

(Almost) Everything You Ever Wanted to Know About Your Repeater's Autodialers (Including '85/'96 Version 5 Features)

Your ACC controller enhances conventional autopatch operation for your mobile and portable radio users by providing Autodial, or speed dial access to prestored telephone numbers. The Autodialers allow quick, easy access to frequently called numbers with just a few keys, instead of the eight or more needed with the Autopatch. And the Autodialer numbers can be loaded and changed remotely, so it's easy to keep up with new users and those that move or want to add or delete numbers.

Autodialer Structure

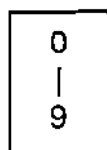
The controllers each have an *Emergency Autodialer* which can store up to ten telephone numbers, and a *User Loadable Autodialer* which can store many additional telephone numbers.

The Emergency Autodialer is, naturally, intended to store emergency telephone numbers. When activated by a user, a programmable message is spoken, like "Police", "Fire", etc. The message reassures the user that he selected the right code for the emergency service that he needs right away. The reassurance provided by the message readback is helpful during the stress of an emergency situation.

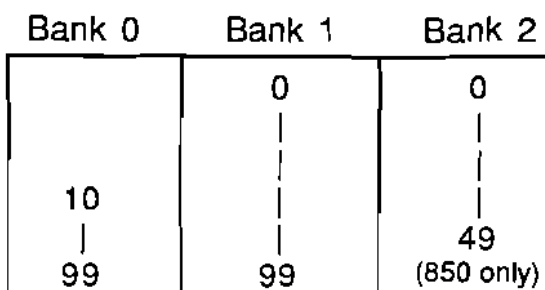
The User Loadable Autodialer, again as would be expected, can be loaded by repeater users directly, if you'd like to make that capability available to them. On the other hand, if you'd like to keep total control over the contents of the Autodialer, you can simply keep the load/erase codes secret, or open up access to loading numbers at certain times only when you can be monitoring.

Toll restrict does not apply to the Autodialers, which lets you make certain long distance numbers available to users by storing them in the Autodialer, while keeping the *Autopatch* toll restricted.

Emergency Autodialer



User Loadable Autodialer



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Programming the Autodialers

Emergency and User Loadable Autodialers are programmed somewhat differently. The Emergency Autodialer is intended to be programmed by the meter owner, and so requires the controller to be unlocked. *Programming* commands are used to enter telephone numbers and response messages.

On the other hand, the User Loadable Autodialer is programmed with *User* level commands. The controller does not need to be unlocked. However, the commands for loading and erasing User Loadable Autodialer locations have their own command code prefixes which gives you control over who can and who cannot load and erase numbers themselves.

Loading and Erasing the User Loadable Autodialer

The User Loadable Autodialer is separated into banks - Bank 0 and Bank 1 (plus Bank 2 with the '850). Bank 0 contains Autodialer locations 10-99 (locations 0-9 are considered part of the Emergency Autodialer) and Bank 1 holds locations 100-199. In the '850, Bank 2 holds locations 200-249.

Each bank is assigned its own User level *Load/Erase* command code prefix. The factory defaults are 456 (Bank 0), 457 (Bank 1) and 458 (Bank 2, '850 only). Like other command code prefixes, these can be changed remotely at any time, and can be from one to seven digits long.

Loading a new telephone number into a User Loadable Autodialer location requires that the location be empty - this avoids accidentally writing over an existing telephone number. First *Erase* the location, then *Load* a number into it. To erase a location, enter the Load/Erased prefix (for that bank) followed by the two digit location. To erase location 10, which is in Bank 0, enter "456 10". The controller responds by saying "Autodial Cancel," and the location is erased.

To load phone number 727-3330 into location 10, enter "456 10 7273330", all as one sequence. The controller responds by saying "Autodial Write," and the phone number is stored in memory. From now on, we can call location 10 by entering the User Loadable Autodialer Bank 0 Activate prefix (such as "**") followed by 10.

Numbers can be loaded and erased over the phone. Simply call the controller, and as soon as it answers, begin erasing and loading telephone numbers. Remember to terminate each command with the "#" key. It may help to think of pound as the "Enter Key". (The same applies when entering commands from the '96 front panel keypad.) With the '850, enter the Control Op Telephone Timer Extend command when the telephone is first answered and every minute or two to extend the telephone timer. This isn't necessary with the '85/'96 V5.

Phone numbers can be previewed from the phone with the '85/'96 to check the current contents. The command for this is [L/E Prefix] * (location #).

Hints: '850 Only - The ability to program User Loadable Autodialer numbers can be enabled and disabled by the Control Op, and can even be scheduled. For example, the User Loadable Autodialer may be available to users for updating their stored numbers on Saturday mornings, when a Control Op can be listening closely.

- If telephone numbers exceeding eight digits are required in locations 40-99, three "Phone Number Macros" and the "Leading 1 Override" are available for expansion of these locations. See Special Patch Utilities in Chapter 3 of the

Programming Reference Manual for details on phone number expansion capabilities.

- Bank 2 locations each hold up to *thirty-five digits*. These locations allow programming Sprint/MCI numbers, and other long strings, such as those used for activating pagers.

Hint: '85/96 Only – When a phone number is loaded into the User Loadable Autodialer, it can be secured from being spoken by the controller when a user brings up the number. This security option prevents the phone number from being spoken over the air, which may be desirable for some users.

Example: Let's load location 14 in Bank 1 with phone number 727-3414, and secure it from readback. Enter "457 * 14 7273414", all as one sequence. The controller will respond by saying "Autodial Write," and loads the number into memory. Inserting * between the Load/Erase prefix and the location secures the number from readback when the user calls the number.

Other Hints:

- A location must be empty before loading a new number in to it.
- If you don't want users to be able to erase and change numbers, either keep the autodialer locked with the Control Op command, or keep the Load/Erase prefixes secret.
- Remember that the Bank 1 (and 2) locations are 2 digit locations, not 3 digit.

Loading and Erasing the Emergency Autodialer

The ten Emergency Autodialer numbers are loaded with Programming Commands *5200-*5209. Unlock the controller and enter the appropriate programming command, followed by the phone number, all as one sequence. The controller will read back the phone number to help you confirm that it was entered correctly.

Example: To load phone number 911 into location 1, (with the controller unlocked) enter "*5201 911". The controller responds by saying "911," and stores the number in memory.

Unlike the User Loadable Autodialer, it is not necessary for an Emergency Autodialer location to be empty before loading a new number. However, you can erase a location and leave it empty by simply entering its programming command (i.e. "*5201). The controller will pause for about a second as with most programming commands, and respond by saying "UL."

For each Emergency Autodialer *location*, there is a *message* which is spoken when that location is dialed by a user. These ten messages are programmed using the controller's message editor, selected with commands *1110-*1119 ('85/'96) or *1150-*1159 ('850).

Example: Let's program the Emergency Autodialer location 1 response message with "Emergency Services." (We loaded the telephone number 911 into this location in the example above.) Unlock the controller, and select the message with "*1111" (or "*1151" with the '850). The controller will say "E1" ('85/'96) or "ADE1" ('850). Now, enter *937, *723, *915 (from the controller's vocabulary word list). The controller will say "Emergency Services." Enter *0 to store the message in memory, and # if you're ready to lock the controller back up.

Activating the Autodialers

Activating an Autodialer to place a telephone call is similar to activating the Autopatch with a telephone number, except that the telephone number is replaced by a one or two digit Autodialer location.

Phone numbers stored in the User Loadable Autodialer can be dialed by entering the User Loadable Autodialer command prefix (like "**") followed by the two digit Autodialer location. To call location 10 (which is in Bank 0) enter the Bank 0 Activate prefix and "10", i.e. "**10". The controller will respond by saying "Autodial one zero", pause, then say the phone number, followed by a second pause. As with the Autopatch on your controller, briefly keying your mic during either pause instructs the controller to dial the number.

Hints: '850 Only

- Control Op commands enable or disable Autodialer phone number readback when activated. Additional commands enable or disable Autodialer location readback.
- The controller won't read back phone numbers stored in Bank 2 since it is intended for storage of Sprint/MCI numbers, and doesn't require a click to dial.

Hints: '85/'96 Only

- If the Control Op "Dial Without Click" mode is selected, the number will be dialed after the second pause without the user having to click their mic. If the Control Op "No Readback" mode is selected, the controller will say "Autodial" and dial the number. In the "No Readback" mode, the location and phone number aren't read back, even if the "Unhide" mode has been selected.
- If an Autodialer location is secured from readback, the Control Op can bypass the security option with the User Autodialer Unhide Mode. This feature allows him to verify that the phone number is correct in a given location.

Other Hints:

- The controller must be in either the "Dial Without Click" or "Dial Needing Click" mode for Autodialer location and phone number readback.
- If you make a mistake and enter the wrong location, you can cancel the request by entering any Touch-Tone during either pause, or by not clicking the mic if required.

Activating the Emergency Autodialer

Phone numbers stored in the Emergency Autodialer can be dialed by entering the Emergency Autodialer command prefix (like "**") followed by the one digit Autodialer location. To call location 1, enter the Emergency Autodialer prefix and "1", i.e. "**1". The controller will respond by saying the message associated with location 1 (the message "Emergency Services" was programmed earlier), and will immediately dial the number.

Hint: '850 Only - There is a second programmable Emergency Autodialer activate prefix, with its own Control Op enable/disable commands. This feature allows having an open Emergency Autodialer available during the day, while keeping the function available at night for the regular system users.

Hint:

- The Emergency Autodialer does not require a click to initiate dialing, even if the click is required for the Autopatch and User Loadable Autodialer.