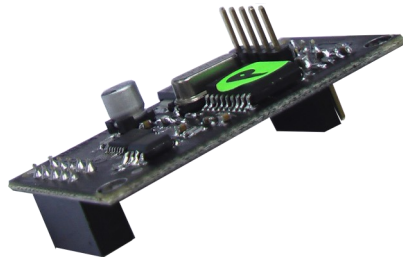**Protecting your future**

X64

Voice Module

Introduction

The Voice Module is a plug-in board for the X64 alarm panel. The board contains a DMTF decoder chip and a flash memory chip which add telephonic voice interaction to the panel.
The user can receive alarm messages or can control the system via the phone by pressing keys on the phone.
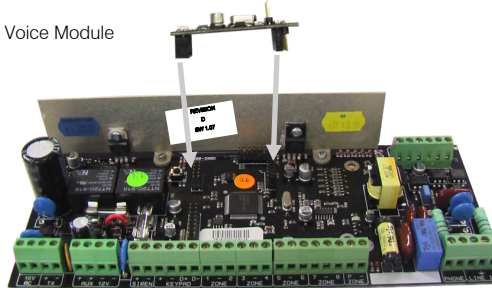
The user must enter their user code before any communication can take place. If the code is entered incorrectly three times the system will hang up.

Note: The X64 must have firmware version 1.07 or higher and hardware version "D" or higher.

Please phone your sales representative for more information or go to www.inhep.com

Hardware Installation

Voice Module

Event Reporting

When an event needs to be reported, the panel will dial the user and the login sequence will begin.

The user will hear a series of beeps followed by three seconds of silence. This sequence will continue for forty seconds. This will be interrupted by the first DTMF tone detected, key press, during the silence.

During the three seconds of silence a valid user code should be entered and the module will first acknowledge the correct code with "welcome" and then begin delivering the events.

If an incorrect code is entered the voice module will indicate this with "code incorrect". Three incorrect code entries will cause the system to hang up.

The events delivered will depend on the user code and which partitions that code belongs too. Global events will be delivered to all users, i.e. ac fail. Once all events have been delivered the system will wait for further instructions.

User Initiated Communication

After picking up the phone line, the panel will first try and communicate with a modem by giving the modem handshake tones, and if this fails it will then start the login sequence.

The login sequence is a series of beeps followed by three seconds of silence for a valid user code to be entered, this will continue for forty seconds if a code is not entered. After the forty seconds or three incorrect attempts at guessing the code, the system will drop the line.

When the user inserts the correct code the voice module will respond with, "Welcome, press star for menu or enter number" and is given access to the menu.

User Menu

Key Press	Action	Reply
[*]	Menu details	"Press 1 for status, press 2 to arm disarm… "
[1]	Full status report (arm status, alarmed zones, siren status, bypass status)	Partition 1 armed / dis-armed....
[2]	Arm / disarm	Enter partition
[3]	Switch siren off	Siren off
[4]	Programmable outputs	Enter output
[5]	Bypass / unbypass	Enter zone
[6]	Alarm memory	Zone.....
[#]	Exit / return to main menu	Goodbye / Welcome

Menu Details

To hear which keys to press for the required action:

Press [*]

Voice "1 status report, 2 arm/disarm ..."

Status report

To get a status report on the partition and its zones:

Press [1]

Voice "partition 1 disarmed, zone 3 bypassed..."

Arm / Disarm

To arm or disarm a partition:

Press [2]

Voice "enter partition"

Press [partition number]

Voice "partition number armed"

Siren

This option allows the siren to be switched off:

Press [3]

Voice "Siren off"

Programmable Outputs

To be able to toggle outputs:

Press [4]

Voice "Enter output"

Press [output number]

Voice "output number on" or "output number off"
(The output is toggled on if it was off and off if on)

Note: All entries must be 2 digits, e.g. enter [0][2] for output 2

Bypassing / Un-bypassing

Bypassing or un-bypassing zones:

Press [5]
Voice "enter zone"

Press [zone number] (remember to enter a two digit number, e.g. 02, 08, 12)

Voice "zone number bypassed"

Note: All entries must be 2 digits, e.g. enter [0][5] for zone 5

Alarm Memory

If you need to know which zones where violated:

Press [6]

Voice "zone 3, zone 4...."

Exit the Call or a Menu

When complete and want to exit the call or want to go back to the menu:

To return back to the menu after entering an action menu:

Press [#]

Voice "Welcome"

To exit:

Press [#]

Voice "good bye" (the system will hang up)

X64 Programming

Once the voice module is installed the X64 needs to be programmed with user codes that will have access to each partition and the phone numbers that it must to report too.
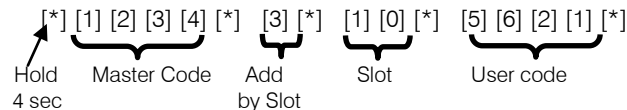
User Codes

The X64 has 8 partitions and user codes are divided into groups for each of the partitions and depending on which group the user code belongs to will depend on the partition they can interact

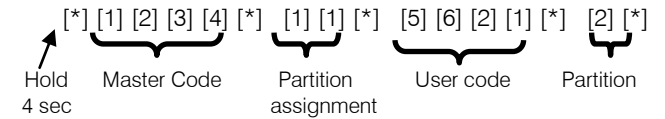| Partition	Users		Partition	Users
1	10 to 19		5	50 to 59
2	20 to 29		6	60 to 69
3	30 to 39		7	70 to 79
4	40 to 49		8	80 to 89

The master user, user 1, belongs to all partitions and can interact with them all.

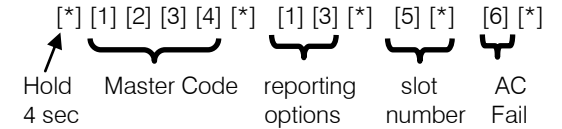**Note:** Remember to allocate the user codes to the correct partitions.

To add a user to a specific slot number:

[*] [1] [2] [3] [4] [*]   [3] [*]   [1] [0] [*]   [5] [6] [2] [1] [*]

Hold   Master Code   Add   Slot   User code
4 sec   by Slot

To change or add a user code's partition

[*] [1] [2] [3] [4] [*]   [1] [1] [*]   [5] [6] [2] [1] [*]   [2] [*]

Hold   Master Code   Partition   User code   Partition
4 sec   assignment

To enable or disable different reporting options

[*] [1] [2] [3] [4] [*]   [1] [3] [*]   [5] [*]   [6] [*]

Hold   Master Code   reporting   slot   AC
4 sec   options   number   Fail

Value	Option		Value	Option
1	Close		6	AC Fail
2	Stay Close		7	AC Restore
3	Open		8	Low Battery
4	Siren Cancel		9	Auto Test
5	Reserved		10	Zone Bypass

Each of the options that need to be reported must be enabled for each user.

Telephone Numbers

Locations 600 to 616 are for the cell phone numbers that the system must report too.

There are two numbers per partition and a master:

Partition	Location		Partition	Location
All	600		5	609 & 610
1	601 & 602		6	611 & 612
2	603 & 604		7	613 & 614
3	605 & 606		8	615 & 616
4	607 & 608			

To add a cell phone to a location:

[*] [9][9][9][9][*] [6][0][0][*] [0][8][3][1][2][2][4][5][6][7][*]
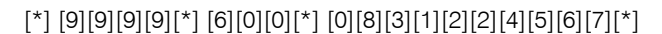
Note: If a user is receiving the call from the system but his code is being rejected, please check the following.
For each of the users that receive events on their phones, their user codes must be created in the correct user slot and their phone number must be entered into the correct location for their partition.
E.g. Partition 1user must be added to slot 10 and their phone