

USER MANUAL





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EZ - ANNOUNCER

RECORDED MESSAGE ANNOUNCER

Model L 240, EZR240

BY

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EZ Announcer

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EZ - ANNOUNCER Recorded Message Announcer

OVERVIEW:

The recorded message announcer is used in any application where a greeting is to be played when a caller is transferred to it. The recorded message announcer is connected to an analog extension of a PBX.

When a call is routed to the unit, it will pick up the call depending on the unit setting (by default immediately) and play the greeting recorded on it to its termination before disconnecting itself.

APPLICATIONS:

Automatic wake up call announcers for Hotel/ Motels.

Movie theaters (for schedules)

SPECIFICATIONS:

Power 9-12 Volts AC/ DC

Telephone RJ11 Jack. 2500 set analog port of PBX

connection

Recording 60 seconds on L240 model, 240 seconds

time on EZR 240 model

Storage Non volatile memory (no battery required

for storage)

INSTALLATION:

Connect a regular line cord (supplied with unit) to dedicated extension from telephone system. Apply power to the ANNOUNCER (transformer supplied with unit). Program telephone system to route desired callers to this extension when greeting is required.

OPERATION:

When you call the extension to which the ANNOUNCER is connected, it will pick up the call and play the greeting programmed in it (generic wake up greeting is pre programmed from factory). When the entire message has been played, the ANNOUNCER will disconnect itself and wait for the next call.

FRONT PANEL INDICATORS

Function	Status	Meaning
Green Power led	Flashing	Normal operation
Red record led	Solid red	Recording in progress
Red play led	Solid red	Play button pressed – listen through handset.
Off- hook red led	Solid red	Call has been answered – unit playing greeting

Any of above LED extinguished indicates that this function is not in use.

PROGRAMMING:

The ANNOUNCER has 4 Dip switches on the underside of the unit. The table below indicates the switch settings and their functions.

SW1	SW2	SW3	
off	off	off	Picks up call immediately
on	off	off	Picks up after 1 ring
off	on	off	Picks up after 5 rings
on	on	off	Picks up after 8 rings
X	X	on	Always off hook and playing

Note 1: X - does not matter

Note 2: SW4 is not used and its condition does not matter.

RECORDING

(for Generic modules only)

Recording your message will erase default recording permanently from memory. This default greeting cannot be re-instated once a new one has been recorded.

It is advisable that the recording first be written out and checked for content and length. The maximum time for a recorded message is 60 or 240 seconds depending on the model.

TO RECORD A MESSAGE

- Connect a regular analog handset into handset jack on ANNOUNCER.
- 2. If music is to be recorded, connect a music source into RCA jack on ANNOUNCER.
- Next, depress record button on ANNOUNCER until record led is solid red.
- 4. Release record button
- 5. Start music source, begin speaking into handset.
- 6. Press record button when finished recording. Record led will extinguish.

NOTE: IF YOU TRY TO RECORD OVER ON A CUSTOM MODULE, YOU WILL HEAR THE EXISTING MESSAGE PLAYED BACK.

WARRANTY SUMMARY

EZ ANNOUNCER

EZ Advantage warrants that the products that it manufactures and sells will be free from defects in materials and workmanship, for a period of 1 year from date of shipment from the factory.

If the product proves defective within the Warranty period, EZ Advantage will repair or replace the unit, free of cost.

EXCEPT AS PROVIDED IN THIS SUMMARY OR THE APPLICABLE WARRANTY STATEMENT, EZ ADVANTAGE MAKES NO WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL EZ ADVANTAGE BE LIABLE FOR INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES.