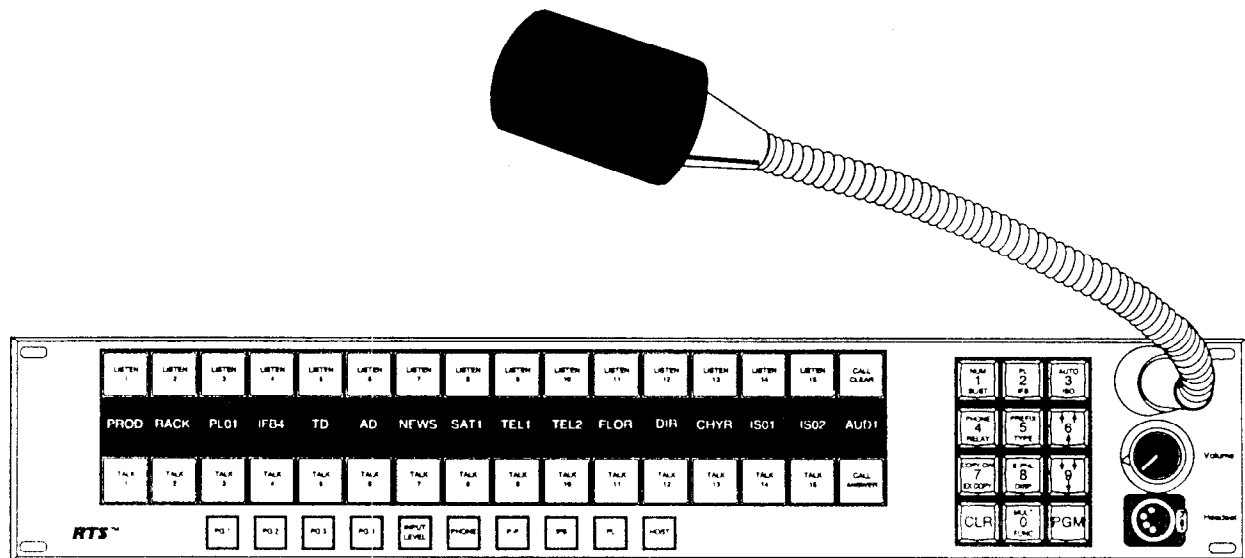


OPERATING INSTRUCTIONS

KP98-7

Intercom Keypanel



RTS™

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SECTION 1:

KP98-7 / EKP98-0 OPERATION

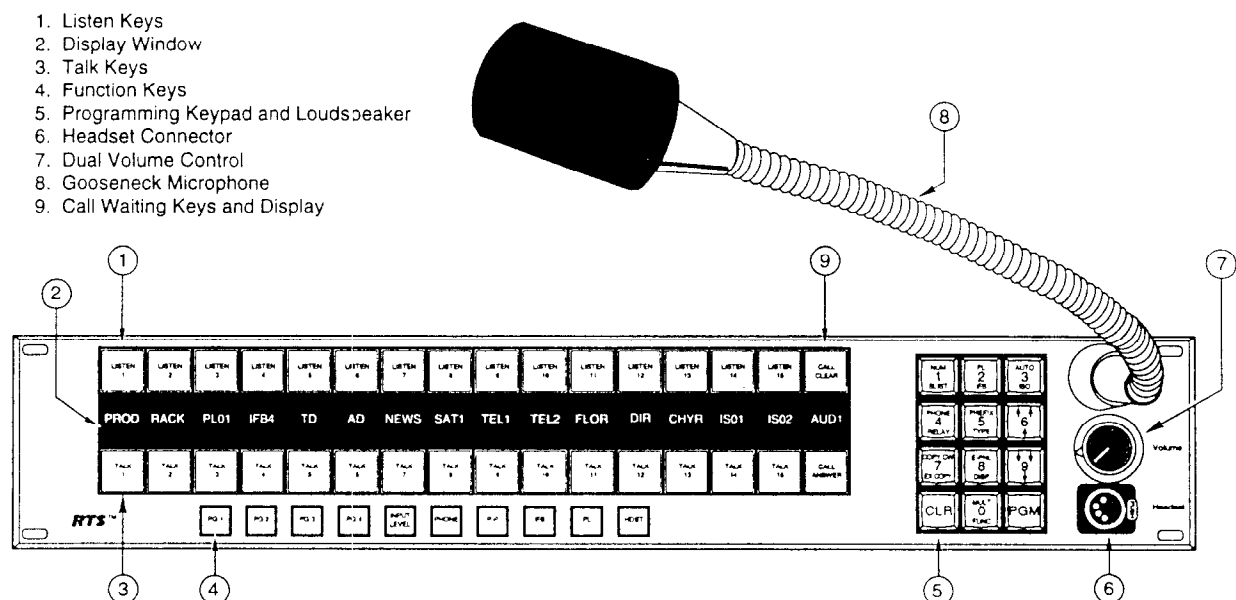


Figure 1-1. Reference View

USING A HEADSET

Plug in the headset.

Tap the HDST button to turn the headset on or off. When the headset is on, the front panel speaker and gooseneck microphone are off.

VOLUME ADJUSTMENT

Adjust intercom volume using the outer volume control knob.

If an external line input is connected, adjust its volume using the inner volume control knob.

TALKING TO OTHER INTERCOM STATIONS, PARTY LINES, ETC.

- For momentary talk, press and hold the desired talk key. When you release the key it will turn off.
- For hands-free (latching) talk, tap the desired talk key (press and immediately release). The key will remain in the on position. To turn the key off, tap it again.

- If you cannot hear the person to whom you are talking, tap the listen key directly above the talk key.

NOTE: When a talk key is pressed, the corresponding alpha-numeric display may alternate between the normal display and a double asterisk (**). This means that the channel cannot be activated. There are two occasions when this happens. The first is when the key is assigned to an IFB and another keypanel with a higher IFB priority is currently using the IFB. The second is when the talk key is assigned to a person, party line, etc. of a remote intercom system, and there are currently no trunk lines available to route the call.

INCOMING INTERCOM CALL INDICATIONS

Key Assigned to Caller

If there is a talk key assigned to a caller, the alpha-numeric display above that key will flash for about 15 seconds and the caller will be heard over your loudspeaker or headset. To respond, activate the talk key.

No Key Assigned to Caller

If there is no talk key assigned to the caller, the caller's ID will appear in the call waiting window and the caller will be heard over your loudspeaker or headset. To respond, press the **CALL ANSWER** key.

Flashing Call Waiting Display

If the call waiting display starts to flash, this indicates that there is another caller waiting. To talk to the next caller, clear the current caller by tapping the **CALL CLEAR** key. The names of up to four callers can be stored for display in the call waiting window. If you do not clear the current caller's name within about 90 seconds, it will automatically clear and the next caller will be displayed. The call waiting window will continue to flash until the final caller's name is displayed.

FUNCTION KEYS

PG 1 through PG 4 Keys

These keys let you assign a new setup page to the keypanel or expansion panel. To assign a new setup page:

1. Tap the desired page key (PG 1 through PG 4).
2. Tap any key on the keypanel to assign the new setup page to the keypanel. Or, tap any key on the expansion panel to assign the new setup page to the expansion panel.

INPUT LEVEL Key

You use the **Volume** control to adjust over-all volume level. You use the **INPUT LEVEL** key to boost or cut the level for individual channels which are softer or louder than normal. To adjust input level:

1. Tap the **INPUT LEVEL** key.
2. Tap the listen key for the channel that you want to adjust. The dB level for that channel will display in the call waiting window.

3. Press the down or up arrow on the programming keypad to change the level. The range of adjustment is +6 dB to -99 dB.
4. After setting the level as desired, tap the **INPUT LEVEL** key again to exit.

PHONE Key

You use the **PHONE** key to place the keypanel in dialing mode.

1. Tap the **PHONE** key.
2. Activate the talk key for the channel that is connected to the TIF-951 Telephone Interface. The display above that key should turn blank.
3. Begin dialing the telephone number using the numbers on the programming keypad. The digits should appear in the display above the talk key.
4. After dialing the telephone number, tap the **PHONE** key again to exit dialing mode.

P-P, IFB, and PL Keys

These keys provide instant access to the point-to-point, IFB, and party line key assignment lists. You can use these function keys to dial up a destination and then talk to that destination. Or, you can assign the destination to an intercom key for future use.

1. Tap the function key for the desired key assignment list. The list name will appear in the call waiting display.
2. Use the down and up arrow keys on the programming keypad to select the desired destination.
3. To talk to the destination, press the **CALL ANSWER** key.
4. To assign the destination to a key, tap the **COPY CW** key on the programming keypad (key 7), then tap the desired talk or listen key.

HDST Key

Tap the **HDST** key to turn a headset on or off.

SECTION 2

PROGRAMMING THE KEYPANEL

GENERAL

CSedit is the primary tool for creating and saving intercom system configurations. However, a keypanel's setup may also be modified using the programming keypad on the keypanel, provided restrictions have not been imposed using CSedit. If you try to program a restricted key or function, the programming will be ignored.

Setup changes made at the keypanel immediately become part of the intercom system configuration. These changes will be retained in the master controller during loss of power, but if a permanent record is desired, the changes should be uploaded to CSedit and saved to disk. (Select "Open On-Line" from the CSedit Intercom menu, then select "Save to File" from the File menu.)

KEYPAD KEY LABELING

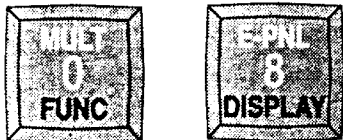
- The CLR key is used to cancel a program sequence. It is a good idea to start any program sequence by first tapping this key to clear any uncompleted programming sequence.
- The white labels on some keys indicate programming sequences that start by simply tapping that key. For example, to program a party line, you always start by tapping the white "PL" key.
- The red labels on some keys indicate programming sequences that start by tapping the FUNC key followed by a red-labelled key. For example, to program a special list, you always start by tapping FUNC—SLIST (tap the FUNC key, then tap the SLIST key).
- Keys with numbers 0-9 are used to enter panel numbers, party line numbers etc.
- The PGM key is generally pressed immediately before pressing a talk or listen key when making a key assignment. The PGM key is used to tell the keypanel that you have completed a key sequence and now wish to assign a key.

DISPLAY REQUESTS

DISPLAY REQUESTS USING KEYPAD SEQUENCES

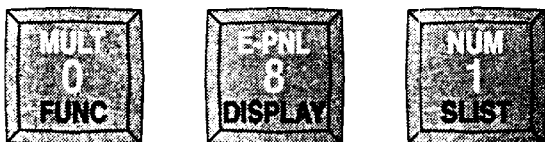
There are a number of keypad key sequences which may be used to request information about the keypanel and its current setup.

All display request sequences start with FUNC—DISPLAY



Keypanel Identification

FUNC—DISPLAY—1

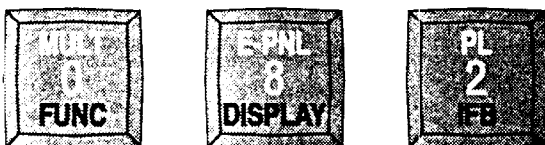


This sequence displays the panel number of the keypanel in the call waiting window for about 2 seconds.

Level 2 Talk Key Assignments For Stacked Talk Keys

A stacked talk key activates two types of communication at once. For example, a stacked talk key could simultaneously activate audio output to a transmitter and key the transmitter using a relay. The audio output is called the level 1 assignment and the relay is called the level 2 assignment. Normally, the level 1 talk key assignment is displayed on the keypanel. To briefly view the level 2 assignments enter:

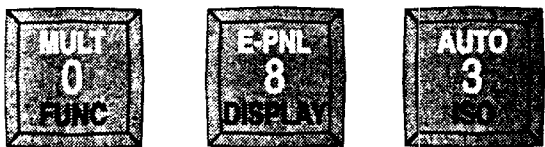
FUNC—DISPLAY—2



This sequence displays all level 2 talk key assignments for about 10 seconds (keypanels with alpha-numeric talk key displays only). "LEV2" displays in the call waiting window.

Listen Key Assignments

FUNC—DISPLAY—3

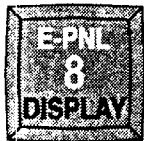
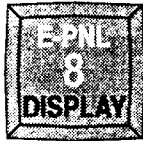
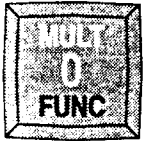


This sequence displays all listen key assignments for about 10 seconds. "LSTN" displays in the call waiting window.

Keypanel And Expansion Panel Setup Page Numbers

Each keypanel has four setup pages. Each setup page defines a complete set of talk and listen key assignments for one panel. One setup page is required for the main keypanel, and one is required for each expansion panel connected to the main keypanel. To find out which setup pages are currently used, enter:

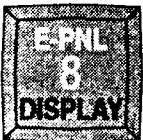
FUNC—DISPLAY—E-PNL



When you enter this sequence, the call waiting window will briefly display "M--n". M indicates "Main" keypanel and n is replaced by the setup page number (1-4). Next, if any setup pages have been assigned for expansion panels, "Epn--n" is displayed. E indicates "Expansion" panel; pn is replaced by the expansion panel number (1-3); n is replaced by the setup page number (1-4).

Test Mode

FUNC—DISPLAY—0



Test mode tests the panel talk keys and displays. All alpha-numeric displays show a % symbol. When a talk key is pressed, the display changes to "OK" to verify proper key operation.

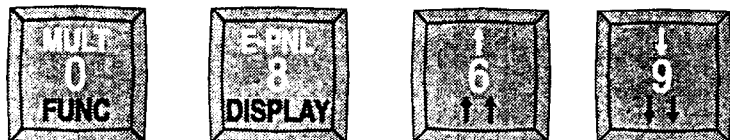
Tap the CLR key to exit test mode.



DISPLAY REQUESTS USING SCROLLING

The display requests described previously can also be accessed using scrolling. Scrolling also offers several additional features. To use scrolling, enter:

1. FUNC—DISPLAY $\uparrow \downarrow$ to scroll up or down in the list of display requests.



2. The display request names will appear in the Incoming Messages window as listed below. When the desired display request name is selected, tap the PGM key to view the requested information.



Name	Description
ID	Briefly displays the panel number of the keypanel (same as FUNC—DISPLAY—1).
LEV2	Briefly displays the level 2 talk key assignments (same as FUNC—DISPLAY—2).
LSTN	Briefly displays listen key assignments (same as FUNC—DISPLAY—3).
NAME	Gets a list of all crosspoints to this keypanel which are closed, and displays the list in the <i>Incoming Messages</i> window. (If there are no crosspoints closed "N/A" will briefly display.) Use the $\uparrow \downarrow$ keys to scroll up or down the list. You may press the <i>Incoming Messages</i> key to talk back to the selected crosspoint.
TYPE	Briefly displays the type of communication (point-to-point, party line etc.) for all level 1 talk key assignments. (See page 2-17 for key type abbreviations.)
MTX	Briefly displays the intercom system (matrix) names for all level 1 talk key assignments. If there is only one intercom system, the word "LOCL" displays to indicate "local matrix".
TONE	Turns on the keypanels tone generator (same as FUNC—DISPLAY—7). Tap CLR to turn the tone generator off. (See <i>Activating the Tone Generator</i> , page 2-19.)
EPNL	Briefly displays the setup page numbers of the main keypanel and any connected expansion panels (same as FUNC—DISPLAY—8).
V8.0	Displays current software version. (The PGM key causes no further action.)
GAIN	(For use with ADAM systems only.) Used to adjust listen gain for a point-to-point or party line listen key. After selecting GAIN, tap a listen key. After a few seconds, the gain level for that key will display. Use the $\uparrow \downarrow$ keys to change the gain level.
MVOL	(For use with ADAM systems only.) Used to adjust the master volume. After selecting MVOL, wait a few seconds for the master volume level to display, then use the $\uparrow \downarrow$ keys to change the level.
TEST	Enters test mode (same as FUNC—DISPLAY—0).

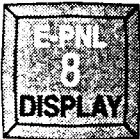
Note: Press the CLR key at any time to exit.

ASSIGNING SETUP PAGES

Note: Although the programming keypad can be used to change setup page assignments, it is easier to use the PGM function buttons to do this. See page 1-2.

To assign a setup page using the programming keypad:

1. On the main keypanel, tap the E-PNL key.



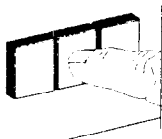
2. Select setup page 1-4 (4 in this example).



3. Tap the PGM key.

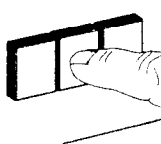
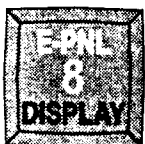


4. On the desired keypanel or expansion panel, press any talk or listen key. If the panel has alpha-numeric displays, the new key assignments should appear in a few moments.



Notes

- The same setup page cannot be assigned to more than one panel. If a setup page is already assigned to a panel, you must change that panel's assignment before you can use the same setup page for another panel.
- The current page assignment can be cleared from an expansion panel (not the main keypanel) by entering E-PNL—0—PGM, then pressing any key on the expansion panel.



PROGRAMMING TALK AND LISTEN KEYS

GENERAL

Use of the PP, IFB, PL function buttons to program key assignments was described on page 1-3. There are three additional ways to program talk and listen keys:

Using Keypad Numeric Entry: Using this method, you enter the panel number, party line number etc that you wish to assign to a key. This method requires that you know the number (not the name) of the port, party line etc that you wish to assign.

Copying an Assignment: Using this method, you can copy an assignment from one key to another. You can also use this method to transfer an incoming call to a talk key.

Alpha Scrolling: Using this method, you scroll through a list in the call waiting window and pick the alpha-numeric name of the panel, party line etc that you wish to assign to a key. Then you copy that name to a key. If descriptive names have been assigned in CSedit, alpha scrolling is easiest to use.

Notes

- You can individually program each talk and listen if desired. However, in most cases, you will probably use one of the special function assignments for the listen keys (see *Assigning a Special Function to a Key*, page 2-9. When you set a listen key for one of the special function assignments, you can change the corresponding talk key assignment to anything you want, and the listen key will take on the same assignment automatically.
- When you program a talk key, the name of the port, party line etc that you have programmed will appear in the alpha-numeric display above that key.
- If a listen key is programmed, the alpha-numeric display below that key will briefly display the assignment, and after a few seconds the talk key assignment for that key will reappear. To check listen key assignments at any time, enter FUNC—DISPLAY—3 on the keypad.

PROGRAMMING KEY ASSIGNMENTS USING KEYPAD NUMERIC ENTRY

Note: When using numeric entry, each programming step must be completed within 4-5 seconds. Otherwise, the sequence will automatically be cleared.

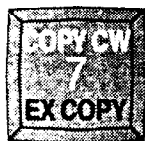
Point-to-Point Key Assignments

You use point-to-point key assignment when you want to program a key to talk/listen to a specific keypanel, belt pack etc. To program a point-to-point key assignment:

1. Tap the NUM key.

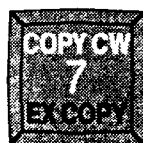
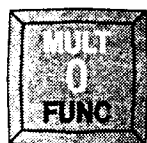


2. If the keypanel, belt pack etc. that you want to assign to a key is located in a remote intercom system, enter the intercom system number (7 for example). Otherwise, skip to step 3.



Note: Intercom system numbers are the numbers that appear in the "Icm" column in CStrunk when you select "Names" or "Setup" from the Intercoms menu.

3. Enter the panel number of the keypanel, belt pack etc. that you want to assign to a key (37 for example:)

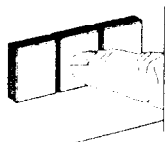


Note: If the panel number is for a remote intercom system, you must always enter 3 digits by adding leading zeros as shown above. If the panel number is for the local intercom system, you do not have to enter any leading zeros.

4. Tap the PGM key.



5. Press a talk (or listen) key.



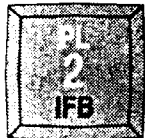
If a talk key is pressed, the panel's name will appear in the alpha-numeric display above that key (on keypanels so equipped).

If a listen key is pressed, the panel's name will appear briefly in the alpha-numeric display below that key, and after a few seconds, the talk key assignment for that key will reappear. (To check listen key assignments at any time, use the listen key display request sequence: FUNC—DISPLAY—3.)

Assigning a Party Line to a Key

A party line is a group of intercom stations that can always talk and/or listen to each other. Party lines are set up in CSedit. Once a party line has been set up, it can be assigned to a key as follows:

1. Tap the PL key.



2. If the party line is located in a remote intercom system, enter the intercom system number (7 in the example). Otherwise, skip to step 3. (Note: Intercom system numbers are the numbers that appear in the "Icm" column in CStrunk when you select "Names" or "Setup" from the Intercoms menu.)



3. Enter the party line number (4 in this example).

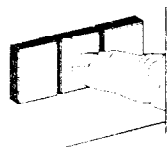


Note: If the party line is in a remote intercom system, you must always enter 2 digits by adding leading zeros if required. If the party line number is for the local intercom system, you do not have to enter any leading zeros.

4. Tap the PGM key.



5. Press a talk key.



The name of the party line will appear in the alpha-numeric display above that talk key (on keypanels so equipped).

Notes

- If the party line is located in a remote intercom system, and the talk key will not accept the key assignment, make sure that the "PL Univ Scroll Restricted" flag for that party line has been turned off using CSedit on the remote intercom system.
- If desired, you can program the listen key with the auto-listen special function so that it is automatically activated when the talk key is pressed. See *Assigning a Special Function to a Key*, page 2-9 for further information.

Assigning a Special Function to a Key

Special Functions are additional key assignments that can be programmed to talk and listen keys. There are five special functions available. Each special function has a default two-character name for display purposes (the default names can be changed in CSedit):

Name	Description
AF	Auto Follow (for listen keys only): Auto follow causes a listen key's assignment to always be the same as the talk key directly below it. It is the most often used listen key assignment, because it allows the user at the keypanel to reassign the talk key without having to reassign the listen key.
AL	Auto Listen (for listen keys only): This assignment works like auto follow, except that listen is automatically engaged when the talk key is pressed. It is sometimes a good assignment for use with party lines or other non-keypanel devices that do not have talk-back control of matrix crosspoints.
AM	Auto Mute (for listen keys only): This assignment works like auto follow, except that listen is automatically muted when the talk key is pressed. Auto mute is useful for talking to devices which echo your voice back to you, as it prevents feedback.
AR	Auto Reciprocal (for listen keys only): This assignment forces you to continuously listen to whatever is assigned to the talk key. It is used commonly on keypanels which are not equipped with listen keys to allow listening to party lines. It is also useful to force listening when it is desirable to have an operator continuously hear a party line or other source.
AC	All Call (for talk keys only): When a talk key is programmed for All Call, pressing the key will also activate all talk keys to the left of the All Call key (up to, but not including another All Call key).

To assign a special function to a key:

1. Tap the AUTO key.



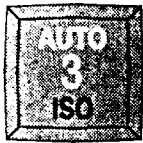
2. Select a special function:



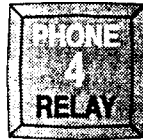
tap 1 for Auto Listen...



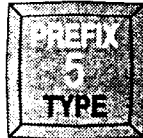
tap 2 for Auto Follow...



tap 3 for Auto Mute...



tap 4 for Auto Reciprocal...

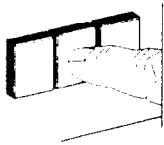


tap 5 for All Call.

3. After selecting a special function, tap the **PGM** key.



4. Press a listen key (for all features except All Call) or a talk key (All Call only).



If a talk key is pressed for All Call, "AC" will appear in the alpha-numeric display above the key (on keypanels so equipped). If a listen key is pressed to assign one of the auto functions, the name will briefly appear in the display below the key.

Note: Special functions are always assigned in the local intercom system only. However, this does not mean that they cannot be used with remote key assignments. For example, you can program a talk key to talk to a remote party line and then program the listen key using auto-listen on the local intercom. Pressing the talk key will automatically activate listening for the remote party line.

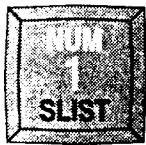
Assigning a Special List to a Key

Intercom stations, party lines etc. are always assigned to a special list using CSedit. Once a special list has been set up, you may access all personnel on the list using a talk and/or listen key on your keypanel. Special lists are typically used for paging or monitoring selected groups of people. To assign a special list to a key:

1. Tap the FUNC key.



2. Tap the SLIST key.

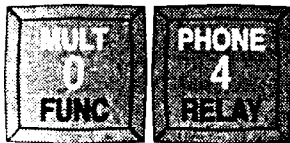


3. If the special list is located in a remote intercom system, enter the intercom system number (5 in the example). Otherwise, skip to step 4.



Note: Intercom system numbers are the numbers that appear in the "Icm" column in CStrunk when you select "Names" or "Setup" from the Intercoms menu.

4. Enter the special list number (4 in this example).

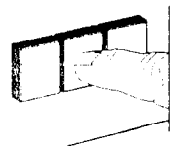


Note: If the special list is in a remote intercom system, you must always enter 2 digits by adding leading zeros if required. If the special list is in the local intercom system, you do not have to enter any leading zeros.

5. Tap the PGM key.



6. Press a talk (or listen) key.



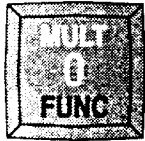
The name of the special list will appear in the alpha-numeric display above that talk key (on keypanels so equipped).

Note: If the special list is located in a remote intercom system, and the talk key will not accept the key assignment, make sure that the "Spl Univ Scroll Restricted" flag for that special list has been turned off using CSedit on the remote intercom system.

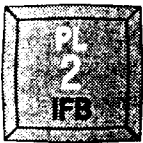
Assigning an IFB to a Key

An IFB (Interrupt Foldback) bus is an output which normally hears a program source. When a keypanel calls the IFB output, the program is interrupted and the caller can talk to the person at the IFB output. Program sources and IFB outputs are defined using CSedit. Once an IFB is defined, you may assign it to a key at your keypanel (unless access to the IFB has been restricted by CSedit). To assign an IFB to a key:

1. Tap the FUNC key.



2. Tap the IFB key.



3. If the IFB is located in a remote intercom system, enter the intercom system number (5 in this example). Otherwise, skip to step 4.



Note: Intercom system numbers are the numbers that appear in the "Icm" column in CStrunk when you select "Names" or "Setup" from the Intercoms menu.

4. Enter the IFB number (2 in this example).

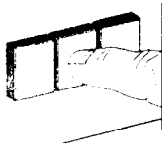


Note: If the IFB is in a remote intercom system, you must enter 2 digits by adding leading zeros if required. If the IFB is in the local intercom system, you do not have to enter any leading zeros.

5. Tap the PGM key.



6. Press a talk key.



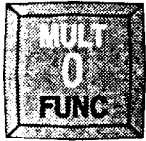
The name of the IFB will appear in the alpha-numeric display above that talk key (on keypanels so equipped).

Note: If the IFB is located in a remote intercom system, and the talk key will not accept the key assignment, make sure that the "Univ Scroll Restricted" flag for that IFB has been turned off using CSedit on the remote intercom system.

Assigning an ISO to a Key

An ISO channel allows a keypanel user, by pressing a talk key, to completely isolate, or cut off, communications at a camera or other device (including another keypanel) and establish a private conversation with that camera or device. Releasing the ISO key re-establishes normal communications. Cameras and other devices are assigned to ISO's using CSedit. Once an ISO has been setup using CSedit, you may assign a key on your keypanel to use the ISO (unless access to the ISO has been restricted by CSedit). To assign an ISO to a key:

1. Tap the FUNC key.



2. Tap the ISO key.

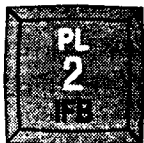
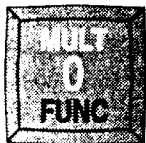


3. If the ISO is located in a remote intercom system, enter the intercom system number (5 in this example). Otherwise, skip to step 4.



Note: Intercom system numbers are the numbers that appear in the "Icm" column in CStrunk when you select "Names" or "Setup" from the Intercoms menu.

4. Enter the ISO number (2 in this example).

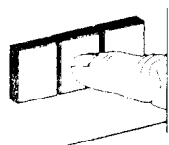


Note: If the ISO is in a remote intercom system, you must enter 2 digits by adding leading zeros if required. If the ISO is in the local intercom system, you do not have to enter any leading zeros.

5. Tap the PGM key.



6. Press a talk (or listen) key.



The name of the IFB will appear in the alpha-numeric display above that talk key (on keypanels so equipped).

Note: If the ISO is located in a remote intercom system, and the talk key will not accept the key assignment, make sure that the "Univ Scroll Restricted" flag for that ISO has been turned off using CSedit on the remote intercom system.

Assigning a Relay to a Key

If your intercom system is equipped with relay frames, you can assign a relay to a keypanel key and then press the key to activate the relay. To assign a relay to a key:

1. Tap the FUNC key.



2. Tap the RELAY key.

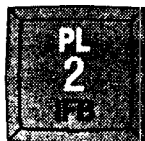


3. If the relay is located in a remote intercom system, enter the intercom system number (5 in this example). Otherwise, skip to step 4.



Note: Intercom system numbers are the numbers that appear in the "Icm" column in CStrunk when you select "Names" or "Setup" from the Intercoms menu.

4. Enter the relay number (2 in this example).

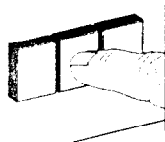


Note: If the relay is in a remote intercom system, you must enter 2 digits by adding leading zeros if required. If the relay is in the local intercom system, you do not have to enter any leading zeros.

5. Tap the PGM key.



6. Press a talk (or listen) key.



The name of the relay will appear in the alpha-numeric display above that talk key (on keypanels so equipped).

Note: If the relay is located in a remote intercom system, and the talk key will not accept the key assignment, make sure that the "Univ Scroll Restricted" flag for that relay has been turned off using CSedit on the remote intercom system.

Programming a Stacked Talk Key

A stacked talk key activates two types of communication at once. For example, a stacked talk key could simultaneously activate audio output to a transmitter and key the transmitter using a relay. The audio output is called a level 1 assignment and the relay is called a level 2 assignment. Anything that could be programmed as a normal talk key assignment may be stacked (except that all-call cannot be assigned to level 2). To program a stacked talk key:

1. Program level 1 exactly as you would any talk key assignment.
2. Program level 2 like any talk key assignment, except enter 00 before the key sequence.

Example: Assign panel number 45 of the local intercom as the level 1 key assignment and assign relay 5 of the local intercom as level 2:

Level 1: Panel 45



Level 2: Relay 5



After the talk key is pressed, the level 2 key assignment will display briefly above the key.

Clearing a Level 2 Talk Key Assignment

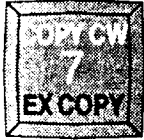
To clear a level 2 assignment, you must clear the level 1 assignment as previously described. (For example by clearing the call waiting window and then copying the call waiting window to the key.)

PROGRAMMING KEY ASSIGNMENTS USING COPY

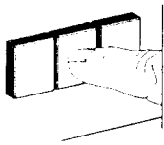
There are two ways to copy key assignments: 1) you can copy a call from the call waiting window to a key; or 2) you can copy one key assignment to another key.

Copying a Call from the Call Waiting Window to a Key

1. While the caller's name is displayed in the call waiting window, tap the COPY CW key.



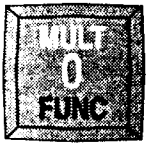
2. Press the key to which the call is to be copied.



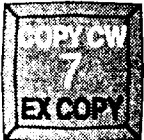
Note: If the caller is located in a remote intercom system, and the caller's keypanel has its "Port Access Restricted" flag set in CSedit, you will not be able to copy the caller to a key.

Copying One Key Assignment to Another Key

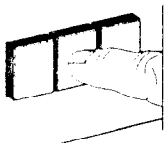
1. Tap the FUNC key.



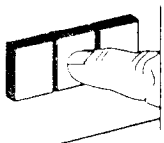
2. Tap the EX COPY key.



3. Press the talk or listen key from which you wish to copy.



4. Press the talk or listen key to which you wish to copy.

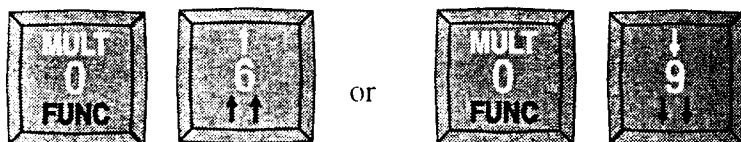


PROGRAMMING KEY ASSIGNMENTS USING ALPHA SCROLLING

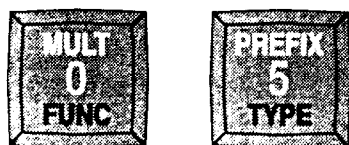
Alpha scrolling lets you scroll through a list of names of panels, party lines etc in the call waiting window. Once the desired name is displayed in the window, you can copy it to a key. There are four scrolling modes: intercom, type, prefix and single-step. The following example demonstrates their use:

Example: Assign a port to a key using the various scrolling modes.

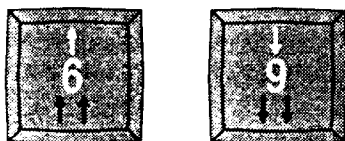
1. If the port is located in a remote intercom system: Tap **FUNC—6** or **FUNC—9** to enter intercom scroll mode, then use the arrow keys to select the desired intercom system. When the desired intercom system is displayed in the call waiting window, proceed to step 2. If there are no remote intercom systems, skip step 1.



2. Tap **FUNC—TYPE** to activate type scroll mode.



3. Use the $\uparrow \downarrow$ keys to select "P-P" in the call waiting window.



Key Type Abbreviations: The following abbreviations are used for types of communication:

P-P	Point-to-Point
PL	Party Line
IFB	IFB
SPCL	Special List
RLY	Relay
ISO	ISO

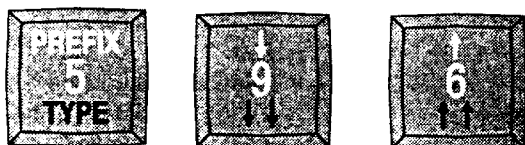
4. Press **PGM** to retrieve the requested list. Pressing **PGM** also exits type scroll mode and places the keypanel in single-step scroll mode.



Note: If the requested list is for a remote intercom system, "WAIT" should display while the list is being retrieved. After a few moments the first name in the requested list will display. Or, if there are no names in the list, "N/A" will display. If the requested list is for the local intercom system, the names in the list

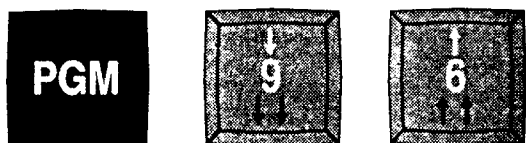
should display immediately. By default, CSedit restricts all names, except point-to-point names, from appearing in scroll lists at keypanels on remote intercom systems. This is accomplished by placing a check mark in the "Universal Scroll Restrict" field for each party line, IFB, ISO etc. You must run CSedit and turn off this restrict flag for every party line, IFB etc that you want to make available to remote intercom systems.

5. When the keypanel is in single-step scroll mode it may take a while to scroll to the desired name (this is particularly true of point-to-point lists). To speed up the process, use prefix scroll mode. Prefix scrolling mode scrolls through a list in alpha-numeric order, but displays only the first occurrence of each two-character prefix. For example, if your intercom system had users 1CAM, 2CAM, 3CAM, 1DIR and 2DIR, prefix scrolling would display 1CAM followed by 1DIR. Once you locate a desired two-character prefix, you can switch back to single-step scrolling to make your final selection. Tap PREFIX to enter prefix scroll mode, then use the arrow keys to scroll.



As you scroll, the currently selected name will be displayed in the call waiting window.

6. When you locate a name with the same first two characters as the name you are looking for, tap the PGM key to return to single-step scrolling mode, then use the arrow keys to make your final selection.



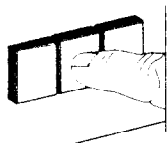
Note: You can return to prefix scroll mode if desired by again pressing PREFIX.

7. Copy the selected port to a talk or listen key:

- a. Tap COPY



- b. Press the talk key to which you want to copy.

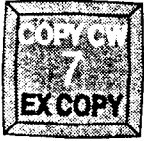


The new key assignment will appear in the alpha-numeric display above the key.

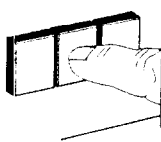
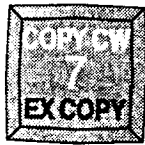
CLEARING OR CANCELING A KEY ASSIGNMENT

There are two ways to clear a key assignment:

1. Copy the key assignment of an unused key to the key that you want to clear or...



2. Clear the call waiting window (press the CALL CLEAR key). Then, copy the call waiting window to the key that you want to clear.



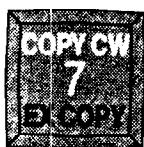
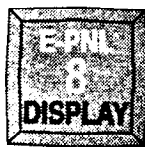
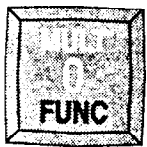
ACTIVATING THE TONE GENERATOR

You can check a keypanel's audio send and receive paths to and from the matrix using the built-in tone generator. To activate the tone generator, enter:

FUNC—DISPLAY—7

To check the audio path to and from the intercom matrix, assign a talk key on the keypanel to talk to itself. When you activate the talk key, you should be able to hear the tone from the keypanel speaker. To turn off the tone generator, press the CLR key.

CALLING A DESTINATION THAT DOES NOT HAVE A TALK KEY ASSIGNED



Occasionally, you may need to talk to a keypanel that does not have a key assigned on your keypanel. You can create a temporary talk key using the call waiting key. Use the scrolling modes previously described, and when the desired name is displayed in the call waiting window, press the call waiting key to talk. (Note that this procedure is not recommended for use with belt packs or party lines, since you won't be able to hear them.)