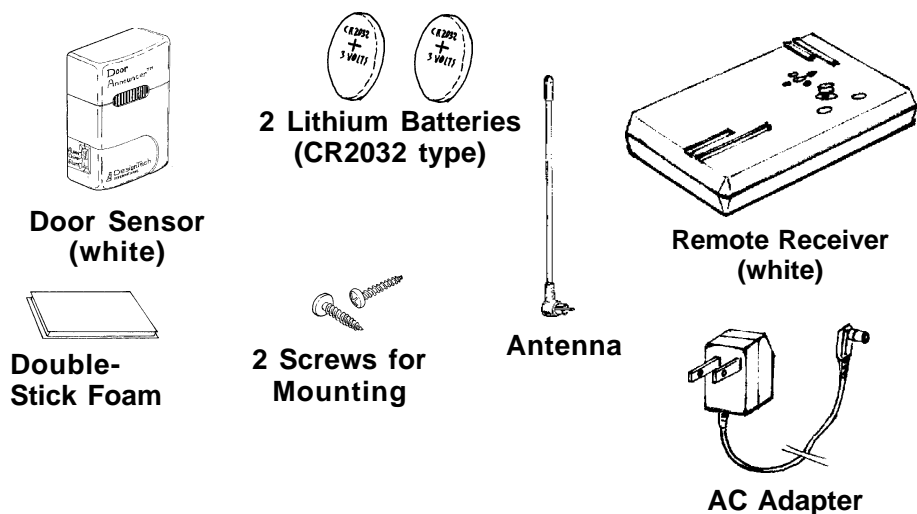


# Door Announcer™ System

Model # 30052

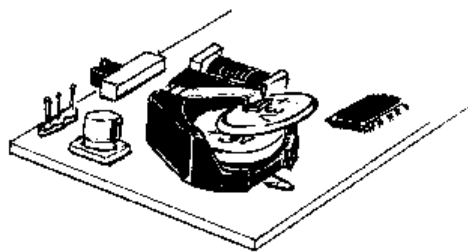
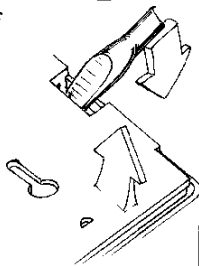
Congratulations on the purchase of the DesignTech's *Door Announcer*. DesignTech's *Door Announcer* is designed to alert you when a monitored objects like a door, gate or cabinet are opened or moved.

## CONTENTS:



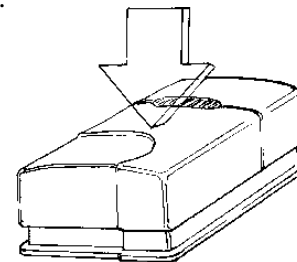
## INSTALLING THE BATTERIES IN THE *Door Announcer*:

1. Insert a small screwdriver blade into the slot in the side of the case and gently pry up on each side of the case to open.



2. Slip the first battery in the battery clip with the positive (+) side up, then slide the second battery on top of the first battery but under the clip, making sure the positive (+) sides of both batteries are face up.

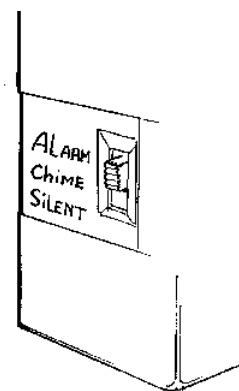
3. Push the case back together.



## SETTING UP THE *Door Announcer* SENSOR:

The *Door Announcer* has a three-position slide switch on the side of the unit.

1. The position closest to the edge is the *Silent Mode*. In this position the *Door Announcer* will make no sound when moved. (The *Door Announcer* will still send a signal to the *Smart Home Receiver* that the *Door Announcer* has been moved).
2. The center position of the switch is the *Door Chime Mode*. In this position the *Door Announcer* will chime each time the unit is moved and will automatically reset. (The *Door Announcer* will send a signal to the *Smart Home Receiver* that the *Door Announcer* has been moved).
3. The position farthest from the edge is the *Alarm Mode*. In this mode the *Door Announcer* will sound an alarm sound for 45 seconds, then automatically reset. (The *Door Announcer* will send an alarm signal to the *Smart Home Receiver* that the *Door Announcer* has been moved. The *Smart Home Receiver* will sound for 25 minutes or until reset).

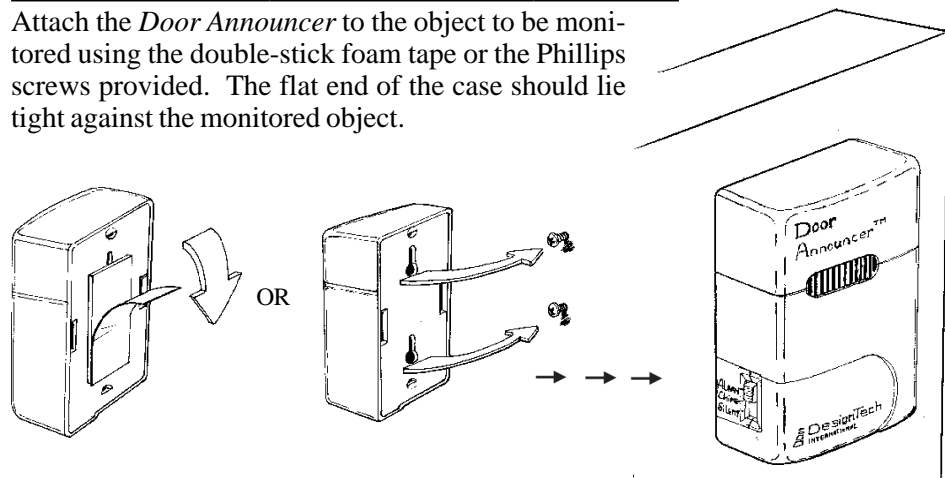


## TESTING THE SYSTEM PRIOR TO INSTALLATION

1. Select the operational mode of the *Door Announcer*, chime or alarm.
2. Set the *Door Announcer* on a solid surface and let it "rest" for 30 seconds without touching it.
3. Rotate or move the *Door Announcer*.
4. The *Door Announcer* will chime or alarm to notify you that it has been moved.

## **MOUNTING THE Door Announcer SENSOR:**

Attach the *Door Announcer* to the object to be monitored using the double-stick foam tape or the Phillips screws provided. The flat end of the case should lie tight against the monitored object.



## **HOW THE DOOR ANNOUNCER WORKS:**

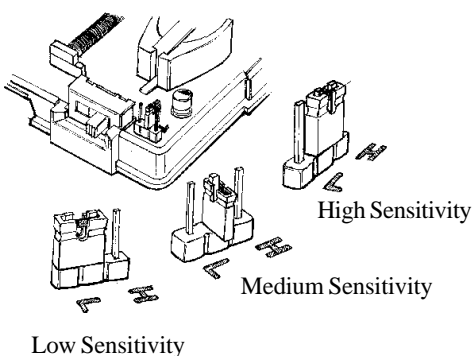
The *Door Announcer* uses a patented magnetometer sensor system. Moving the monitored object causes the magnet field around the *Door Announcer* to change, causing the *Door Announcer* to sound an alert. Once the motion has stopped, the *Door Announcer* automatically resets and is ready for the next event.

## **SENSITIVITY SETTINGS:**

The *Door Announcer* is factory set to the medium setting, (the small jumper inside the case is only connected to the center pin). If the *Door Announcer* does not respond to the motion of the monitored object, the sensitivity may have to be changed.

Moving the jumper to connect the lowest pin (marked with an “L”) and the center pin, the sensitivity is in the lowest setting. It will take a large movement of the *Door Announcer* to sound an alert.

Moving the jumper to connect the highest pin (marked with an “H”) and the center pin, the sensitivity is in the highest setting. A very small movement of the *Door Announcer* will sound an alert.



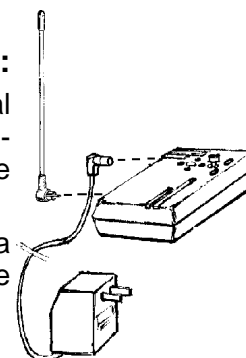
You may need to experiment with your application to find the best sensitivity setting that works for you.

## **Troubleshooting**

1. False alerts when *Door Announcer* is not moved:  
Movements of large metal objects, such as other large metal doors being opened or closed near the *Door Announcer* may cause a false signal. Since the *Door Announcer* senses changes in the surrounding magnetic field, large magnets found in some speakers, television and computer monitors may also cause false signals. Try moving the *Door Announcer* to a slightly different location.
2. If the *Door Announcer* constantly alerts:  
Check the batteries. When the batteries are weak and need to be replaced, the *Door Announcer* will start “chaining” or alert several times for just one event. Replace with (2) CR2025 batteries with fresh ones and reset the unit.
3. If there is no response from the *Door Announcer*:
  - a) First check the batteries and replace if necessary. (Replace with (2) CR2025)
  - b) Check the position of the three-position slide switch (the unit may accidentally switched to the *Silent Operation Mode*).
  - c) If the batteries are fresh, try setting the *Door Announcer* to another sensitivity setting (see the Sensitivity Setting Section). The *Door Announcer* maybe having difficulty detecting changes in the surrounding magnetic field.

## **SETTING UP THE SMART HOME RECEIVER:**

1. Plug the AC adapter into any standard electrical wall outlet and the other end into the back of the receiver. The red POWER light will come on and the receiver will chirp.
2. Door Announcer comes with a 9-inch antenna which plugs into the antenna jack on the back of the receiver. The antenna should be vertical.



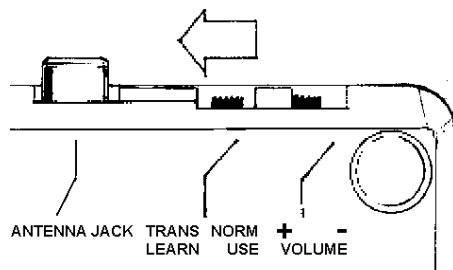
## **TESTING THE SYSTEM PRIOR TO INSTALLATION**

1. The sensor and receiver are factory set to a unique code. Prior to installation, set the switch on the *Door Announcer* to CHIME and test the system by rotating the sensor while you are more than 5 feet away from the receiver. The receiver will chime and the green light will flash.

If the receiver does not chime or the green light does not come on, first check that the red POWER light on the receiver is on and that the batteries are inserted correctly in the *Door Announcer* sensor. If the receiver still does not respond, see the **Sensor Learning** section on the next page.

#### 4. SENSOR LEARNING (do only if receiver does not respond):

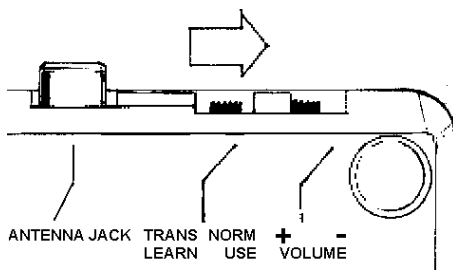
1. With the receiver plugged in and the red POWER light on, move the slide switch closest to the antenna to the TRANS LEARN position (toward the antenna wire). The green light will glow steadily while in this sensor-learning position.



2. Push the Reset Button on the top of the case down for 1 second. This will erase any previous learned codes.

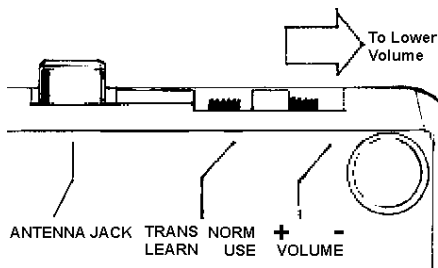
3. Rotate the Door Announcer sensor. The receiver will chirp to indicate that it has learned the code from the Door Announcer sensor.

3. Slide the code-learning switch back to the NORM USE position (away from the antenna wire), for normal operation. Do NOT press the RESET button before sliding the switch back to the NORM USE position, or the code will be erased. The green light will turn off.



#### 5. ADJUSTING THE VOLUME:

The receiver comes factory set to the louder volume setting. To lower the volume, set the volume switch to the "-" setting (toward the edge of the case). For louder volume, set the switch back to the + setting (toward the antenna).



#### OPTIONAL ACCESSORIES:

The **Long-Range Antenna** increases the range of the Door Announcer system up to double the regular range.

For louder sound, the **Plug-In Siren** makes a loud sound that can be heard from anywhere in your home when the mail arrives.

DesignTech also makes a line of other sensors which can be used with your Mail Alert system.

**Driveway Monitor™** alerts you anytime a vehicle arrives at or departs from your driveway.

**Mail Alert™** wirelessly detects the opening of your mail box door when the mail man arrives..

You can use more than one of these sensors with one Door Announcer receiver. Each type of sensor will produce a different chime from the receiver when triggered. You can also have several Door Announcer sensors and several receivers work together as a system (useful for large homes).

ITEM	Part #	Price
Long-Range Antenna	30316	\$49.95
Additional Door Announcer Sensors	30062	\$44.95
Mail Alert Sensor	30065	\$44.95
Driveway Monitor Sensor	30075	\$129.95
Motion Alert Sensor	30067	\$49.95
Plug-In Siren	30319	\$19.95
Additional Door Announcer Receiver	30317	\$59.95

All prices are in US dollars and include shipping and handling. Contact your local distributor or call DesignTech to order.

This device complies with FCC Rules Part 15. Operation is subject to two conditions: 1) This device may not cause harmful interference, and 2) it must accept any interference received, including that which may cause undesirable operation.

FCC ID: ELGMOTION & ELGHOME

DOC: 1476 102 203 and 1476 102 203 A

User is cautioned that changes or modifications not expressly approved by DesignTech could void the user's authority to operate this equipment.

Covered under US Patent #s 4,851,775 & 5,239,264

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