

# **Atlas - EX**

*DIGITAL BUSINESS SYSTEM*

**INTRODUCTION AND PROGRAMMING**

**Key System U.S.  
West Palm Beach, FL**

## NOTICE

The Atlas - EX comes with two manuals. This manual contains a step-by-step explanation of the installation process, with diagrams. The *Programming Guide* introduces the programming process by which the system can be programmed through the Digital phones.

The procedures and methods provided in this manual have been prepared in a step-by-step manner to assist the installer in planning and performing the installation task, system operation and feature operation.

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The information contained in this document is believed to be correct and accurate in all respects. The information contained in this document is subject to change without notice. Periodic changes may be made to the information contained in this document without any obligation to notify any such persons of such changes. No responsibility is assumed for any errors or omissions in this document.

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The adjustments and settings mentioned in this manual should be carried out strictly by personnel who have been trained for the operation of this equipment and have also received instructions in regard to the safe handling of electrical equipment.

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While this device is designed to be reasonably secure against intrusions from fraudulent callers, it is by no means invulnerable to fraud. Therefore, no expressed or implied warranty is made against such fraud.

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### **WHEN PROGRAMMING EMERGENCY NUMBERS AND (OR) MAKING TEST CALLS TO EMERGENCY NUMBERS:**

1. Remain on the line and briefly explain to the dispatcher the reason for the call.
2. Perform such activities in the off-peak hours; such as early morning or late evenings.

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*Protection of this equipment from hazardous voltages is the responsibility of the customer / owner of the equipment.*

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## PROGRAMMING INTRODUCTION

The *Programming Guide* introduces the step by step process for programming the system. Programming is divided into two parts: Hardware and Software.

Hardware Programming involves the use of the memory backup power switch to clear the memory and to load factory default data, and the setting of system DIP switches to effect proper system operation.

Software Programming involves the use of a keyphone to change the default data as defined by the customer's needs. The changes are derived from a plan detailing what the customer wants the System to do.

The process of programming the system is greatly simplified with a clearly detailed plan of the customers needs, laid out in a manner that is easily understood. If this information is not readily available and clearly detailed, it must be done before beginning the default data changes.

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## HARDWARE PROGRAMMING

### Initial Setup

When the system is first installed, the System Default Programming Data must be loaded into memory. To ensure the default condition, the memory must be cleared before loading the data.

### Memory Protection

The User Defined Programming Data is stored in memory as it is changed. A 3.0v CR2032 ensures the Data will be stored in memory when power is lost. The Battery is controlled by SW2 on the Main MCB-Unit.

SW2 on the MCB is used to select factory default or user defined programming upon power up. When the SW2 is in the "ON" position user defined memory is retained during a power failure

### Load Default

To clear the memory and load the System Default Programming Data:

- (a) Set the system power On/Off switch to OFF. The power indicator is off.
- (b) Set SW2 to the "OFF" position (**ON MCB-Unit**)
- (c) Set the system power On/Off switch to ON. The power indicator is on and the memory is cleared.
- (d) After system power is restored and phones are operating normally return SW2 to the "ON" position.

***Caution* : Remember to make sure SW2 is in the "ON" position to retain any program changes during loss of power.**

## SOFTWARE PROGRAMMING

Software Programming involves changing the default data to make the system fully compatible with the needs of the user.

Note: Only one person at a time is allowed access to Software Programming.

### LCD Display phone

A LCD Display phone is a required tool when programming the system.

### List of Terms Used

<b>C.O.</b>	Central Office Line (Telephone line coming into the building).
<b>Console</b>	Attendant / Operator Station.
<b>DTMF</b>	Dual Tone Multi-Frequency. Trunk Type.
<b>Keyphone</b>	Key Telephone.
<b>LCD</b>	Liquid Crystal Display.
<b>PABX</b>	Private Automatic Branch Exchange.
<b>Port</b>	A Port for A Telephone.
<b>Pulse</b>	Pulse Dialing. Trunk Type.
<b>SLP</b>	Single-Line Telephone.
<b>Trunk</b>	Can be a C.O. Line or PABX Line.

## Port and Station Numbering

Port numbering is fixed. The maximum number of Ports depends on the configuration of the system. The Port number is used when doing System Programming.

A Station Number is a flexible number assigned to each Port for intercom calling and identification. Station Numbers can be one to four digits and different length Station Numbers can be mixed (e.g. 1 - 6, 10 - 69, 100 – 699, 1000-6999).

**Note:** Watch for Station Numbering conflicts. For example, if Station Number 20 is used, Station Numbers 200 – 209, 2000-2099 are unavailable.

Following is the default Station Numbering (using 8 port on the Atlas - EX station cards):

Card	Port No.	Station No.
Main-MCB	01-12	10-21
Exp. Card 1	13-20	22-29
Exp. Card 2	21-28	30-37
Exp. Card 3	29-36	38-45

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See (Section2-Mode 70) Flexible Station Number Assignment for setting Station Numbers.

**Note:** *No Error Message or Busy Signal will be given if duplicate Station Numbers are entered. For Station calling the first one found will be used.*

## Trunk Numbering

Trunk Numbers are fixed by the position of the Trunk on the MCB and Expansion Card in the system.

Card	Trunk No.
Main-MCB	1-4
Exp. Card 1	5-8
Exp. Card 2	9-12
Exp. Card 3	13-16

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## Night Service - Day Mode and Night Mode Operation

For some features it is desirable to separate the operation of the system into Day Mode and Night Mode. The features include Trunk Ringing, Toll Plans, and External Call Forwarding.

Day Mode and Night Mode are used for Day and Night operation, respectively when the user's requirements are generally very different for the affected features. The Day Mode and Night Mode transfer times are set and controlled by the Console.

Refer to the *Users' Guide* for more information to switch between Day and Night Service.

## System Programming

### Accessing Programming

Access to Programming is protected by the use of a password. Only one user can enter programming at a time.

There are three ways to enter System Programming.

1. **Entering the Master Password from the Console.**
2. **Entering the System Password from the Console or from any Display phone, which has Programming Rights.**
3. **Entering the System Password as an account number while on an outside Trunk Call from the Console, or from any Display phone, which has Programming Rights.**

Any time the Busy Signal is received when attempting to access Programming, it means the attempt was unsuccessful. There are four possible reasons for an unsuccessful access:

1. **Pressing the wrong key.**
2. **Entering an incorrect password.**
3. **Using a keyphone, which is not the current Console or does not have Programming Rights.**
4. **Another system user is already accessing Programming.**



## Entering Password

There are two passwords for System Programming: Master and System.

### **Master Password**

The Master Password allows the current Console to access System Programming. To enter System Programming from the Console using the Master Password, press:

**[ PROG-PROG-DATA-DATA-6-HOLD ]**

### **System Password**

The System Password allows the Console or any Display phone with (Section 2-Mode 12) Programming Rights to access System Programming. See (Section 3-Mode 01) System Password for setting the System Password. The Default password is 123.

To access System Programming from any Display phone, press:

**[ PROG-PROG-1-2-3-HOLD ]**

Pressing the PROG key lights the PROG lamp. Accessing System Programming starts the PROG lamp flashing. If the Busy Signal is received, press RLS and start again.

## Entering System Programming while on a Trunk Call

To access System Programming **while on a Trunk Call**, press:

**[ MSG-1-2-3-PROG ]**

Accessing System Programming starts the PROG lamp flashing.

Note: When the RLS key is pressed to exit from System Programming, the outside Trunk line will be released.

## Selecting a Program Section

Programming is divided into 3 separate Sections, each Section contains Modes 01-99 (not all modes are used).

After accessing Programming, a Section must be selected to change a Mode. The LCD display prompts for a Section number.

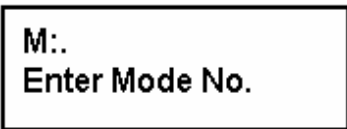


**1 = Trunk Programming**

**2 = Station Programming**

**3 = System Programming**

After selecting a Program Section, a 2-digit Mode number must be selected to change default data. The LCD display prompts for a Mode number.



The dot on the LCD display is a prompt for entering a digit. If an invalid digit or mode number is entered a Busy Signal is returned.

### **Changing to a Different Mode**

After a Mode has been selected, press DATA to change to a different Mode. This returns to a LCD display prompt for entering a Mode number.

### **Changing to a Different Programming Section**

When in a Program Section, Press DATA 2 times to select another Program Section.

## Exiting from System Programming

To exit from System Programming, press RLS, the Keyphone goes idle. System Programming is now available for others to use. *Make sure any changes to a Mode have been saved before exiting from System Programming. Press HOLD to save changes.*

## Using Programming Keys

Some keys on the Keyphone have a special function during System Programming. The keys and functions are listed below. Some keys also have a special function for a particular Mode; they are explained in the description of the applicable Mode.

KEY	FUNCTION
DATA	To select a new Mode or Section
MSG	To set or Yes
FLASH	To clear existing value or No
MIC	To scroll backward
TSF	To scroll forward
HOLD	To save changed Data
RLS	To exit System Programming
CONF	To make change system wide

## Saving a Change

Press HOLD to save a change after new information is entered. An “ \* “ in the top left-hand corner of the LCD display confirms the saved change.

Press HOLD to save change.

*:01 01 C.O. TRUNK TYPE
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**Note: In Section 1 Mode 01, press CONF instead of HOLD will save the change to all the Trunks at the same time.**

## Entering a Station Number instead of Port Number

Where System Programming requires a Port Number to be entered, a Station Number can be entered instead. To enter a Station Number, press the PROG key and then enter the Station Number, System will convert to Port Number. Once a valid Station Number has been entered, proceed with the next step.

Examples:

Enter Port Number

E.g. Press PROG then enter Station Number

M:02
ST:

Note: A Station Number saved as data is shown as the corresponding Port Number.

### Getting a Busy Signal

Anytime a Busy Signal is returned, an invalid key or operation was attempted.

To recover from an error when in System Programming, press DATA. The LCD display will prompt for a new Mode number.

