

## FIELD TESTING PROCEDURE

- 1. Press the activating push-button.** The visual indicator will turn on, dial tone will be heard for a few seconds, then automatic dialing will commence.  
Single number: the programmed number will dial; you will hear ringback.  
Multiple numbers: the first programmed number will dial. If not answered or busy it will sequence through the other programmed numbers, repeating the sequence until answered.  
Once answered, Voice Announcement 1 will play.
- 2. Speak with the answering party to verify two way communication.** Have the answering party press # (pound) on their telephone to cause the visual indicator to start to flash; have them press # (pound) again on their telephone to cause the visual indicator to stop flashing.
- 3. Have the answering party turn off the SUREphone.** They can:  
Hang up: the SUREphone will automatically shut-off via the telephone line disconnect signal. If this signal is not present on the line, it will shut off via the programmed automatic time-out (Factory Set Default = 5 minutes).  
Press \*# (star pound) to manually shut the phone off.
- 4. Have the answering party call back the SUREphone.** It will automatically turn on and the visual indicator will turn on.
- 5. Have the answering party press \*1 (star one) to replay Voice Announcement 1**  
Verify announcement is heard and is clear  
Press # (pound) to stop the message

## NOTES:

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**READ THIS FIRST**

# SUREphone

## EMERGENCY SPEAKERPHONE

# QUICK PROGRAMMING AND INSTALLATION GUIDE

Sentry II (ET901A)  
Fortress II (ET1901A)  
Commander II (ET901A-OEM)  
Liberator II (ET901A-LP)



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This K-Tech SUREphone has been designed to allow up to six (6) phones to be installed on a single telephone line. It operates under virtually any CO or PBX phone line conditions. Included are all of the features needed to satisfy the ADA code - both current and proposed.

A complete *Instruction Book* is included with each phone. For your convenience, this *Quick Programming and Installation Guide* has been developed to cover the three programmable features required for typical installations, plus basic installation procedures.

## PROGRAMMING

Easy, voice prompted programming directs the entry of feature settings and plays back the information for confirmation. Programming is done on-site and off-site via the built-in keypad, or remotely by any touch-tone telephone.

**On-Site (i.e. during installation):** once installed, proceed to Programming Step A.

**Off-Site:** to save time during installation this phone may be programmed off-site. Non-volatile memory insures programming done prior to installation will remain stored indefinitely. Plug the battery into the connector on the phone circuit board (see Figure 1) and proceed to Programming Step A.

**Note:** *Disconnect the battery after off-site programming.*

**Remotely:** from any touch-tone telephone, call the telephone line that the SUREphone is installed on. Proceed with Programming Step A.

**Note:** *If two or more SUREphones are installed on the same telephone line, Programming Step A MUST be completed prior to remote programming.*

## PROGRAMMING STEPS

**A. Individual Phone ID Code** required when two (2) or more SUREphones are installed on the same telephone line.

1. Enter \*7 (star seven)...enters Programming Mode
2. Enter 1234...Factory Set Default Security Code
3. Enter \*8 (star eight)...for ID Code
4. Enter new two-digit ID Code (from 00 to 99)
5. Enter # (pound) to store ID Code, or wait 9 seconds to start over

**B. Emergency Telephone Number**

1. Enter \*7 (star seven)...enters Programming Mode
2. Enter 1234...Factory Set Default Security Code
3. Enter \*3 (star three)...for Phone Number Programming Mode

4. Enter 1 (one)...for Phone Number Memory Location 1
5. Enter phone number [Note: \*(star) = 1.5 second "Pause"]
6. Enter # (pound)...stores number, or wait 9 seconds to start over

## C. Second Emergency Telephone Number

Repeat steps 1 - 6 above substituting:

4. Enter 2 (two)...for Phone Number Memory Location 2
5. Enter alternate phone number

## D. Voice Announcement

1. Enter \*7 (star seven)...enters Programming Mode
2. Enter 1234...Factory Set Default Security Code
3. Enter \*1 (star one)...for Voice Announcement 1
4. Enter # (pound) to start recording
5. Record up to a 16 second announcement - voice prompt plays, "Stop, Program Complete" at 16 seconds

### Sample Message:

"There is an emergency in Elevator 3 at 123 Main Street. Please initiate entrapment procedures. At the end of this message, hit the pound key on your telephone to activate the phone's visual indicator."

**Note:** *Speak clearly into microphone (or telephone handset if programming remotely).*

**Note:** *The SUREphone must dial at least two (2) digits for the Voice Message to play. If the number to be called is a one-digit extension (e.g. dialing "0" for the operator), the number should be programmed as "0 0".*

### To Remove Voice Announcement

1. Enter \*7 (star seven)...enters Programming Mode
2. Enter 1234...Factory Set Default Security Code
3. Enter \*1 (star one)...for Voice Announcement 1
4. Enter # (pound) to start recording, then immediately enter # again.
5. After 16 seconds a voice prompt plays, "Stop, Program Complete"

## PROGRAM VERIFICATION

1. Enter \*1 (star one) to play Voice Announcement 1
2. Enter \*3 (star three), then 1 (one) to hear Phone Number 1
3. Enter \*3 (star three), then 2 (two) to hear Phone Number 2
4. Enter \*8 (star eight) to hear ID Code

## FACTORY DEFAULTS

To expedite the installation, other programmable features are pre-set to the following defaults:

Timer Minutes .....	5	ID Code .....	01
Number of Rings Outgoing .....	4	Security Code .....	1234
Number of Rings Incoming .....	1		

To change these defaults, see *Instruction Book*, pages 22 - 29, or refer to the following *Command Summary*.

## COMMAND SUMMARY

To verify a feature, enter the corresponding command (star, plus feature number).

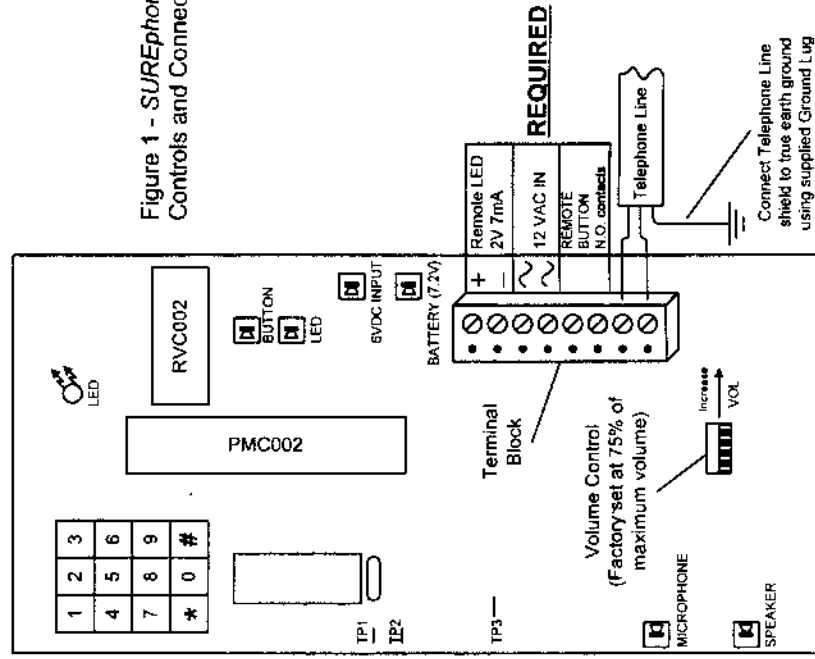
To reprogram a feature, enter \*7 (star seven) for Program Mode and follow the voice prompts provided. [NOTE: You will need the Security Code for programming].

Command	Description
	<b>1 = Test level; 2 = Program level</b>
*1	1. Play Location Announcement 1 2. Record Location Announcement 1
*2	1. Play Location Announcement 2 2. Record Location Announcement 2
*3	1. Verify Phone Numbers Programmed in 2. Program Phone Number(s)
*4	1. Verify Timer Minutes Programmed in 2. Program Automatic Time-out
*5	1. Verify Number of Rings Outgoing programmed in 2. Program Multiple Number Dialing # Rings Outgoing
*6	1. Verify Number of Rings Incoming programmed in 2. Program Number of Rings Incoming
*7	<b>1. Gain Access (Put in Program Mode)</b>
*8	1. Verify individual phone ID Number 2. Program individual phone ID Number
*9	1. Verify Security Code (only kidding) 2. Program phone Security Code
*#	1. Terminate Call (remotely if no "wink" signal is available)
#	1. Blink LED Remotely [Use to indicate "Help is on the Way"]
*	1. Multiple uses, see above 2. Pause of 1.5 seconds in phone number programming.

# INSTALLATION INSTRUCTIONS

For more details, refer to *Mounting, Wiring, and Set-Up* in the *Instruction Book*, pages 10 - 17.

1. \* Mount the enclosure.
2. Remove the terminal block by pulling straight up.
3. Referring to Figure 1, connect the telephone line to the terminal block (polarity does not matter). Be sure the telephone line shield wire is grounded at one end only to true earth ground using the supplied ground lug.
4. Connect the output of the AC transformer to the two terminals provided. **External power is required!**
5. Routing through one of the enclosure knockouts, plug the terminal block back into the circuit board.
6. Connect the transformer to 120 VAC.
7. Connect the back-up battery to the phone by plugging it into the circuit board location labeled "BATTERY (7.2V)" (Figure 1).
8. Program the phone as described under *Feature Programming*, or see pages 22 - 29 in the *Instruction Book*.
9. Test the phone (see *Field Testing Procedure*).
10. Finish installation, then re-test.



Connect Telephone Line shield to true earth ground using supplied Ground Lug