

HOT LINE CONSOLE

HLC16

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OPERATOR MANUAL

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3.3 HAND-FREE FACILITIES

Hand-free facility can be enabled at any time and no particular restrictions apply.

3.4 UNANSWERED CALL TIMEOUT

In case of call unattended after around 240 seconds the system clears the pending call, making the circuit newly available.

3.5 TWO SIMULTANEOUS CONVERSATIONS

Two simultaneous calls, on different hot-line channels, can be initiated from both handset.

In this case the system operates independently, with reference to the two conversations in progress, and according to previous descriptions.

3.6 ANSWERING TO INCOMING CALL DURING A CONVERSATION

With an established conversation an incoming call will make the relevant push-button indication blinking and activate the buzzer.

According to operator decision the current conversation can be cleared to answer to the incoming one (either by pressing on active channel push-button or placing handset on hook); alternatively another conversation may be established on second operator handset.

End

3. OPERATION

Operations for the HLC16 are simples and eases as required from an Hot Line Console.

3.1 ESTABLISHING A CONVERSATION

Just follow these simple steps:

1. Select an handset and press the push-button relevant to desired hot-line channel.

On CALLING CONSOLE keyboards (both) the channel associated push-buttons indication start blinking.

On CALLED CONSOLE the relevant push-buttons of both keyboards start blinking and buzzer is activated (NOTE that blinking rate for incoming ringing is double with reference to outgoing call).

2. On CALLED CONSOLE lift any handset and press the relevant blinking push-button. The indication of active hot-line channel changes to steady on both consoles and conversation can be initiated.

3.2 ENDING A CONVERSATION

To end the conversation alternatively press on active push-button or place the handset on hook.

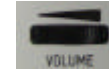
Contemporary the relevant circuit green LED will switch off and the circuit cleared.

SUMMARY

	PAGE
1. INTRODUCTION.....	5
2. CONSOLE LAYOUT	5
2.1 HOOK SENSOR	7
2.2 HANDSET CONNECTOR.....	7
2.3 KEYBOARD.....	7
2.4 BUZZER	8
2.5 HAND-FREE SWITCH.....	8
2.6 MICROPHONE	8
2.7 VOLUME.....	9
2.8 LOUDSPEAKER.....	9
2.9 “μP” ALARM.....	9
2.10 “LINES” ALARM.....	9
3. OPERATION	10
3.1 ESTABLISHING A CONVERSATION.....	10
3.2 ENDING A CONVERSATION.....	10
3.3 HAND-FREE FACILITIES.....	11
3.4 UNANSWERED CALL TIMEOUT.....	11
3.5 TWO SIMULTANEOUS CONVERSA- TIONS.....	11
3.6 ANSWERING TO INCOMING CALL DURING A CONVERSATION.....	11

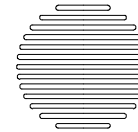
To obtain best results speak firmly, even standing, ABOVE the console.

2.7 VOLUME



⑩ Rotary control of volume at loudspeaker for best listening when using Hand-Free facility.

2.8 LOUDSPEAKER



⑪ The loudspeaker area should remain unobstructed to provide best listening when using Hand-Free facility. Use volume control to adjust loudspeaker level.

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2.9 “mP” ALARM



⑫ This red LED summarizes the status of processor card, that manages Hot Lines signaling and HLC16 internal functions.

IN CASE OF ALARM ACTIVATION REPORT IMMEDIATELY TO YOUR ADMINISTRATION.

2.10 “LINES” ALARM



⑬ This red LED summarizes the alarms due to continuity tones losses on the receive path when the line cards are set to 4W+PILOT.

IN CASE OF ALARM ACTIVATION REPORT IMMEDIATELY TO YOUR ADMINISTRATION.

Both keyboards reply to each other its own current status so that the same Hot Line circuit cannot be engaged contemporary from both handset.

2.4 BUZZER



⑦ The Buzzer is provided for incoming call attending and it will be active as long as the call is received, but not answered (no more than 240 s. anyway due to time-out intervention for unattended calls).

The Buzzer will be active also in case of incoming call during established conversation.

2.5 HAND-FREE SWITCH

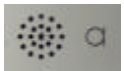


⑧ Hand-free facility switch enable the internal microphone and loudspeaker for easy conversation.

When depressed the internal luminescent indication (green LED) indicates that the function is enabled.

In this condition normal operations as initiating a new call, attending to incoming call or closing an active conversation can be carried on from the keyboard.

2.6 MICROPHONE



⑨ Internal microphone for Hand-free facility. In order to attenuate the surround noise the microphone shows a slight directivity characteristic.

1. INTRODUCTION

The **UNAOHM** operator console HLC16, in conjunction with the Hot Line assembly WHL1, forms the basic block to set-up reliable communication between distant points when two voice circuits, running preferentially on uncorrelate paths, are made available.

The equipment is mainly composed of a core unit, housing in a 6 RU 19" sub-rack the power supply, processor card, line cards and the remote operator console, from where voice communications take place.

This publication is directed to non-technical personnel who will operate the Hot Line System; thus full operative details on Console HLC16 will be given in the next sections.

For information regarding installation, unit's description, system presetting and maintenance, please refer to Technical Handbook.

2. CONSOLE LAYOUT

Refer to Figure 2-1 for elements identification.



Console layout, operational push-buttons and optical indications have been grouped per logical operation for easy operator understanding.

Basically, as depicted from line contours, there are two similar handset from where independent calls may be initiated or attended (section "A" and section "B"). Hand-free facility available on rightmost handset (section "A").

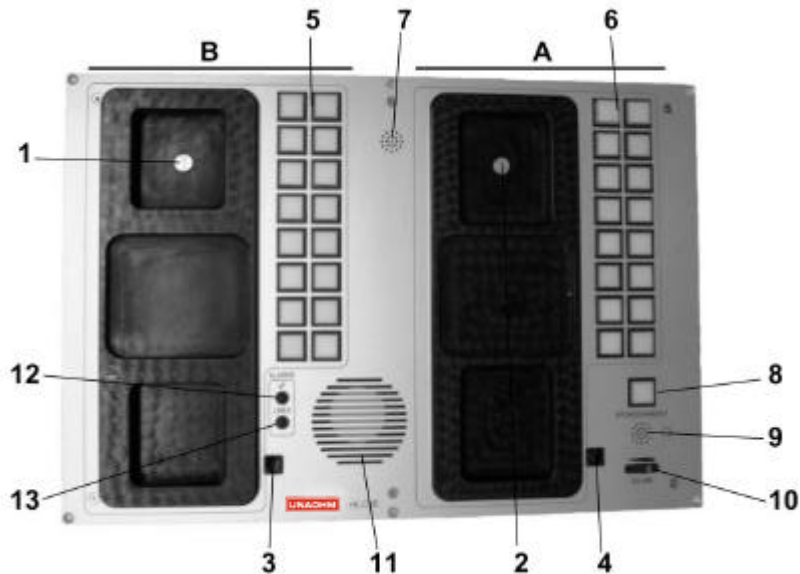
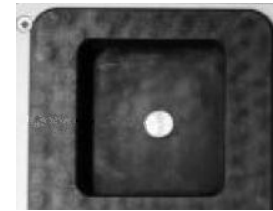


Figure 2-1

LEGENDA

- 1 Hook magnetic sensor in handset "B" receptacle
- 2 Hook magnetic sensor in handset "A" receptacle
- 3 Handset "B" cord connector
- 4 Handset "A" cord connector
- 5 Sixteen buttons keyboard associated to handset "B"
- 6 Sixteen buttons keyboard associated to handset "A"
- 7 Buzzer
- 8 Hand-free facility switch (operates on handset "A")
- 9 Microphone
- 10 Volume knob
- 11 Loudspeaker
- 12 μ P - microprocessor alarm indication (red LED)
- 13 LINES - Hot Line channel/s faulty alarm indication (red LED)

2.1 HOOK SENSOR



① ② Magnetic sensor that reveal the presence of the handset on hook, thus instructing the console to close the active conversation without the need to press the relevant push-button again.

2.2 HANDSET CONNECTOR



③ ④ RJ connector for easy and quick handset replacement.

2.3 KEYBOARD



⑤ ⑥ Each handset has a sixteen push-buttons keyboard associated, equivalent to a maximum of sixteen Hot Line circuits. The number of active push-buttons depend of line units equipped in the core unit at installation time and the destination of relevant circuits should be clearly marked by printed labels with univocal name, acronyms or icons. The two keyboards must show the same label layout.

Each push-button is provided with internal luminescent indication (green LED) that indicates the status of the call in progress:

FLASHING (fast) > incoming call associated with buzzer
 FLASHING (slow) > outgoing call
 STEADY > at conversation established.