

Long Distance Redialer™ Practice

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The **Long Distance Redialer™** is designed to let a user dial a phone number, which is then *automatically* modified based on the rules you've programmed into the dialer.

The most popular example, hardly ever used these days due to cheap flat-rate long distance, is using a long distance service which requires the user to dial an 800 number for the service, a PIN (account) number, and then the long distance phone number (still used for Calling Cards today).

With the **Long Distance Redialer™**, the user would simply pick up a phone and dial a long distance number, like 1-630-999-9999. The **Long Distance Redialer™** would be programmed to redirect all calls that started with a 1 (long distance). The user would hear a few seconds of silence as the number he dialed is modified, and dialed out.

The **Long Distance Redialer™** would hang up for one second (to get new dial tone) after the user finished dialing the 11 digits, wait 1 second for dial tone, dial 1-800-911-1111, wait 2 seconds, dial 123456 (the PIN number), wait 1 second, and dial the original number the user dialed (that was temporarily stored in memory), 1-630-999-9999.

INSTALLATION:

Make sure the **Long Distance Redialer™** is installed correctly, observing the labeling underneath the modular jacks for PHONE and LINE. Since the **Long Distance Redialer™** actually splits and opens the line to get new dial tone, *it won't work if installed backwards*.

Because the **Long Distance Redialer™** is line powered (no AC power needed), while it's splitting the line (so the user doesn't hear the digits dialed) the talk battery and loop current will drop on the PHONE jack. In most cases, this isn't a problem, but some phone systems could interpret this open as a CPC signal (that the outside party has hung-up), and disconnect the call from the user's phone. Because the user actually stay's off-hook on the phone during this time, it's unlikely this will happen, but it's a possibility. It would never be a problem if the user is on a regular telephone.

Long Distance Redialer™ Routes

There are a total of four routes that you can tell the call to follow:

Routes	Programmable	Fixed	Description
Route 0		X	Calls screened to this route are direct are dialed as entered. This is a fixed route and it can't be changed.
Route 1	X		This is a programmable route. The way the call is routed over this route is programmed through register 06. This is also called the <i>Primary Route</i> .
Route 2	X		This is a programmable route. The way the call is routed over this route is programmed through register 07. This is also called the <i>Secondary Route</i> .
Restrict		X	Calls screened to this route are <i>Restricted</i> . This is a fixed route and it can't be changed.

Programming The Long Distance Redialer™

Default Program Password	54321* (This can be changed via register 00)		
Programming Prompts (beeps)	1 beep = register valid continue entry.	2 beeps = dialer accepted program entry.	4 beeps = error in programming.
Programming The LD Redialer	You should put the LD Redialer on a phone line, and call the line it's on from your cell phone or another phone to begin programming. That will prevent all busy signals and CPC signals that may interfere with programming, and give you a nice quiet line to program on.		
Remote Programming The LD Redialer	Remote programming can be done by having the user of the dialer call you on the telephone line the dialer is connected to, or you can call them. When the call is completed you will enter the programming password to begin programming.		

REGISTER 02	ROUTE 1 ACCESS NUMBER			
Default = Empty	1 = 1	5 = 5	9 = 9	#2 = A
Max Entry = 28	2 = 2	6 = 6	0 = 0	#3 = B
	3 = 3	7 = 7	* = *	#4 = C
	4 = 4	8 = 8	#1 = #	#5 = D
Important Note This program register must be sealed with a ##				
Example	02 3671399 ## This sets the access number to 3671399			
Description	Access number Route 1 is the phone number to be dialed (via Route 1) in order to establish a connection with a common carrier or network			

REGISTER 03	ROUTE 2 ACCESS NUMBER			
Default = Empty	1 = 1	5 = 5	9 = 9	#2 = A
Max Entry = 28	2 = 2	6 = 6	0 = 0	#3 = B
	3 = 3	7 = 7	* = *	#4 = C
	4 = 4	8 = 8	#1 = #	#5 = D
	Important Note This program register must be sealed with a ##			
Example	03 3670922 ## This sets the access number to 3670922			
Description	Access number route 2 is the number to be dialed via route 2 in order to establish a connection with a common carrier or network			

REGISTER 04	ROUTE 1 AUTHORIZATION CODE			
Default = Empty	1 = 1	5 = 5	9 = 9	#2 = A
Max Entry = 28	2 = 2	6 = 6	0 = 0	#3 = B
	3 = 3	7 = 7	* = *	#4 = C
	4 = 4	8 = 8	#1 = #	#5 = D
	Important Note This program register must be sealed with a ##			
Example	04 1234567890 ## This sets the authorization code to 1234567890.			
Description	Route 1 authorization code is a number that can be dialed via route 1.			

REGISTER 05	ROUTE 2 AUTHORIZATION CODE			
Default = Empty	1 = 1	5 = 5	9 = 9	#2 = A
Max Entry = 28	2 = 2	6 = 6	0 = 0	#3 = B
	3 = 3	7 = 7	* = *	#4 = C
	4 = 4	8 = 8	#1 = #	#5 = D
	Important Note This program register must be sealed with a ##			
Example	05 1234567890 ## This sets the authorization code to 1234567890.			
Description	Route 2 authorization code is a number that can be dialed via route 2.			

REGISTER 06	ROUTE 1 INSTRUCTIONS			
Default = Empty	* Max digit entry for this register is 28 * This Register must be sealed with a ##			
Command	Description			
0	Unmute dialing			
1x	Dials DTMF Digit (x) See table below for (x) definition			
<Example> 19 = Dial Dtmf 9	1 = DTMF 1	5 = DTMF 5	9 = DTMF 9	#2 = DTMF A
	2 = DTMF 2	6 = DTMF 6	0 = DTMF 0	#3 = DTMF B
	3 = DTMF 3	7 = DTMF 7	* = DTMF *	#4 = DTMF C
	4 = DTMF 4	8 = DTMF 8	#1 = DTMF #	#5 = DTMF D
2x	Dial destination Number See table below for (x) definition			
	1 = dial as entered	7 = strip the first 6 digits dialed		
	2 = strip the first digit dialed	8 = strip the first 7 digits dialed		
	3 = strip the first 2 digits dialed	9 = strip the first 8 digits dialed		
	4 = strip the first 3 digits dialed	0 = strip the first 9 digits dialed		
	5 = strip the first 4 digits dialed	* = strip the first 10 digits dialed		
	6 = strip the first 5 digits dialed	#1 = strip the first 11 digits dialed		
3	Dial access number			
4	Dial authorization code			
5xy	Wait for dtmf tone (x) for up to (y) seconds See table below for (x, y) definition			
	X		Y	
	1 = dtmf 1	9 = dtmf 9	1 = 2 Seconds	9 = 18 Seconds
	2 = dtmf 2	0 = dtmf 0	2 = 4 Seconds	0 = 20 Seconds
	3 = dtmf 3	* = dtmf *	3 = 6 Seconds	* = 22 Seconds
	4 = dtmf 4	#1 = dtmf #	4 = 8 Seconds	#1 = 24 Seconds
	5 = dtmf 5	#2 = dtmf A	5 = 10 Seconds	
	6 = dtmf 6	#3 = dtmf B	6 = 12 Seconds	
	7 = dtmf 7	#4 = dtmf C	7 = 14 Seconds	
	8 = dtmf 8	#5 = dtmf D	8 = 16 Seconds	
6	Switch to from pulse to dtmf dialing			
8x	Pause for (x) Seconds See table below for (x) definition			
	1 = 1 second	6 = 6 seconds	* = 11 seconds	
	2 = 2 seconds	7 = 7 seconds	#1 = 12 seconds	
	3 = 3 seconds	8 = 8 seconds		
	4 = 4 seconds	9 = 9 seconds		
	5 = 5 seconds	0 = 10 seconds		
#1	Direct dial on route failure			
#2	Rearm dialer after routing			
*	Send 500ms hook flash			

REGISTER 07	ROUTE 2 INSTRUCTIONS			
Default = Empty	* Max digit entry for this register is 28 * This Register must be sealed with a ##			
Command	Description			
0	Unmute dialing			
1x	Dials DTMF Digit (x) See table below for (x) definition			
<Example> 19 = Dial Dtmf 9	1 = DTMF 1	5 = DTMF 5	9 = DTMF 9	#2 = DTMF A
	2 = DTMF 2	6 = DTMF 6	0 = DTMF 0	#3 = DTMF B
	3 = DTMF 3	7 = DTMF 7	* = DTMF *	#4 = DTMF C
	4 = DTMF 4	8 = DTMF 8	#1 = DTMF #	#5 = DTMF D
2x	Dial destination Number See table below for (x) definition			
	1 = dial as entered	7 = strip the first 6 digits dialed		
	2 = strip the first digit dialed	8 = strip the first 7 digits dialed		
	3 = strip the first 2 digits dialed	9 = strip the first 8 digits dialed		
	4 = strip the first 3 digits dialed	0 = strip the first 9 digits dialed		
	5 = strip the first 4 digits dialed	* = strip the first 10 digits dialed		
	6 = strip the first 5 digits dialed	#1 = strip the first 11 digits dialed		
3	Dial access number			
4	Dial authorization code			
5xy	Wait for dtmf tone (x) for up to (y) seconds See table below for (x, y) definition			
	X		Y	
	1 = dtmf 1	9 = dtmf 9	1 = 2 Seconds	9 = 18 Seconds
	2 = dtmf 2	0 = dtmf 0	2 = 4 Seconds	0 = 20 Seconds
	3 = dtmf 3	* = dtmf *	3 = 6 Seconds	* = 22 Seconds
	4 = dtmf 4	#1 = dtmf #	4 = 8 Seconds	#1 = 24 Seconds
	5 = dtmf 5	#2 = dtmf A	5 = 10 Seconds	
	6 = dtmf 6	#3 = dtmf B	6 = 12 Seconds	
	7 = dtmf 7	#4 = dtmf C	7 = 14 Seconds	
	8 = dtmf 8	#5 = dtmf D	8 = 16 Seconds	
6	Switch to from pulse to dtmf dialing			
8x	Pause for (x) Seconds See table below for (x) definition			
	1 = 1 second	6 = 6 seconds	* = 11 seconds	
	2 = 2 seconds	7 = 7 seconds	#1 = 12 seconds	
	3 = 3 seconds	8 = 8 seconds		
	4 = 4 seconds	9 = 9 seconds		
	5 = 5 seconds	0 = 10 seconds		
#1	Direct dial on route failure			
#2	Rearm dialer after routing			
*	Send 500ms hook flash			

REGISTER 20	DIALER ENABLE
Default = 1	1 = Dialer Enabled 2 = Dialer Disabled
Example	21 2 This disables the dialer quickly and easily.

REGISTER 21	HOTLINE DIAL ROUTE 1 ENABLE/DISABLE
Default = 2	1 = Enable hotline route 1 2 = Disable hotline route 1
Example	21 1 This enables the the hotline dial route 1 feature.
Description	The hotline route 1 feature allows the user to have the dialer automatically dial out when an off hook condition is detected. The user must set up route 1 command instructions before using this feature (Register 06).

REGISTER 22	DIAL TYPE
Default = 1	1 = Dtmf dial type 2 = Pulse dial type
Example	22 2 This sets the dialer for pulse dial type.
Description	Dial type allows the user to specify whether the dialer uses dtmf or pulse to signal the local exchange or other network.

REGISTER 23	DTMF INTERVAL			
Default = 3	1 = 40ms	5 = 120ms	9 = 200ms	A = 280ms
	2 = 60ms	6 = 140ms	0 = 220ms	B = 300ms
	3 = 80ms	7 = 160ms	* = 240ms	C = 320ms
	4 = 100ms	8 = 180ms	# = 260ms	D = 340ms
Example	23 4 This sets the dtmf dial interval to 100ms.			
Description	Dtmf interval is the rate the dialer out pulses dtmf tones to the local office exchange or other chosen network or carrier.			

REGISTER 24	PULSE RECEIVE ENABLE/DISABLE
Default = 2	1 = Enable pulse digit recognition 2 = Disable pulse digit recognition
Example	24 1 This enables the dialer to recognize pulse dialing.
Description	Pulse receive enable/disable allows the user to select whether the dialer should recognize pulse digits or not. To receive pulse digits this must be enabled.

REGISTER 25	PULSE RESTRICT
Default = 2	1 = Restrict on pulse digit 2 = Disable pulse digit restriction
Example	25 1 This restricts the call when a pulse digit is detected

REGISTER 26	LINE DROP TIMING
Default = 5	1 = 800ms 5 = 1.6 seconds 9 = 2.4 seconds A = 3.2 seconds 2 = 1.0 second 6 = 1.8 seconds 0 = 2.6 seconds B = 3.4 seconds 3 = 1.2 seconds 7 = 2.0 seconds * = 2.8 seconds C = 3.6 seconds 4 = 1.4 seconds 8 = 2.2 seconds # = 3.0 seconds D = 3.8 seconds
Example	26 7 This sets line drop timing to 2.0 seconds.
Description	This is the amount of time the dialer takes when disconnecting the telephone line.

REGISTER 27	ON HOOK TIMING
Default = 4	1 = 200ms 5 = 1.0 second 9 = 1.8 seconds A = 2.6 seconds 2 = 400ms 6 = 1.2 seconds 0 = 2.0 seconds B = 2.8 seconds 3 = 600ms 7 = 1.4 seconds * = 2.2 seconds C = 3.0 seconds 4 = 800ms 8 = 1.6 seconds # = 2.4 seconds D = 3.2 seconds
Example	27 5 This sets on hook timing to 1 second.
Description	On hook timing allows the user to select the amount of time for a valid on hook condition after the user returns the phone to an on hook position (hangs up the phone).

REGISTER 28	0 AND 0+ INTERDIGIT TIMER			
Default = 3	1 = 1 second	5 = 5 seconds	9 = 9 seconds	A = 13 seconds
	2 = 2 seconds	6 = 6 seconds	0 = 10 seconds	B = 14 seconds
	3 = 3 seconds	7 = 7 seconds	* = 11 seconds	C = 15 seconds
	4 = 4 seconds	8 = 8 seconds	# = 12 seconds	
Example	28 4 Sets Interdigit timing to 4 seconds.			
Description	When a user enters a 0 or 0+ the dialer waits this amount of time after detecting the last digit entered and begins processing the call			

REGISTER 011	ROUTE 1 ALTERNATE ACCESS NUMBER			
Default = Empty	1 = 1	5 = 5	9 = 9	#2 = A
Max Entry = 28	2 = 2	6 = 6	0 = 0	#3 = B
	3 = 3	7 = 7	* = *	#4 = C
	4 = 4	8 = 8	#1 = #	#5 = D
	Important Note This program register must be sealed with a ##			
Example	011 5559999 ## This sets the alternate access number to 555 9999			
Description	If this register is programmed and a route failure occurs on route 1, the dialer will hang-up and redial this access number. This register can be programmed with the same number as register 02			

REGISTER 012	ROUTE 2 ALTERNATE ACCESS NUMBER			
Default = Empty	1 = 1	5 = 5	9 = 9	#2 = A
Max Entry = 28	2 = 2	6 = 6	0 = 0	#3 = B
	3 = 3	7 = 7	* = *	#4 = C
	4 = 4	8 = 8	#1 = #	#5 = D
	Important Note This program register must be sealed with a ##			
Example	012 5559999 ## This sets the alternate access number to 555 9999			
Description	If this register is programmed and a route failure occurs on route 1 the dialer will hang-up and redial this access number. This register can be programmed with the same number as register 03			

REGISTER 99	SET TO FACTORY DEFAULTS
	1 = Default dialer 2 = Exit no default
Example	99 1 Defaults dialer database
Description	This defaults the dialer back to factory settings.

REGISTER **	EXIT PROGRAM MODE
	1 = Exit program mode 2 = Exit program mode and drop line
Example	** 2 Exits program mode and drops line
Description	This exits program mode

NOTE: The Long Distance Redialer™ will exit programming mode if you wait too long before the next entry. You should write the complete program out before trying to enter it!

It will take at least an hour to familiarize yourself with the programming options, and then write out the program.

If you get lost, default the unit and try entering the program again!

Write down the program you want to enter below, and be sure to leave a copy on the job with the Long Distance Redialer:

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