

When you connect the dialer to an alarm system (such as Radio Shack Cat. No. 49-485), the dialer automatically dials the numbers you store in memory when the alarm system is violated.

If you connect a remote switch (such as Radio Shack Cat. No. 49-517) to the dialer, you can use the remote switch to activate the dialer from other locations around you home or office.

If you have one of the following Radio Shack alarm systems, use these terminal connections with this dialer.

ALARM SYSTEM	TERMINAL CONNECTION			AUX POWER	
	ALARM	GROUND	FIRE	RED +	BLACK-
49-450	17	16	N/A	15	16
49-475	25	24	23	22	21
49-485	29	28	27	25	26
49-2010	Burg+	Burg-/Fire-	Fire+	N/A	N/A

USING THE DIALER

Selection the Number of Dial Attempts

You can set the dialer to call each stored number one time only, or you can set it to call each number up to three times until each call has been answered or dialed three times.

To switch between these two settings, press TEST, then press 0.

The dialer sounds a tone when you have set it to call three times. The dialer sounds no tone when you set it to call one time only.

ALARM CONDITIONS

When your alarm is triggered, it signals the dialer to begin dialing. The dialer follows this sequence.

1. It goes off-hook and on-hook, then pauses 15 seconds to disconnect any answering machine that might be operating on the line.
2. It dials the first number and waits 5 to 6 rings for the called party to answer.
3. If someone answers, the dialer sounds five single tones for a fire alarm or five high-low sounds for a burglar alarm and then plays your outgoing message.

NOTE: A fire alarm takes precedence over a burglar alarm.

4. If someone answered at the first number and the outgoing message was played, the dialer repeats Steps 2 and 3 for each of the other stored numbers.

If no one answers, it begins at Step 2 for the next stored number.

NOTES: If you set the dialer to dial only one time, it stops after dialing the third number - even if no one answered.

If you set the dialer to dial three times, the dialer repeats Steps 2 and 3 for all unanswered numbers until either someone answers or the numbers have been dialed three times.

If the dialer detects busy tones, it tries to recall that number if you programmed the dialer to call each number three times.

#### RECORDING AN OUTGOING MESSAGE

When the alarm system is violated, the dialer plays the outgoing message you recorded. Follow these steps to record the outgoing message.

NOTE: The message can be up to 20 seconds long.

1. Press RECORD. The RECORD indicator lights.
2. From 12 inches away, clearly speak your message into the microphone on the front of the dialer.
3. If your message is less than 20 seconds long, press RECORD when you finish your recording.

The RECORD indicator turns off when you finish recording.

Here is a typical outgoing message:

"This is the John Does Residence at 812 Maple Street. If you heard five ones at the start of this message, our alarm is indicating a fire. Notify the fire department. If you head five high-low tones at the start of this message, our alarm is indicating a burglary. Notify the police department."

#### STORING TELEPHONE NUMBERS IN MEMORY

You can enter up to three numbers to be dialed in the event of an alarm. Follow these steps to enter a number.

You should program the dialer to call a friend who can determine if there is a real problem. The person can then call the police, if necessary, or call you back to see if everything is fine. You should NOT program the dialer to dial the police directly, unless your local police has a special line for emergency dialers.

1. Press STORE.

2. Press 1, 2, or 3 to select the memory location for the number.
3. Enter the telephone number (up to 16 digits).
4. Press STORE. The dialer sounds a one-second beep.

If you make a mistake while entering a number, begin again from Step 1.

NOTES: If you try to save more than 16 digits, the dialer does not store the number.

If you use the dialer on a telephone system that requires you to dial an access code for an outside line, you must program a pause after the access code to allow time for the outside line to connect.

To program a 2-second pause between digits, press PLAY/PAUSE at the point in the dialing sequence where you need to pause.

Each pause entry causes the dialer to pause for about 2 seconds. Pressing PLAY/PAUSE counts as one of the 16 digits available in a memory location.

#### CLEARING A TELEPHONE NUMBER FROM MEMORY

To delete a number from memory enter another phone number in the same memory location or follow these steps.

1. Press STORE.
2. Press the memory location (1, 2, or 3) you want to clear.
3. Press STORE.

The dialer sounds a one-second beep.

#### TESTING THE DIALER

You can test the outgoing message and entered phone numbers by pressing TEST followed by the number to be tested (1, 2, or 3). The dialer dials the number and plays the outgoing message if the called party answers. If it is not answered the dialer exits the test mode and sounds three short beeps.

When programming emergency numbers or making test calls to emergency numbers, remain on the line and briefly explain the reason for the call before hanging up. Perform such activities in the off-peak hours, such as early morning hours or late evenings.

NOTES: Before you use the test mode, explain to the called party the reason for the call.

If the memory location to be tested has not been programmed or has been deleted, the dialer sounds three short beeps.

If the called party hangs up, the dialer does not detect this, and

it continues with the outgoing message.

#### MONITORING THE OUTGOING MESSAGE

You can monitor the outgoing message and verify operation by setting MONITOR to the in position. You can mute the outgoing message by setting MONITOR to the out position.

#### PLAYING YOUR OUTGOING MESSAGE

You can test the outgoing message by setting MONITOR to the in position and pressing PLAY/PAUSE. To stop play-back before it is completed, press PLAY/PAUSE again. Otherwise, the dialer automatically stops playing back when it reaches the end of the message.

(CJD/all-07/12/94)