Call Button Programming Guide

Determine individual Call Button address codes prior to starting the installation.

Un-programmed Call Buttons default to Alarm Code 001.

There are 3 different styles of printed circuit boards that can be in the call buttons. The jumper positions differ by board. If you are programming brand new buttons, you'll probably see the 2nd or 3rd style of circuit board

JUMPER SETTINGS

- 1. 4 JUMPERS call buttons with the "Blue Dot" Help button
 - **JP1**: both pins on
 - JP2: only one pin on or temporarily remove for programming -
 - **JP3**: only one pin on
 - **JP4**: both pins on

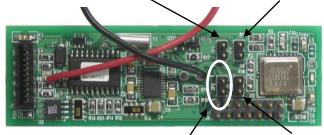
Need Help?
Pressone button Presione for assistance Area with youl

Original style shipped until Aug/2010 Serial #s up to 3370161

Remove the back plate cover of the Call Button; the only jumper you should need to change is JP 2. The others jumpers should be set as default on the board as follows:

JP1 Power (Both Pins): Must be installed during Call Button programming on both pins.

JP4: (Both Pins) Must be installed for normal operation and programming on both pins.



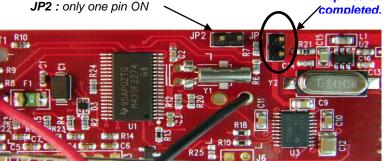
Original style shipped until Aug/2010 Serial #s up to 3370161

JP2: Remove jumper to program address. Replace on both pins when programming is completed to prevent the Call Button from being accidentally reprogrammed.

JP3: Mode Program Enable (One Pin): Only installed during Call Button mode programming

- 2. 2 JUMPERS call buttons with the "Blue Dot" Help button (board can be red or green)
 - JP1: only one pin on or temporarily remove for programming
 - JP2: only one pin on

JP1 : only one pin ON to program address. Replace on both pins when programming is /completed.



Red Boards shipped Aug/2010 to April/2011 Serial #s 3370162 to 3392463

NOTE: For boards with only 2 Jumpers the instructions are the same, only the look of the Jumpers is different. In example

#3 they are much smaller.

3. 2 JUMPERS - call buttons with "big black" Help button

• **JP1**: only one pin on or temporarily remove for programming

JP2: only one pin on

JP2: only one pin ON

JP1 : only one pin ON to program address. Replace on both pins when programming is completed.







Big black button on front with green or white front shipped after April/2011 Serial #s 3392464 and up

PROGRAMMING THE CALL BUTTON

Every Call Button location is assigned an "address code" to identify where the Call Button is located. **Example: the address code for** *COMPUTER ACCESSORIES* is 798. Both styles of call buttons are programmed in the same manner.

- 1. Determine the code for the Call Button location from the Call Button Configuration Table.
- 2. Move the jumpers as described above for the appropriate board.
- 3. Press and hold down the **RESET** button, for approximately 8 seconds, until the LED light flashes by the HELP button.
- 4. Release the RESET button.
- Press the **HELP** button (blue dot) the number of times as the 1st number of the address code
 - Example: Computer Accessories address code 798 press HELP button 7 times for 1st number.
- 6. Press the **RESET** button once.
- 7. Press the **HELP** button the number of times as the 2nd number of the address code
 - Example: Computer Accessories address code 798 press 9 times for 2nd number.
- 8. Press the **RESET** button once.
- 9. Press the **HELP** button the number of times as the 3rd number of the address code
 - Example: Computer Accessories address code 798 press 8 times for 3rd number.
- 10. Press the **RESET** button once. The programming is complete.
- 11. The LED light will flash back the address code to confirm the Call Button was programmed correctly.
 - Example: for COMPUTER ACCESSORIES the light will flash 7 times, then
 pause slightly, flash 9 times, pause slightly, and flash 8 times. NOTE: the
 assurance LED will indicate a zero value by staying on for approximately 1second.
- 12. If the Call Button was programmed correctly, replace the Jumpers on both pins as described above in the jumper section and place the back plate cover back on the Call Button.
- 13. If the Call Button was programmed incorrectly repeat all of the steps above.

HELP
Button
(Blue Dot)

Need Help?
Presione elbotón para ayuda

Well be right with you!

RESET
"O"
Button



HELP

Button

"LED"

RESET"O"Button is the "ó" in botón.

NOTE: To program the number zero ("0") you will not press the HELP button, instead you will pause 2 seconds between the RESET button presses.

FCC Notice Of Compliance: This equipment complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device must not cause harmful inference and (2) This device must accept any interference received, including any interference that may cause undesired operation. Any changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.