

CROWN JEWEL

BASIC PROGRAMMING

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IMPORTANT NOTICE

This manual describes the basic system functions that need to be programmed for the Crown Jewel unit to operate properly. If you wish to program the unit's more advanced features (i.e. time zones, Call Forwarding, Do Not Disturb schedules, etc.), please refer to the manual titled "CROWN JEWEL ADVANCED FEATURES PROGRAMMING", Document Number 6001141.

If the Crown Jewel unit is not programmed correctly, it may cause you a great deal of inconvenience. Thus, it is very important that you take the time to read these instructions completely before attempting to use or program your Crown Jewel. Your installing dealer will be happy to assist you with any questions.

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1 - SYSTEM OVERVIEW

The Crown Jewel is a single-line telephone entry system that connects directly to your telephone line. Thus, visitors can call you without the unit having to dial through the telephone company's central office. As a result, the Crown Jewel does not generate telephone charges either on a monthly or per call basis.

The Crown Jewel unit is capable of carrying out the following basic functions:

- **Visitor entry:** When the visitor presses the “#” key on your unit's keypad, your telephone line will switch over to the unit and ring your telephone. You can then communicate with the visitor and allow entry at the main gate by dialing a “9”. If the Crown Jewel unit is controlling a second gate, you would dial a “5” to allow entry at that location.
- **Call Waiting:** If your telephone is in use when the visitor presses the “#” key, you will hear 2 short tones to signal that a visitor is attempting to call. You can then dial a “2” and the outside call in progress will be put on hold and the telephone will be connected to the visitor. If you allow entry (as described above), you will automatically be switched back to the outside call in progress.

Alternatively, if you are talking with a visitor and you receive a normal phone call, you will hear two short tones at which point you can put the visitor on hold and switch over to the normal telephone call by dialing a “2” and back again to the visitor by dialing a “2” again. You can also deny entry, disconnect the visitor call, and switch back to the outside call in progress (if any) by dialing a “*“.

If you forget that either the visitor or the normal phone call was left on hold and you hang up, your phone will ring (up to three times) with the call that was left on hold. You just pick up the telephone and continue your conversation with the party that was put on hold.

- **Entry codes:** You (and any one else you authorize) can have a unique 4-digit entry code. When this code is entered on the keypad, it will cause the specified gate to open. The Crown Jewel can have up to 75 different entry codes programmed into it.
- **Auxiliary Keypad:** An auxiliary keypad, located in a smaller but matching housing to the Crown Jewel's, can be connected to the Crown Jewel unit as an additional access device for entry codes.
- **Free exit through a monitored gate:** The unit can provide free exit through either controlled entry to allow exit without causing a forced open condition.
- **Direct resident control of gates:** The controlled gates or accessories can be activated directly from your tone dial telephone.
- **Resident originated communications:** You can originate communication through the Crown Jewel unit any time an outside call is not in progress by picking up your telephone and dialing a series of tones. This call will terminate automatically in 60 seconds unless you hang up sooner or extend the talk time by pressing a “1” on your telephone.

The Crown Jewel is also capable of additional, more “advanced” features. These features are described briefly below and in great detail in the accompanying document entitled “CROWN JEWEL ADVANCED FEATURES PROGRAMMING”.

- **Time zones:** You can restrict the use of entry codes by limiting the days and times that a code is valid and which gate will be opened.
- **Do Not Disturb Feature:** The Crown Jewel has the ability to block visitor calls during times that you specify. This feature can either be programmed manually or you can set up schedules in which the feature will activate and deactivate automatically.

- **Call Forwarding:** The Crown Jewel unit can be programmed to “forward” a visitor call to another location (instead of ringing the house) when you are away from home. When the visitor presses the “#” key on the front panel of the unit, the Crown Jewel will dial the telephone number you program. This feature allows you to grant access to a visitor from a remote location.
- **Visitor calling directly to guest houses, etc.:** The Crown Jewel has the ability to let a visitor place a call to a location other than the main residence. For example, if the owner of the residence has a renter living in the guest house and the owner does not want to be bothered with visitor calls for the renter, they can program the Crown Jewel to dial the telephone number in the guest house when a specified code is entered on the system keypad. Therefore, the visitor can dial the renter directly without having to disturb the owner. Each Crown Jewel has the capacity for three such codes.
- **Transactions:** The Crown Jewel retains a record of the last 250 gate actions and programming entries, including the time and date of the activity and the person involved. Please ask your installing dealer for details on how these records may be retrieved via modem.
- **Timed control of gate and auxiliary relay:** At times that you specify, the Crown Jewel unit can automatically open either gate twice per day and close it later. It can also activate any other device which is being controlled by the unit’s relays. You can also establish up to 10 holidays on which these schedules will not operate unless you want them to. For example, if the gate is to be unlocked during normal business hours, you can have it remain closed on New Years Day if it falls on a weekday.
- **Off-site remote programming:** The Crown Jewel unit can be remotely programmed from any outside tone dial telephone, or from a personal computer and modem.
- **Gate monitoring:** If you choose to have the work done, your Crown Jewel installer can place sensors on the main gate to detect whether it is closed. You can program the Crown Jewel to respond in the following ways if the gate is forced open or is held open 60 seconds after it should have been closed.
 - a. **Place an alarm call:** The unit will ring the residence phones (or, at your discretion, will call a pre-programmed outside telephone number) and make a “hi-low” sound. Pressing the “6” key on your tone dial telephone will acknowledge that someone has received the alarm call and the unit will then turn on the audio to the answering phone so you can talk through the unit to ward off any intruders. If you do not wish to be connected to the gate, simply press any other key on the telephone keypad to acknowledge the alarm and hang-up the receiver.
 - b. **Close a relay:** If relay 2 is programmed as an alarm relay, the unit will close that relay to activate a device the installer has connected to it, for example, a siren.

2 - THE CROWN JEWEL KEYPAD

The keypad mounted on the face plate of the Crown Jewel unit is the primary input device. As each key is pressed the speaker emits a very short beep. The unit's keypad can be used for:

- Visitor call - press “#” key to initiate a call. The speaker will make a ring back sound every few seconds. The visitor can press the “*” key to cancel the call.
- Entry Codes - enter an assigned 4-digit number to open the gate. The speaker will beep 10 times. User can press the “*” key to cancel a partial entry.
- Programming - refer to the Beginning Programming section of this document for more information.

An optional second keypad, mounted in a separate enclosure, can be used for entry codes only. It cannot be used for visitor calls or for programming. Keypresses on this secondary keypad do not cause beeps from the speaker.

3 - SYSTEM RESPONSES

The Crown Jewel emits various audio tones or beeps to respond to input or to indicate certain conditions. A list of the system's audio responses are as follows:

- 1 short beep - a key was pressed on main keypad
- 2 short beeps - a programming step was valid
- 3 short beeps - the programming mode was exited
- 5 short beeps - a gate is closing by command
- 10 short beeps - a gate is opening by command
- 1 long beep - an input was not valid
- 2 long beeps - a duplicate entry code was entered
- 3 long beeps - the code memory is full
- 4 long beeps - the unit has reset or is powering up
- busy signal - the line is busy or do-not-disturb feature is in effect
- ring back - the unit is ringing the house
- continuous hi-low tones - an alarm condition has been activated
- silence - the keypad has struck out, or the unit is being programmed from another source, or an alarm condition exists

4 - ANSWERING A VISITOR CALL

When the visitor presses the “#” key on your unit’s keypad, and your telephone is not in use, the Crown Jewel will ring your telephone (using a distinctive double ring). When you answer the telephone, you can then communicate with the visitor and allow/deny entry by pressing one of the following digits on your telephone keypad:

<u>DIGIT</u>	<u>ACTION THAT WILL BE TAKEN BY THE SYSTEM</u>
9	Opens the main gate.
5	Activates the auxiliary relay.
1	Extends the amount of time you may talk with a visitor.
*	Denies entry to the visitor and disconnects the visitor call.

If your telephone is in use when the visitor presses the “#” key, you will hear 2 short tones to signal that a visitor is attempting to call. You can then dial a “2” and the outside call in progress will be put on hold and the telephone will be connected to the visitor. If you allow entry (as described above), you will automatically be switched back to the outside call in progress.

Alternatively, if you are talking with a visitor and you receive a normal phone call, you will hear two short tones at which point you can put the visitor on hold and switch over to the normal telephone call by dialing a “2” and back again to the visitor by dialing a “2” again. You can also deny entry, hang the visitor up, and switch back to the call in progress by dialing a “*“.

If you forget that either the visitor or the normal phone call was left on hold and you hang up, your phone will ring (up to three times) with the call that was left on hold. You just pick up the telephone and continue your conversation with the party that was put on hold.

5 - DIRECT COMMANDS FROM THE RESIDENCE PHONE

These commands are carried out by simply picking up the residence telephone and dialing the following key combinations:

AUDIO COMMUNICATION THROUGH THE CROWN JEWEL

Purpose Allows you to initiate communication with the Crown Jewel without having to first receive a visitor call.

Format ##90#

TIMED RELAY ACTIVATION

Purpose Allows you to activate the relays for the amount of time that was programmed in the relay activation time setup area. You would use these steps if you wanted to momentarily open the door/gate for a visitor without having the visitor first initiate a call.

Format Cycle main gate.....##91#
Cycle auxiliary relay.....##92#

Important Note The Crown Jewel also has the ability to activate the relays until a specified time of day. If you wish to use this feature, please refer to section 5 in the manual titled "USING THE MORE ADVANCED FEATURES OF THE CROWN JEWEL SYSTEM".

SUSTAINED RELAY ACTIVATION

Purpose Allows you to activate the relays until released by another program step or direct command or entry code. You would use these steps if you wanted to keep the door/gate open for an undetermined period of time.

Format Latch open main gate.....##93#
Latch auxiliary relay.....##94#

Important Note The Crown Jewel also has the ability to activate the relays until a specified time of day. If you wish to use this feature, please refer to section 5 in the manual titled "USING THE MORE ADVANCED FEATURES OF THE CROWN JEWEL SYSTEM".

RELAY RELEASE

Purpose Allows you to activate the relays until released by another program step or direct command or entry code.

Format Release main gate.....##95#
Release auxiliary relay.....##96#
Release both.....##97#

Important Note These steps will override any existing unlock schedules for the day they are invoked.

Note Some areas of the country have a phone company that make use of the "*" or "*" key as a code to invoke a special function. If this is true of your area, you can choose an alternate direct command prefix that uses a number followed by a "*" key. If you wish to use this feature, please refer to section 18 in the manual titled "CROWN JEWEL ADVANCED FEATURES PROGRAMMING", Document Number 6001141.

6 - ENTERING AND EXITING THE PROGRAMMING MODE

To change the settings in your Crown Jewel unit you would:

- Input the password to enter the programming mode
- Make your changes
- Exit programming mode

ENTERING THE PROGRAMMING MODE

The programming password is a 6-digit number. The password is set to “000000” at the factory, but your installer may have changed it during installation. When you are comfortable with programming, you should change the password to maintain the security of your Crown Jewel unit. Make a note of the new password so you do not forget it.

To enter the programming mode from the keypad on the Crown Jewel, enter three asterisks (“***”) followed by the six-digit password. The unit will respond with 2 short beeps.

EXITING THE PROGRAMMING MODE

After you have completed programming the Crown Jewel, exit programming mode by pressing “00#” on the unit’s keypad. The unit will then respond with 3 short beeps.

7 - SYSTEM SETUP

The programming sequences described in this section allow you to set up the basic area of your system's configurations. If you wish to program the Crown Jewel's more advanced features (i.e. Time Zones, Call Forwarding, Do Not Disturb Schedules, etc...), please refer to the manual titled "USING THE MORE ADVANCED FEATURES OF THE CROWN JEWEL SYSTEM".

Each programming command begins with a 2-digit number, called a step number, which is followed by the required digits of data, and is terminated by the "#" key. The step number tells the Crown Jewel which setting to change and the data is your new value for that setting. If the step and data information are valid, the unit will respond with 2 short beeps. If you do not hear 2 short beeps, the unit did not understand your input. If you realize in the middle of an entry that you might have made an error, press the "*" key to cancel the command.

CHANGING PASSWORD(STEP 01)

Purpose Changes the password that is used to invoke programming mode to some combination that will be secret and easy to remember.

Factory Setting 000000.

Format 01 + password (6 digits) + "#"

Example 01 + 123456 + # (sets the password to 123456).

Important Note Make sure that you verify the new programming password using of step 02 below before exiting programming mode. Make a note of the new password so you don't forget it.

VERIFYING A NEW PASSWORD (STEP 02)

Purpose Verifies that the password has been changed to the number that you programmed in step 02.

Format 02 + password (6 digits) + "#".

Example 02 + 123456 + # (verifies that 123456 is the password).

Important Notes If the unit responds with an error tone, do not exit programming. The number that you entered does not match the password. Repeat steps 01 and 02 until you are certain that the password is what you want.

If the unit responds with a single tone, the number that you entered matches the password.

8 - ENTRY CODES

There are two types of entry codes: simple and advanced. A simple entry code is a number that activates the “primary” gate and is valid at all times. Advanced entry codes allow you to specify a specific relay action and/or to restrict the use of the code to days and times that you program into a “time zone”. The following steps enable you to program and erase simple entry codes. If you want to program an advanced entry code, please refer to section 8 in the manual titled “CROWN JEWEL ADVANCED FEATURES PROGRAMMING”.

The Crown Jewel unit has capacity for 75 entry codes.

CREATING AN ENTRY CODE (STEP 03)

Purpose To set up codes that can be used by you and service personnel to gain entry without having to use a key or contacting you. Entry codes can range from 0000 to 9999.

Format 03 + entry code (4 digits) + “#”.

Example 03 + 1234 + “#” (creates entry code 1234).

ERASING AN ENTRY CODE (STEP 04)

Purpose Erases an individual entry code from the unit’s memory.

Format 04 + entry code to erase (4 digits) + “#”.

Example 04 + 1234 “#” (erases entry code 1234 from the unit’s memory).

ERASING ALL ENTRY CODES (STEP 05)

Purpose Erases all of the entry codes currently in the unit’s memory.

Format 05 + 101010 + “#”.