

DT6I Series 2
INTERROGATABLE SIX CHANNEL TALKING DIALLER
PROGRAMMING SHEET

CLIENT NAME: _____

ADDRESS: _____

_____ POSTCODE: _____

PHONE: _____ (BUS) _____ (HOME) _____ ()

INSTALLED BY: _____ DATE: _____

When the DT6I is powered up, the 7-segment display will flash the number six (6) five times and then remain blank.

NOTE: If the program link is not ON when required, "E" then "0" will flash 5 times on the display.

Go through the following steps to program the DT6I for your application. For more detailed information on the programming of the DT6I please refer to the installation manual.

The default values for each memory or position in a memory are shown in square brackets [].

To confirm any entered information play back the memory by pressing * then the memory number (00 - 95).

1. FIRST PHONE NUMBER

1 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ [blank]

Remember to use the # key to close the memory if the phone number entered is less than 16 digits in length.

2. SECOND PHONE NUMBER (OPTIONAL)

2 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ [blank]

Remember to use the # key to close the memory if the phone number entered is less than 16 digits in length.

3. THIRD PHONE NUMBER (OPTIONAL)

3 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ [blank]

Remember to use the # key to close the memory if the phone number entered is less than 16 digits in length.

4. FOURTH PHONE NUMBER (OPTIONAL)

4 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ [blank]

Remember to use the # key to close the memory if the phone number entered is less than 16 digits in length.

5. FIFTH PHONE NUMBER (OPTIONAL)

5 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ [blank]

Remember to use the # key to close the memory if the phone number entered is less than 16 digits in length.

6. SIXTH PHONE NUMBER (OPTIONAL)

6 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ [blank]

Remember to use the # key to close the memory if the phone number entered is less than 16 digits in length.

70. DIALLING MODE

[Requires program link ON]

7 0 _ [1]

71. MESSAGE REPEAT TIME [Requires program link ON]

7 1 _ _ _ [060]

Remember to use the # key to close the memory if than 3 digits are entered.

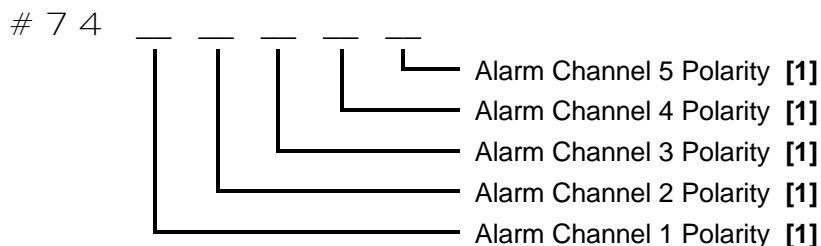
72. MAXIMUM DIALLING ATTEMPTS [Requires program link ON]

7 2 _ [6]

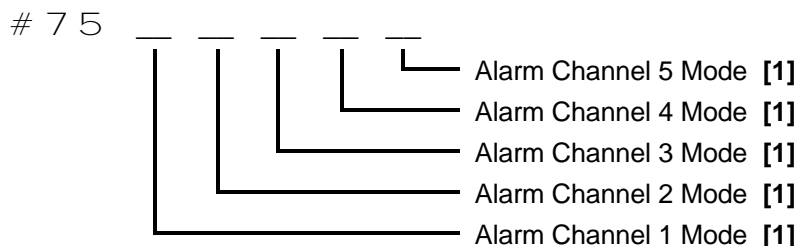
73. KEY SWITCH INPUT POLARITY [Requires program link ON]

7 3 _ [1]

74. ALARM CHANNEL INPUT POLARITY [Requires program link ON]



75. ALARM CHANNEL INPUT MODE [Requires program link ON]



76. SLAVE / LATCHING MODE [Requires program link ON]

7 6 _ [1]

77. CUT OFF MESSAGE AFTER DTMF [Requires program link ON]

7 7 _ [1]

78. POWER FAIL CHANNEL [Requires program link ON]

7 8 _ [4]

79. POWER FAIL TIME [Requires program link ON]

7 9 _ _ [60]

Remember to use the # key to close the memory if only 1 digit is entered.

80. SHUT DOWN CODE [Requires program link ON]

8 0 _ _ _ _ _ [3]

Remember to use the # key to close the memory if the code entered is less than 7 digits in length.

83. DEAD MAN'S TIMER CHANNEL [Requires program link ON]

8 3 _ [0]

84. DEAD MAN'S TIMER TIME [Requires program link ON]

8 4 _ _ _ [025]

Remember to use the # key to close the memory if than 3 digits are entered.

85. BATTERY LOW ALARM ENABLE [Requires program link [ON](#)]

8 5 _ _ [1]

86. RING COUNT BEFORE ANSWERING [Requires program link [ON](#)]

8 6 _ _ [05]

87. SECOND CALL BYPASS TIME [Requires program link [ON](#)]

8 7 _ _ _ [060]

Remember to use the # key to close the memory if than 3 digits are entered.

88. PROGRAM ACCESS CODE [Requires program link [ON](#)]

8 8 _ _ _ _ _ [blank]

Remember to use the # key to close the memory if the code entered is less than 7 digits in length.

89. ALLOW PROGRAM ACCESS CODE AFTER ALARM [Requires program link [ON](#)]

8 9 _ [1]

90. USER NAME/ADDRESS MESSAGE [Requires program link [ON](#)]

9 0 _____

Remember to use the # key to stop the recording if the full 10 seconds is not required.

91. USER ALARM MESSAGE 1 [Requires program link [ON](#)]

9 1 _____

Remember to use the # key to stop the recording if the full 4½ seconds is not required.

92. USER ALARM MESSAGE 2 [Requires program link [ON](#)]

9 2 _____

Remember to use the # key to stop the recording if the full 4½ seconds is not required.

93. USER ALARM MESSAGE 3 [Requires program link [ON](#)]

9 3 _____

Remember to use the # key to stop the recording if the full 4½ seconds is not required.

94. USER ALARM MESSAGE 4 [Requires program link [ON](#)]

9 4 _____

Remember to use the # key to stop the recording if the full 4½ seconds is not required.

95. USER ALARM MESSAGE 5 [Requires program link [ON](#)]

9 5 _____

Remember to use the # key to stop the recording if the full 4½ seconds is not required.

00. PHONE NUMBER GROUP TO USE

0 0 _ _ [0]

01. PHONE NUMBER GROUP 1

0 1 _ _ _ _ _ [1]

Use the # key to close the memory if the phone group code entered is less than 6 digits long.

02. PHONE NUMBER GROUP 2

0 2 _ _ _ _ _ [2]

Use the # key to close the memory if the phone group code entered is less than 6 digits long.

03. PHONE NUMBER GROUP 3

0 3 _ _ _ _ _ [3]

Use the # key to close the memory if the phone group code entered is less than 6 digits long.

04. PHONE NUMBER GROUP 4

0 4 _ _ _ _ _ [4]

Use the # key to close the memory if the phone group code entered is less than 6 digits long.

05. PHONE NUMBER GROUP 5

0 5 _ _ _ _ _ [5]

Use the # key to close the memory if the phone group code entered is less than 6 digits long.

06. PHONE NUMBER GROUP 6

0 6 _ _ _ _ _ [6]

Use the # key to close the memory if the phone group code entered is less than 6 digits long.

07. PHONE NUMBER GROUP 7

0 7 _ _ _ _ _ [12]

Use the # key to close the memory if the phone group code entered is less than 6 digits long.

08. PHONE NUMBER GROUP 8

0 8 _ _ _ _ _ [34]

Use the # key to close the memory if the phone group code entered is less than 6 digits long.

09. PHONE NUMBER GROUP 9

0 9 _ _ _ _ _ [56]

Use the # key to close the memory if the phone group code entered is less than 6 digits long.

CH.	EQUIPMENT	ALARM MESSAGE
1		
2		
3		
4		
5		
BATTERY LOW REPORTING (YES) / (NO)		
POWER FAIL REPORTING (YES – ON CHANNEL _____, AFTER _____ MINUTES) / (NO)		