



Technical Document

CB440/CB514 INSTALLATION INSTRUCTIONS

*** For software Rev. 1.00***

CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY INDYME
COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.
NOTE: THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES.
OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS (1)
THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2)
THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED,
INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

NOTE: WHEN POWERED UP, THE CALL BOX WILL DEFAULT TO 1-1-1.

Individual callbox addresses should be determined prior to starting the installations. As an unprogrammed callbox defaults to an address of 1-1, this position in the control unit may be left blank or have an advisory message.

Programming Press and hold the RESET button until the SET button LED comes on. Then you can enter the new callbox programming:

Press the SET button x number of times to program the
1st digit. (First digit of call box button address)

Press RESET.

Press the SET button x number of times to program the
2nd digit. (Second digit of call box button address)

Press RESET.

Press the SET button x number of times to set the House code digit.

Press RESET.

The callbox will blink out the newly programmed code and exit to operate mode.

To read an existing code: Press and hold the RESET button until the SET button LED comes on. Press the RESET button again, and the programmed code will be blinked out, and the callbox will resume normal operating mode.

BUTTON CODES: the callbox button codes range from 1-1 to 8-8. Overflow results in wrapping around, I.E. if you press the button 10 times, it will program as 2. In a multi button callbox, the other buttons follow the first. (If the first button is programmed as 3-7, the following will be 3-8, 4-1, 4-2.

HOUSE CODES: The third digit programmed is the HOUSE CODE, it must match the control unit's HOUSE CODE. For older systems, the house code equivalents are listed below. In most cases, the house code will remain at 12.

1 = hc 12
2 = hc 54
3 = hc 45
4 = hc 20
5 = hc 6A
6 = hc 6B
7 = hc 75
8 = hc 76

NOTE: DO NOT REMOVE THE POWER JUMPER FROM THE CALLBOX AFTER PROGRAMMING. IF POWER IS REMOVED THE CALLBOX REVERTS TO 1-1.

Also, if false paging is encountered for channel 1-1, check all the boxes for proper operation. It is recommended that if there are less callboxes than the number of available channels that an advisory message be put in position 1-1, so that if a callbox memory is erased, it will not cause false pages.

INSTALLATION:

Call boxes are generally best located at areas that require assistance to access or operate, I.E. High shelving, chain and rope cutting, key machine, etc. Stores and installers should be aware of ADA requirements for accessibility.

The call boxes utilize a very low powered transmitter, and operate best with a clear line of sight to the nearest receiver. Tall shelving, merchandise and metal signs can block or reduce the callbox signal.

After the callbox has been programmed for the correct button numbers, the programmed value may be written on the inside of the callbox with a marker. This will help later if questions arise.

Install the backplate with the hardware provided. This includes a foam adhesive pad, screws, and anchors. The foam adhesive pad is sufficient for glass display cases, etc. For sturdier mounting to wood or sheet metal, the screws should be used. for installing on walls, use the anchors provided.

It is highly recommended that each callbox be tested after installation according to the diagnostics for the control unit used. Typically a "Valid" count of 14 or higher is very good, 10 or more is OK, and less than 10 may be marginal.