

**PROGRAMMING INSTRUCTIONS  
FOR ALL  
SPECTRUM, VISTA, AND REGENCY  
TELEPHONE ENTRY SYSTEMS  
WITH THE -99 BOARD**



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# IMPORTANT NOTICE

The Spectrum, Vista, and Regency systems are very reliable and easy to use. However, if programmed incorrectly, these systems may function improperly and are likely to cause you and others a great deal of inconvenience. Similarly, there are certain key things you must know about using these systems. Thus, you should take the time to read these instructions completely before attempting to program or use your system. Also, where space is provided in these instructions, fill in the entries that you will make before you begin programming. If you have any questions, your installing dealer will be happy to assist you.

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**IMPORTANT:** The Sentex Systems, Inc. warranty on this system is conditioned upon Sentex Systems, Inc. being paid in full for this equipment. This warranty will not be honored until such payment has been received by Sentex Systems, Inc.

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# 1 - OVERVIEW OF SYSTEM OPERATION

Your Sentex Telephone Entry System stores, recalls, and dials the telephone numbers of your building's residents/occupants (referred to hereafter simply as resident or residents), and responds to signals from their phones to unlock a door or activate an automatic gate operator. When a visitor arrives at the controlled entrance, he/she lifts the receiver (if you have a model with a handset), pushes the “#” button on the keypad to activate the system, and then dials the code that is listed next to the resident's name on your directory. If the resident decides to let the visitor in after talking with him/her, they dial or press the “9” on their telephone. This will cause the controlled entrance to be unlocked. It will also cause the display to show an open indication and cause the system to emit a 3-second tone. ***It is important that all residents know how the system operates.*** When allowing entry, neither party should hang up until the display and tone are activated.

The system also has an option that allows it to be used as an electronic push-button lock. If your system is equipped with this option, 4-digit entry codes can be given to (or chosen by) each resident as well as 10 vendors, service people, etc. Conversely, you can decide to limit the use of this feature to a few people. An authorized person who wishes to enter the building by this means presses the “\*” and their 4-digit code. If a valid code is entered, the controlled entrance will unlock or activate in the manner described in the paragraph above. If an invalid code is entered twice (or any number between 1 and 9 that you specify) within a 3-minute period, this feature will disable itself for 3-minutes. The rest of the system's capabilities will continue to operate normally.

Before the system can be used, the telephone numbers, directory codes, and other system variables must be programmed into the memory. Programming the system is easy once you understand the key steps in the procedure. However, incorrect programming can cause problems for you and others. Thus, you should ***read these instructions thoroughly before attempting to program the system.***

For your convenience, a programming guide label has been placed on the inside of the system's cabinet. This guide is an easy, handy reference for you once you become familiar with the programming procedures.

## 2 - BASIC HINTS AND PROGRAMMING RULES

The sections that follow provide detailed explanations of how to program specific functions that the system can handle. However, there are a number of basic hints and programming rules that apply to the programming of any step. These are listed below:

1. To enter the program mode, open the cabinet and push the white button marked "PGRM". This will cause the display to show a "P" or the word "EncodE" depending on the model you have. Close the cabinet and use the keypad to program. You can begin with any of the programming areas described on the following pages.
2. After you complete a valid programming sequence, the system will return the programming prompt ("P" or "EncodE") to the display. You can then switch to another programming area or continue on with the area you just completed.
3. The system will remain in the program mode until you push the "#" button on the keypad, or until 60 seconds pass without an entry on the keypad (to make sure you do not accidentally leave the system in the program mode).
4. Several error codes are used to help ensure that you program the system correctly. The system will display an "E" (or the word "Error" if you have the Regency model) and a 1-digit code to tell you what you have done wrong. These error codes are shown below:

<u>CODE</u>	<u>MEANING OF CODE</u>
1	The entry you are trying to erase or verify does not exist in the system. For example, there is no directory code that matches the one you are trying to erase.
2	You have tried to enter a directory code or entry code that already exists in the system's memory. For example, you are trying to enter directory code 253 and that code has already been assigned to someone else.
3	The system memory is full. You must either erase an individual entry that has already been made or erase the whole memory.
4	You have made a format error in making the entry. For example, you have tried to enter a "γ" as part of a telephone number.

An error indication will also appear when the system is used incorrectly while in the "run" mode.

5. If you realize during an entry that you are making a mistake, you can void the entry by purposely making a "format" error. Thus, if the format calls for the next key pushed to be a number, push the "#" key. If the format calls for the next key pushed to be the "\*" key, push any number key.

## **3 - SETTING SYSTEM CHARACTERISTICS**

The programming sequences described in this section allow you to set up the characteristics of your telephone entry system. In general, you should only need to program in each area during system installation, not on an on-going basis.

### **SETTING DIRECTORY CODE LENGTH**

**Purpose** To tell the system how many digits will be in the code that a visitor uses to dial a resident.

**Format** 0 + 4 + code length (may be a 1, 2, 3, or 4).

**Example** 0 + 4 + 3 (sets code length to 3 digits)

**Important** Factory setting is 2-digit code length.

#### **Notes**

**WARNING:** Be sure the directory code length is set properly before you begin entering telephone numbers. You may change this length later BUT you will have to change all directory codes in the system to the new length or the system will not function properly and you may run out of capacity.

A 1-digit code length will handle 10 codes, 2-digit codes will handle 100 codes, and 3- or 4-digit code length will handle 1000 codes.

### **VERIFYING DIRECTORY CODE LENGTH**

**Purpose** To make sure that the code length in the system is what you think it is/want to be.

**Format** You press the 8 and the display will show the code length.

**Example** You press the 8 and the display shows a "3" or "CodE-3" indicating that the code length is 3-digits.

### **SETTING LOCK/GATE OPEN TIME**

**Purpose** To control how long the door or gate will remain unlocked/open.

**Format** 3 + number of seconds (2 digits).

**Example** 3 + 05 (sets unlocked/open time for 5 seconds).

**Important** Factory setting is 10 seconds. Open time can be reset from 01 to 63 seconds.

#### **Note**

### **CHANGING NUMBER OF WRONG ENTRY CODES ALLOWED**

**Purpose** This tells the system how many incorrect entry codes may be entered within a 3 minute period before the system deactivates the entry code function for a period of 3 minutes. All other functions continue to operate normally during this time.

**Format** 0 + 3 + number of incorrect entry codes allowed (1 digit).

**Example** 0 + 3 + 6 (sets incorrect entry codes allowed at 6).

**Important** Factory setting is 2 incorrect entry codes allowed. This number can be reset from 1 to 9.

#### **Notes**

When the specified number of incorrect codes is reached, the system gives an error indication on the display whenever a new entry code is attempted until the 3 minute period is over.

## **4 - ENTERING AND ERASING TELEPHONE NUMBERS AND ENTRY CODES**

The programming sequences described in this section allow you to tell the system what telephone numbers it may dial and, if your system has the entry code option, which 4-digit entry codes should grant entry. These programming steps will be repeated frequently as people move in and out of your building.

### **ENTERING DIRECTORY CODES AND TELEPHONE NUMBERS (7 Digits)**

**Purpose** This tells the system which 7-digit telephone number should be dialed when the directory code (the code that appears next to the name on the directory) you program is entered on the keypad by a visitor.

**Format** 1 + directory code (see page 3 for number of digits) + telephone number (7 digits).

**Example** 1 + 38 + 5551212 (sets code 38 to dial 555-1212).

**Important Notes** The directory code length you use must be the same for all residents. This length is set in the area discussed on page 3 entitled "Setting Directory Code Length".

If you are going to change a resident's telephone number or assign a previously used directory code to a new resident, you must first erase the existing entry and then make the new entry. (See the area on page 6 entitled "Erasing Directory Codes/Telephone Numbers".)

### **ENTERING DIRECTORY CODES AND TELEPHONE NUMBERS (11 Digits - Regency Models Only)**

**Purpose** This tells the system which 11-digit telephone number should be dialed when a directory code of all zeroes is entered by a visitor.

**Format** 9 + telephone number (11 digits).

**Example** 9 + 13125551212 (code of all zeroes will dial 1-312-555-1212).

**Important Notes** There is only one 11-digit telephone number available.

The system automatically assigns the 11-digit number to the directory code with all zeroes in it. Thus, if your code length is 3 digits, the 11-digit number will be called by directory code 000.

### **VERIFYING TELEPHONE NUMBERS**

**Purpose** Allows you to check that you have entered a telephone number correctly.

**Format** 7 + directory code (system will then show the telephone number you have assigned to that directory code).

**Example** 7 + 38 (the system will then display 5551212).

**Important Note** If the telephone number shown is incorrect, erase the entry as shown below and re-enter it correctly.

## **ERASING DIRECTORY CODES AND TELEPHONE NUMBERS (7 Digits)**

**Purpose** Deletes a directory code/telephone number entry from memory.

**Format** 5 + directory code + 3 stars/asterisks.

**Example** 5 + 38 + \*\*\* (erases directory code 38 and its associated telephone number).

## **ERASING DIRECTORY CODE AND TELEPHONE NUMBER (11 Digits - Regency Only)**

**Purpose** Deletes the directory code of all zeroes and the 11-digit telephone number entry from memory.

**Format** 4 + \*\*\*

## **ENTERING ENTRY CODES (This is an optional feature)**

**Purpose** Allows you to set up 4-digit codes that residents or service people can use to gain entry to the building without a key.

**Format** 2 + entry code (4 digits).

**Example** 2 + 5467 (sets up entry code 5467 to allow entry).

**Important Note** If this option is included in your system, you have the capacity to give entry codes to each unit in your building plus at least 10 extra for vendors or service people. Ask your installing dealer for the exact number of entry codes available.

## **ERASING ENTRY CODES (This is an optional feature)**

**Purpose** Allows you to delete 4-digit codes that residents or service people use to gain entry to the building without a key.

**Format** 6 + entry code (4 digits) + 3 stars/asterisks.

**Example** 6 + 5467 + \*\*\* (deletes entry code 5467).

## **ERASING ALL ENTRIES**

**Purpose** Allows you to clear the entire directory code/telephone number memory and/or the entire entry code memory, if these become filled with codes/numbers that have been forgotten or have been entered in error.

**Format** Call your installing dealer for this information.



# **5 - FCC REQUIREMENTS**

## **INSTALLATION**

When you are ready to install this system, call your telephone company and give them the following information:

1. The telephone number of the line to which you will connect the system.
2. The FCC registration number for the system, which is **DS86W6-70754-ALR**
3. The ringer equivalence number (REN) which is **0.0B**.

This system connects to the telephone line by means of a standard jack called the USOC RJ11C. If this type of jack is not available where you want to install the system, you will need to order it from the telephone company.

## **TYPE OF SERVICE**

Your Spectrum, Vista, or Regency system is designed to be used on standard-device telephone lines. They should not be used on coin service or party lines. If you have any questions about your telephone line, such as how many pieces of equipment you can connect to it, the telephone company will provide this information upon request.

## **TELEPHONE COMPANY PROCEDURES**

The goal of the telephone company is to provide you with the best service it can. In order to do this, it may occasionally be necessary for them to make changes in their equipment, operations, or procedures. If these changes might affect your service or operation of your equipment, the telephone company will give you notice, in writing, to allow you to make changes necessary to maintain uninterrupted service.

## **IF PROBLEMS ARISE**

If any of your telephone equipment is not operating properly, you should immediately remove it from your telephone line, as it may cause harm to the telephone network. If the telephone company notes a problem, they may temporarily discontinue service. When practical, they will notify you in advance of this discontinuation. If advance notice is not feasible, you will be notified as soon as possible. When you are notified, you will be given the opportunity to correct the problem and informed of your right to file a complaint with the FCC.

In the event repairs are ever needed on your system, they should be performed only by an authorized representative of Sentex Systems, Inc.

## **DISCONNECTION**

If you should ever decide to permanently disconnect your Spectrum, Vista, or Regency system from its present line, please call the telephone company and let them know of this change.

## **RADIO FREQUENCY**

This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient the receiving antenna
- Relocate the equipment with respect to the receiver.
- Move the equipment away from the receiver.
- Plug the equipment into a different outlet so that the equipment and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the FCC helpful: "How to Identify and Resolve Radio-Television Interference Problems". This booklet is available from the United States Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.