

DS-6 Intercom System



DS-6 Process Functions

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1. General

1.1 Single call (1)

This function can be used for normal subscribers, for digital and analog call stations as well as for loudspeaker circuits. There is no difference between EL and WL in DS-6 Config.

1.1.1 Call memory

The Call Memory function signals unanswered calls by other subscribers. This function is freely programmable and can be used for any line in the configuration program.

1.1.2 Priorities

Any connection can be assigned a priority in DS-6. The priority function ensures that WI calls can be stopped to make way for calls with higher priorities.

Due to the fact that priorities have a considerable impact on internal system processes, great care should be taken when assigning priorities to calls or announcements.

1.2 Group call (2)

This function is used to address a group of subscribers (analog or digital call stations, loudspeakers) at the same time. There is no difference between EL and WL.

To define the members of a group, use the Group Definition option.

1.3 Collective call (All-Call) (3)

This function enables you to address **all** WL and EL targets at the same time **without** having to set up a special group call in DS-6-Config.

The Collective Call function can be used for announcements throughout entire factories or plants.

1.4 Defining group calls

Use the **[Dynamic group call]** function to define and address a group of subscribers. You can also output announcements for the selected subscribers.

To use this function, you need three keys: the Group Call Definition key, the Start key and the Delete key. Press the Group Call Definition key (11) to start the process. To select the required call targets, press the relevant target keys. To address the group thus defined, press the Start key. To finish the process, press the Delete key.

This is how the **[Dynamic group call]** function works:

- Start the process by pressing the Group Call Definition key (11). The key will start flashing rapidly.
- Press the required target keys. These keys will flash slowly to indicate activation.
- Press the Start-Speak key (13) to address the selected targets.
- Press the Delete key (12) to finish the process.

Please note that:

- the Start-Speak key's priority needs to be higher than the **[Group Call Definition]** key's priority.
- the Delete key is not illuminated but finishes the **[Group Call Definition]** function.

Once the Group Call Definition key has been pressed, you can reverse this action by pressing the key a second time. When you subsequently press the **[Group Call Definition]** key again, the previously selected target subscribers will again be signalled and you will be able to address them by pressing the Start Speak key.

The **[Dynamic group call]** function does not use a timer.

1.5 Voice memory and alarm functions

DS-6 includes a variety of options enabling users to output announcements or alarms to individual targets or groups. These options can be used for loudspeaker announcements in railway stations or large factories / plants.

1.5.1 Alarm announcements

Alarm announcements can be started using the Alarm (6) function.

In the Output Function window, select the Voice memory entry.

The alarm name will be entered in the Voice Memory window where it can be selected from a list of available DS-6 alarm texts.

The number of output reruns can be modified in the Config program's Output Reruns column.

This is how the Alarm (6) function works :

Press the Alarm key to start the alarm. The Alarm key will be illuminated to indicate activation.

NOTE that you CANNOT stop the alarm by again pressing the Alarm key.

To delete or stop the alarm, press the Alarm Stop (7) key.

Please also note that you can talk to the subscribers of an activated alarm by pressing the Alarm Speak key [SRW (8)]. When this key is pressed, the alarm will be interrupted. As soon as the key is released, the alarm will be continued.

Priorities:

Alarms with higher priorities will cause ongoing alarms with lower priorities to be switched off.

1.5.2 Continuous alarm texts

To continuously output alarm announcements, use the Alarm function and select the Continuous Voice Memory option. To delete these alarms, press the Alarm Stop key.

1.5.3 Speaking into ongoing alarm announcements (SRW)

You can interrupt ongoing alarms to make one or more extra announcements. To do so, press the speak key (SRW; functional number 8). After you've made your announcement(s), the previously started alarm announcement will run on normally.

These alarms can be deleted by pressing the Alarm Stop key

1.5.4 Alarms for selected subscribers

In DS-6, alarms can be output for any previously selected group.

1.5.5 Pre-configured text announcements

In DS-6, pre-configured information texts, i.e. no alarms (!), can easily be output for any target or group.

In DS-6 Config, you can activate the Voice Memory output function under the WL/EL function. In the Voice Memory column, you can then select the relevant information text from a list of existing texts.

Procedure: method 1: Voice Memory output function

After you've pressed the Text Announcement key, the text will be output to the targets. During output the key will flash rapidly. You can stop the announcement any time by pressing the key a second time.

Procedure: method 2: Voice Memory Endless output function

After you've pressed the relevant key, the announcement will be started and then repeated endlessly.

The key itself will be illuminated (active)

You can stop the process by pressing the key a second time.

The SRW key (function 13) does not have any function here.

Press the Speak key (function 14) to speak into an ongoing announcement.

To stop the pre-configured announcement, press the Delete key.

1.5.6 Pre-gong

Each WL connection can be supplied with an pre-gong. To do so, you need to enter pre-gong under Output Function for a WL/EL. You also need to enter the name of the required gong in the Voice Memory column.

Procedure:

Press the target key with pre-gong. The gong will be output to the target. Once the gong is over, a connection from the call station to the target subscriber will be established.

By releasing the target key, the connection will be terminated or the gong cut off.

1.6 Connecting subscribers manually

1.6.1 Controlled Connection (9) (switchboard function)

To manually connect subscribers, press the switchboard key (function 9).

1. Press the switchboard key.
2. Activate subscribers A and B.
3. To finish the process, again press the switchboard key.

1.7 Hands-free talking

This was added to DS-6 to include the functionality of a **[gate-intercom]**.

Procedure :

Opener sends a call waiting signal to target subscriber. Both connection keys (source and target) start flashing.

Target starts the call. By releasing the key, the call gets redirected. To finish the call, press the Delete key.

1.8 Call station failure

When a call station stops functioning, all other call stations display a system error message indicating the dysfunctional call station.

The relevant target keys shows an engaged signal (continuous light)

This signal stops as soon as the call station is reactivated.

1.9 Speak (SRW) key (14)

This key is used only in the following case:

- WL with voice mailbox

1.10 Error key (Acknowledge function)

Press this key to acknowledge and/or clear displayed error messages.

Please note that for digital call stations and PC's there are specially adapted functions.

1.10.1 Error key for digital call stations (15)

Use case: failure of a call station

- A system error message is displayed ; the Acknowledge key is flashing rapidly.
- Press the Acknowledge key to clear the displayed message text; the Acknowledge key receives a continuous light
- After reactivation (debugging) : 'Error fixed' is displayed ; the Acknowledge key is flashing slowly; Press the Acknowledge key to clear the displayed message and stop the slow flashing of the Acknowledge key (stand-by mode)

NOTE that, in addition to the error message, there is an acoustic buzzer. This buzzer can be switched off by pressing the Acknowledge key (two different buzzers for 'Error' and 'Error fixed').

1.10.2 Error key in PC (29) (Error in PC call station)

Use case: failure of a call station

1.11 Party Line function

The Party Line function enjoys great popularity, especially among foreign users. It enables you to combine a number of subscribers to a group whose members can talk to each other in a sort of conference call. The task of selecting the group members is undertaken by a "master" who can even participate in the conference call itself if he (or she) so wishes.

Initialisation:

- the master call station receives a key with the Party Line function (21) as well as a Delete key (Conference Cancel) (22)
- each of the slave call stations receive a Group Call key (PLG)

Functionality:

After starting the procedure by pressing the PL key and **simultaneously** pressing the relevant target key, the master can include individual slaves in the conference. As soon as the PL key is released, the conference is activated. (The PLG keys are flashing.) The included slaves can now participate in the conference by pressing the PLG key.

Included participants can be removed from the conference by the master at any time. To do so, press the PL key and the relevant target key simultaneously.

Even complete group calls (function 2) can be included in a Party Line conference.

The master deletes the conference by pressing first the PL and then the CC key.

NOTE: Instead of using the CC key, you can also press the normal Delete key.

To sum up:

Master receives

- PL key
- PLG key
- CC key

Slave receives

- PLG key

1.11.1 Additional functions

Party Notification Tone (TG – Tone generator) (23)

First use case:

- Gong for added subscribers. Use case: initial gong

NOTE: Gong is activated by pressing the Speak key AND by subsequently pressing the TG key.

Second use case:

- This key lets you output an alarm tone to targets.

Procedure: Press the relevant target key and the TG key at the same time. This will cause the defined alarm tone to be output.

When the PL functionality is used, the master can output a tone to the conference by pressing the PLG and TG keys at the same time.

NOTE : When the tone has expired, the NF is NOT automatically put through from the call station to the targets. The key needs to be pressed again.

Speak key (13)

This key allows you to speak into a conference call.

1.11.2 Party Line : General agreement

In DS-6, even the master call station is assigned a PLG key which enables him (or her) to participate actively in the Party Line conference. To join the Party Line, the master gets a special target key with normal WL functionality.

Procedure:

- The master switches into programming mode.
- The master adds the required participants (or subscribers) to the Party Line
- The master also joins the Party Line, if required.
- The master deactivates programming mode: The Party Line conference starts.
- Party Line conference
- The conference is cleared by the master. There is no interval timer.

1.12 WFD with [Keypad]

Despite having only a small number of keys, this DS-6 call station lets you set up connections to a large number of subscribers within the DS system. To provide this functionality, a special dialling procedure was developed.

1. To connect this digital call station, call station type 9 needs to be entered in the UK0 adapter.

2. Enter a Spare key: Normal **[WL-function with „Spare“]**, but without target

NOTE: Currently, this function with the config problem cannot be used.

Procedure :

--- Dial the ID code of the connected DS-6 call stations. Example: 001

--- Finish the dialling procedure by pressing the # key. Example: 001#

--- When the Spare key is in idle mode, it is illuminated by continuous light. When a valid code is dialled, the key starts flashing.

-- Press the Spare key to talk to the selected subscriber.

--- The subscriber answers using his (or her) target key. When this happens, the Spare key's call flasher is activated.

Dialling alternatives :

001* or 01* or 1*

NOTES:

- The Spare key does not provide an Engaged signal. This also applies to Spare keys with reservation (flashing keys)
- After completing a reservation (i.e. entering a valid number), you can proceed by dialling more numbers. This may result in new reservations!!!
- There is no WL Delete key. This function is performed by the # key, however only in a limited way.

1.13 Volume + und Volume – (VOL+ and VOL-)

These two keys enable you to individually adapt your WL call station's reception volume to ambient noise conditions. Each time the relevant key is pressed, the volume will be increased (or reduced) by 2dB.

1.14 Standard Volume

In addition to the Volume + and Volume – keys, this key lets you reset a call station's volume to a pre-defined default value. This value can be defined in DS6 Config.

2. Summary:

Function	Description
Single call	Calls a different call station or amplifier
Group call	Calls a pre-defined group of call stations with or without amplifier
Collective call	Calls all stations and amplifiers (amplifier with all lines)
Alarm	Alarm behaviour for output für call target
Alarm stop	Stops alarm
Alarm Speak key	Speaks into alarm output
Switchboard	Defines dynamic call target
Group Call Definition	Combines all target to a dynamic group
Delete key	Cuts connection
Start Speak	Builds up connection to a dynamically selected group or outputs audio sequence
Speak	Speaking function (for SRW in announcements)
Error	Clears all displayed errors
Programmed key	Programmed key (Manipulator)
Increase volume	Increases volume for this call station by 2 dB
Reduce volume.	Reduces volume for this call station by 2 dB
Default volume	Resets this call station's volume to pre-defined default value which can be defined in DS Config
Gentle night-time reduction	Reduces this call station's volume by a pre-defined level ; locking function
Define Party PL	Function key : Party-Line PL
Clear Party (CC)	Function key : Clear Conference
Alarm tone (TG)	Function key : Alarm tones
Special function 1	Special function 1 Error message text
Error key	for PC call station (including buzzer and clearing function)
Spare; (Keypad)	Spare key for WFD with keypad