

## **CONTENTS**

<b>1. About Line Power AutoDialer</b>	<b>02</b>
<b>2. Connections</b>	<b>02</b>
<b>2.1. Connection diagram</b>	<b>02</b>
<b>3. Technical Specification</b>	<b>03</b>
<b>3.1. Physical dimensions</b>	<b>03</b>
<b>4. Line Power AutoDialer Parameters</b>	<b>02</b>
<b>4.1. Authentication code</b>	<b>02</b>
<b>4.2. Register Entry</b>	<b>03</b>
<b>4.2.1. Program the server number</b>	<b>04</b>
<b>4.2.2. Program the User id</b>	<b>04</b>
<b>4.2.3. Program the user password</b>	<b>04</b>
<b>4.3. Dial out time</b>	<b>04</b>
<b>4.4. Default loading</b>	<b>04</b>
<b>4.5. Table Entry</b>	<b>04</b>
<b>4.6. Action Routes</b>	<b>05</b>
<b>4.7. Action Code</b>	<b>05</b>
<b>5. Troubleshooting</b>	<b>07</b>

## 1. About Line power Auto Dialer

The Sparr *Line power Autodialer* is a micro-controller based Stand-alone Unit that interfaces the Fax machine to the FS&F (Fax Store and Forward) Server. The Auto Dialer obviates the chore of dialing the Server number, dialing the User ID and Password and then dialing the destination number, every time a user wants to send a Fax through the FS&F service.

## 2. Connections.

*Autodialer* contains two CONNECTORS

1. FAX Connector [RJ11 Male with wire]
2. TELEPHONE LINE Connector [RJ11 Female]

*Autodialer* is connected to the FAX machine and Telephone line through the respective connectors.

### 2.1. Connection diagram.

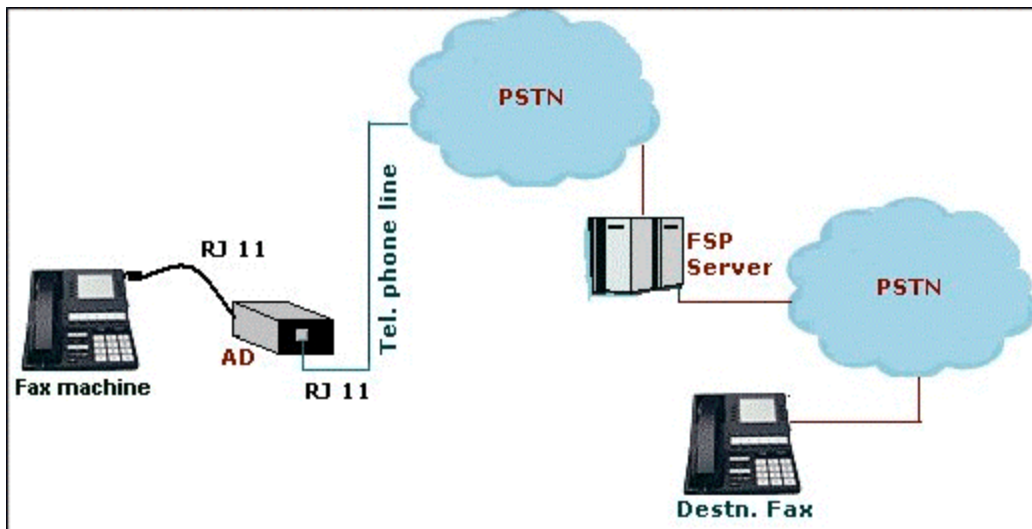


Figure 1. Connection diagram

### 3. Technical Specification.

Line Impedance	600 Ohms
Connection Type	Line IN RJ-11 Female and Line Out to Fax RJ-11 male
Dial Transmission	Tone 100msec, 1 digit/sec DTMF Level -2 dbm
Power	From the telephone line.

#### 3.1. Physical Dimension.

Physical Dimensions	
Length	80 mm
Breadth	50 mm
Height	30 mm
Weight	85 gram

### 4. Line power AutoDialer Parameters

#### 4.1. Authentication Code

To change programming parameters user has to dial authentication code. The authentication code is shown below.

**## 77277 ##**

When the programming is successful then it will indicate by a **single beep**. If it fails it will indicate by **3 beeps**.

#### 4.2. Register Entry

The Autodialer has got **four** register entries to which user has to program up to 15 digits.

**\* # (0 – 3) number ##**

Where the *Autodialer* can store Server No., UID, PID etc. as shown below.

#### 4.2.1. Program the Server Number

Server number is the number *Autodialer* to dial to the FSP.

\* # 0 Server number # #

Server number can be maximum 15 digits.

#### 4.2.2. Program the User id

\* # 1 User id # #

User id can be maximum 15 digits.

#### 4.2.3. Program User Password

\* # 2 PID # #

#### 4.3. Dial Out Time

It determines maximum time between digits while dialing the number. If user does not dialed next digit within that time dialer proceeds for action.

\* # 61 d # #

Where **d** can be 1 – 9 sec. Default is 2 sec.

#### 4.4. Default loading

\* # 5 # #

It will load default values.

#### 4.5. Table Entry

Dialer will match the number with any table entry. If table entry exists then it will process according to the action route specified by that entry. User can add table entry as follows.

\* # 80 (matching digit) (action route) # #

**Example: -**

If user wants all the number starting with **0** should be process according to action route **1** then,

**\* # 80 0 1 # #**

**To delete Entries**

User can delete any entry as follows.

**\* # 81 (matching digit) # #**

**Example: -**

To remove the matching digit 0 from the table,

**\* # 81 0 # #**

**4.6. Action Routes**

There are five ACTION ROUTES, Which can be programmed as follows.

**\* # 9 (1-5) Action Codes # #**

**4.7. Action Code**

Action Code is a coded form of action, which controls the flow of the program (processes) in an *Autodialer*. Action Code can be programmed/modified in the *Autodialer* by changing the respective Action code for a route number. The table below shows the action codes and its action.

Action Code	Action														
0x	Mute ON/OFF X = 0 for OFF X = 1 for ON														
1x	Dial the number x (for wildcard entries like A,B,C,D etc. can be entered as follows)														
	<table border="1"> <thead> <tr> <th>X</th> <th>DTMF</th> </tr> </thead> <tbody> <tr> <td>* 1</td> <td>*</td> </tr> <tr> <td>* 2</td> <td>#</td> </tr> <tr> <td>* 3</td> <td>A</td> </tr> <tr> <td>* 4</td> <td>B</td> </tr> <tr> <td>* 5</td> <td>C</td> </tr> <tr> <td>* 6</td> <td>D</td> </tr> </tbody> </table>	X	DTMF	* 1	*	* 2	#	* 3	A	* 4	B	* 5	C	* 6	D
X	DTMF														
* 1	*														
* 2	#														
* 3	A														
* 4	B														
* 5	C														
* 6	D														
2x	Strip starting x number dialed.														
3	Cut the line for dial tone.														
40	Dial all the digits dialed by user.														
4 1/2/3/4	Dial the register 0/1/2/3 respectively.														
5 x yy	Wait for DTMF 'x' for yy seconds. For any dtmf x should be '0'. This instruction will wait for DTMF 'x'. If it got digit 'x' then it will skip next instruction. Otherwise it will execute next instruction.														
6 x yy	Wait for Tone of duration x * 100msec for yy seconds. If it detects tone it will skip next instruction otherwise it will execute next instruction.														
7 x yy..	Add 'x' numbers to dialed number at starting position. Numbers are yy....														
8 xx	Pause for xx seconds.														
9x	Jump to action route x. x = 1 to 5.														

## 5. Troubleshooting

This section describes commonly encountered problems, associated symptoms, and suggested troubleshooting actions. A general piece of advice: if you are unable to proceed any

further, despite the guidelines given through the manual, contact your supplier or the company. It would be extremely useful if you could capture the problem environment to the extend possible (in terms of detailed description of the problem). This will assist in a quick response to your problem. However, there is a rare chance that you might encounter a problem that you cannot solve yourself.

<b>PROBLEM</b>	<b>CHECK</b>
1 No Dial tone	Check the telephone line for if it dead or disconnected.
2 No Fax tone	Check your user id and the password programmed.
3 Not getting connected to Server	Check the user id and password you programmed.