



# Life at Home Solutions

## QUICK RESPONSE MEDICAL ALERT SYSTEM

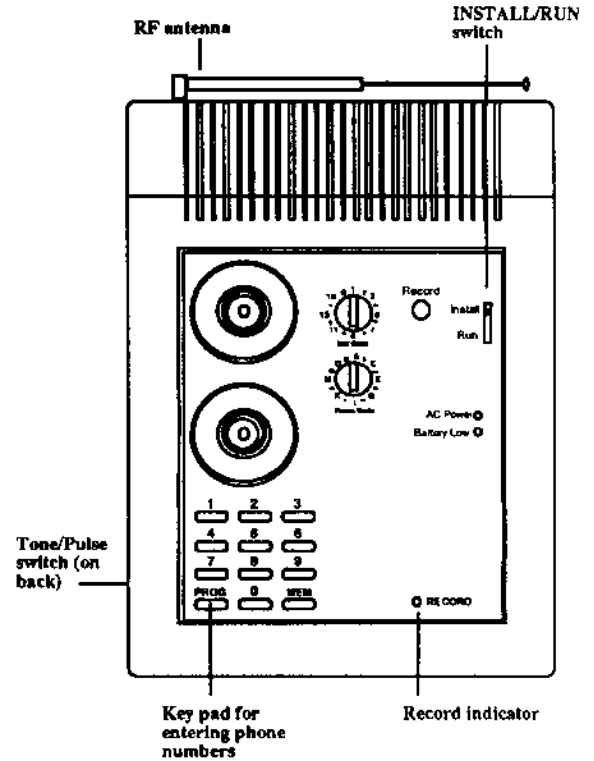
PLEASE READ THIS FIRST - IT MIGHT BE ALL YOU NEED

### LOCATING THE CONSOLE

Select a location that is within range of where you want to use the Call Pendant (up to 50ft.) and within easy reach of a phone jack.

### SETTING UP THE CONSOLE

1. **PLUG THE Console** into an unswitched AC outlet.
2. Install a 9-volt alkaline battery in the battery compartment on the back of the Console.
3. Fully extend the RF antenna.
4. Set the **INSTALL/RUN** switch on the Console to **INSTALL**.
5. Plug the included phone cord into the socket on the back of the Console.
6. Plug the phone cord into an unused telephone jack. If you don't have an unused jack use the included "T" adapter to plug the Console and your telephone into the same jack.
7. The switch on the bottom of the Console is set for tone, if you do not have touch-tone service, set the switch to pulse



### SETTING UP CALL PENDANT(S)

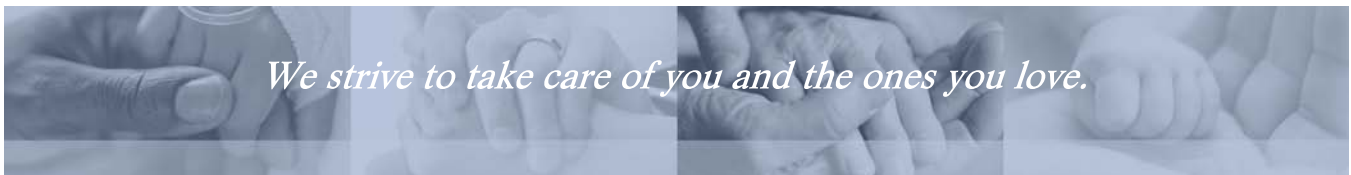
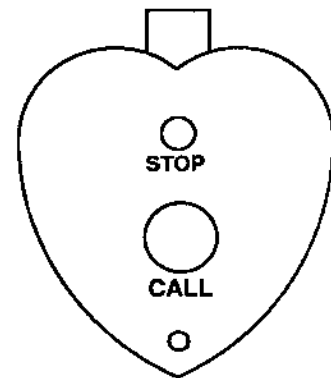
This procedure initializes each Call Pendant so that the Console recognizes its commands.

1. Set the Console's slide switch to **INSTALL**.
2. Press **(CALL)** on the Call Pendant.

The Console emits a tone. If you do not hear a tone, press the Call Pendant's **(CODE)** button, then press **(CALL)** again.

**Note:** The **(CODE)** button is inside the Pendant so you will need to remove the screw on the back to open the unit.

3. Close the Call Pendant and replace the screw.
4. To set up additional Call Pendants (up to eight) Repeat steps 1-3.



*We strive to take care of you and the ones you love.*



# Life at Home Solutions

## Quick Response Medical Alert System

### Setting Up Phone Numbers

Warning: DO NOT program the Console to dial the Police or a Hospital directly. Program it to call a friend or relative.

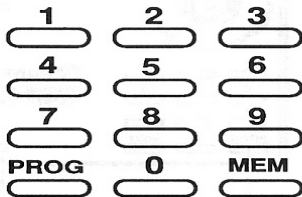
1. Set the Console's INSTALL/RUN switch to INSTALL.
2. Press [PROG] button.
3. Enter the first phone number that you want the Console to call in the event of a problem. For example 555-1234.
4. Press the [MEM] button.
5. Press [1] to store the phone number in memory location 1.

Press [PROG], enter second phone number, press [MEM], [2].

Press [PROG], enter third phone number, press [MEM], [3].

Press [PROG], enter fourth phone number, press [MEM], [4].

Repeat steps 1 through 5 to change a phone number.



If you only want to store 1 phone number, "fill up" the memory locations with the same number. i.e.

Memory Location 1 - Phone # 1 (e.g. 555-1234)

Memory Location 2 - Phone # 1 (e.g. 555-1234)

Memory Location 3 - Phone # 1 (e.g. 555-1234)

Memory Location 4 - Phone # 1 (e.g. 555-1234)

### Storing a Voice Message

1. Plug the included earphone into the jack on the side of the Console.
2. Set the Console to INSTALL.
3. Press the [RECORD] button. The RECORD light turns on.
4. Speak clearly into the microphone on the front of the Console. You can record up to 15 seconds of speech. For example: "This is Mrs. Smith. I have a problem at 555-4444. Please press 0 to listen-in." After 15 seconds the RECORD light turns off.
5. Set the Console to RUN. The Console plays back your message through the earphone so you can hear what it sounds like (it sounds better when actually played back over the phone line).
6. If you want to hear the message again, set the Console to INSTALL then back to RUN.

Repeat the above steps to change the message.

### Using The System

Once you have installed the Call Pendant, and entered the phone numbers and the voice message, the Console is ready to use.

#### To test the dialer:

Make sure the phone numbers have been entered into the Console as per the instructions above.

Make sure the Console is connected to the phone line.

Place the Console in the RUN mode.

Call your friend or neighbor to let them know you are going to test the system.

#### To trip the alarm:

Press the Call Pendant's [CALL] button. The alarm sounds and the Console dials the first phone number.

Shortly after it dials the number, the Console starts to play its message. If the person it calls doesn't answer within about 30 seconds or if they answer but don't press 0 their phone, the Console calls the next number (up to 4 phone numbers).

If the listener presses 0 on their phone, the alarm stops and they will be able to listen-in (for 75 seconds). To test this, you can speak, then call them back to ask them what you said. Note, you might have to wait up to 75 seconds before calling

them because the Console keeps the phone line tied up for this period of time.

75 seconds after the listener presses 0, the alarm resumes and stops after 4 minutes unless you press [STOP] on the Call Pendant to stop the alarm and reset the Console.

If the Console doesn't get an answer after it calls all four numbers, it calls all four in turn again and keeps doing so until it gets a response. If it hasn't had a response after 4 minutes, the alarm stops and it stops dialing.

**Note: If the friend or neighbor who you choose to accept calls from your system does not have touch-tone service, they can purchase a touch-tone "beeper."**

**Some typical voice messages that you could record: (Important: the message must tell the listener to press 0).**

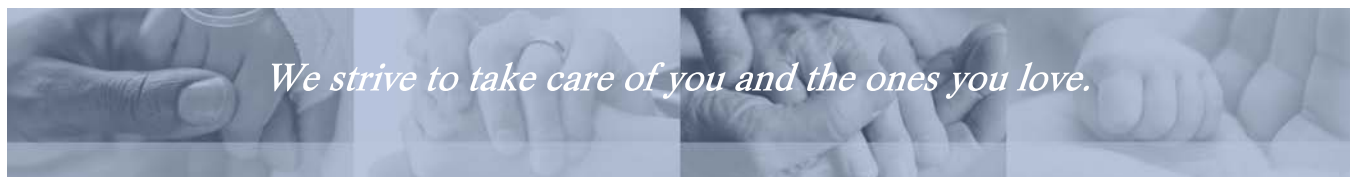
"This is Mr. Brown. I've fallen and I can't get to the phone. Please press 0 to listen-in."

"There's a strange noise in my house and I'm afraid to go to the phone. Please press 0 to listen-in."

"I'm feeling lonely and need to talk to someone. Press 0 then wait 1 minute and call 555-2244 if you have time for a chat."

"I've run out of medication and can't get to the store. Please press 0 to listen-in and I'll tell you what I need."

"I'm not feeling well and I think I need a doctor. Please press 0 then wait 1 minute and call me at 555-2266."



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