

OPERATING INSTRUCTIONS

SD1+ Speech Dialler



English

OPERATING INSTRUCTIONS

Perfect security for your apartment, house,
and business

These operating instructions are part of this product. They contain important information about commissioning and handling. Please keep this in mind should this product be given to a third party. Keep these instructions for reference purposes.

The "Table of contents" lists all topics and page numbers included in this manual.



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Main menu

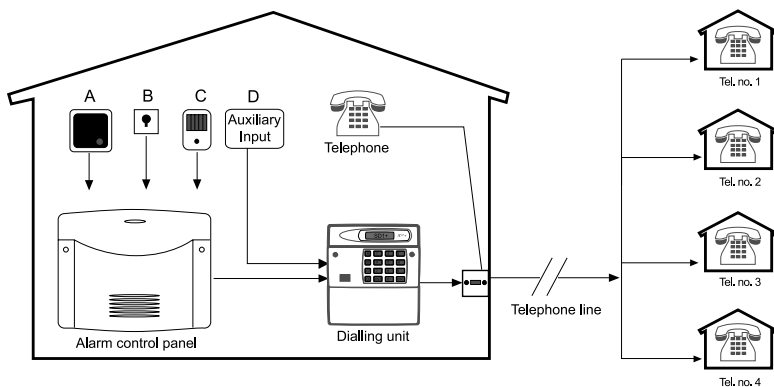
All changes to the functionality of the SD1+ are performed via the programming menu, which is accessed by entering the default code **1 2 3 4**.

In the programming menu you can select menu items by using hot keys. These are shown in the table below. A full description of each menu item is to be found in these instructions on the specified page.

Hot key	Menu	Page	Display
1	Not used		
2	Not used		
3	Not used		
4	Change the passcode	9	<i>NEWCODE-</i>
5	Change the code type	10	<i>C,TYPE-</i>
6	Programmable output	11	<i>OUTPUT-</i>
7	Call routing	12	<i>ROUTE-</i>
8	Call abort	13	<i>ABORT-</i>
9	Event log	14	<i>VIEWLOG-</i>
0	Acknowledgment options	15	<i>CLEARBY-</i>
ENTER 1 - 4	Alarm phone numbers 1, 2, 3, 4	16	<i>ENT 1-4</i>
ENTER 1 - D	Messages O, A, B, C and D	19	<i>OR O-C</i>
ENTER ENTER	Delete	20	<i>ERASE-</i>
A B C - D	Playback message	21	<i>1-4 / ENT</i>
A 1 - 4	Send message to a specific alarm phone number	23	<i>1-4 / ENT</i>
B 1 - 4			<i>TO SEND</i>
C 1 - 4			
D 1 - 4			
ESC	Leave menu item		

Overview

English



This product complies with the currently applicable regulations for telephone terminals in the European Community.

Connections

The SD1+ is the interface between the alarm control panel and the telephone line. It does not affect other telephone terminals. However, in the event of an alarm, it will interrupt a call in progress on a down-circuit terminal. The power supply is usually provided by the alarm control panel.

The SD1+ has up to four trigger inputs (A, B, C, D) for A - Fire, B - Personal attack, C - Burglary, D - Failure, for example. These inputs are either connected to the control panel or directly activated by means of an alarm contact. In the event of an alarm, the SD1+ sends the relevant alarm message to up to four alarm telephone numbers, depending on the activated alarm input. For more information, please read the section on page 12.

Passcode

A valid access code is required to configure the SD1+. This prevents unauthorized changes to the settings. Please refer to page 9 for further information.

Code types

The access code required to program the SD1+ may be a four or six digit code. Please refer to page 10 for further information.

Programmable output

The SD1+ has a programmable transistor output capable of supplying 100mA of current. This output can be activated when the SD1+ is triggered, when an alarm has been successfully transmitted or acknowledged, or when the SD1+ detects a communication error. For more information see page 11.

Call routing

The SD1+ can be programmed so that a specific text is assigned to each alarm phone number or so that each text is sent to all four numbers. It is also possible to assign specific phone numbers to a specific message. You can select tone or pulse dialling. For more information see page 12.

Call abort

The SD1+ can be programmed so that if an alarm is accidentally triggered the alarm call can be aborted in the following ways: 1) by activating a signal at the ABORT TRIG input if it has been programmed for this; 2) by clearing the signal at an alarm input; 3) by entering a valid passcode. *ABORTED* shows in the display to confirm the abort has been carried out. Please refer to page 13 for further information.

Event log

The SD1+ has an event log which tells you which recipient acknowledged the last alarm call. Please refer to page 14 for further information.

Acknowledgment options

When an alarm input is triggered, the SD1+ immediately begins calling the programmed numbers and plays the recorded messages. To stop this procedure, the person answering the call must acknowledge the alarm call by pressing **[8]** on the telephone handset. There is also the option that all target numbers must first be dialled. For more information about options see page 15.

Alarm phone numbers

The SD1+ can dial up to four different numbers when there is an alarm. Each one can have a maximum of 24 digits and can be easily programmed using the keypad. The SD1+ supports both pulse and tone dialling. For more information see pages 16 - 18.

Recording messages

The SD1+ has a built-in microphone so that messages can be recorded on the unit. The message to be sent consists of two parts: 1) an identification text (e.g. name and location) followed by 2) an alarm text which is specific to the activated alarm input. For example: fire, alarm, personal attack. Five messages in total and a maximum 40 seconds can be recorded. The general identification message may not be longer than 10 seconds. For more information see page 19.

Deleting messages and phone numbers

Because the SD1+ uses non-volatile memory, phone numbers and messages remain in memory if there is no power supply. They have to be manually deleted. Please refer to page 20 for further information.

Playing back messages

Once messages have been recorded, they can be played back through the unit's built-in speaker. When playing back messages A, B, C and D, the general identification message is also played. Please refer to page 21 for further information.

Test call

Once the SD1+ has been programmed, the messages are sent to the specified alarm phone numbers. The test call enables you to check whether a message functions properly in the event of an alarm. If not, you can locate the error by troubleshooting the SD1+. Please refer to page 23 for further information.

Three-way calling

This service is generally provided only in Great Britain. Please see page 24.

Programming: initialising the SD1+

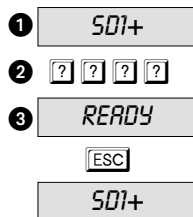
When powering up the speech dialler the first time, a factory reset is necessary. This involves shorting the factory restart pins with a screwdriver (see the Installation Instructions). You then see *PLEASE RECORD* in the display. This means that the memory is completely blank (deleted). Once the unit is programmed, *SD 1+* shows in the display. To access the programming mode a valid passcode must be entered (factory default: 1234).

1. When the unit is powered up the first time, *PLEASE RECORD* shows in the display.

☞ Once programmed, the display shows *SD1+*.

2. Enter the default access code to start (initialise) the control panel programming mode.
3. Once initialised, *READY* shows in the display and the unit can now be programmed.

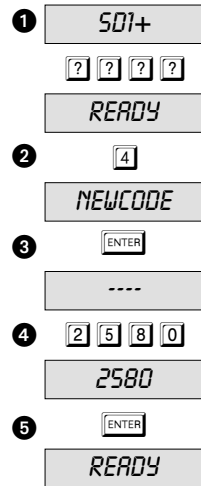
☞ Press to exit the menu. If the unit is not operated for one minute, *PLEASE RECORD* or *SD1+* shows in the display.



Changing your access code

A valid passcode must be entered before you can access programming mode. This access code can also be used to abort an alarm (see page 13). The access code usually has four digits and can be changed (see page 10). The factory default code is **1 2 3 4** and should be changed.

1. Ensure that the SD1+ is initialised and the display is showing *READY* (see page 8).
2. Press **4** and the display shows *NEWCODE*.
3. Press **ENTER** and the display shows ----.
4. Enter your new passcode, for example **2 5 8 0**.
5. Press **ENTER** to confirm. The display now displays *READY*.



Changing the code type

To access the programming menu, you need to enter a passcode. The access code is a 4-digit **4.CODE**, but it can be changed to a 6-digit **6.CODE**. The factory default code is **1 2 3 4**. If this is changed to 6 digits, the last two digits are **0 0**, i.e. **1 2 3 4** is changed to **1 2 3 4 0 0**.

1. Ensure that the SD1+ is initialised and the display is showing **READY** (see page 8).

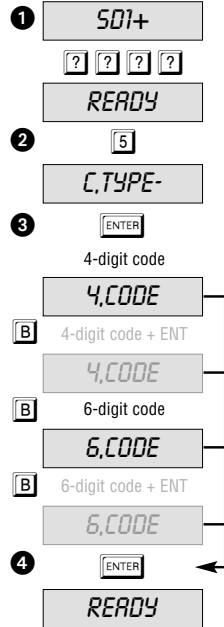
2. Press **[5]** and the display shows **C.TYPE-**.

3. Press **[ENTER]** and the display shows the current code. For example **4.CODE**.

👉 Go through the other 3 code types **4+E.CODE**; **6.CODE** and **6+E.CODE** by pressing the **[B]** key.

👉 Note: code types **4+E.CODE** and **6+E.CODE** are currently not available. They are reserved for future uses.


4. Press **[ENTER]** to confirm your selection. The display shows **READY**.

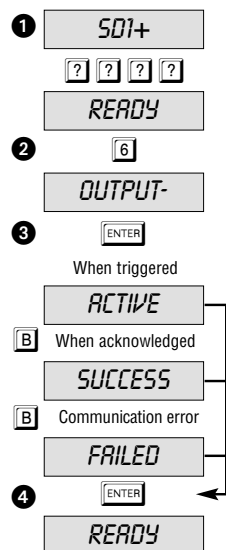


Programmable output

The SD1+ has a programmable transistor output (switched to 0V when active) for various function assignments. They can be: *ACTIVE* when the SD1+ is triggered, *SUCCESS* when the alarm call has been acknowledged, and *FAILED* when alarm call communication was not successful.

1. Ensure that the SD1+ is initialised and the display is showing *READY* (see page 8).
2. Press **[6]** and the display shows *OUTPUT-*.
3. Press **[ENTER]** and the display shows the current setting, e.g. the *ACTIVE* function (factory setting).

 If required, the settings *SUCCESS* or *FAILED* are selected by pressing the **[B]** key.
4. Press **[ENTER]** to save the setting. The display shows *READY*.

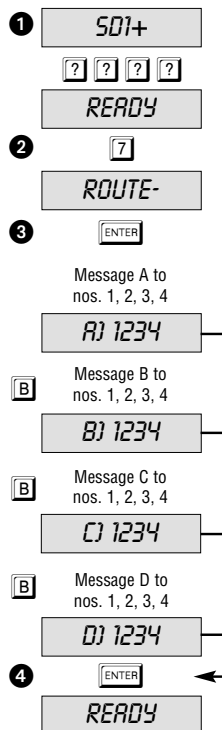


English

Call routing

Messages A, B, C or D can be programmed so that they are routed only to certain phone numbers. Message A, for example, might report to numbers 1, 3 and 4 but not to 2. This would display as *AJ 1-34*.

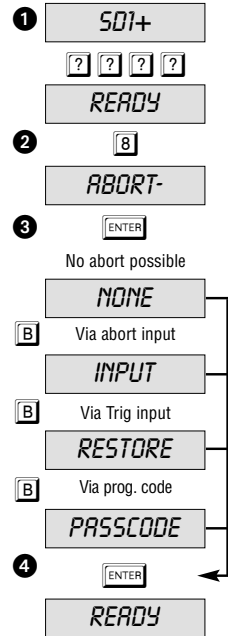
1. Ensure that the SD1+ is initialised and the display shows *READY* (see page 8).
2. Press **[7]** and the display shows *ROUTE-*.
3. Press **[ENTER]** ENTER and the display shows that message A is routed to numbers 1, 2, 3 and 4 – *AJ 1234*.
 By pressing the **[1]** **[2]** **[3]** **[4]** keys you select the target phone numbers to dial in the event of an alarm.
 If required, *BJ 1234*, *CJ 1234* and *DJ 1234*, can also be programmed. Press the **[B]** key to change.
4. Press **[ENTER]** to confirm the selection and *READY* shows in the display.



Call abort

If you trigger an alarm unintentionally and the dialler starts an alarm call, you can stop it in different ways: by applying a switching signal to the ABORT TRIG input through *INPUT* (observe the polarity); by removing the trigger input signal *RESTORE*; or by entering a *PASSCODE*.

1. Ensure that the SD1+ is initialised and the display is showing *READY* (see page 8).
 2. Press **[8]** and the display shows *ABORT-*.
 3. Press **[ENTER]** and the display shows the currently set value, e.g. *NONE* (abort not possible).
- ☞ If required, the values *INPUT*, *RESTORE* and *PASSCODE* can be selected by pressing the **[B]**.
- ☞ If *INPUT* has been selected as the alarm abort setting, input D no longer is available as an alarm input.
4. Press **[ENTER]** to save the setting and *READY* shows in the display.

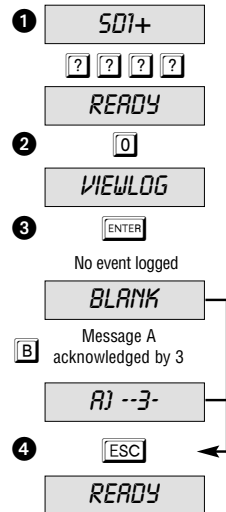


English

Event log

When a call is successfully routed, the SD1+ stores the event in an event log. The event log can be accessed as described below.

1. Ensure that the SD1+ is initialised and the display is showing *READY* (see page 8).
2. Press **[9]** and the display shows *VIEWLOG*.
3. Press **[ENTER]** and the display shows the last event. *BLANK* means no event, *A1--3* means the alarm was acknowledged via alarm input A by recipient 3. The display *A1----* shows that the alarm was not acknowledged by any recipient.
4. Press **[ESC]** to exit the display and the display shows *READY*.




Acknowledgment options

Once the SD1+ has made its call and delivered the message, it requires an acknowledgement that confirms that the message has been successfully received. This is done by pressing **[8]** on the telephone handset. When reception is confirmed, the alarm procedure is ended. The setting in this menu specifies how often the message has to be acknowledged before the message is considered sent. The possible values are *ANY-1*, *ANY-2*, *ANY-3*, *ALL-4* and *NO-ONE* (*ANY-1* = acknowledgement required; *ANY-2* = 2 acknowledgement required etc.; and *NO-ONE* = no acknowledgement required).

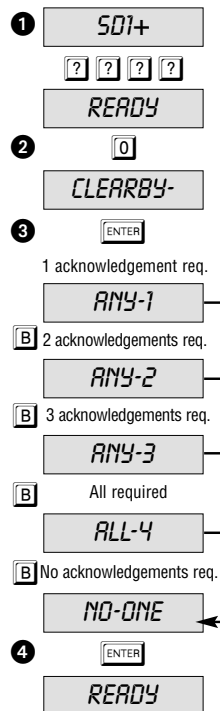
1. Ensure that the SD1+ is initialised and the display is showing *READY* (see page 8).

2. Press **[0]** and the display shows *CLEARBY-*.

3. Press **[ENTER]** and the display shows the currently set value.
For example: *ANY-1*.

 Go through the other values (*ANY-2*, *ANY-3*, *ALL-4* and *NO-ONE*) by pressing the **[B]** key.

4. Press **[ENTER]** to confirm the selection and *READY* shows in the display.



English

Programming phone numbers

The SD1+ can store up to 24-digit alarm phone numbers. Before saving a phone number, the person to receive the alarm call should be informed. Calling directly to the police or fire department is not permitted in Germany. In other European countries it may be permitted; ask your local authorities. The following example shows how to save phone number 1 as 01810 234 5678.

1. Ensure that the SD1+ is initialised and the display is showing **READY** (see page 8).

2. Press **ENTER** and the display shows **ENT 1-4 OR 0-C**.

3. Press **1** for phone number 1.

1 to **4** selects the corresponding phone number.

0 **A** **B** **C** **D** selects the corresponding message.

4. The display now shows the selected phone number and the programmed digit (**BLANK** = empty).

If a phone number has already been programmed, it can be deleted by pressing the **A** key.

5. Enter the first phone number.

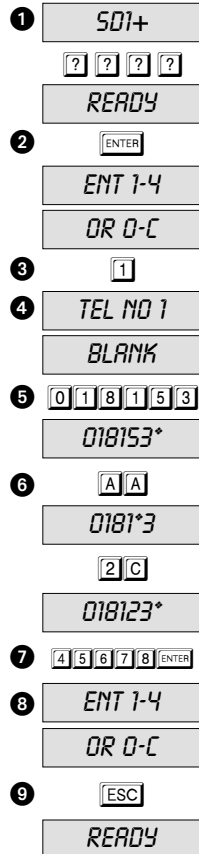
6. If you incorrectly entered the wrong number, you can go back with the **A** key and re-enter.

The **C** key moves the cursor to the right.

7. Press **ENTER** when finished.

8. Repeat the procedure for numbers 2, 3, and 4.





9. Press **ESC** to finish.

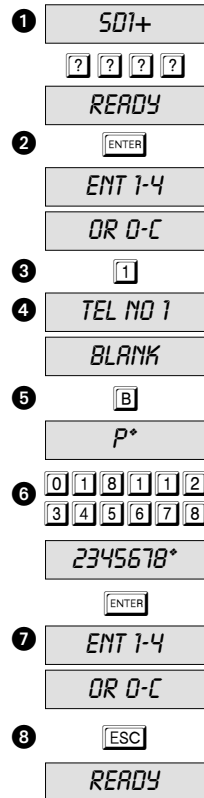


Setting the dialling method

Impulse mode: This mode is used only with older telephone systems.

Tone dialling: This is the modern mode that assigns specific frequencies (tones) to keys on the telephone keypad. Before you program an alarm phone number, you can use the **[B]** key to determine whether you require impulse (*P*) or tone (*T*).

1. Ensure that the SD1+ is initialised and the display is showing *READY* READY (see page 8).
2. Press **[ENTER]**. The display shows *ENT 1-4 OR 0-C*.
3. Press **[1]** for phone number 1.
 **[1]** to **[4]** selects the corresponding phone number.
 **[0]** **[A]** **[B]** **[C]** **[D]** selects the corresponding message.
4. The display now shows the selected phone number and the programmed digit (*BLANK* = empty).
 If a phone number has already been programmed, it can be deleted by pressing the **[A]** key.
5. Press the **[B]** key to select impulse mode (*P*).
 To select tone, press the **[B]** key again until *T* appears.
6. Enter the first phone number and press **[ENTER]**.
7. Repeat the procedure if required for numbers 2, 3, and 4.
8. Press **[ESC]** to finish.



Programming a dialling pause

If the SD1+ is connected to the telephone network via an internal telephone exchange (PABX), a dial out prefix is usually required. In most cases it is "0" and is dialled before you dial the actual phone number. Older exchanges require a pause between the "0" and the phone number. In the example below, a pause of 3 seconds is required after the "0" prefix.

1. Ensure that the SD1+ is initialised and the display is showing *READY* (see page 8).

2. Press **ENTER**. The display shows *ENT 1-4 OR 0-C*.

3. Press **1** for phone number 1.

1 to **4** selects the corresponding phone number.

0 **A** **B** **C** **D** selects the corresponding message.

4. The display now shows the selected phone number and the programmed digit (*BLANK* = empty).

If a phone number has already been programmed, it can be deleted by pressing the **A** key.

5. Press **0** (i.e. the exchange prefix) and then press **B** three times for the pause. Press **C** to move the cursor to the right.

A pause is represented as a comma (,).

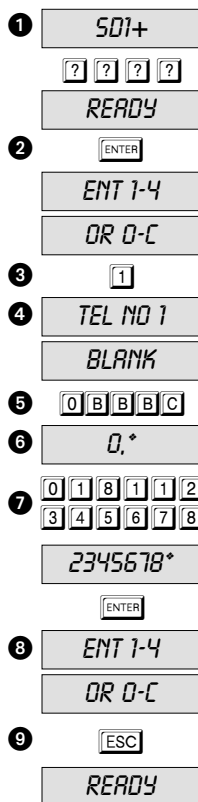
6. The SD1+ shows *0,* (i.e. the prefix and a comma) in the display.

7. Now enter the actual phone number and press **ENTER**.

8. Repeat the procedure for phone numbers 2, 3, and 4.

9. Press **ESC** to finish.

A pause (,) causes the SD1+ to wait 3 seconds before the rest of the number is dialled. Two (or three) pauses cause the SD1+ to wait 6 (or 9) seconds.



Recording messages

The SD1+ can record an identification message and four alarm messages for a total of 40 seconds. The identification message is usually used to convey general information about the location and alarm system while the remaining four messages are assigned to the alarm inputs. At the end of the alarm message it is advisable to refer to the acknowledgment procedure.

- Identification message: "This is George Smith at 10 Example Street, Exampleville"
- Message A: "Burglary alarm, please press eight to acknowledge this call."

1. Ensure that the SD1+ is initialised and the display is showing **READY** (see page 8).

2. Press **ENTER**. The display shows **ENT 1-4 OR 0-C**.

3. Press **0** for the general identification message.

0 **A** **B** **C** **D** selects the corresponding message.

1 to **4** selects the corresponding phone number.

4. The display shows **RECORD PHRASE 0**

You should stand about 30cm from the unit when recording the message.

It is advisable to write down the message text beforehand.

5. Press **ENTER** to begin recording.

The display shows the remaining time.

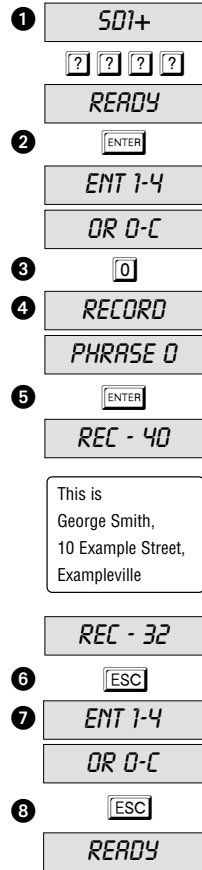
If you are re-recording a phrase, the duration of the new message must be the same as that of the old message (e.g. 10 seconds); otherwise, delete the old recording first.

6. Press **ESC** to stop recording.

The unit will also stop recording when the time runs out.

7. Repeat the procedure for phrases A, B, C and D.


8. Press **ESC** to finish.

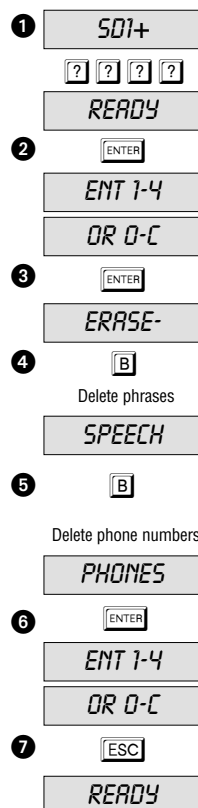


Deleting phrases and telephone numbers

If new phrases and alarm phone numbers need to be programmed, or if you want to delete all values, proceed as described below.


1. Ensure that the SD1+ is initialised and the display is showing *READY* zu lesen ist (siehe Seite 8).
2. Press **ENTER**. The display shows *ENT 1-4 OR 0-C*.
3. Press **ENTER** and the display shows *ERASE-*.
4. Press **B** and the display shows *SPEECH* for deleting all phrases.
5. Press **B** again and the display shows *PHONES* for deleting all phone numbers.
6. Press **ENTER** to confirm your selection.
7. Press **ESC** to leave the selection.
The display shows *READY*.

 If required, phone numbers can also be deleted singly.
For more information, please refer to the "Programming phone numbers" section (page 16).

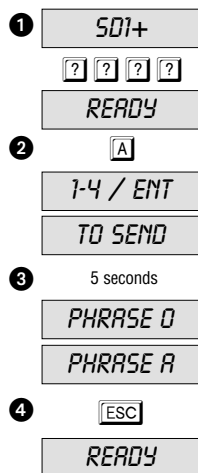


Playing back recorded messages

Once messages have been recorded, they can be played back through the unit's built-in speaker. This example shows how to play back message A.

1. Ensure that the SD1+ is initialised and the display is showing *READY* (see page 8).
2. Press **[A]** and the display shows *1-4/ENT TO SEND*.
 Press **[B]** **[C]** or **[D]** for phrases B, C or D.
3. After a delay of about 5 seconds, the identification message is played followed by the selected alarm message (e.g. phrase A).
4. Press **[ESC]** to exit playing back the message. The display then shows *READY*.


 Repeat the procedure for phrases B, C or D.

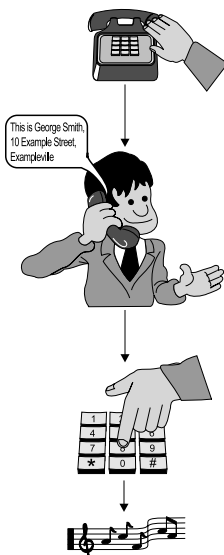


English

Testing the acknowledgment function

Whether a test call has been started or an alarm has been triggered, it is important in both cases to ensure that the recipient is familiar with the acknowledgment procedure so that the alarm call can be successfully acknowledged and the alarm ended.

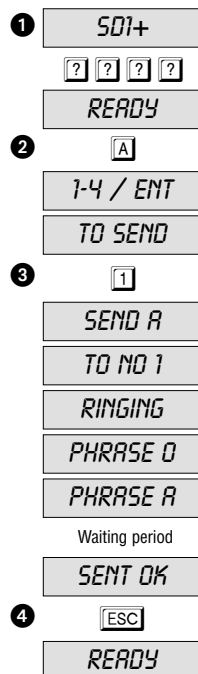
1. When the recipient's telephone rings, it is answered as a normal phone call.
2. The SD1+ then plays the general message followed by the alarm message of the alarm trigger. In some cases it may take up to 5 seconds until the message is initiated.
3. After both messages are played, a beep sounds to prompt acknowledgment of the alarm.
 Press **[8]** on the telephone handset after the beep to acknowledge the alarm call.
4. An acknowledgement tone sounds if acknowledgement was successful.
5. The recipient should then take any necessary action in view of the alarm.



Test call

It is possible to test the message communication settings by initiating a test call so that you can check the programmed message and phone number settings. This procedure ensures that the speech dialler is correctly setup. Before you begin a call, make sure the recipient is familiar with the acknowledgement procedure. The example below shows you how to carry out a test call for alarm phone number 1 with message A.

1. Ensure that the SD1+ is initialised and the display is showing *READY* (see page 8).
2. Press **[A]** and the display shows *1-4/ENT TO SEND*
 Press **[B]** **[C]** or **[D]** to select message B, C or D.
3. Press **[1]** to send message A to alarm number 1.
 Press **[2]** **[3]** or **[4]** to send the message to alarm number 2, 3 or 4.
 Press **[ENTER]** to send the message to all alarm phone numbers.
 After the SD1+ has dialled the phone number and detects the recipient's ringing signal, the display shows *RINGING*. If the recipient's ringing tone is not detected within 5 seconds, the SD1+ automatically starts to play the message.
 The SD1+ first plays the general message (name, address) followed by the alarm event. The beep then sounds.
 At this point the recipient should acknowledge the alarm call (see page 22).



English

Test call – continued

☞ If the call is successfully acknowledged, the display shows *SENT OK*. If the person receiving the call fails to acknowledge the alarm call, the SD1+ repeats the call a maximum of five times and gives the recipient the opportunity to acknowledge each time. If at the end of the last attempt there is still no acknowledgement, the display shows *NO REPLY* and the speech dialler stops attempting to send.

4. You can abort the test call at any time by pressing **[ESC]**.
The display then shows *READY*.

- ☞ Repeat the test call for phrases B, C and D.
- ☞ Repeat the test calls when you change the settings.

Three-way calling / blockade clearing

The three-way call is only required for older telephone systems in Great Britain. In other countries the SD1+ is up-circuit to all other telephone terminals. In the event of an alarm, the SD1+ interrupts any current telephone calls on down-circuit terminals to be able to initiate an alarm call. An incoming call is answered in the event of an alarm and dialling the alarm numbers begins. This function is a kind of blockade clearing and increases manipulation security. During an active alarm call the display is locked. There is one exception to this: alarm abort is programmed to abort with *PASSCODE*.

Display messages in normal operation

PLEASE

When the unit is powered up the first time, it must be initialised. After that the alarm numbers and messages can be programmed.

RECORD

SD1+

This is the stand-by mode display. It appears once the unit has been initialised and programmed and during an alarm call. If this displays even though you have carried out a factory reset (see Installation Instructions), contact your supplier for technical support.

ABORTED

This display indicates that the alarm call was aborted by the user while the unit was attempting to make an alarm call.

Display messages in test mode

RINGING

The SD1+ has detected a ringing tone.
This function is not available in all countries.

ENGAGED

The intended recipient's line is busy. The SD1+ again attempts to establish a connection.

UNOBTAIN

The recipient telephone terminal is not compatible. It is a different kind of telephone device (e.g. fax machine). Check the alarm phone number.
This function is not available in all countries.




SENT OK

Transmission of the alarm was successful and acknowledged by the recipient.

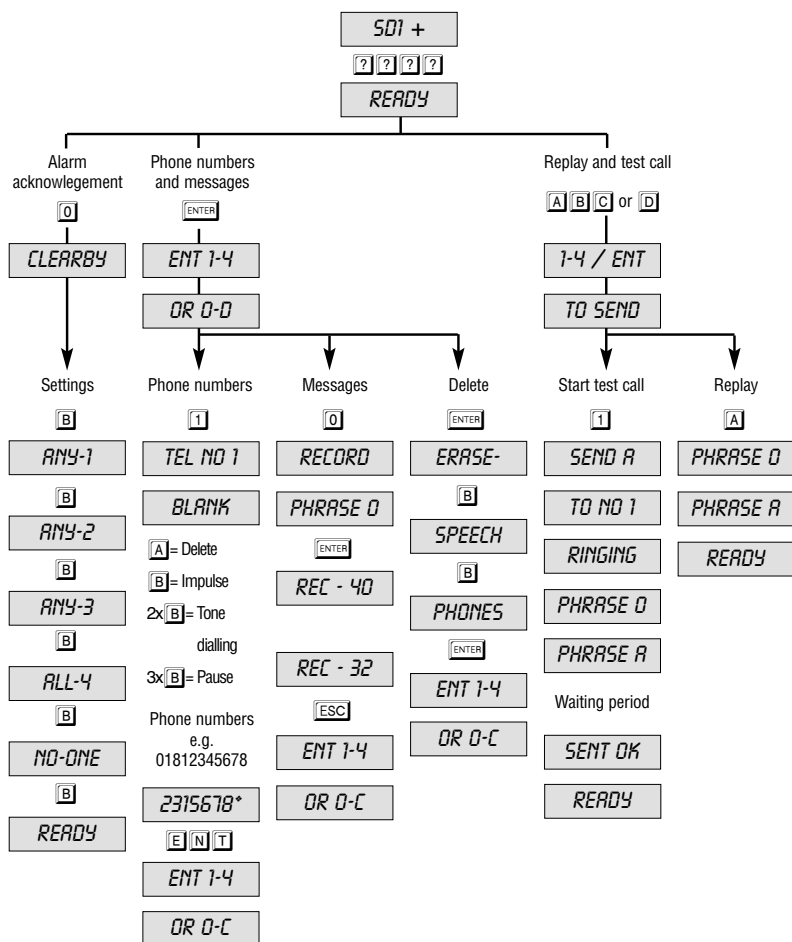
NO REPLY

The alarm call was not answered or not acknowledged by the recipient.

Troubleshooting

Problem	The recipient acknowledges the alarm call, but then the SD1+ dials the second, third and fourth phone numbers.
Cause	The acknowledgement option is set to <i>ANY-2</i> or <i>ANY-3</i> or <i>ALL-4</i> . (See page 15 for more information).
Remedy	Please check that the setting is correct.
Problem	The unit does not dial the set phone number.
Cause	The phone number is incorrectly dialled
Remedy	Check the entered phone number (pages 16-18).
Cause 2	The SD1+ is connected to an internal PABX that requires a "0" prefix and may also require a pause after the "0".
Remedy 2	Make sure the prefix and pause settings are correct.
Cause 3	The unit is connected to an exchange that requires a special signal to select a line.
Remedy 3	The SD1+ can only operate with commercially available exchanges (prefix "0").
Problem	The SD1+ was triggered by the alarm control panel but only SD1+ shows in the display.
Cause	This is normal procedure.
Remedy	Only in test mode is the status of the SD1+ displayed (see page 25).
Problem	The recipient cannot acknowledge the alarm call by pressing .
Cause	The recipient telephone is not tone-enabled (MFV).
Remedy	Call the recipient and request him/her to press  on the telephone handset. You should hear a tone. If not, the recipient can purchase a tone pad that simulates MFV tones. Contact your dealer.
Problem	I press the  key 6 seconds but <i>READY</i> does not show in the display; it always shows <i>PLEASE RECORD</i> or <i>SD1+</i>
Cause	The SD1+ requires a 4-digit or 6-digit access code to be entered before you can access the programming mode.
Remedy	Enter a valid passcode.

Quick reference: telephone



English

Quick reference: menus

English

