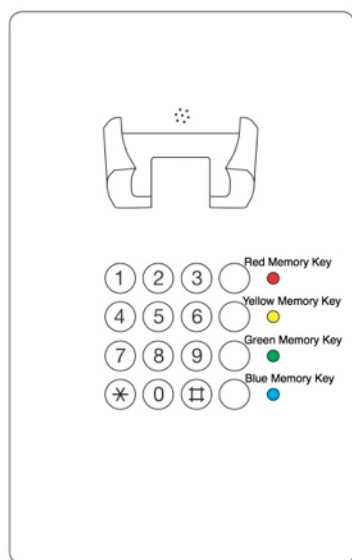


Vulcan (VSB16) Installation and Programming Guide

Vulcan Operation

The Vulcan range of heavy duty industrial telephones are designed for use in courtesy or security applications. The all metal construction, combined with an engineering thermoplastic handset with armoured cable provide a durable phone capable of withstanding repeated use, by a wide variety of customers, in the most demanding environments.



Vulcan can be programmed to offer the user features shown below:

Single Number Auto Dialler

Vulcan can be programmed so that when the handset of the phone is lifted, it will automatically dial a pre-programmed number (after a few seconds); like a "hot line" telephone.

The number is programmed into the "off hook" memory store.

Four Memory Keys

Vulcan has four memory buttons (red, yellow, green and blue). The user can lift the handset and one of the four memory keys can be pressed, to dial one of four stored numbers.

These memory buttons can also be used in conjunction with the off hook memory store, so if the user lifts the handset and does not press any button, then after a few seconds, the number programmed into the "off hook" memory will dial.

The four memory keys and the off hook memory can be used in conjunction with the twelve button telephone keypad.

Barring or Enabling the Twelve Button Telephone Keypad

Vulcan also has a twelve button telephone keypad (0 - 9, * and #). The keypad can be programmed to operate in one of several ways:

Enabled Users will be able to dial any telephone number from the keypad. Remember the cost of these calls will be billed to the service operator, who pays for the telephone line costs.

Partially barred or wholly barred Users will only be able to dial certain numbers starting with allowed number prefixes, or all numbers can be barred from the twelve button keypad.

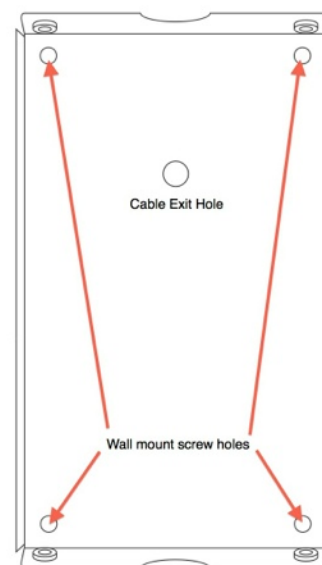
Using keypad barring in conjunction with the memory stores will ensure that users are only able to dial the numbers the service operator wishes to permit.

Ringer Switch

An internal ringer switch is provided with quiet, off and loud positions (viewed from the top to bottom). This switch can be operated with a screwdriver through the window in the black equipment cover. This switch is also used when locally programming the phone.

Installation

The Vulcan telephone is designed for secure wall mounted installation. A steel

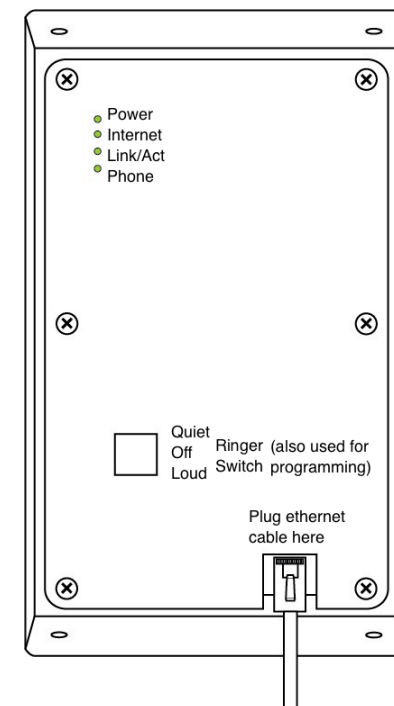


wall mounting plate is provided and four mounting holes allow its secure fixing to a wall. These are compatible with screws and rawlbolts up to size M8 (not supplied).

The wall mounting plate can be separated from the phone by unscrewing the four pin hex security screws at the rear of the case. A 15mm cable exit hole is provided

Connection

Vulcan (VSB16) is designed for connection to a SIP server, IP PBX, or an Internet Telephony Service Provider. It connects to and derives power from your Local Area Network. The ethernet switch to which your Vulcan is connected must be capable of providing Power over Ethernet in accordance with the PoE standard IEEE 802.3af, or you need to use a suitable PoE injector at the ethernet switch. A 3m CAT5E RJ45 lead is provided with your Vulcan. This ethernet cable should be plugged into its socket as shown below.



If power is available on the ethernet connection the green power LED will be illuminated followed by the Internet LED and the Link/Activity LED (if there is access to the Internet on the network and there is a DHCP server). The Phone LED will remain off until you configure your SIP settings.

The network cable can exit through the cable exit hole. The phone is reattached to the wall plate by replacing the four security screws.

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SIP Settings

Vulcan uses a Grandstream 701 Analogue Telephone Adapter to provide SIP telephony.

Instructions for configuring it are given in the user guide at

<http://www.vulcantelephones.co.uk/ata-manual>

by default it uses DHCP network settings so it should connect to your router automatically when plugged in to the network (if you have a DHCP server on your network). This will allow you to identify and connect to the HT701 from your computer's browser to configure the SIP (and other) settings.

When you have set up the SIP settings on the HT701 and registered to your SIP server the Phone LED will illuminate .

You may now program the basic phone settings.

Basic Programming

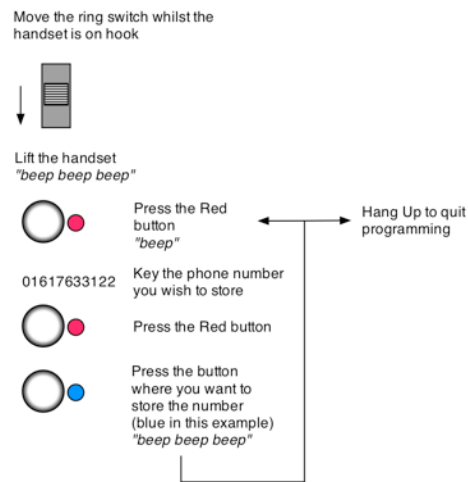
Four Memory Keys

The memories of the Vulcan phone can be programmed using the ringer switch and the keypad. To enter programming, replace the handset in its cradle to go "on hook" and then move the ringer switch (accessible with a screwdriver through the aperture in the equipment cover) from its current position. To access the switch the phone will need to be removed from the wall plate for programming.

When you raise the handset again it will sound "beep beep beep" to indicate it is in programming mode.

To program a memory store:

- 1 Press the Red Key (you will hear "beep")
- 2 Key in the number you wish to store from the keypad. This can be up to sixteen digits long.
- 3 Press the Red Key again.
- 4 Then press the memory key where you would like to store this number. This can be the Red, Yellow, Green or Blue button memories, or key 2 for the off hook "Hotdial" memory (a number which will dial a few seconds after the handset is raised, unless another key is pressed)
- 5 The phone will then sound "beep beep beep" to allow another memory to be programmed, or you can simply hang up to end programming.



To enter programming again the position of the ringer switch must be changed while the phone is on hook.

To clear a memory store follow the steps above but do not enter any digits at step 2 and then go to step 3.

Keypad Barring

You can disable the twelve button keypad completely, or only allow certain numbers (starting with certain prefixes) to be dialed. For example you might want to bar calls to an outside line, but allow calls to other extensions starting with a 2. There are three prefix memories which you can program to allow certain numbers to be dialed which can be programmed with three different digit sequences.

To enter programming, replace the handset in its cradle to go "on hook" and then move the ringer switch (accessible with a screwdriver through the aperture in the equipment cover) from its current position.

When you raise the handset again the handset will sound "beep beep beep" to indicate it is in programming mode.

To program an allowed dialling prefix:

- 1 Press the Red Key (you will hear "beep")
- 2 Key in the number prefix you wish to allow to be dialed from the keypad. This can be up to seven digits long.
- 3 Press the Red Key again.
- 4 Then press 5, 6 or 7. These correspond with the three prefix memories.
- 5 The phone will sound "beep beep beep" to allow another prefix memory to be programmed, or you can simply hang up to end programming. If you want to allow say numbers starting with 33 but bar all other numbers you need to enter the digits 33 at step 2 above when programming prefix memory 5, and enter a * at step 2 when programming prefix memories 6 and 7. Having set up barring if you subsequently want to allow any number to be dialed again simply program one of the prefix memories blank, that is do not enter any digits at step 2 above when programming one of the prefix memories 5, 6 or 7.

Move the ring switch whilst the handset is on hook



Lift the handset
"beep beep beep"



Press the Red button
"beep"

Hang Up to quit programming

0161



Key the allowed dialing prefix you wish to store
Press the Red button

5

Press the prefix memory button (5, 6 or 7) where you want to store the number (5 in this example)
"beep beep beep"

www.vulcantelephones.co.uk

or contact Interquartz by email, or telephone, using the contact details given below.

Unique Serial Number

Advanced Settings

There are other advanced settings which can be programmed including:

"I'm OK" reporting which is a regular automatic status reporting call from the phone to let you know that the phone and line are in good working order.

Operating Mode which can increase the security of the phone and its resistance to fraudulent calls. This is particularly important if the phone is connected to a direct exchange line.

Supervisor Memories there are three additional memory stores which can be accessed by entering a PIN number. These can be used by security, or cleaning staff who need to contact a particular telephone number as part of their work routine.

For information on these advanced settings and other ways to program Vulcan browse to:



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