the top left hand button will be illuminated and will allow the user to scroll through the triggers, as shown in Fig. A.10. To delete a particular trigger, press 'Delete' whilst viewing the trigger details. Pressing 'Exit' returns the user to the View / Assign Screen.

<input type="radio"/>	<trigger type>	<input type="radio"/>
<input type="radio"/>	<trigger no.>	<input type="radio"/>
<input type="radio"/>	Location: 00	<input type="radio"/>
<input checked="" type="radio"/>	Delete	<input checked="" type="radio"/>
	Exit	<input checked="" type="radio"/>

<input checked="" type="radio"/>	<trigger type>	<input type="radio"/>
<input type="radio"/>	<trigger no.> (xx/nn)	<input type="radio"/>
<input type="radio"/>	Location: 00	<input type="radio"/>
<input checked="" type="radio"/>	Delete	<input checked="" type="radio"/>
	Exit	<input checked="" type="radio"/>

Figure A.10 View Screen for 1 trigger (left) and many triggers (right)

Assigning triggers

To assign a trigger to a resident, press the 'Assign' button on the View / Assign screen. The SCP will prompt to activate the trigger with the text shown in (Fig. A.11).



Figure A.11 Press Radio Trigger Prompt Screen

When the trigger activation is received by the system, which may take several seconds, the trigger number and type will appear. Pressing the illuminated key by 'Location' displays a list of Location codes and descriptions which can be assigned to the trigger. Press '<' and '>' to scroll up and down the list respectively. For ease of navigation, numeric keys jump to the starting digit of the Location codes. E.g. pressing '8' will scroll the list down to Location code 80. Press the illuminated key by the desired location to select that Location. Press 'Yes' to assign the trigger, or 'No' to discard the trigger (Fig. A.12) or press 'Exit' to return to the previous screen.



Figure A.12 Assign Screen

Settings Menu

The settings menu allows the user 4 options:

Time	Allows the user to enter the time in the format hh:mm
Date	Allows the user to enter the date in the format dd/mm/yyyy
Keypad Sounds	Turns the keypad sounds on or off
Onsite/OffSite	Allows the user to change the site status

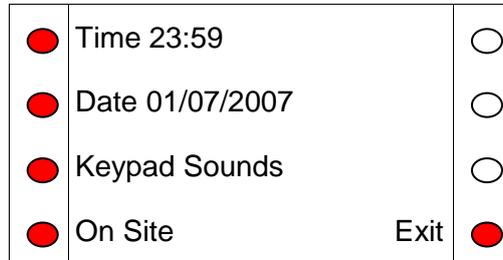


Figure A.13 Settings Menu Screen

Pressing the illuminated key next to any of the 4 options will take the user to the appropriate option, while pressing 'Exit' returns the user to the main menu. For the time and date edit screens (Fig. A.14) numeric keys allow input, 'Delete' deletes the previous number and 'OK' updates the system time and returns the user to the Settings Menu. If the time or date is invalid, the SCP will beep and not return to the Settings Menu until the error is cleared. Note that the system uses a 24 hour clock and the SCP will not allow invalid times to be entered; thus it may be necessary to set both the hour digits to zero before the correct time can be input (e.g. changing from 17:00 to 23:00 could be done by first changing to 00:00 then changing to 23:00 on the 2nd cycle through).

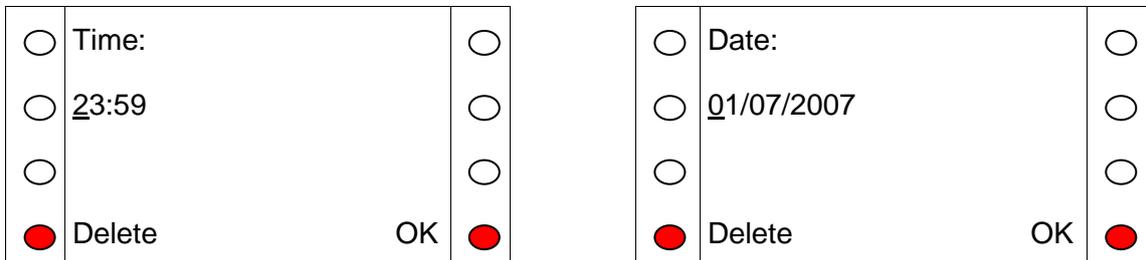


Figure A.14 Time (left) and Date (right) Set Screens

Advanced Menu

The advanced menu has the following options:

- Engineer** This is PIN protected for use by Tunstall engineers. It provides access to 'Set IP', 'Set Subnet', 'Set Gateway' and 'Set DNS'. The 'exit' key will return to the Main Menu. Pressing the key next to the appropriate prompt will take the user to the appropriate option.

- Restart** The user is asked to confirm before system displays 'please wait'. It could take several minutes.

- Shutdown** This option allows the user to shut down the system, it should only be used when a Tunstall engineer instructs the user to do so.

- Backup DB** Allows the user to backup the system database. The system will confirm successful backup and then will return to the advanced menu screen.

- Record** Allows the user to customise the system by recording voice tags for resident names, receivers and door panels. The user can also record messages to be left for residents on their speech modules (Communicall Vi speech modules only).

Press '<' and '>' to scroll up and down the list respectively.

<input checked="" type="radio"/>	Engineer	<input type="radio"/>
<input checked="" type="radio"/>	Restart	> <input type="radio"/>
<input checked="" type="radio"/>	Backup DB	<input checked="" type="radio"/>
<input checked="" type="radio"/>	Record	Exit <input checked="" type="radio"/>

Figure A.15 Advanced Menu

Restart Menu

After selecting 'Restart' the user will be asked to confirm to avoid accidental presses.

<input checked="" type="radio"/>	Confirm restart	<input type="radio"/>
<input checked="" type="radio"/>	System?	<input type="radio"/>
<input checked="" type="radio"/>	No	<input type="radio"/>
<input checked="" type="radio"/>	Yes	<input checked="" type="radio"/>

Figure A.16 Restart Menu

Record Menu

Allows the user to customise the system by recording voice tags for resident names, receivers and door panels. The user can also record messages to be left for residents on their speech modules (Communicall Vi speech modules only).

<input checked="" type="radio"/>	Resident Name	<input type="radio"/>
<input checked="" type="radio"/>	Resident Msg	<input type="radio"/>
<input checked="" type="radio"/>	Receivers	> <input checked="" type="radio"/>
<input type="radio"/>	Exit	<input checked="" type="radio"/>

Figure A.17 Restart Menu

Resident Name

After selecting resident name, the system will prompt the user to input a Resident ID or lookup a resident. Once a resident is selected, the system will prompt the user to pick up the handset of the phone attached to the SCP. The SCP will then display the Recording Screen (Figure A.18).

<input checked="" type="radio"/>	Start Recording	<input type="radio"/>
<input type="radio"/>	Listen	<input type="radio"/>
<input type="radio"/>	Delete	<input type="radio"/>
<input type="radio"/>	Cancel	<input checked="" type="radio"/>

Figure A.18 Recording Screen

To record the message, press 'Start Recording' then clearly speak the resident's name into the handset. The user can then listen to or delete the name. This speech tag will be used to personalise the system and help scheme managers to become more familiar with residents by hearing their name when a call is received from their speech module or registered trigger.

Resident Message

After selecting resident message, the system will prompt the user to input a Resident ID or lookup a resident. Once a resident is selected, the system will prompt the user to pick up the handset of the phone attached to the SCP. The SCP will then display the Recording Screen (Figure A.18).

This feature is only available on Communicall Vi speech modules therefore only these speech modules are shown when selecting resident lookup. If an incorrect Resident ID is selected the system will show the following screen (Figure A.19).

<input type="radio"/>	Resident ID	<input type="radio"/>
<input type="radio"/>	Wrong SM Type	<input type="radio"/>
<input checked="" type="radio"/>	Clear	<input type="radio"/>
<input type="radio"/>	OK	Exit <input checked="" type="radio"/>

Figure A.19 Wrong Speech Module Screen

Receivers

After selecting receivers, the system will prompt the user to input a receiver number. Once a receiver is selected, the system will prompt the user to pick up the handset of the phone attached to the SCP. The SCP will then display the Recording Screen (Figure A.20).

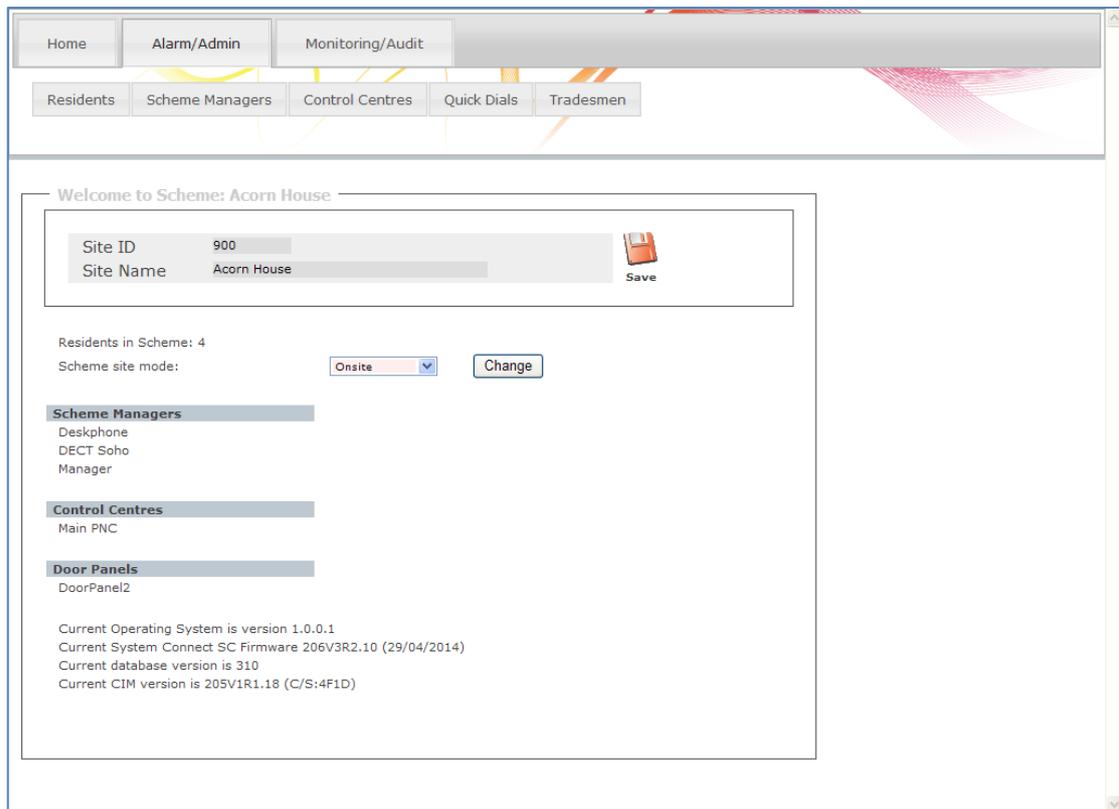
Door Panels

After selecting door panels, the system will prompt the user to input a door panel number. Once a door panel is selected, the system will prompt the user to pick up the handset of the phone attached to the SCP. The SCP will then display the Recording Screen (Figure A.20).

Web Browser

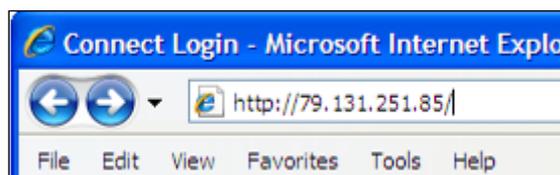
The Communicall Vi web browser enables authorised users to alter settings for the scheme over the internet. This includes resident's names, assigning personal triggers, adding/removing telecare sensors, setting up tradesmen codes and many other useful features. For security reasons the web browser will automatically log you out if it detects a period of no activity.

The below guide explains the features and how they should be used.



Login

To login enter the IP address (provided by the installer) into your web browser (see below). We recommend that you keep a record of the IP address in the space provided below.



The IP address is _ _ . _ _ . _ _ . _ _

To login enter your username and password (both case sensitive), then click login. The

default Username is 'User' and the Password is 'Password'. It is recommended that the default username and password is changed during the initial visit to the web browser (See the Users section). It is important to keep a secure record of the username and password as schemes without broadband access will require a site visit by a Tunstall engineer to reset the password.

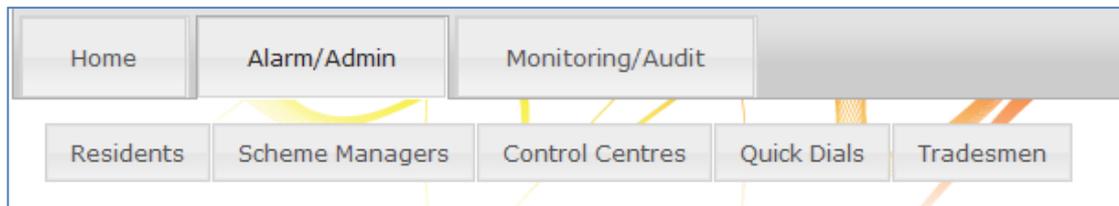


Login screen

Note: The daily code and SMS Details are for use by Tunstall engineers only.

Navigation

To navigate through the site, click on the blue buttons at the top of the page



Users

You can change your username and password by clicking on Home button then selecting Users. You will be prompted to enter your existing password and then to enter a new Username and Password. Once all the details have been entered press the change button.



Home Page

The home page provides an overview of the scheme including:

Site ID and Name - these can be changed by simply clicking on the white text and then typing in the required text. Then click the save button.

Number of residents – in this case there are 4 residents in the scheme, to view the residents click on the sentence or the blue Residents button (see Resident section).

Scheme status – clearly shows whether the site is on or offsite.

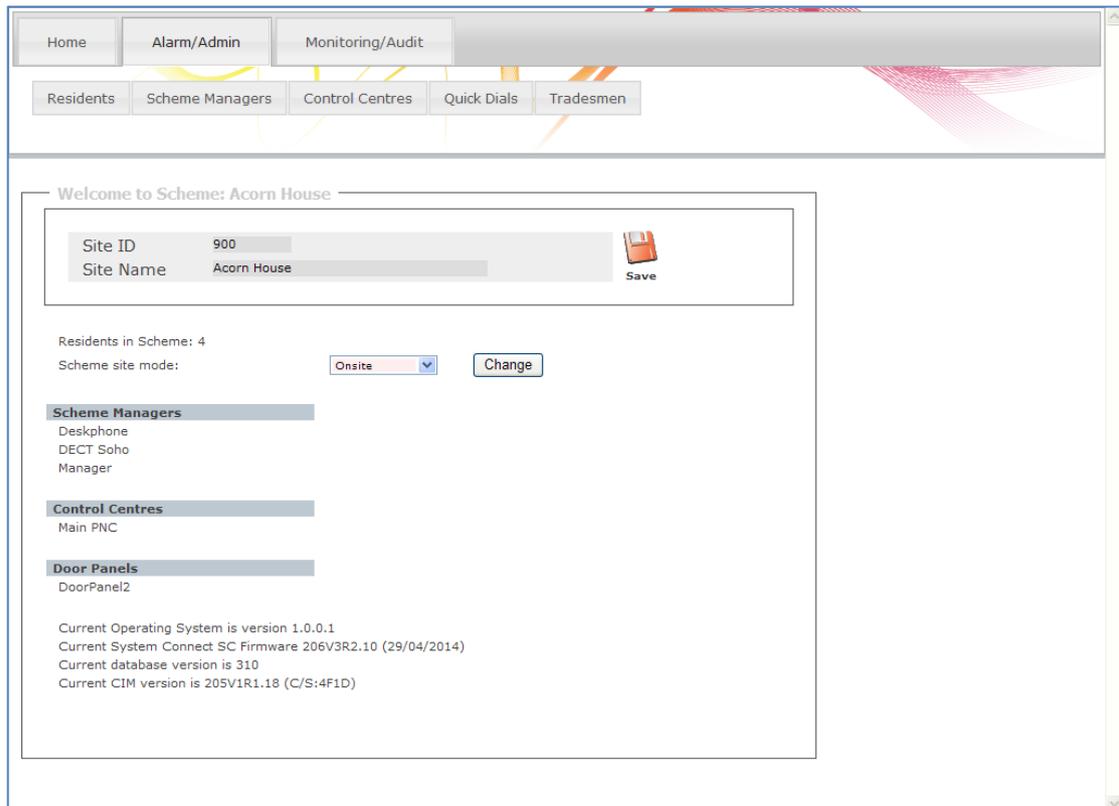
Scheme managers – shows the scheme managers assigned to the scheme, to view more details click on the individual scheme managers (see Scheme Managers section).

Control Centres – lists the monitoring centres that are assigned to the scheme. To view more details on the monitoring centre, click on the individual monitoring centre name (see Control Centres section).

Door Panels – lists the door panels within the scheme (only engineers can click on the doors to view the information in more detail).

System information – operating system, firmware, and database versions are also listed these may be requested when speaking to a Tunstall engineer.

Home Page



Home Page

Home Alarm/Admin Monitoring/Audit

Residents Scheme Managers Control Centres Quick Dials Tradesmen

Welcome to Scheme: Acorn House

Site ID 900
Site Name Acorn House  Save

Residents in Scheme: 4
Scheme site mode:

Scheme Managers
Deskphone
DECT Soho
Manager

Control Centres
Main PNC

Door Panels
DoorPanel2

Current Operating System is version 1.0.0.1
Current System Connect SC Firmware 206V3R2.10 (29/04/2014)
Current database version is 310
Current CIM version is 205V1R1.18 (C/S:4F1D)

Residents

The Residents page (Alarm/Admin tab then elect Residents tab) provides detailed information on each resident within the scheme including their ID, name, address, features enabled on the speech module and any radio triggers assigned to them.

To view a particular resident, click on their name or ID in the resident list box. Their details are then displayed in the Resident information box and the radio triggers box.

There are fields that can be filled E.G. address and name, these are useful for visiting house managers. If any changes are made click the Save icon.

You are able to alter features for each resident which are described in the following sections.

The screenshot displays the 'Residents' management interface. At the top, there is a navigation bar with 'Home', 'Alarm/Admin', and 'Monitoring/Audit' tabs. Below this is a secondary menu with 'Residents', 'Scheme Managers', 'Control Centres', 'Quick Dials', and 'Tradesmen' options. The main area is split into three panels:

- Resident List:** A table with two columns, 'ID' and 'Name'. It lists four residents: ID 27 (Name 027), ID 60 (Name 060), ID 102 (Name 102), and ID 105 (Name 105).
- Resident Information:** A detailed configuration panel for a selected resident. It includes a 'Save' icon, a 'SpeechModule' section with settings for 'Inactivity feature', 'Intruder feature' (set to 'Basic (Away Key arm/Disarm)'), 'Auto Presence' (checked), 'IVR Speech Prompt', and 'Door Panel Timeout (s)' (set to 60). Below these are checkboxes for 'Allow Calls From DP' for 16 different door panels. At the bottom, there are options for 'DP Calls' (to Resident or to Group) and a dropdown for 'Onsite'.
- Radio Triggers:** A section with a table for 'ID' and 'Type' and an 'Add' button.

Residents screen

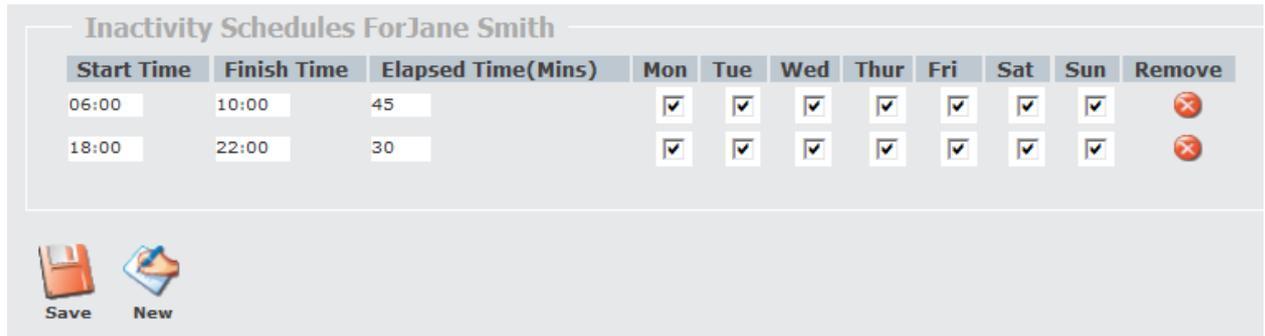
Inactivity Feature

The Inactivity feature is a way of monitoring a person’s activity. This can be via a movement detector fitted in the property or them using the I’M OK button.

Configuring Inactivity Monitoring

If the resident requires inactivity monitoring, first select the resident in the resident list as shown on the previous page. Check the inactivity feature box and click save button.

Then click on the green arrow to open up a new window to set up the inactivity periods for the resident (see screen below).



Inactivity schedule window

Click new to add an inactivity time period with a start and finish time (24 hour format, 00:00), then enter an elapsed time in minutes. The elapsed time is the number of minutes some activity should be detected otherwise an alarm will be raised.

Then check/uncheck the relevant days of the week. Removing the tick turns inactivity monitoring off for that particular day. Click Save, then if required click new to add another inactivity monitoring period.

In the example above, an inactivity alarm will be raised if the resident is inactive for any 45 minute period (elapsed time) between 6am-10am and any 30 minute period between 6pm-10pm.

Note: inactivity periods should not overlap

How Inactivity works

For this example we shall assume monitoring is active between 6am and 10 am with an elapsed time of 60 minutes.

Once the time is 6am the monitoring will start, and the 60 minute timer will start to count down to zero. When a resident moves and activates their movement sensor and/or presses their I’m OK button this generates activity which resets the elapsed timer. If the resident does not move or press the I’m OK button the elapsed timer will expire and an alarm call will be raised when 60 minutes has expired with no activity.

Activity Monitor

The activity monitor is a means of monitoring resident's activity without the system raising an alarm when a resident hasn't generated activity. This is useful if you only want to call residents that have not been active after 10 am every day.

Activity monitoring detects resident's activity using a movement sensor (PIR) or the resident pressing their I'm OK button. The information is displayed as a list in a traffic light format.

Inactivity Monitoring Report			
ID	Name	Activity Status	Away State
27	027	20 Jun 2014 - 14:13 - Active	Home
60	060	Away	Away
102	102	No Activity	Home
105	105	No Activity	Home

Inactivity Monitoring Options			
Inactivity Checked At	20 Jun 2014 - 14:13		
Automatic Reset Time	06	30	hour(s) minute(s)
Automatic Check (60 seconds)	<input checked="" type="checkbox"/>		




Red indicates the resident has not been active. Green indicates the resident has been active. Yellow indicates the resident's speech module is set to Away.

Configuring Inactivity Monitoring

If the resident requires activity monitoring, first select the resident in the resident list as shown on the page 29. Check the inactivity feature box and click the Save button. This is all that is required for the resident to appear in the Activity list.

The time the list shown above is reset is controlled by the 'Automatic Reset Time' Use the drop down boxes to choose the hour followed by the minute.

Viewing the Activity page

The activity page can be viewed by logging into the scheme and navigating too Monitoring/Audit then choose the Activity tab.

The page automatically refreshes every 60 seconds. It is possible to reset the list so everyone is marked as inactive by pressing the Manual Reset button.

Call from Door Panel (s)

Door panels can be configured so visitors can only call certain residents from certain panels. The system can also be set that when a visitor attempts to call a resident the call is diverted to the house manager.

Select the resident from the residents list, checking each box enables calls from the particular door to be routed directly to the resident's speech module. A list of the door panels on the scheme is available on the home page.

If you wish to intercept door calls for a resident then uncheck the 'DP Calls : to Resident ' check box. This will then cause the system to send all door calls that were destined for the resident to the relevant call group.

Allow Calls From DP:			
<input checked="" type="checkbox"/> #1	<input checked="" type="checkbox"/> #2	<input checked="" type="checkbox"/> #3	<input checked="" type="checkbox"/> #4
<input type="checkbox"/> #5	<input type="checkbox"/> #6	<input type="checkbox"/> #7	<input type="checkbox"/> #8
<input type="checkbox"/> #9	<input type="checkbox"/> #10	<input type="checkbox"/> #11	<input type="checkbox"/> #12
<input type="checkbox"/> #13	<input type="checkbox"/> #14	<input type="checkbox"/> #15	<input type="checkbox"/> #16
DP Calls: to Resident <input checked="" type="checkbox"/> OR to Group <input type="checkbox"/> <input type="text" value="Onsite"/>			

Radio Triggers

The radio triggers box enables you to add and remove triggers/telecare sensors for the resident that is listed in the resident information box.

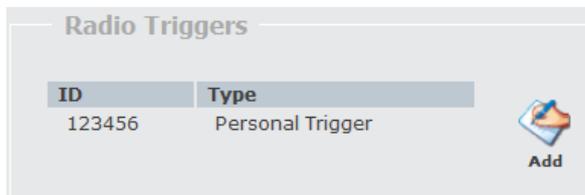
Add a radio trigger

Click on the resident that requires the trigger/sensor, when their details appear in the resident information box, click the add icon in the radio triggers box; this will open a new window.

In the add trigger window enter the 6 digit trigger id from the triggers bar code (see image below).

Select the appropriate trigger type, location and a call group (see call groups section). Finally click the add icon.

Remember to click the save icon in the resident information box after adding or amending any details associated with an individual resident.



Radio triggers box



Radio trigger label with ID highlighted

Note: This feature is only available for 869MHz telecare radio receivers on the RS485 bus. For more information on how your scheme has been installed please contact your manager. If a radio trigger has already been added to a resident via the SCP then the details of the trigger will appear in the web browser these details can then be altered if required.

Remove a radio trigger

To remove a trigger, click on its ID or name in the radio triggers box. A new window will open, click the delete icon.

Note: The other settings within the radio trigger screen should not be altered unless full training has been provided.

Advanced Speech Module Settings

Clicking on the speech module icon  opens a new window where advanced settings can be viewed and altered. It is recommended that these settings are only altered by a Tunstall engineer.

Scheme Managers

If calls are sent to a mobile telephone this section allows the number to be changed. The existing number can be changed by editing the old telephone number then pressing the Save icon.

Note If your calls are not sent to a mobile telephone do not change any numbers in this section

Scheme managers can also be assigned a panic trigger by checking the box and entering the triggers 6 digit ID from its barcode. If a radio trigger is assigned to a scheme manager, when this is activated the alarm call will be diverted to the relevant Panic Call Group.

Scheme Manager Numbers

Description	Telephone No.	Telephone Line	DECT Group	SMS	Panic Trigger	Barcode	Panic CallGroup	Delete
L3 Warden	n/a	Line 3	None	No	<input type="checkbox"/>		Onsite	
L2 Warden	6400	Line 2	None	No	<input type="checkbox"/>		Onsite	

Scheme Manager IVR Settings

- Announce header
- Announce footer
- Announce clear instructions
- Announce trigger locatability message
- Announce location
- Announce select success status
- Announce hangup message

Scheme Managers Screen

The scheme manager IVR setting box enables you to select which elements of the voice message the scheme managers should hear when they receive an onsite alarm call, this is split into the following:

- Announce header – announce ‘alarm call from’ at the start of the call
- Announce footer – announce ‘press * to select’ at the end of the alarm message
- Announce clear instructions – announce ‘press 0 to clear the call’ when an alarm is selected
- Announce trigger locatability message – announce which radio receivers detected the radio trigger
- Announce location – announce location of the telecare sensor
- Announce select success status – announce the call selection status
- Announce hangup message – announce ‘please hangup or press * to call another resident’ when a call is cleared

Click the save icon to save any changes.

Control Centres

It is possible to change the Control Centre number, this would be used if your monitoring centre changed their incoming number.

Identify the old number and delete this and enter the new number and then click save

Description	Telephone Number	Telephone Line	Use STMF	Delete
PNC 5	08444123456	Line 1	<input type="checkbox"/>	
PNC 5	01302123456	Line 1	<input type="checkbox"/>	

Control Centres Screen

Note: STMF should only be enabled if advised by an Engineer.

Quick Dials

Quick Dials enables the scheme manager to quickly call other schemes or a remote phone using the System Control Panel. The quick Dials are simply set up by entering the description and telephone number in the required fields along with the telephone line and type. Then click save to save the settings. These quick dials will then be available via the SCP.

Quick Dial Numbers

No.	Description	Telephone Number	Telephone Line	Type
1	Pine Court	01302111222	Line 1	Remote Scheme
2	QuickDial2		Not Set	Remote Phone
3	QuickDial3		Not Set	Remote Phone
4	QuickDial4		Not Set	Remote Phone
5	QuickDial5		Not Set	Remote Phone
6	QuickDial6		Not Set	Remote Phone
7	QuickDial7		Not Set	Remote Phone
8	QuickDial8		Not Set	Remote Phone


Save

The example above has set the Description to a simple to use name that will appear on the SCP. The telephone number and line have been set along with the type of device the system will be connecting to.

Tradesmen

Tradesmen access codes for the door entry panels can quickly and easily be set up using this page. This could be to enable the milkman to access the building without having to press the buzzer each day and disturb the scheme manager or any residents.

Add a tradesman

Click the New icon in the Tradesman information box, enter the description of the tradesman (e.g. milkman) then choose how they should enter the building. There are two options:

- **Pin code entry** – this allows the tradesman to enter a pin code into the door panel (s) to gain access.
 - To set this option, click the new icon, then enter a Pin Code in the box and leave the radio trigger enabled box unchecked, select the door (s) through which access is authorised and the times and days during which the tradesman should have access (see example below). Click Save to save the tradesman's details.

Note: This feature is only available for 869MHz telecare radio receivers on the RS485 bus. For more information on how your scheme has been installed please contact your manager.

The screenshot shows a web interface for managing tradesmen. At the top, there is a table titled 'Tradesmen' with the following data:

Description	Door Panel	Pin Code
Milk Man	All	1234

Below the table is a 'Tradesman Information' form. The fields are as follows:

- Description: Milk Man
- Pin Code: 1234
- Radio Trigger Enabled:
- Radio Trigger Barcode:
- Door Panel: All Door Panels (dropdown menu)
- Start Time: 00:00
- Stop Time: 23:59

On the right side of the form, there are three icons: Save (floppy disk), New (document with plus), and Delete (document with X).

At the bottom, there is a 'Tradesman Days' section with checkboxes for each day of the week, all of which are checked:

- Sunday:
- Monday:
- Tuesday:
- Wednesday:
- Thursday:
- Friday:
- Saturday:

Tradesmen Screen with Pin Code entry

- **Dedicated trigger** – the tradesman must carry this trigger with them and press the trigger to gain access, upon pressing the trigger the appropriate door will be released (for security reasons only 1 door can be selected with this entry method e.g. All door panels cannot be selected).
 - To set this option, click the new icon then check the radio trigger enabled box, enter the 6 digit radio trigger ID on the trigger barcode, select the door that should be released and select the times and days during which the tradesman should have access (see below example). Click save to save the tradesman's details.

Tradesman Information

Description	<input type="text" value="Laundry"/>	 Save  New  Delete
Pin Code	<input type="text" value="1234"/>	
Radio Trigger Enabled	<input checked="" type="checkbox"/>	
Radio Trigger Barcode	<input type="text" value="123456"/>	
Door Panel	<input type="text" value="DoorPanel2"/> ▾	
Start Time	<input type="text" value="09:00"/>	
Stop Time	<input type="text" value="11:00"/>	

Tradesman Days

Sunday	<input type="checkbox"/>	Monday	<input type="checkbox"/>	Tuesday	<input type="checkbox"/>
Wednesday	<input checked="" type="checkbox"/>	Thursday	<input type="checkbox"/>	Friday	<input type="checkbox"/>
Saturday	<input type="checkbox"/>				

Tradesmen Screen with trigger access enabled

Amend a tradesman

Click on the tradesman’s description in the Tradesmen box, then make the necessary amends and click save.

Delete a tradesman

Click on the tradesman’s description in the Tradesmen box, then click delete.

Access Fobs

The system may be equipped with the Tunstall fob access system. This allows users who are issued with a fob to gain access through certain doors that are equipped with a reader. The reader is normally mounted within the door panel or next to a warden call panel. The fob that is used to gain access is a device that does not require any maintenance or batteries.

Adding a fob

All fobs that are added to the system are assigned via the SCP. If the SCP shows Press * to unlock, press the * key or select Menu, using the keys next to the display.

<input type="radio"/>	23:59	<input type="radio"/>
<input type="radio"/>	01/07/2007	<input type="radio"/>
<input type="radio"/>		<input type="radio"/>
<input checked="" type="radio"/>	Menu	On Site <input checked="" type="radio"/>

Select 'Access ctl' from the menu

<input checked="" type="radio"/>	Call Menu	<input type="radio"/>
<input checked="" type="radio"/>	Trigger Menu	<input type="radio"/>
<input checked="" type="radio"/>	Settings	> <input checked="" type="radio"/>
<input checked="" type="radio"/>	Access ctl	Exit <input checked="" type="radio"/>

Now select Add Device.

<input checked="" type="radio"/>	Add Device	<input type="radio"/>
<input checked="" type="radio"/>	Delete Device	<input type="radio"/>
<input type="radio"/>	Settings	<input type="radio"/>
<input type="radio"/>		Exit <input checked="" type="radio"/>

The following menu, has four stages that need to be completed. First start by selecting ID from the menu.

<input checked="" type="radio"/>	ID	<input type="radio"/>
<input checked="" type="radio"/>	Description	<input type="radio"/>
<input checked="" type="radio"/>	Group	<input type="radio"/>
<input checked="" type="radio"/>	Save	Exit <input checked="" type="radio"/>

Enter the ID of the fob by using the numeric keypad, only enter the group of 5 digits. Once entered, press the button next to the text OK.

<input type="radio"/>	ID :	<input type="radio"/>
<input type="radio"/>	-----	<input type="radio"/>
<input checked="" type="radio"/>	Clear	<input type="radio"/>
<input checked="" type="radio"/>	OK	Exit <input checked="" type="radio"/>

Next assign a description of who the fob will be assigned too. This is a numeric description generally the flat number. Use the SCPs keypad to enter a numeric description up to a maximum of 5 digits. Once the description is entered press OK.

<input type="radio"/>	Description	<input type="radio"/>
<input type="radio"/>	-----	<input type="radio"/>
<input checked="" type="radio"/>	Group	<input type="radio"/>
<input checked="" type="radio"/>	OK	Exit <input checked="" type="radio"/>

Now we must assign the fob to a group. The group the fob is assigned to decides which doors the fob can release. The groups are pre-set at the time of installation and are recorded by the installation team in the back of this manual.

When group is selected from the SCP menu, it is possible to scroll through the groups which are referenced as a numeric value. When the correct group is selected press the OK key.

<input type="radio"/>	Group	<input type="radio"/>
<input type="radio"/>	1	<input type="radio"/>
<input type="radio"/>	>	<input checked="" type="radio"/>
<input checked="" type="radio"/>	OK	Exit <input checked="" type="radio"/>

Once all the details have been entered for the fob, press the Save key.

<input checked="" type="radio"/>	ID	<input type="radio"/>
<input checked="" type="radio"/>	Description	<input type="radio"/>
<input checked="" type="radio"/>	Group	<input type="radio"/>
<input checked="" type="radio"/>	Save	Exit <input checked="" type="radio"/>

There is a section in the rear of the manual, were the fob ID, Description and Group can be recorded.

Deleting a fob

If a fob is no longer needed it is possible to delete this from the system.. If the SCP shows Press * to unlock, press the * key or select Menu, using the keys next to the display.

<input type="radio"/>	23:59	<input type="radio"/>
<input type="radio"/>	01/07/2007	<input type="radio"/>
<input type="radio"/>		<input type="radio"/>
<input checked="" type="radio"/>	Menu	On Site <input checked="" type="radio"/>

Select 'Access ctl' from the menu

<input checked="" type="radio"/>	Call Menu	<input type="radio"/>
<input checked="" type="radio"/>	Trigger Menu	<input type="radio"/>
<input checked="" type="radio"/>	Settings	> <input checked="" type="radio"/>
<input checked="" type="radio"/>	Access Ctl	Exit <input checked="" type="radio"/>

Now select Delete Device.

<input checked="" type="radio"/>	Add Device	<input type="radio"/>
<input checked="" type="radio"/>	Delete Device	<input type="radio"/>
<input type="radio"/>	Settings	<input type="radio"/>
<input type="radio"/>		Exit <input checked="" type="radio"/>

Once Delete Device has been selected enter the numeric ID of the fob that needs to be deleted using the keypad on the SCP.

<input type="radio"/>	Delete	<input type="radio"/>
<input type="radio"/>	-----	<input type="radio"/>
<input checked="" type="radio"/>	Clear	<input type="radio"/>
<input type="radio"/>	Delete	Exit <input checked="" type="radio"/>

If the fob ID that is entered is recognised by the system , the delete key will become available. This will be indicated by the red LED been illuminated near the word 'Delete' Press the delete key to remove the fob from the system.

Update the access fob log in the rear of this manual.

Access Group Log

Group	Doors belonging this group
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	



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