JACQUES ELECTRONICS

USER OPERATING MANUAL for the

JACQUES DCS-550M SERIES II MASTER

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Jacques Electronics Pty Ltd ABN 11 010 416 323

DESIGNERS AND MANUFACTURERS OF PROFESSIONAL ELECTRONIC SYSTEMS

In case of difficulty

Should a fault become apparent in the system, and simple checks have revealed nothing obvious, please follow the procedure as laid out by your internal maintenance policy. It is essential that all faults be documented in an appropriate logbook, for any future referencing.
For any further information, please contact our office during business hours on any of the following numbers:

Phone:	07 3844 1103
Fax:	07 3844 1078

Alternatively, contact us on the Internet:

Email:	info@jacques.com.au
Web page:	www.jacques.com.au

Contents

SECTION 1 – Overview

The DCS-550M Series 2 Master

The ***Jacques DCS-550M Series 2 Master*** is available as either a standalone or desktop Master console. It is available as an option to the *Jacques PCC-550M PC Master*.
FIGURE 1 shows the front panel and switch layout for the Jacques DCS-550M Series 2 Master unit.

The main display comprises of a custom two lined LCD character display, sizing sixteen (16) large characters, each measuring 8mm high x 5mm wide.

All user-function menus and calling information are clearly displayed on this screen.
Important Note:
Some of these user-function menus may not be enabled – depending on specific site installation criteria. If they are not enabled, they will not appear when you scroll through the menu list.

FIGURE 1: Front panel layout of the DCS-550M Series 2 Master

User controls and functions:

1. Large LCD display, backlit for easy viewing
2. Sixteen user pushbuttons
3. Internal Electret Microphone
4. Eight function pushbuttons
5. Internal water-resistant speaker

SECTION 1 – Overview

Device Identification Codes

The DCS-550M Series 2 Master displays *Identification Codes* that are used to represent *Devices* (see FIGURE 2).
Devices are attached *Intercom Slaves* or *Accessories* that make up the JACQUES Intercom System, and are individually controlled by the Master.

Every JACQUES Device has to be registered within the operating software by means of *Identification Codes*. These codes are critical for correct Device identification and operation within the Jacques intercom system and consist of *four* different individual codes:

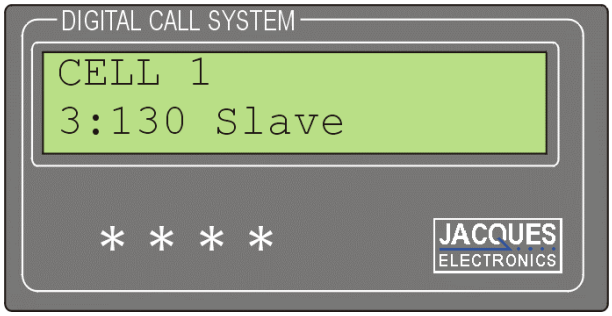


FIGURE 2
Example of four codes displayed on the LCD screen are:

"**CELL 1**" = Device Descriptor
"**3**" = Indicates the 3rd Tag on the list
"**130**" = Device Tag number
"**Slave**" = Device Class type

Code types

1/ Descriptor (Example: **CELL 1**)

A *Descriptor* is another *software address* identifier code used to identify the Device. They are displayed on the *LCD screen*.

It is text up to 16 characters long (to fit within the 16-character LCD screen size), stored inside the EEPROM memory chip located on the actual Pro Slave PCB, or inside the Concentrator unit (when using Concentrator Slaves).

Descriptors are NOT changeable by the Operator and can only be changed by a Technician from the **Setup** menu *(see separate **JACQUES PC Master Technical Manual**)*, and then only from a Jacques PCC-550M PC Master unit (usually the Highest-Level Master Station)

2/ List Tag (Example: **3**)

List Tag numbers, are numbers between 1 and the last Tag found in the networked intercom system. They are a counter value that simply lists the place a Tag is within the Tags list. Therefore, as you scroll through the Tags, this number will increment or decrement accordingly. Every Device has a different List Tag number.

Code types (continued)

3/ Tag (Example: **130**)

A *Tag* can be described as one of the *software address* identifier codes, to the rest of the system. The Tag is stored inside the EEPROM memory chip, located on the actual Concentrator-type Slave PCB or inside the Concentrator unit (when using Concentrator-type Slaves).
Tags are displayed on the *LCD screen.*
.

Tags are NOT changeable by the Operator and can only be changed by a Technician from the **Setup** menu *(see separate **JACQUES PC Master Technical Manual**)*, and then only from a Jacques PCC-550M PC Master unit (usually the Highest-Level Master Station)

4/ Device Class (Example: **Slave**)

Device Class numbers, are numbers between 0 to 255 inclusive that are given to a Jacques Device. They are used to describe the *type* of Jacques Device that is used with that specific Tag number, described in one of the following ways: (see TABLE 1)

TABLE 1 - Device Classes

JACQUES ELECTRONICS DEVICE CLASSES and DISPLAYS		
CLASS #	**JACQUES DEVICE TYPES**	**LCD DISPLAY**
1	Slave	**Slave**
2	CPU	**CPU**
3	Printer	**Printer**
4	Audio recorder Interface	**Recordr**
5	24 way I/O card	**IO24**
6	Slave Concentrator	**Concent**
7	PA Amplifier	**PA Amp**
8	Door / Gate Slave	**DoorSlv**
Any other number	Any other Device	**<displays CLASS #>**

SECTION 2 – Calling Functions

This Section covers the following key areas of *calling* devices:

- Calling a *Jacques Slave*
- Calling a *Higher-level Jacques Master*
- Calling a *Group*

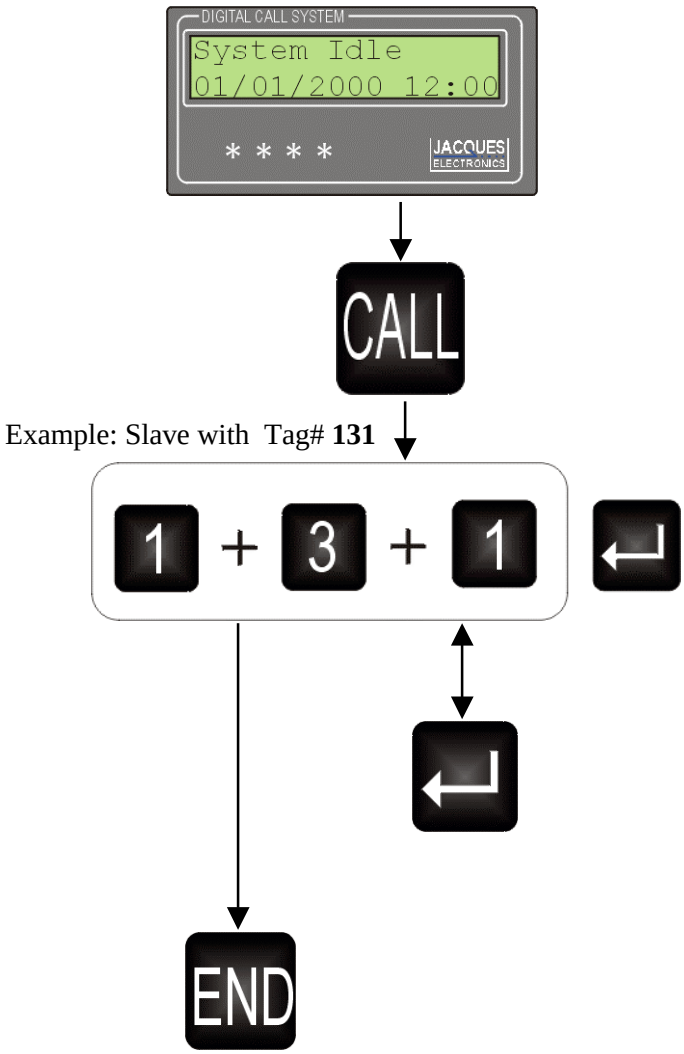
Calling a JACQUES Slave

Note: There are three types of Jacques Slaves available.

1. Mini Slaves
2. Concentrator Slaves
3. Door Slaves

Either type of Slave can be called using the following method. However, a *Door Slave* can only be called when the **Door Call Answer** and **Special** functions are enabled.

FIGURE 3: Calling a Slave



No calls: System Idle screen:
Make sure that the screen is in the **System Idle** mode before sending any calls.

Begin a call:
Press the **CALL** key to begin a call to a Slave.

Enter the Tag number:
Type in the *Tag* number of the Slave you wish to call.
EG: Slave **1-3-1** is entered, and press the **ENTER** key.
The call is now connected.
The Operator can now hear the called Slave.

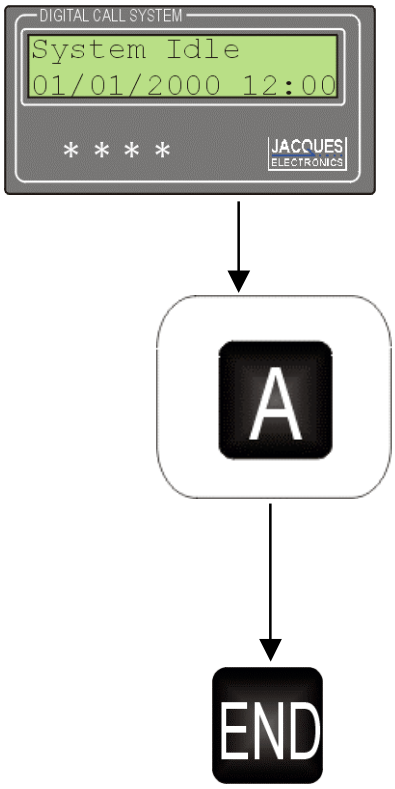
Talk button.
To SPEAK to the Slave:
Press and hold down the **ENTER** key.
Speak into the microphone, which is located inside the Master unit.

To disconnect and END the Call:
Press the **END** key to disconnect the Call and return to the **System Idle** screen.

SECTION 2 – Calling Functions

Calling a Higher-Level Jacques Master

FIGURE 4: Calling a Higher-Level Master



No calls: System Idle screen:
Make sure that the screen is in the **System Idle** mode before sending any calls.

Make a call:
Press the **A** key to place a call to the Higher-level Master.
This Master is now calling the Higher-level Master, waiting for the higher Master to answer the call.
When the call is answered from the Higher Master, this Master will now operate as a Slave. Therefore, there is no PTT key.

The Operator can then speak into the microphone, which is located inside the Master unit.

To disconnect and END the Call:
Press the **END** key to disconnect the Call and return to the **System Idle** screen.

SECTION 2 – Calling Functions

Calling a Group

About Groups.
A *Group* is a combination of different Jacques Devices (such as PA Amplifiers and Slaves) that are combined together to form a Group. There are up to sixteen different Groups allowed and each one can be individually selected or all at once.

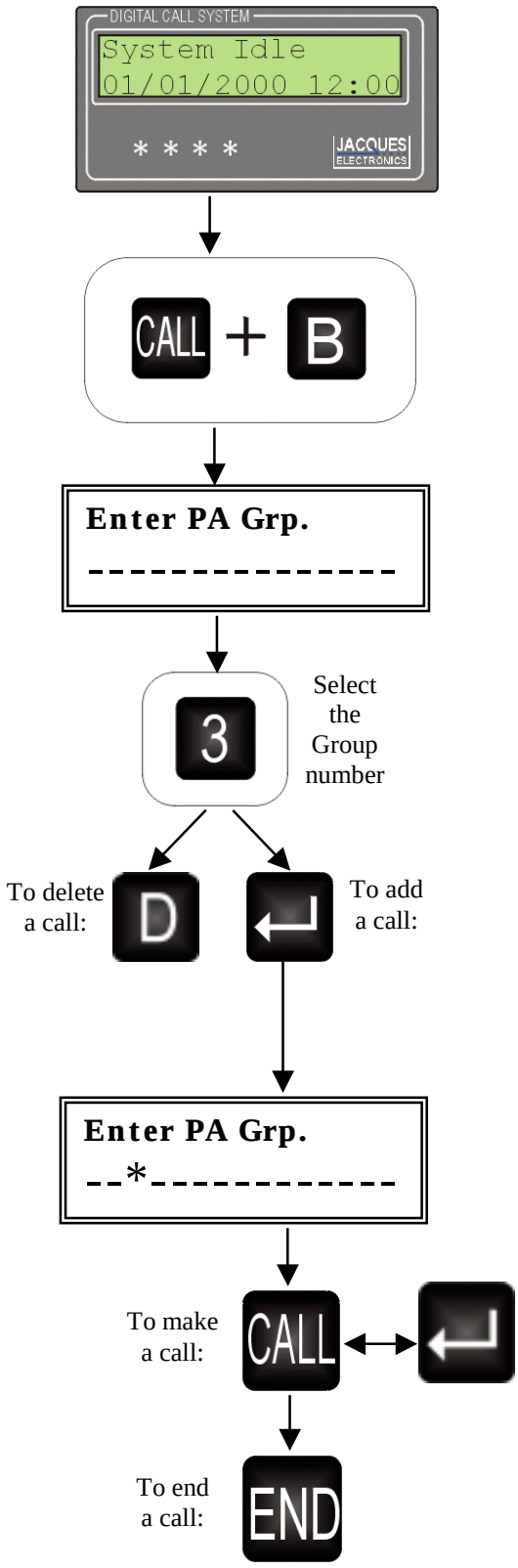
When a particular Group is selected, (by entering its group number between 1 and 16), all of those Jacques Devices within that Group, become active. This allows the Operator to make an announcement over a selected large area simultaneously. This is referred to as a Group-call.

FIGURE 5 (see next page) shows how to make a Group call.
It is important to note here, that the Master will remember the last Group call number, and will display it in the screen as a star "*****".
If you want to add or delete a Group number from the last setting, you will need to do so accordingly, as shown from the FIGURE 5 (next page) diagram.

…continued next page:

Calling a Group (continued)

FIGURE 5: Calling a Group



No calls: System Idle screen:
Make sure that the screen is in the **System Idle** mode before sending any calls.

Begin a Group call:
Press the **CALL** key and then the **B** key to begin a Group call.

Select the Group number:

The 16 dashes, "**-**", indicates the 16 different groups that are available for the Operator to select from. The dash on the far left represents *Group # 1*. The dash on the far right represents *Group # 16*. They are in numerical order from left to right.
NOTE: The last group(s) selected will appear on the screen as a "*****" The Groups are saved in memory after every Group call. To change the groups, you may have to **delete** or **add** a Group(s).

Key in the required Group number:
Select the Group number by keying in that number.
EG: Group **3** is entered.

To **delete** that Group (example Group#**3**):
Press the **D** key.
To **add** that Group (example Group#**3**):
Press the **ENTER** key.

To call that Group:
The selected Group (Group **3** example) is now confirmed by a star, "*****", replacing the dash.
Press the **CALL** key to connect the call to the Group.
The call is now connected.
The Operator can now make the announcement to the PA.

Talk button.
To make the announcement to the PA:
Press and hold down the **ENTER** key.
Speak into the microphone, which is located inside the Master unit.

To disconnect and END the Call:
Press the **END** key to disconnect the Call and return to the **System Idle** screen.

SECTION 3 – Answer Functions

This Section covers the following key areas of *answering calls*:

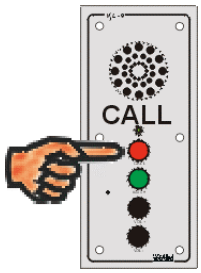
- Answering an incoming call
- Using *call hold*
- *Monitoring* a call

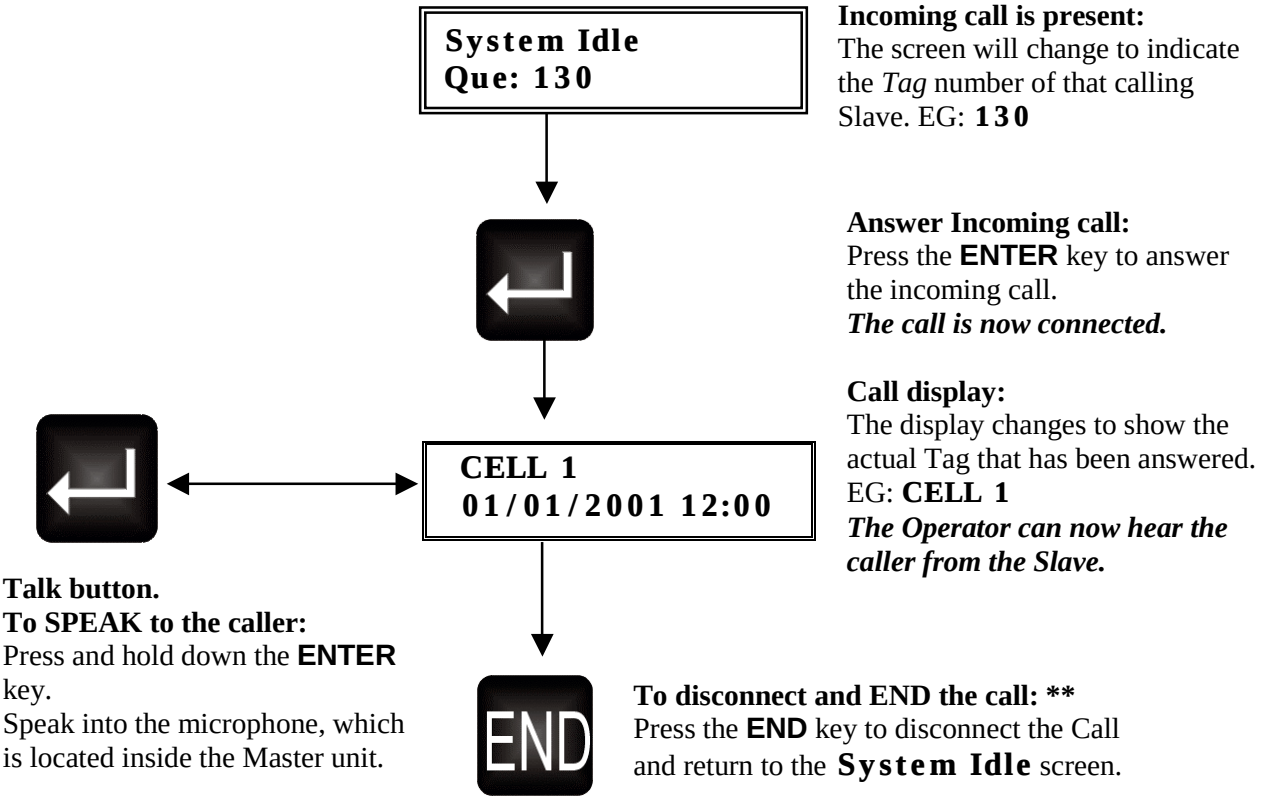
Answering an Incoming call

Refer FIGURE 6. The Jacques Slave **CALL** button is pressed within the Networked Intercom system, initialising a call send function to the Master.
The incoming call can then be answered by the operator.

FIGURE 6:

A Jacques Slave **CALL** button is pressed – a call send function is sent to the Master.
The Master beeps to indicate a call is waiting.





Incoming call is present:
The screen will change to indicate the *Tag* number of that calling Slave. EG: **130**

Answer Incoming call:
Press the **ENTER** key to answer the incoming call.
The call is now connected.

Call display:
The display changes to show the actual Tag that has been answered.
EG: **CELL 1**
The Operator can now hear the caller from the Slave.

Talk button.
To SPEAK to the caller:
Press and hold down the **ENTER** key.
Speak into the microphone, which is located inside the Master unit.

To disconnect and END the call: **
Press the **END** key to disconnect the Call and return to the **System Idle** screen.

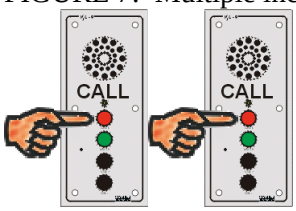
******If there are multiple incoming calls, the **END** key will end the current call and display the *next call in the queue*.
To answer that next call, press the **ENTER** key.
Use the **ENTER** key to speak, use the **END** key to end that call.

SECTION 3 – Answer Functions

Placing a call on Hold

Incoming calls can be placed on Hold (they stay connected, but are not active), when other incoming calls are present. Only one call can be placed on hold at a time.

FIGURE 7: Multiple incoming calls – using the call HOLD Function



In this example, two Jacques Slave **CALL** buttons are pressed – Slaves with Tag#s **10** and **500**.
The Master beeps to initiate these calls are waiting to be answered.

System Idle
Que: 10 500

Incoming calls are present:
The screen will change to indicate the *Tag* number of the calling Slaves. EG: **10, 500**

Answer the first incoming call:
Press the **ENTER** key to connect the first call (Slave **10**).
The call is now connected and is displayed as **Block C CELL 2**

The display shows the calls remaining in the queue and in this example are displayed as **Que: 500**.

Block C CELL 2
Que: 500

Call on Hold:
Press the **HOLD** key to place the active call (Slave **10**) on hold.
That call is now on hold and is displayed as **10 on Hold.**

The display shows the calls remaining in the queue and in this example are displayed as **Que: 500**

10 on Hold
Que: 500

Block A Gate
01/01/2001 12:00

Answer the next call
Press the **ENTER** key to answer the next call.
The call is now connected and is displayed as **Block A Gate**

Press the **END** key to disconnect that call. There are no other calls in the queue, but still one on Hold (from before). This is displayed as **10 on Hold**

10 on Hold
01/01/2001 12:00

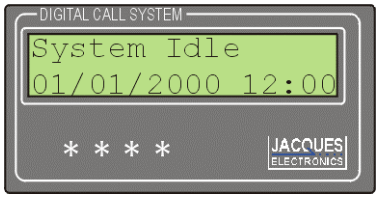
Press the **HOLD** key to re-connect that call.
When finished, press the **END** key to disconnect.

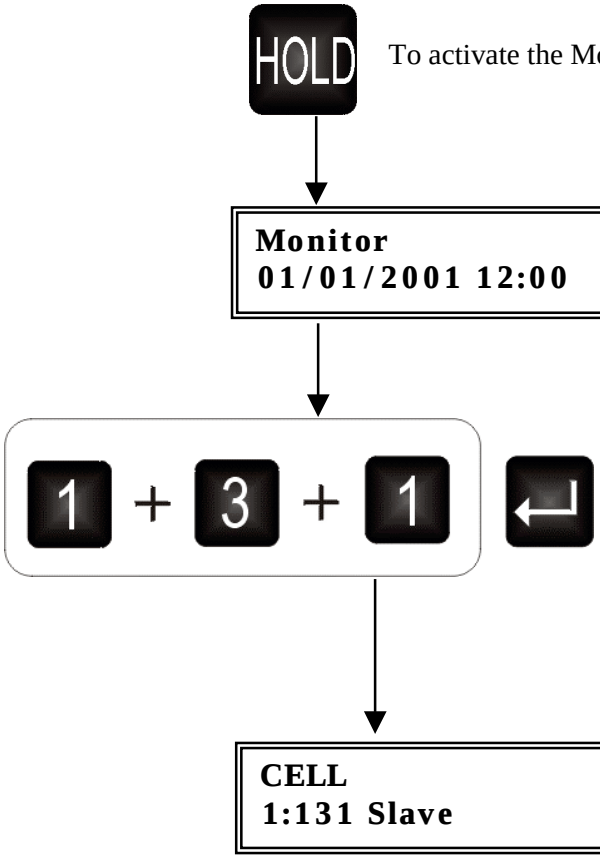
SECTION 3 – Answer Functions

Monitor a call

About Monitoring
A single Jacques Slave can only be monitored at one time. Slave monitoring allows the Operator to listen in to the selected Slave.

FIGURE 8: Monitoring a call (from the **System Idle** screen)





To activate the Monitor function, press the **HOLD** key.

Example: To monitor the Slave with Tag# **131:**
Key in the Tag# **1-3-1** and press the **ENTER** key.
NOTE: If nothing is heard, increase the speaker volume by using the **UP** key.

Slave with Tag#**131** is now being monitored. The Operator can hear all activity from this Slave.

SECTION 4 – Menu Operations

User-menus

The DCS-550M Series 2 Master has an internal menu-select type operation.
These menus (User-menus) are used by the Operator to setup and control all aspects of Calling operations, including enabling/disabling Remote Mode, Alarms, Radio channels, Auto Call End, etc.

The User-menus are selected and used by the Operator; however, some menus can only be set by JACQUES technical staff, before the Master is shipped out to the customer.
These menus are known as Hidden menus.

Hidden User-menus

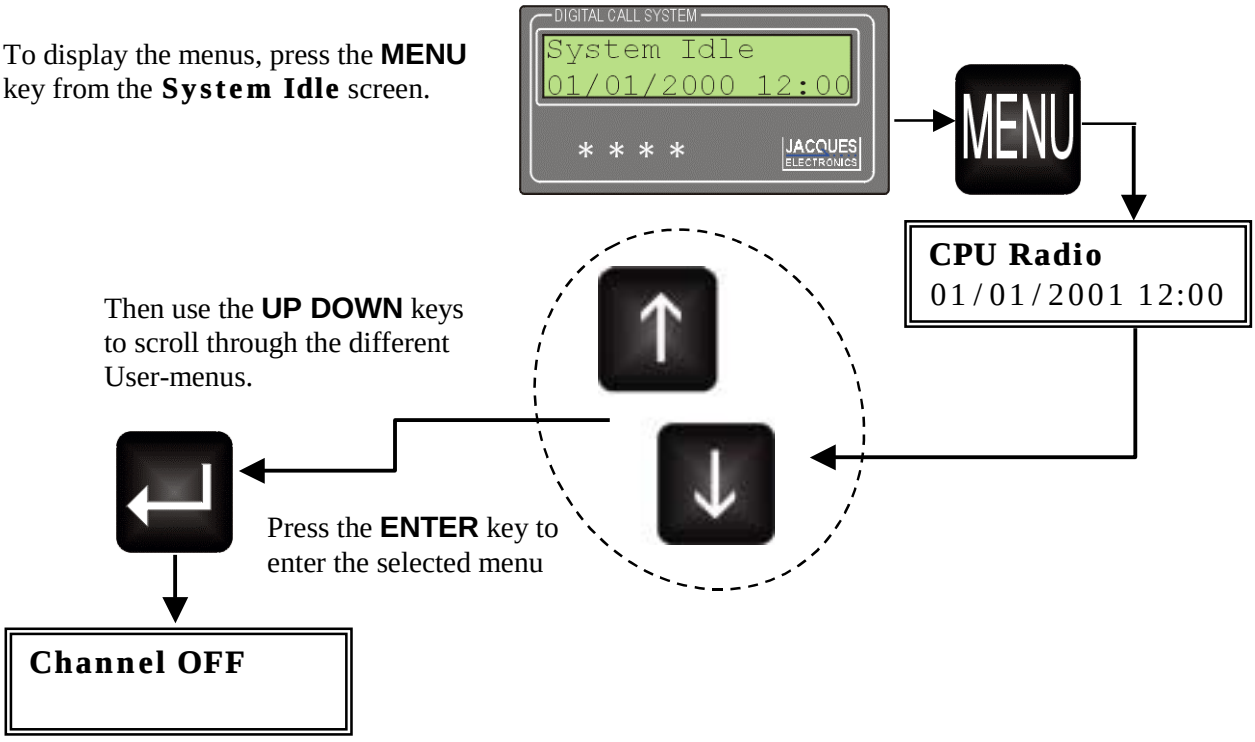
Hidden menus are those menu functions that are not shown (hidden) within the User-menu list. These functions can only be enabled/disabled by JACQUES technical staff.

Hidden menus allow the versatility of custom-made functions that specific customers require, providing the advantages of easier operation (less menus to setup and use), and the benefit to upgrade and expand later.

Menu selections

1/ Press the **MENU** key from the **System Idle** screen (FIGURE 9). This will display the first User-menu option (**CPU Radio**).
2/ Use the **UP** and **DOWN** arrow keys to find the menu you require.
3/ Once the correct User-menu is found, press the **ENTER** key to enter into that particular menu function – providing the Operator with other options for that menu function.

FIGURE 9: User-menu selection from the **System Idle** screen



SECTION 4 – Menu Operations

Important Note:
Some of the function menus shown here in the User-menu list MAY NOT BE ENABLED on your DCS-550M Master.
If they are not enabled, they will not appear when you scroll through the menu list and are known as "Hidden-menus". Refer to JACQUES for more details.

User-Menu list

CPU Radio
This menu switches ON or OFF the two Auxiliary audio channels, which can be heard through the DCS-550M Master's internal speaker.

Sys Info
This menu shows the current Master version software loaded and the Master controller version that it is connected to.

Scroll Tag List
This menu displays all current and active Tags (Slaves, Masters and other Devices) that are connected to the Master. This is a viewer only function and no changes can be made to the Tags from this menu.

Remote Mode
This menu enables or disables the Remote mode. Once in Remote mode, the Master is completely controlled by the next Higher-Level Master. All incoming calls will then be diverted to that Higher-Level Master, after a selection of preset times.

Auto Call End
This menu is used to set the time that a call will automatically end, if no further call activity is detected.

Set Date/Time
This menu allows the operator to change the RTC's Time and Date locally. However, the time and date will automatically be updated from a Higher-level Master (if used).

Alarm Delay
This menu is used to set the properties of the "Tamper Alarm" and "Button Stuck" features that are built into the JACQUES RS485 Slaves.

Relay Settings
This menu is used to activate the Relay switching properties, located on the Slaves.

Get Tags?
This menu allows the operator to get Tag, Descriptor and Class ID information from the connected Devices within the Intercom System.

Isolate / De-Isolate Slave
This menu allows the operator to Disable or Isolate selected Slaves from the intercom system. When a Slave is Isolated, it is effectively disabled from the system, until it is Enabled again (De-Isolate) from this same menu.

Aux Channel Set
This menu allows the operator to change the individual Auxiliary audio channels and speaker volume levels of connected JACQUES Slaves.

SECTION 4 – Menu Operations

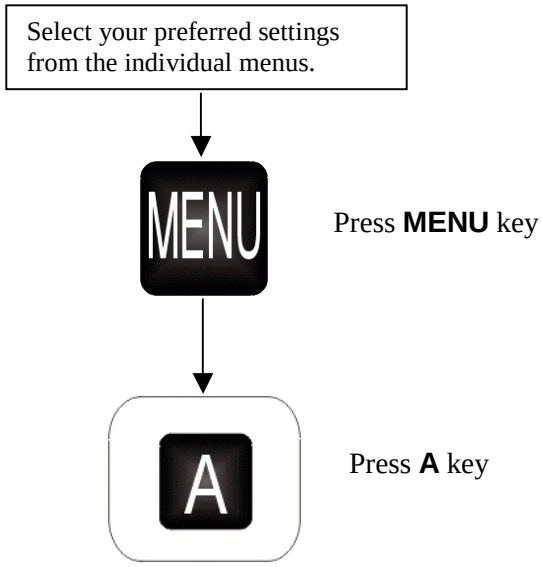
Saving menu selections

Some menus require the operator to select one of a multiple choice function list. They are:

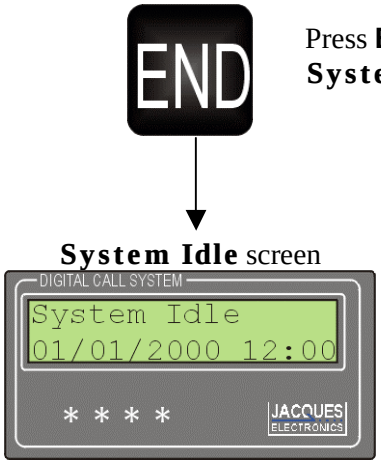
- **CPU Radio**
- **Remote Mode**
- **Auto Call End**

Once selected, that option needs to be saved. The options from these menus are all very important, as they determine specific power-on functions. See these individual menus, for specific menu options. These individual settings can be saved by pressing the **MENU** key and then the **A** key (FIGURE 10)

FIGURE 10: Saving your settings.



Your settings have now been saved and will not need to be reprogrammed the next time this console is re powered.



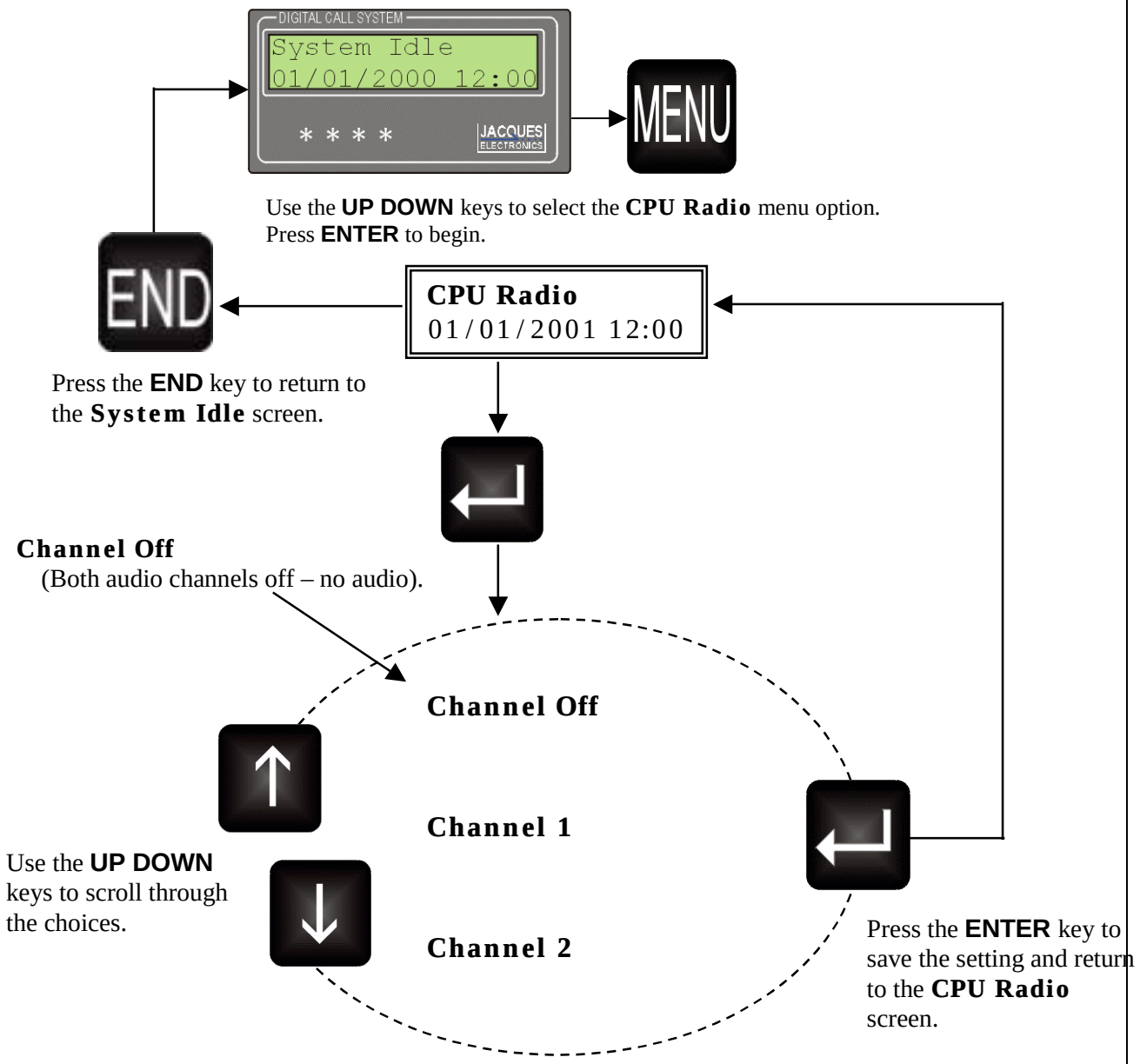
SECTION 4 – Menu Operations

CPU Radio

The **CPU Radio** menu (FIGURE 11) is used to change the two different Auxiliary audio channels. These audio channels can be heard through the internal speaker of the Master.
By using the **UP** and **DOWN** keys, the operator can select between enabling *Auxiliary audio channel 1, Auxiliary audio channel 2,* or *no channels* (both channels off – no audio).
Once selected, press the **ENTER** key to save the selection and then press the **END** key to return back to the **System Idle** screen.

NOTE: If your selection cannot be heard, press the **UP** key to adjust the channel volume.

FIGURE 11: **CPU Radio** menu option



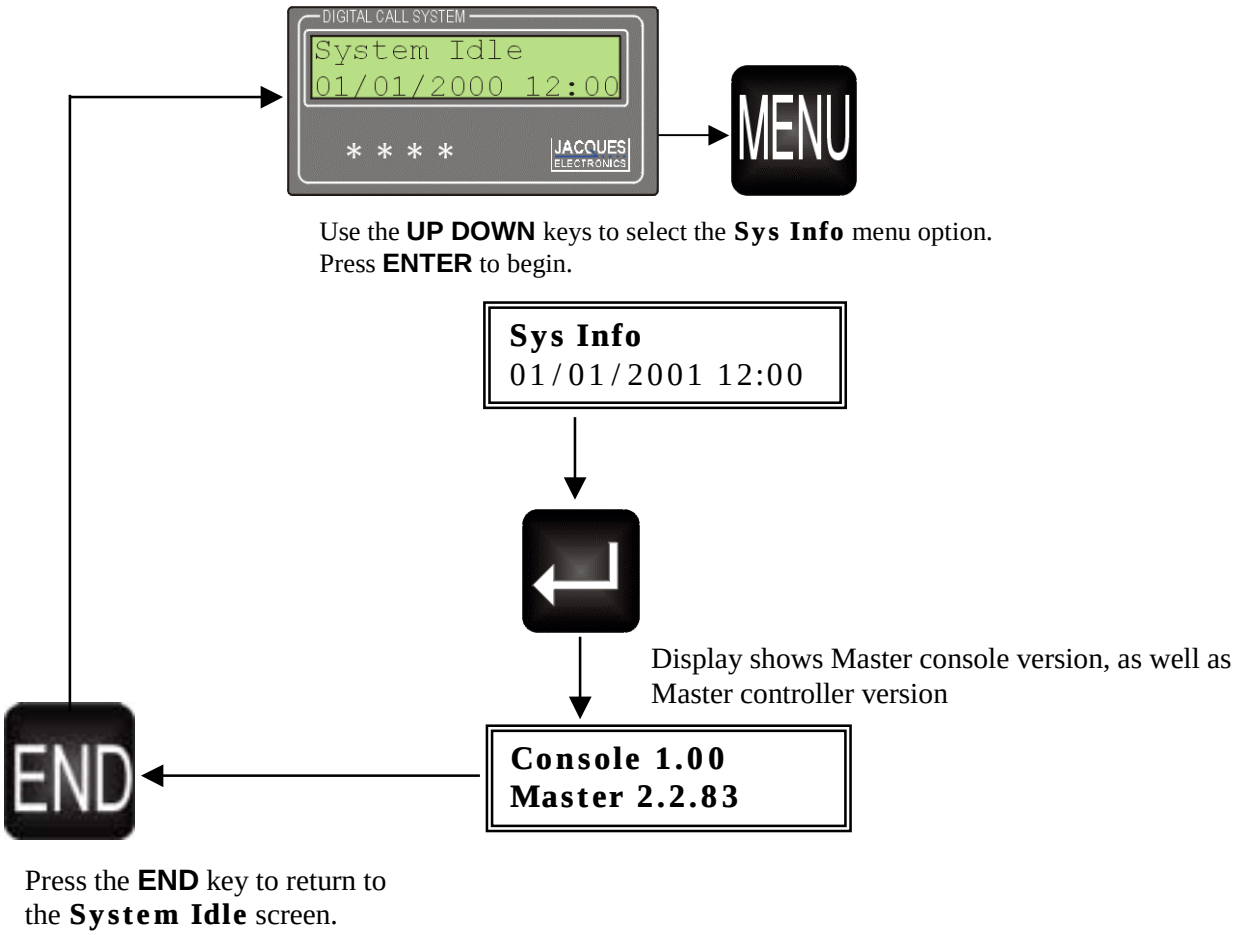
SECTION 4 – Menu Operations

Sys Info

The **Sys Info** menu (FIGURE 12) shows the current Master version software loaded as well as the Master controller version used. This is used to identify current operating software versions.

Example of Sys Info screen display. Yours may be different, due to software upgrades.

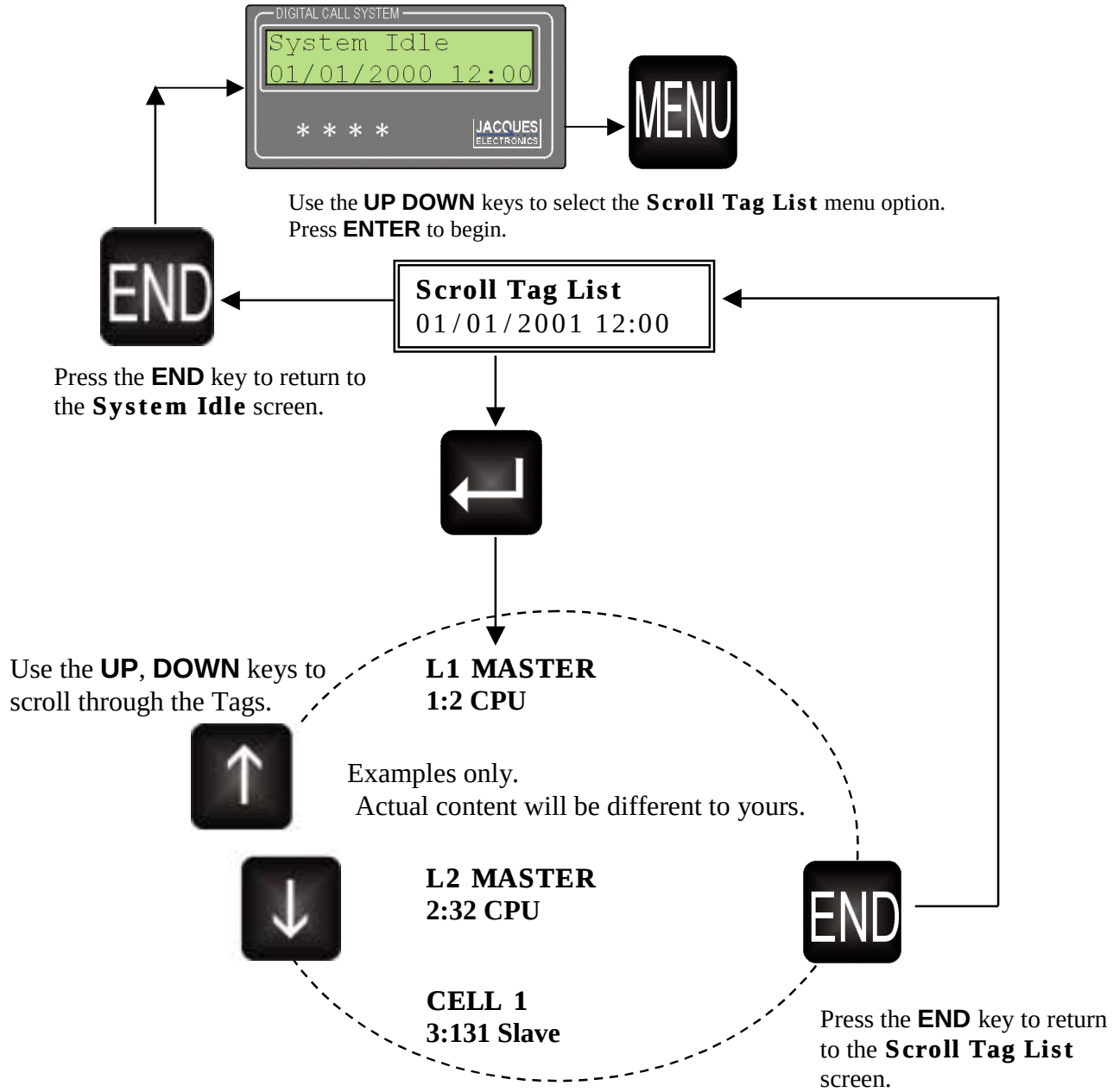
FIGURE 12: **Sys Info** menu option



Scroll Tag List

The **Scroll Tag List** menu (FIGURE 13) is used to view all Slaves, Masters and other Devices that are connected to the Master unit. This menu functions as a viewer only and NO changes can be made to the Tags. Once in the *Scroll Tag List* menu, the operator can scroll through the Devices by using the **UP** and **DOWN** keys.
Press the **END** key to return to the **Scroll Tag** List screen. Press the **END** key (again) to return to the **System Idle** screen.

FIGURE 13: **Scroll Tag List** menu option.



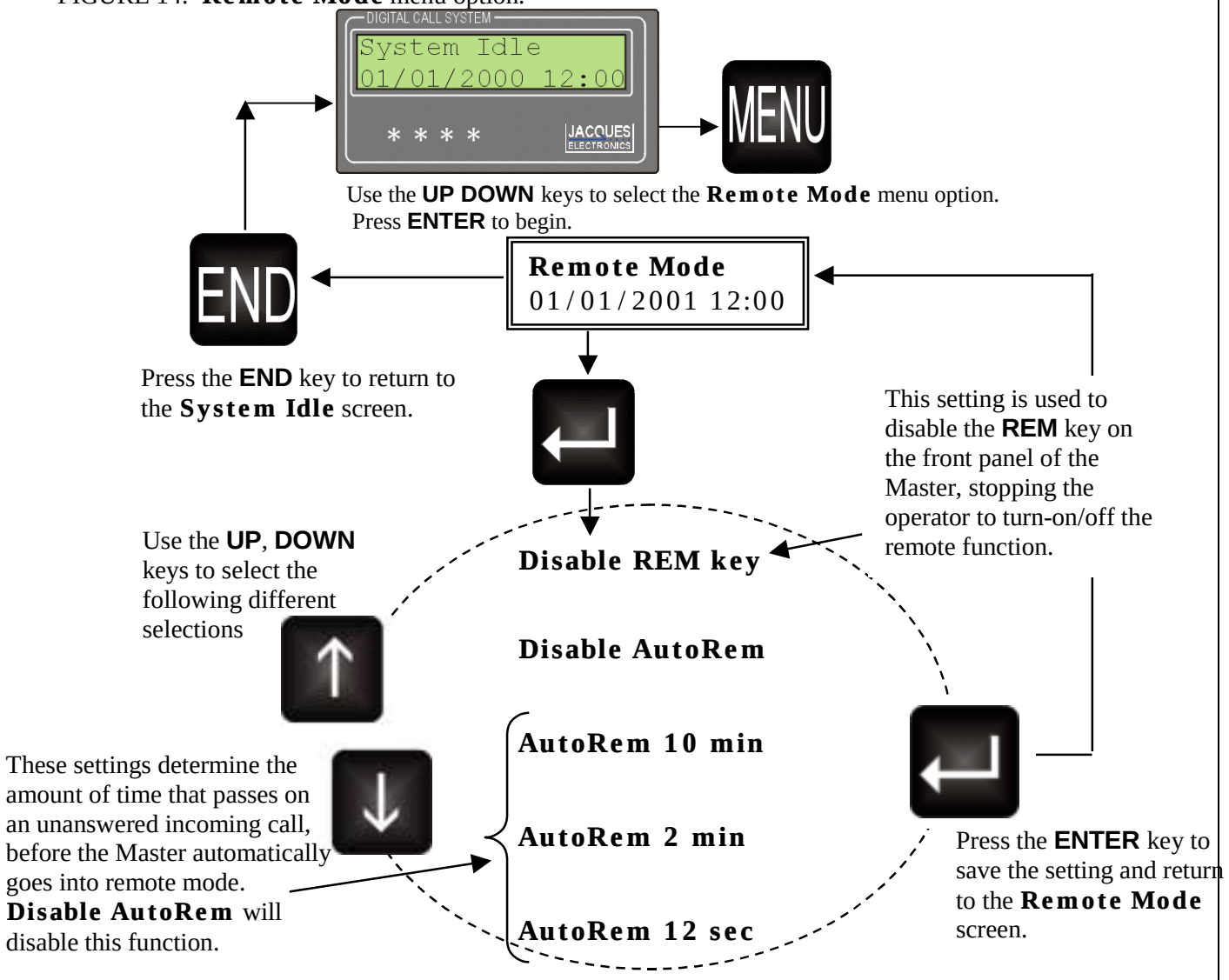
SECTION 4 – Menu Operations

Remote Mode

In a multi-Master intercom system, there may be times when a Master station will be left unattended, leaving some incoming calls unanswered.
The **Remote Mode** menu (FIGURE 14) allows the choice of those incoming unanswered calls to (after a preset time has passed) be automatically diverted to the next higher-level Master.
When first switched on, the Master will either automatically go into either remote or idle modes, depending on the options saved by the operator. *For more information about remoting, see next page.*

- When the Master is first turned on, it will either automatically go into either remote or idle modes, depending on the options saved by the operator.
- Press the **REM** or **END** key to turn-off the remote function (if enabled).
- To disable the remote function completely, select **Disable REM Key** option from the menu selection.
- To otherwise enable the remote function, press the **REM** key.
- The **AutoRem 10 min**, **AutoRem 2 min** and **AutoRem 12 sec**, menu options are selected as the amount of time that passes on an unanswered incoming call, before the Master *automatically* goes into remote mode.

FIGURE 14: **Remote Mode** menu option.



SECTION 4 – Menu Operations

Remote Mode (continued)

In a multi-Master intercom system and a Master is remoted, then that Master's operations are no longer controlled by the operator. The calling operations are now effectively disabled. All Slaves and Devices are all now controlled from the next-level up Master.

The following diagrams illustrates this.
FIGURE 15 shows the operators signal path between three level Masters, all are in *Remote Off* mode. This allows all three Masters to individually operate and control its own level Slaves and Devices.

FIGURE 16 shows the new operators signal path between the same Masters, however the Level 2 Master is now in *Remote On* mode. The operators signal path has now changed.
Level 3 Master now controls Level 3 Slaves and Devices (as before) as well as all of Level 2 Slaves and Devices (because Level 2 is in Remote On mode). Level 1 Master still controls Level 1 Slaves and Devices (as before).

FIGURE 15

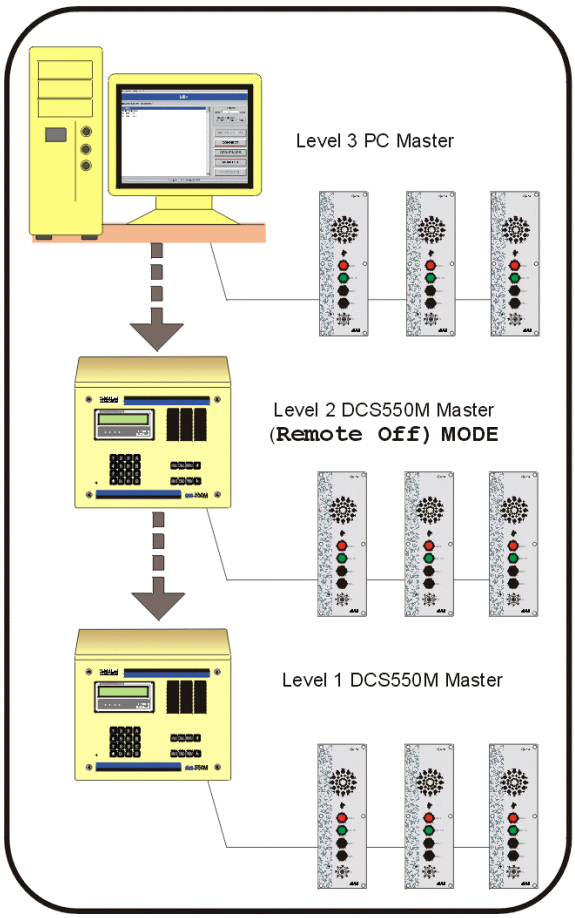
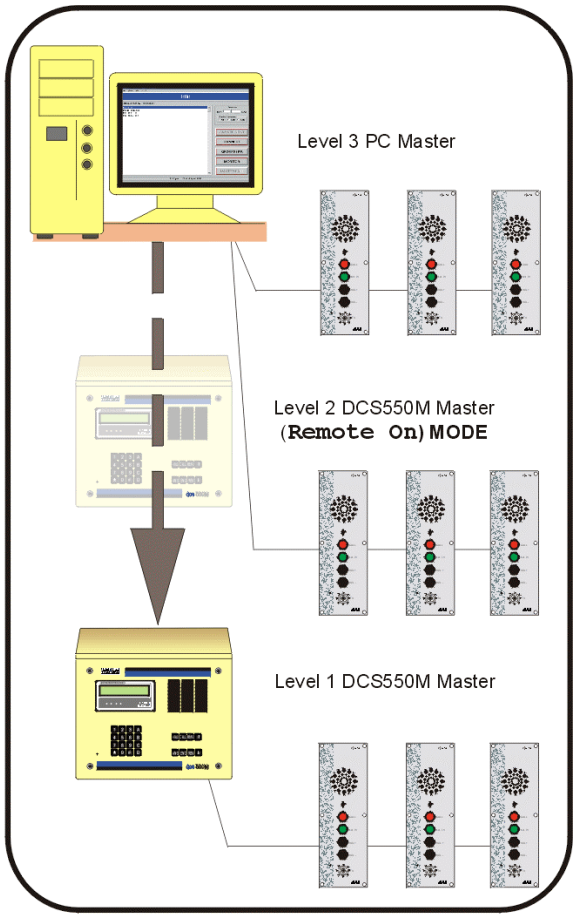


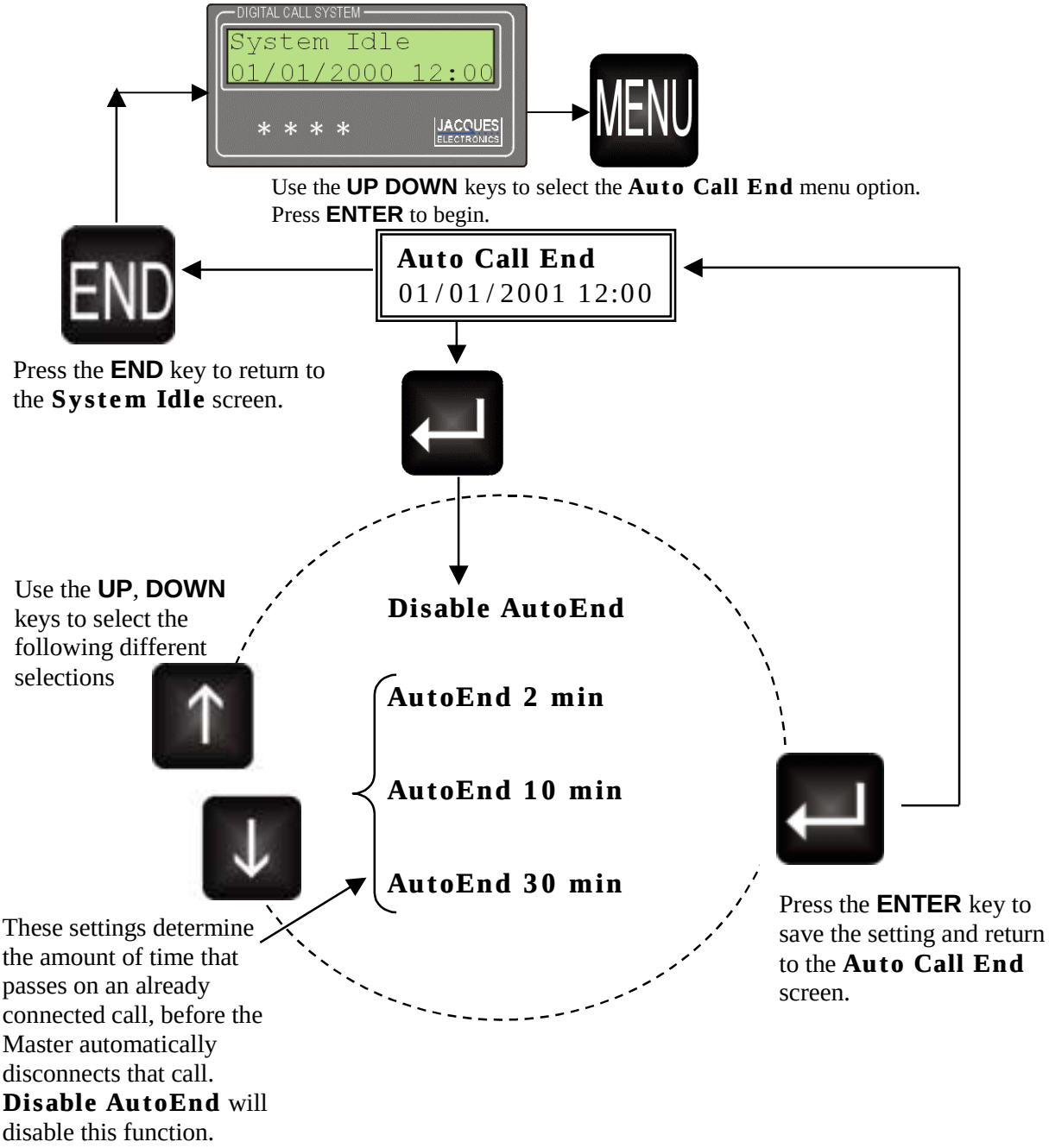
FIGURE 16



Auto Call End

The **Auto Call End** menu (FIGURE 17) is used to automatically disconnect an already connected call. It disconnects after a preset time has passed and that there is no call activity detected.

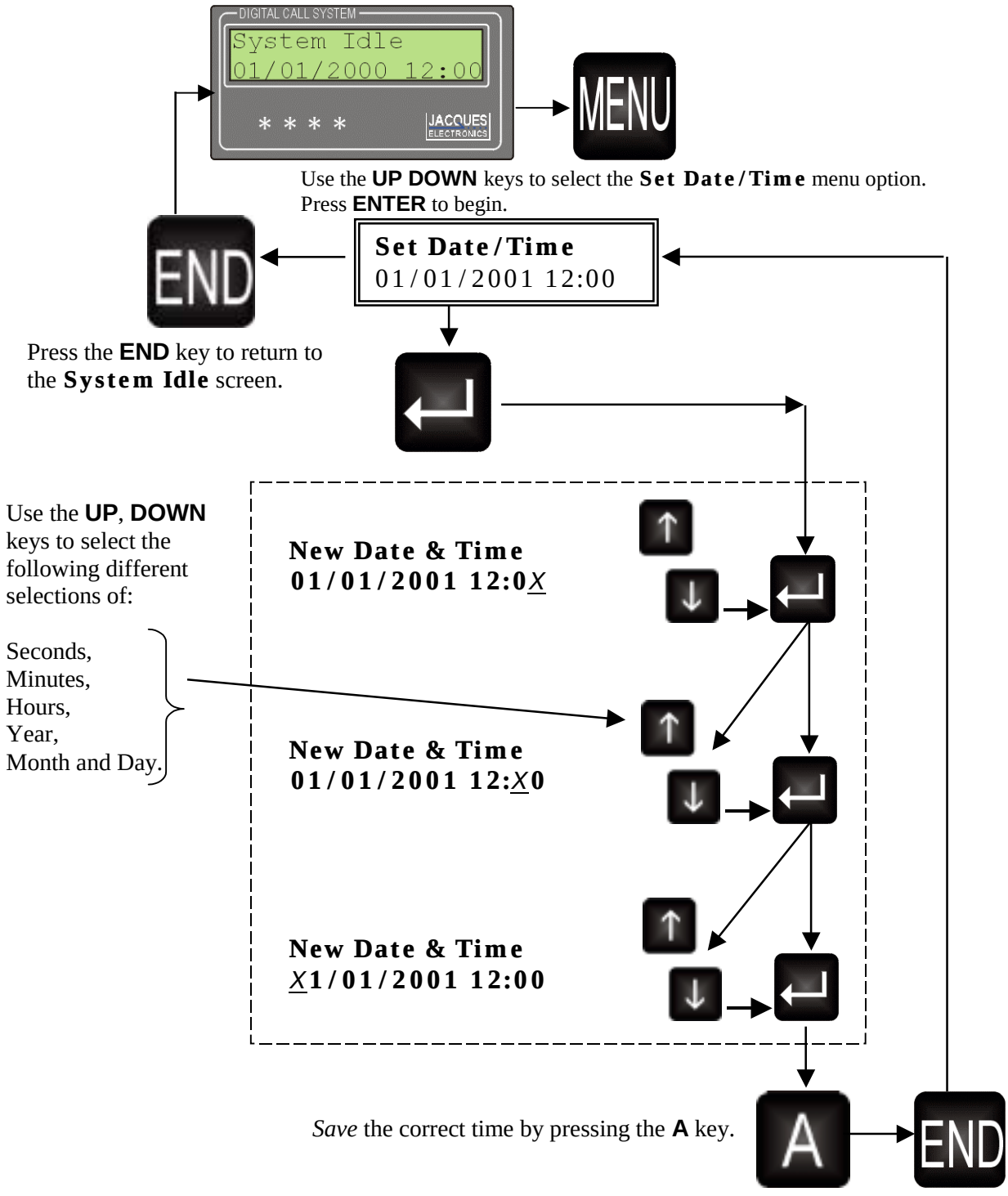
FIGURE 17: **Auto Call End** menu option.



Set Date/Time

The date and time is maintained by an internal clock. The clock has a backup battery that can maintain correct time for 3 or 4 days without power.

FIGURE 18: **Set Date/Time** menu option. (set from the Highest-Level Master)



SECTION 4 – Menu Operations

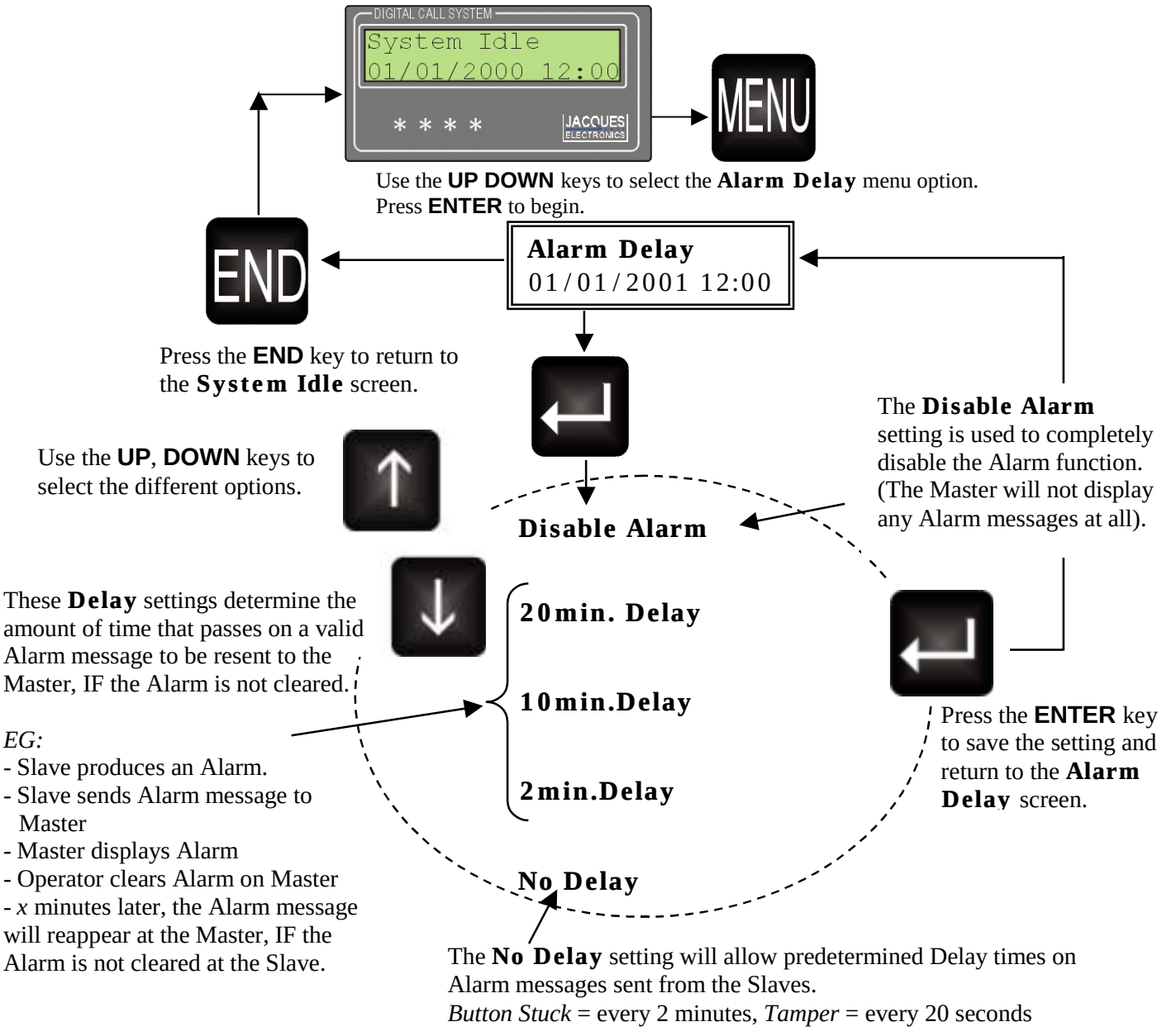
Alarm Delay

The Alarm Delay menu is used to set the properties of the "Tamper Alarm" and "Button Stuck" features that are built into the JACQUES RS485 Slaves. See FIGURE 19 below for changing the Alarm Delay properties.

Note: These Alarm features are only found with the JACQUES RS485 Slaves.

- The **Tamper Alarm** feature is used to alert the Operator on the Master display screen, that a Slave has been pulled out of its mounting.
- The **Button Stuck** feature is used to alert the Operator on the Master display screen, that a Slave has a jammed Call button pushed in.

FIGURE 19: The **Alarm Delay** menu selects the Tamper and Button Stuck Alarm options.



SECTION 4 – Menu Operations

Relay Settings

The DCS-550M Master can switch up to two individual Relays, which are located on the Slave Stations. The relays need to have been correctly initialised from the Relay Settings menu (see separate *Jacques DCS-550M Technical Manual*).
Note: The Slave Station Relays can only be energized during a Call Connection.

Connect the Call

1/ **CALL** button is pressed on a Slave. (The Relays are installed on the Slave PCB)
2/ The DCS-550M Master answers the call by pressing the **ENTER** key. *The Call is now connected.*

As soon as the Call is connected, the Slave Relays can be activated.

Activation of the Slave Relays

Default relay ON time setting:
The default Relay energise **ON time** is set to *1 second*. This means that each relay will automatically energise on the Slave Station for 1 second, when a Call is connected.

Changed relay ON time settings:
The energise **ON time** for the relays can be changed from the **Relay Settings** menu. (see separate *Jacques DCS-550M Technical Manual*).

If these settings have changed, then the following rules apply:

If the relay **ON time = 0s** (0 seconds), then;

- Press the **A** key. *Relay 1*will energise
- Press the **B** key. *Relay 2* will energise
- Ending the Call will de-energise the Relay.

If the relay **ON time > 0s** (> 0 seconds), then;

- *Relay 1* will energise, as per **Relay Settings** menu. (see separate *Jacques DCS-550M Technical Manual*)
- *Relay 2* will energise, as per **Relay Settings** menu. (see separate *Jacques DCS-550M Technical Manual*).
- Relay will de-energise, *after* the **ON time = xxs** setting has expired

End Call function

The **End Call** function (if enabled) will energise a Relay on the Slave Station for *xx seconds*, and then automatically End the call. (See separate *Jacques DCS-550M Technical Manual*).

Default End Call setting:
The default End Call setting is **NO.** This means that this function is disabled.

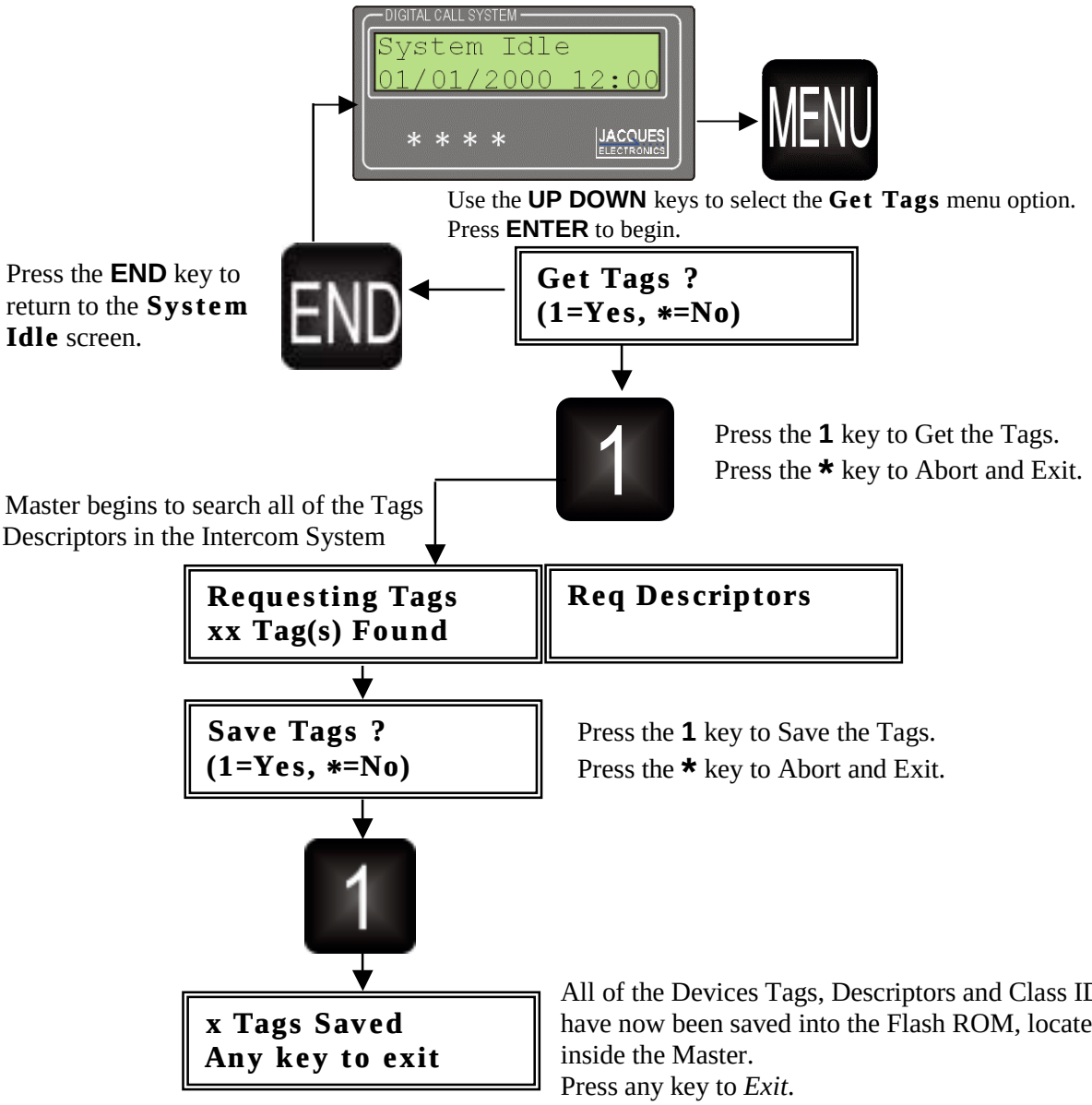
SECTION 4 – Menu Operations

Get Tags?

In a finished Intercom System, the Master needs to find and validate all of the connected Devices, Tags and Class ID. This process needs doing only the once and then every time a new Device is added to the Intercom System.

The following FIGURE 20 shows how the DCS-550M Master finds the attached Devices. When it finds a Device, it then records its individual Tag, Descriptor and Class ID and stores this information into its own internal Flash ROM.
This provides a database of all the Devices and Tags found within the Intercom System.

FIGURE 20: The following **Get Tags** procedure needs to be done when the Intercom System is first commissioned and then every time a new Device is added to the Intercom System.

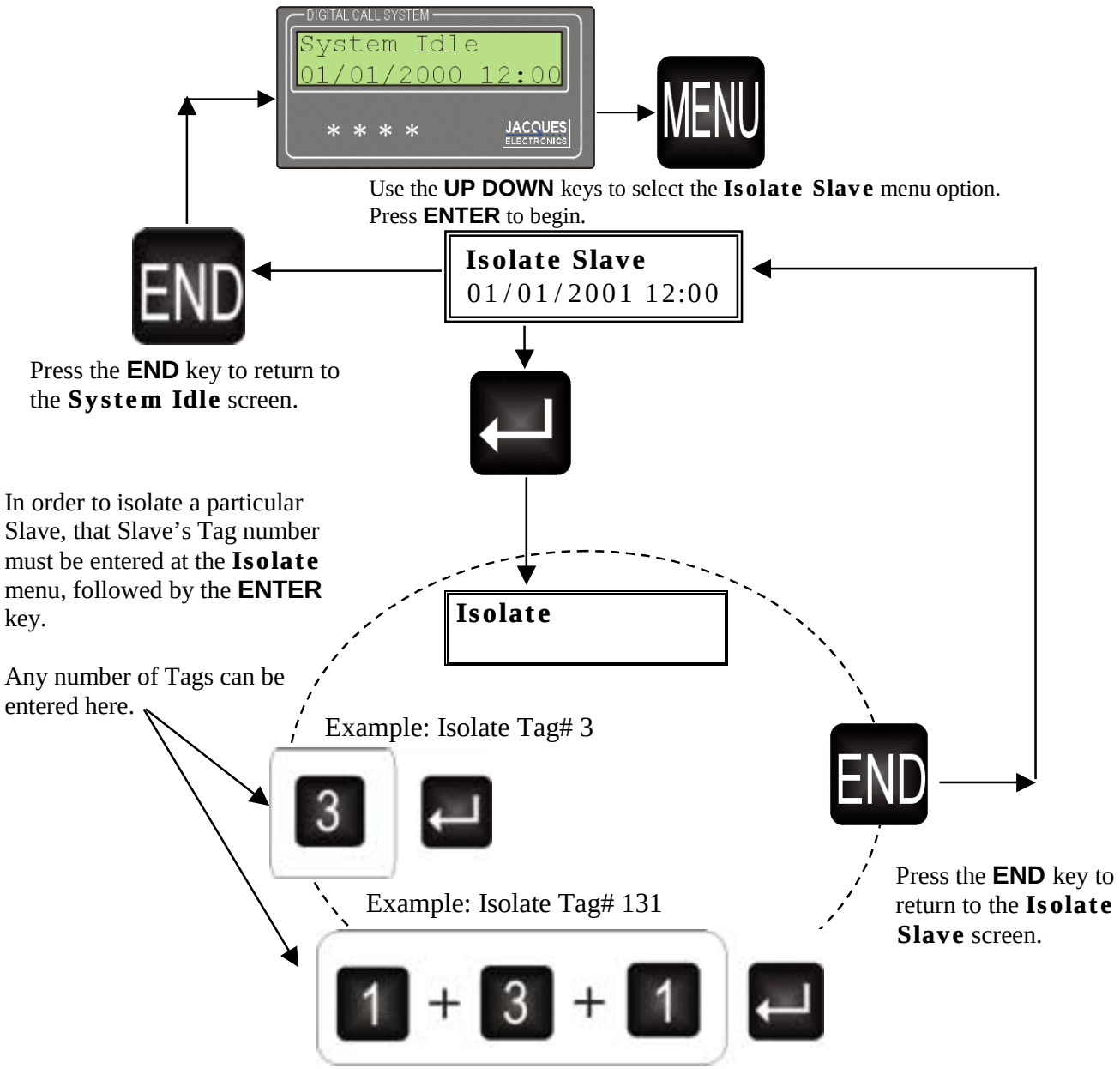


Isolate Slave

The **Isolate Slave** menu (FIGURE 21) is used to allow the operator to disable or isolate selected Slaves within an intercom system. When a Slave is isolated, it is effectively disabled from the system, until it is re-enabled from this same menu (see next page).

A Slave may need to be isolated if for example, a Cell or room is empty, or if the Slave is faulty or damaged.

FIGURE 21: **Isolate Slave** menu option.

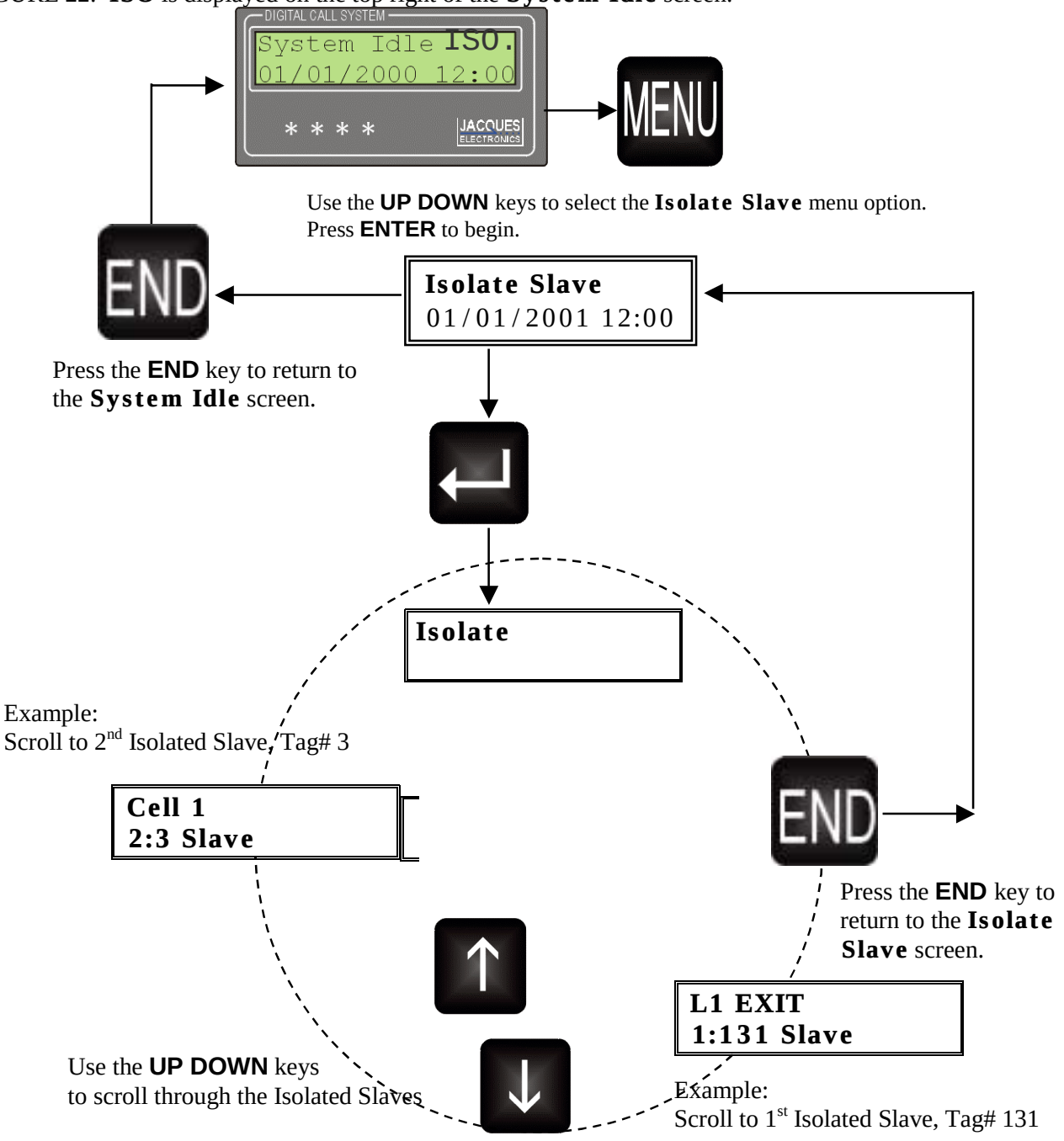


Isolate Slave (continued)

Scrolling through the Isolated Slaves

If **ISO** is displayed on the top right-hand side of the **System Idle** screen (FIGURE 22), it indicates that there are one or more Slaves already isolated.
To quickly view these isolated Slaves, go to the **Isolate Slave** menu and then press the **ENTER** key. Scroll through the isolated Slaves by using the **UP** and **DOWN** keys.

FIGURE 22: **ISO** is displayed on the top right of the **System Idle** screen.

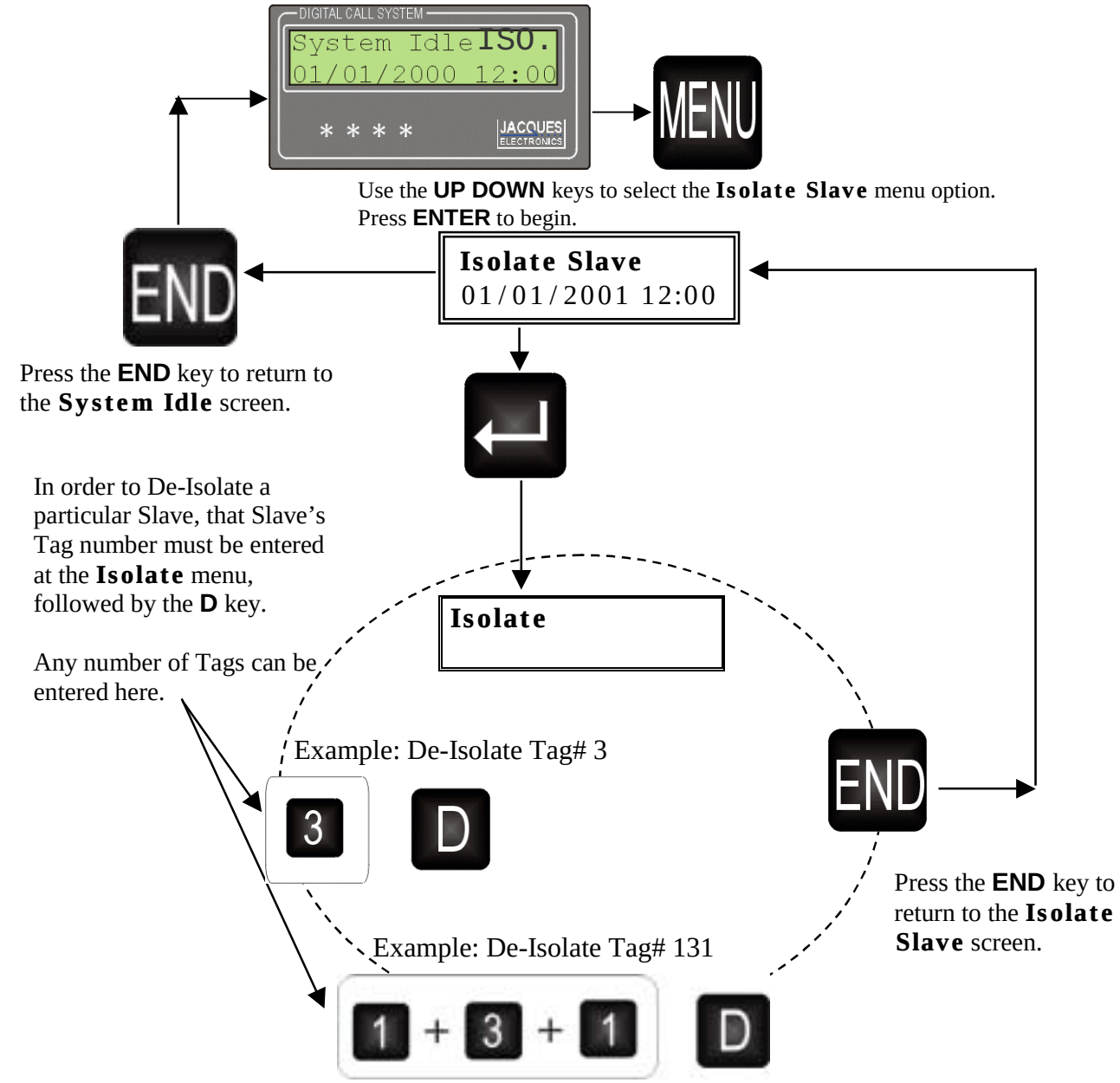


Isolate Slave (continued)

De-Isolate Slaves

If **ISO** is displayed on the top right-hand side of the **System Idle** screen (FIGURE 23), it indicates that there are one or more Slaves already isolated. At some time, those Slaves will need to be de-isolated to bring them back online into the intercom system.
To De-Isolate these Slaves, use the same procedure as the Isolate Slave function, except that the Slave's Tag number must be followed by a "**D**" key, instead of "**ENTER**".

FIGURE 23: De-Isolate Slave menu option.



Aux Channel Set

The **Aux Channel Set** menu (FIGURE 24) is used to allow the operator to change the auxiliary audio *channel number* and *volume level*, for any connected Slaves, directly from the Master.

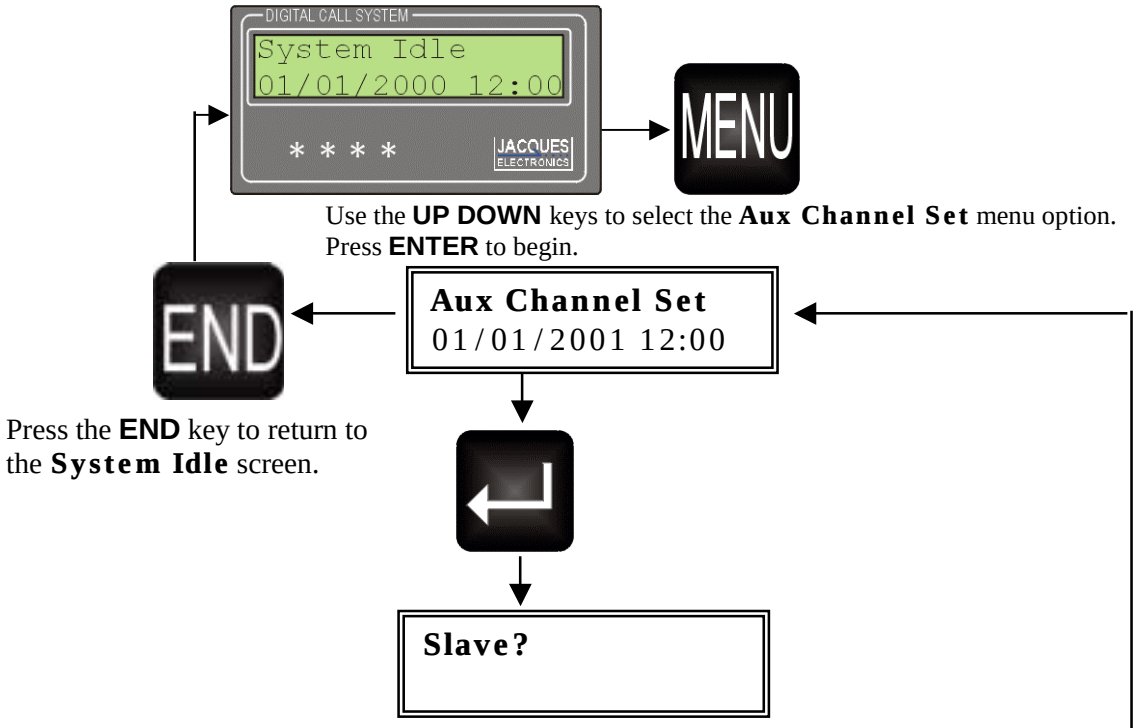
About Auxiliary audio channels:

There are two auxiliary audio channels present within the Jacques Intercom system. Usually one channel will be connected to a radio tuner and the other to another audio source such as a CD player. These two audio channels can each be individually activated and controlled via the Aux Channel Set menu.

The audio from the Aux audio channels are heard through the individual Slaves speakers. The *Aux Channel Set* menu is used to set the audio channels and individual volume levels.

It is noted here that even once these levels are set from the Master, the Slave can still override these settings if that Slave has separate Volume and Aux select buttons.

FIGURE 24: **Aux Channel Set** menu option.

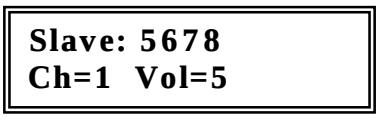


Select the Slave to be changed by either one of two ways:

Key in the correct Tag number of the Slave (eg: **5678**) and then press the **ANSWER** key.

Scroll through the tag list by using the **UP** and **DOWN** keys and then press the **ANSWER** key.

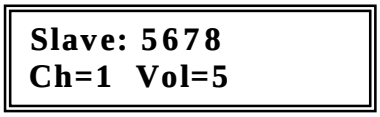
The display changes to:



…continued next page:

SECTION 4 – Menu Operations

Aux Channel Set (continued)



Slave: 5678 is the selected Slave's Tag number.

Ch=1 is the current *channel selection* value. Channels can have one of four values, they are:

- "**OFF**" - There are no auxiliary audio channels selected. When this is set, the volume selection disappears from the screen.
- "**1**" – Auxiliary audio channel number 1 has been selected.
- "**2**" - Auxiliary audio channel number 2 has been selected.
- "**3**" – This is reserved for future use.

Vol=5 is the current *volume level* value. Volume levels can have one of eight values, they are:

- "**0**" – no volume or speaker mute.
- "**1**", "**2**", "**3**", "**4**", "**5**", "**6**", "**7**" – Slave speaker volume levels. Level **1** is the softest level, Level **7** is the loudest level.

To change the settings:
The **Ch=?** and **Vol=?** Values can be changed in this screen.

- Use the star "*****" key to toggle between these two values.
- Use the **UP** and **DOWN** keys to change the values.
- Once the values have been correctly entered, press the **ANSWER** key to save these changes.

The display will show your new values for 3 seconds, before it goes back into Slave selection screen:

Slave selection screen:

The top line displays the tag number of the Slave last used. You can either press the **ANSWER** key to edit the same Slave (in case you made a mistake before), or enter a new Tag number as before.

Tag numbers can be in the range from 1 to 8191.
If you enter number "**9999**", the selected channel number and volume level will apply to all local intercoms.

To exit and save all changes, press the **END** key.

SECTION 5 –Volume Adjustment Levels

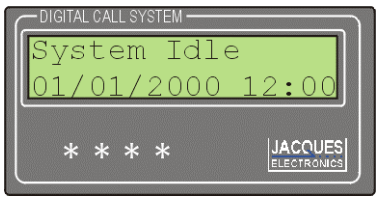
Aux Channel

During the **System Idle** operation (no calls), the Master console plays the selected *Auxiliary Audio Channel* through its internal speaker.
The Auxiliary Audio Channel volume level, or **Aux. Vol**, can be adjusted accordingly by the Operator.

Note: The Auxiliary Audio Channel volume level can ONLY be adjusted during the **System Idle** *screen (no calls).*

FIGURE 25: From the **System Idle** screen, press the **UP**, **DOWN** keys to increment, and decrement the volume level in steps of four.

System Idle screen.



Use the **UP**, **DOWN** keys to adjust the Auxiliary volume levels

The Auxiliary volume is adjusted in steps of four.
"**0**" value is no volume, or speaker mute.
"**64**" is the maximum value.

During the adjustment, the display changes to the **Aux. Vol** volume adjustment screen:

System Idle
Aux. Vol. 16

After three seconds of setting the new value, the display will return to the **System Idle** screen.

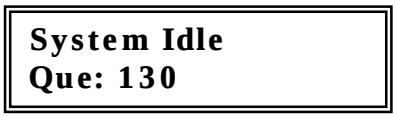
SECTION 5 –Volume Adjustment Levels

Call Waiting Tone

During an incoming call, the Master console plays a *two-tone* sound through its internal speaker. This is known as the *Call-Waiting tone*.
The Call-Waiting tone volume level, or **Beep Level**, can be adjusted accordingly by the Operator.

Note: The Call-Waiting tone volume level can ONLY be adjusted during an Incoming Call (Call-Waiting).

FIGURE 26: When an incoming call is present, press the **B**, **C** keys to increment, and decrement the volume level in steps of four.



Incoming Call is present:
The screen will change to indicate the *Tag* number of that calling Slave. EG: **130**

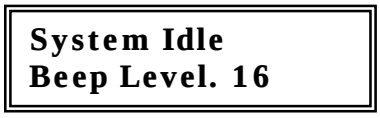
The Call-Waiting tone volume level can now be adjusted.

Use the **B**, **C** keys to adjust the Call-Waiting tone volume level.

B key to increment volume
C key to decrement volume

The Call-Waiting volume level is adjusted in steps of four.
"**0**" value is no volume, or speaker mute.
"**64**" is the maximum value.

During the adjustment, the display changes to the **Beep Level** volume adjustment screen:



The **Beep Level** volume adjustment screen will disappear, after the Call has been answered.

SECTION 5 –Volume Adjustment Levels

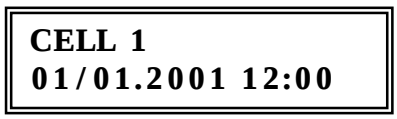
Call Connect

When the incoming call has been answered by the Master, (known as *Call-Connected*), the Master console plays the Caller through its internal speaker.
The Call-Connected volume level, or **Call. Vol** can be adjusted accordingly by the Operator.

Note: The Call-Connected volume level can ONLY be adjusted once the incoming call has been connected.

FIGURE 27: When the incoming call has been connected, press the **UP**, **DOWN** keys to increment, and decrement the volume level in steps of four.

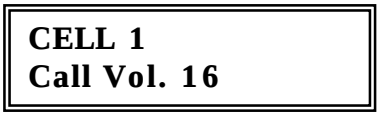
Call-Connected screen.
(Call has been answered)



Use the **UP**, **DOWN** keys to adjust the Call-Connected volume levels

The Call-Connected volume can be adjusted in steps of four.
"**0**" value is no volume, or speaker mute.
"**64**" is the maximum value.

During the adjustment, the display changes to the **Call Vol** volume adjustment screen:



The **Call Vol** volume adjustment screen will disappear, when the key (**UP**, **DOWN**) has been released.

SECTION 6 – Alarms

The DCS-550M Series 2 Master constantly monitors all operations and connected Devices for any signs of failures or disconnections. Upon sensing an error, the Master will sound an alarm and display the relevant fault description on the LCD screen.

Alarm Codes

The following table (TABLE 2) shows the current list of Alarm codes that are displayed during a failure of any connected Devices.
The LCD screen displays the Tag# and then the relevant fault code of the faulty Device.

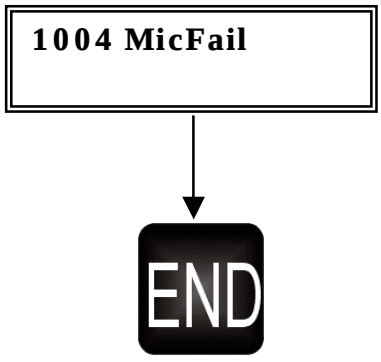
TABLE 2 - Alarm Codes

ALARM TYPES AND DISPLAYED CODES	
ALARM TYPES **An Alarm will sound if…**	**FAULT CODES** **Shows Tag# and…" "**
Any connected Devices (Slaves, Masters, etc) are not responding or goes offline	**Offline**
Any connected (Concentrator-type) Slave has been tampered with	**Tamper**
Any connected Slave has a stuck CALL-button (or CALL-button has been pressed for longer than 4 seconds)	**BtnFail**
An unknown Tag (Device) has been found	**Unknown**
The Remote CPU (Controller) has failed, or it cannot Remote switch	**RemFail**
The audio path between any connected Slave's Speaker and Microphone has failed	**MicFail**
Whenever a Lower Master has been Remote-Switched (Remoted)	**CPU Remote**

End an Alarm

If an Alarm is displayed, the Operator can quickly stop and reset it by pressing the **END** key.

Example:
FIGURE 28: Tag# "**1004**" (a Slave) has a failed microphone, which quickly prompts the following **MicFail** Alarm message:



Press the **END** key to clear the Alarm message

For further details about JACQUES Intercom features and designs, please visit the JACQUES website at: www.jacques.com.au