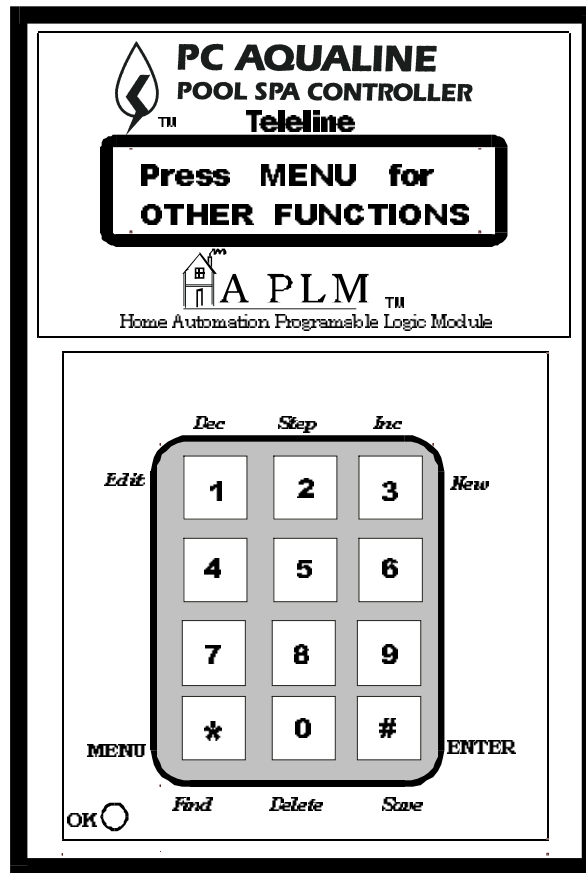


PCAQUALINE TELELINE OPERATION MANUAL

Major Feature
Includes a 200 entry
Phone Index for
identifying Incoming
Callers.
*Use the find feature to
identify incoming calls*

OK LED
This system integrity
indicator flashes if
the system is
functioning OK



****Two Line Display****

The TELELINE doubles as
a second
Customer Control Console
with most of its features.

*Please familiarize yourself
with the operation of that
unit in order to better
understand this manual
(See page 5 of OWNERS
MANUAL)*

THE **TELELINE** IS A REMOTE DEVICE CONNECTED TO THE 4 WIRE COMMUNICATION CABLE IN CONJUNCTION TO THE CUSTOMER CONTROL CONSOLE AND SPA SIDE BUTTONS
(See page 4 of OWNERS MANUAL)

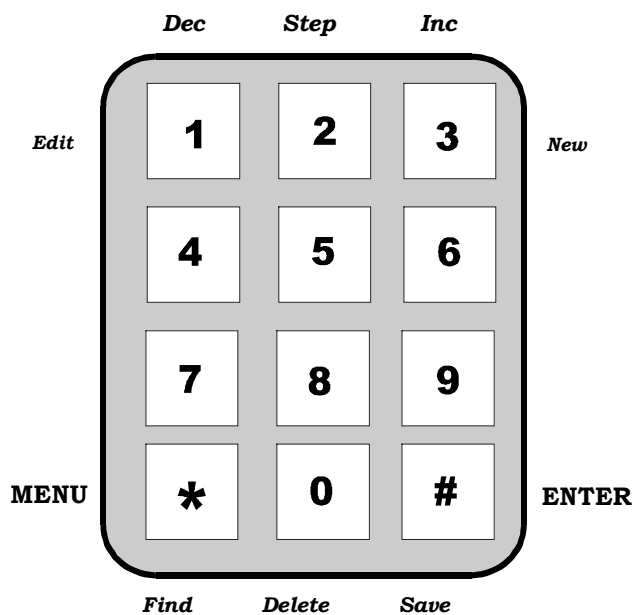
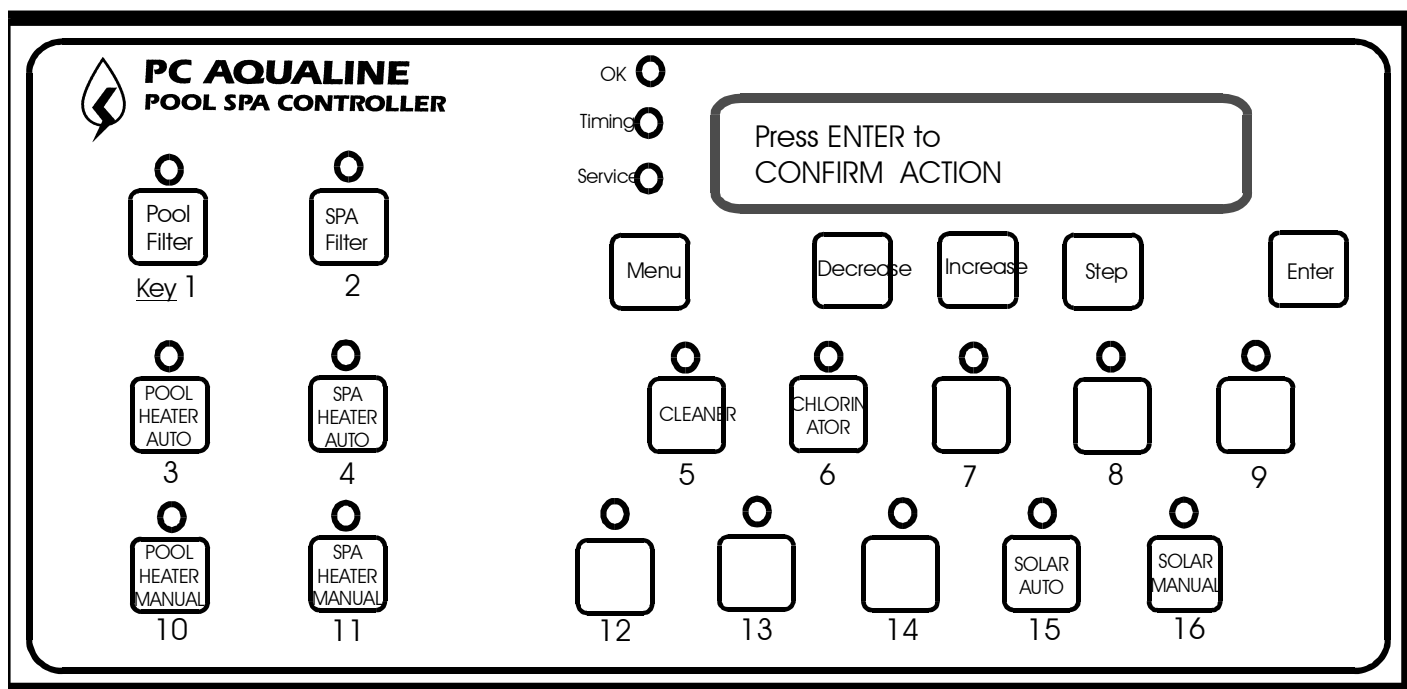
MAIN FUNCTIONS

1. To accept remote commands through the Phone line to turn function keys on or off.
2. Log and Display incoming caller Phone numbers and time of call.
3. To act as a phone index and display assigned names to incoming calling numbers.
4. Act as a second in house command panel for the Pool control system.

PHONE FUNCTIONS

1. Incoming caller Phone numbers, time and date are logged similar to a CALLER ID UNIT and by pressing the **find** button the name of the caller may be searched for or the **save** button will allow a name to be added to the Caller Index.
2. In the **Away Mode** two pre-assigned phone numbers are activated for answering to accept possible commands. No other numbers are answered and so may be intercepted if desired by Fax or Answering machine.
3. One of the assigned numbers, (*the Auxiliary number*), may be changed by the owner whilst away from home; it may be more convenient to nominate a temporary number from which commands may be given. One example is, if dining at a restaurant, which is in a bad communication area; the assumption being that the primary number would usually be the owner's mobile phone.

FUNCTION KEY COMPATIBILITY



The **TELELINE** has a standard 12 button keypad to which the internal microcomputer assigns special key interpretations in a manner similar to what a mobile phone does, so that only keys relevant to the mode at the time of operation are used or assigned a use.

Five key entry modes are used and they are :-

- | | |
|-------------------|--|
| 1. Normal Entry | Keys 1 to 0, MENU and ENTER keys are used. |
| 2. Incall mode | Keys Find, Delete, Save and Step are used. |
| 3. Menu assigned. | Keys Dec, Step, Inc, MENU and ENTER as called by menu modes. |
| 4. Character edit | Keys Dec, Step, Inc, MENU and ENTER; see special assignment for keys 4,5,6,7,8,9 and 0. |
| 5. Numeric edit | Keys 1 to 0 as numerals MENU and ENTER are used. |

NORMAL ENTRY MODE

This mode is the default mode whilst you are at home and there are no outstanding incoming calls recorded. The display shows the time of day and mostly duplicates the activities of the *In House Control Console*.

To operate any key function between 1 and 10 simply press any key 1 to 0 ('0' being 10) then press "ENTER". For function keys above 10 simply press consecutively two digits then press, "ENTER".

The "MENU" key works similar to the *In House Control Console* but with an extra "AWAY" feature to enable incoming calls matching the pre-programmed phone numbers of Main or Auxiliary to be answered; and incoming commands in the same format as described in the previous paragraph to be accepted.

Pressing the "MENU" key until the Welcome and version number are displayed (as in the *In House Control Console*), and then pressing, "ENTER" enters into the **Advanced Menu mode**. See the section on **Advanced Menu Functions** for a description of these facilities, also during that phase of operation the keyboard will be in the **Menu assigned mode**.

INCALL MODE

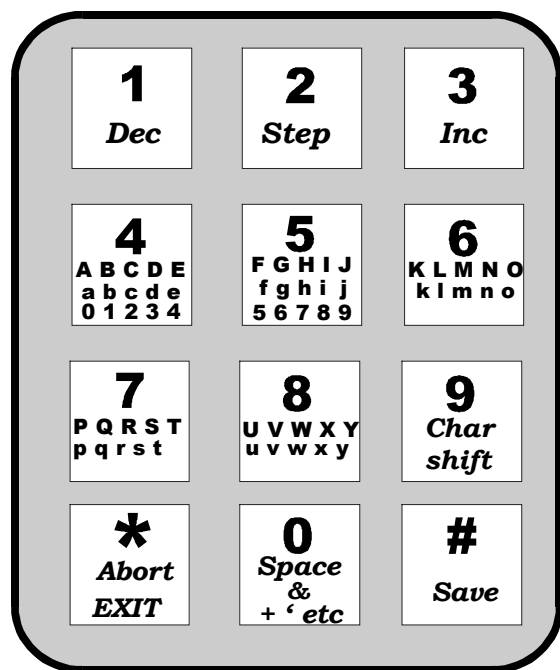
After the logging of any incoming calls in either *Home* or *Away* modes the keyboard will only respond to keys interpreted as **Step**, **Find**, **Delete** or **Save** until such time as the incoming logged calls have been optionally *saved*, *edited* and or *deleted*; after which the keyboard will resume the **normal mode**. See the section on editing the **PHONE INDEX**.

MENU ASSIGNED MODE

While in the **Advanced Menu mode** the internal microcomputer assigns special key interpretations, which will be indicated on the **Two-Line Display** as *Enter*, *Edit* and *New* etc. During the Menu Assigned Mode two other modes will be called on and they are the following 'Character edit' and 'Numeric edit' entry modes.

CHARACTER EDIT MODE

During **editing the Caller Index** from either the '*Incall*' mode or the '*Advance Edit*' mode it is necessary to enter alphabetical characters using the numeric keyboard similar to entering characters on a mobile phone but with less keys. In our method we have two means of arriving at the desired character.



Edit mode Display example :-



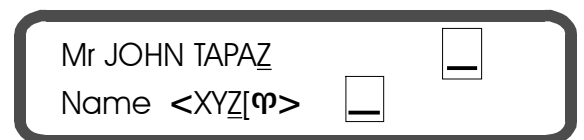
In this example the incoming calling number has been saved and we are in the *Name* edit situation. There are two flashing cursers; one in the top line under the current string edits position. The other cursor indicates within the selected group of 5 characters the current selected character, (three presses of key 6).

Method 1

The keys **4, 5, 6, 7, 8** will target respective groups of 5 capital characters. Successively pressing the key of a chosen group will step to the next character in the block and back again to the first within that block. Key **9** is the character shift and will shift to lower case or to numerical. Key **0** will give space while successive pressing will give characters ' - & . The **Step** key(2) moves the upper cursor to the next position forward in the string.

Method 2

Almost any character in over two hundred can be reached by using the **Dec** (decrement) and **Inc** (increment) keys. In the example (right), the letter Z is out of the reach of key **8**, so by pressing the **Inc** key the characters in the group of five advance one character to the right, while the **Dec** key shifts the character list to the left. Entering, saving and exiting this mode is explained in the section covering "Editing the Caller Index."



Please note that there are many strange looking characters that are not useful to you but they are an intrinsic part of the electronic display in use.

NUMERIC EDIT MODE

This mode is used where the entry or the line to be edited is strictly a phone number, so keys **1 to 0** are the numeric numbers 1 2 3 4 5 6 7 8 9 0. Advancement to the next digit in the string is automatic and ten digits must be entered followed by **Save/Enter**. If you are in the caller index mode and the entered number is correct press either Exit (*) or Enter to edit the Name in the Character mode.

Note in both Character and Numeric edit modes pressing the Exit without saving will **Abort** the procedure.

OPERATING THE TELELINE

Commands

To operate any key function between 1 and 10 simply press any key 1 to 0 ('0' being 10). The display shows "Press ENTER to CONFIRM ACTION" Then press "ENTER". For function keys above 10 simply press consecutively two digits then press, "ENTER"; numbers above 16 are invalid, this includes 10. The Main Control will respond to the command and the display will indicate this by displaying the appropriate label as turning on or off.

The display will also respond to auto clock other and devices giving commands. And will also show current time, date and air temperature while scrolling to an instruction "Press MENU for OTHER FUNCTIONS".

Menu key

Press the *Menu* key once; the display shows temperature readings AIR, POOL, SPA.

Press the *Menu* key again; the display shows temperature readings SOLAR, ROOF, FREZ.

Press the *Menu* key again; the display reads, "HOME press Menu" and "AWAY press Enter"

Press the *Menu* key again; the display reads. "WELCOME TO PCAQUALINE Version " *This also says we are HOME*

Press the *Menu* key again; and the display returns to the normal time and date display

AWAY press Enter

If Enter was pressed at this time the display would go back to normal time date display except that it will now scroll to:-

"AWAY FROM HOME" "CALL ANSWER ON" (See section titled "CALLING HOME") for remote operation.

note Do not touch the keypad until you return home The away mode is terminated by any keypad entry.

INCALL Mode

If incoming calls are logged in either *Home* or *Away* modes the keyboard will initially only respond to keys interpreted as Step, Find, Delete or Save until all the incoming logged calls have been deleted.

Other options before deleting are press:-

Find: This will search the 200 entries in the *Caller Index* memory for a matching number and display the caller Name.

Step: Displays the next recorded calling number if more than one call logged. (Up to 32 calls).

Save: This will record the incoming calling number in the next free memory position of the *Caller Index* and set the keypad in the character edit mode so that a name can be entered (see section titled "CHARACTER EDIT MODE").

After satisfactorily entering the callers name Press Enter. The entry is now saved or you may re edit your entry.

To **exit** this mode press **Menu** and you will return to the *Incall* mode.

CALLING HOME

Before using the **AWAY** mode a nominated *Main number* to be intercepted (usually the owners mobile phone) should established. (see section titled "ADVANCED MENU").

The owner is away visiting family or friends and wishes to turn on the spa and have it warm by the time they arrive home.

Simply make a call using the nominated phone. The **Teleline** will log the incoming call, check if away mode active, then compare the incoming logged number to both the Main and Auxiliary numbers. If a match is made the call will be answered with a *Beeple-Beeple* tone.

The caller may now press keys 1 to 0, (0 being 10), or 1 + 1 to 6 (gives keys 11 to 16) then press #. This command is passed to the *Main Control* and the response to an active command is a series of high-pitched *bleeps* for **ON** or a series of low-pitched *beeps* for turning **OFF**. The number of *bleeps* or *beeps* corresponds to the key number forwarded.

A new auxiliary number can be forwarded by calling home, when the *Beeple-Beeple* tone is heard press * Then *Beeple-Beeple* tone is heard so now enter a **ten-digit** number, *Beeple-Beeple* tone is again heard and the new auxiliary number is substituted. This and the previous **Away** features can be practiced while at home but in **Away mode** and the response of the **Teleline** display observed.

ADVANCED MENU

Press the *Menu* key until the display reads. "WELCOME TO PCAQUALINE Version ". **Then press ENTER.**

The display reads, "Press ENTER to" "EDIT PHONE INDEX" (See section "PHONE INDEX")

Press the *Menu* key again. The display reads "Press ENTER to" "SET DATE/TIME" (See page 8 of the OWNERS MANUAL)

Press the *Menu* key again. The display reads, "Press ENTER to" "EDIT LABELS" (Refer to page 9 of OWNERS MANUAL)

Press the *Menu* key again. The display reads, "ENTER TO ALTER" "MAIN 0412345678" (See section "MAIN NUMBER")

Press the *Menu* key again. The display reads, "ENTER TO ALTER" "AUX 0487654321" (See section "AUX NUMBER")

Press the *Menu* key again. The display returns to normal.

MAIN NUMBER

Display reads, “ENTER TO ALTER” “MAIN 0412783846” (note the phone number shown here is hypothetical)

The main number is the primary fixed phone number from which an outgoing call to the Teline in the *away* mode will be answered and commands to turn key functions on/off accepted.

At this point press **Enter**. The cursor will highlight and blink over the first digit of the phone number; and the keyboard will go into the *numeric edit* mode. Now enter your ten digit number (first digit is usually 0) then press **Enter**.

AUX NUMBER

The **AUX**iliary phone number is a second number from which an outgoing call to the Teline in the *away* mode will be answered and commands accepted. Calling into the Teline from either the MAIN or AUX phone numbers can change this number by giving the * command.

At this point press **Enter**. Ten digits can be entered followed by **Enter** as in the above example.

In both main and aux number entry modes pressing the *Menu* key before the **Enter** will abort the procedure.

PHONE INDEX

The display reads, “Press ENTER to” “EDIT PHONE INDEX”. At this point press **Enter**.

The display now reads, “PHONE NUMB INDEX” “pick Edit or New”.

See choices below *NEW or EDIT*

NEW

A new vacant position in the memory index is allocated and a dummy phone number is displayed of which the cursor is over the second digit. The keyboard is in the *Numeric edit* mode so use keys *0 to 9* to set the phone number, which must be 10 digits. Press **Enter** when the number is completed. The display goes to the Name Edit mode.

The keyboard is in the *Character edit* mode and the cursor is marking the first letter of the string NAMEHERE; use either character block keys 4, 5, 6, 7.8 or *Inc, Dec* keys, 0 for space or 9 for char shift; To edit the desired name and use the *Step* key to move along the name string. The *Step* key will eventually return the cursor to the first character, but Press **Enter** when the name is completed.

The name is saved and the display will change back to the Numeric mode cursor will go back to the first entered digit. If the number is ok press **Enter** again. The cursor will now step to the Calltype (PHONE MOBILE FAX HOME WORK BIZ CUST), this display can be stepped by pressing any numeric key when the right selection is made press **Enter**.

Continue to press **Enter** to review all three entry screens to allow re-edit if required, Otherwise press the *Menu* key to **exit**.

```
0_11111111 PHONE
NUMERIC KEYS 0-9
```

```
_NAMEHERE
NAME < L M N O P >
```

```
0298992722 BIZ
CALLTYPE & SAVE
```

EDIT

The edit mode will conduct a search for either a whole matching phone number, or a name or partial name, by string or part string

The display reads, “Pick Nunb or Nam” “Dec = Num Inc = Nam”. *Pick your search method*

Num

The display now shows 0000000 and the keyboard is now in *Numeric edit* mode. The cursor is on the second digit so simply enter the number string or part number direct from keyboard numbers. Press **Enter** to start the search.

If no match is found then the display will not change so either press *Menu* to **abort**, or continue pressing 0 till cursor restarts and re-edit a number.

If a match is found the display will enter the **Phone Index** Display mode

Press **Enter** if it is desired to change recorded information. The display enters the Name Edit Mode as described above in the NEW ENTRY MODE otherwise the display is in the *Phone Book Index Mode* use *Inc, Dec* keys to view other entries otherwise press the *Menu* key to Exit.

```
0298900000 ENTER
NUMERIC KEYS 0-9
```

```
0298992722 BIZ
PCAQUALINE
```

Phone Index Mode

Nam

The keyboard is in the *Character edit* mode and the cursor is marking the first letter of the string NAMEHERE. Using the previously described method of character entry; enter a name or any part of a name *eg:-* for PCAQUALINE enter ‘LINE’ and press **Enter**; if a match is found the display will enter the *Phone Index Mode* similar as shown above.

Press **Enter** if it is desired to change recorded information. otherwise press the *Menu* key to Exit.

```
_NAMEHERE ENTER
NAME < L M N O P >
```

Find all

From either **Num** or **Nam** edit modes before any number or characters are changed, *Press Enter*. The **Phone Index Mode** will display the first consecutive entry in memory :-

Press **Step** to advance to the next entry; **Dec** and **Inc** will also step up or down the **Phone Index** list.

```
0298992722 BIZ
PCAQUALINE
```

Phone Index Mode

To **Edit** any entry press *Enter* and the display will enter the Name edit mode.

```
PCAQUALINE
NAME < N O P Q R >
```

Name edit mode

Deleting a number

From the **Phone Index Mode** press 0 for *delete*, the display will show “Delete No/Yes, Press */#”. Upon confirmation the entry is deleted and the display will step to the next entry.

END