

Film-Tech

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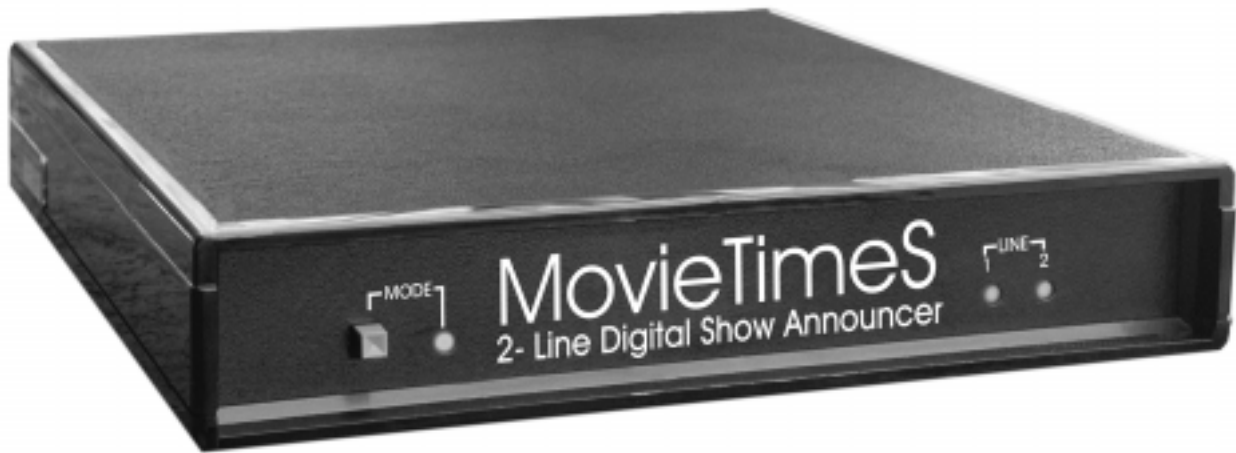
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MovieTimeSTM
Digital Phone Announcer
Installation & Operation Manual

Please leave this manual with the customer after installation



Glossary of terms used in this manual.

- TELCO** Telephone company line that comes to your building.
- KSU/PBX** Key Service Unit. A telephone system that has multiple lines. May be mechanical buttons or electronic. PBX means Private Branch Exchange.
- 117 VAC** 117 volts AC current. The wall power pack furnished in North America. If this product is used in countries that have an AC line voltage of 220-240 volts AC then a suitable power pack must be furnished by the customer.
- Modular cable** Standard connection to telephone wall sockets and phones. Known as RJ-11 plugs.
- Central Office** Origination of telephone service at the phone company.
- LED** Light Emitting Diodes. Solid state lamps.
- REN** Ringer Equivalency Number. This number represents the load on the phone line. Telephone instruments and accessory products have this number on the product.
- HOOK FLASH** If you have CALL WAITING or other feature supplied by the phone company as part of your service, pushing the button on the cradle of the phone may cause a problem with the MovieTimeS. We recommend you suspend these services by calling the phone company and having the additional services removed.
- *** The “asterisk” button on the touch-tone phone allows you to enter the programming portion of the program.
- #** The “pound” button on the phone is also part of the programming sequence when receiving, deleting, or recording new messages.

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INTRODUCTION

SYSTEM DESCRIPTION

The MovieTimeS is an advanced digital call screening and messaging system designed to answer calls with an informative greeting, then let the callers select any number of the additional pre-recorded messages.

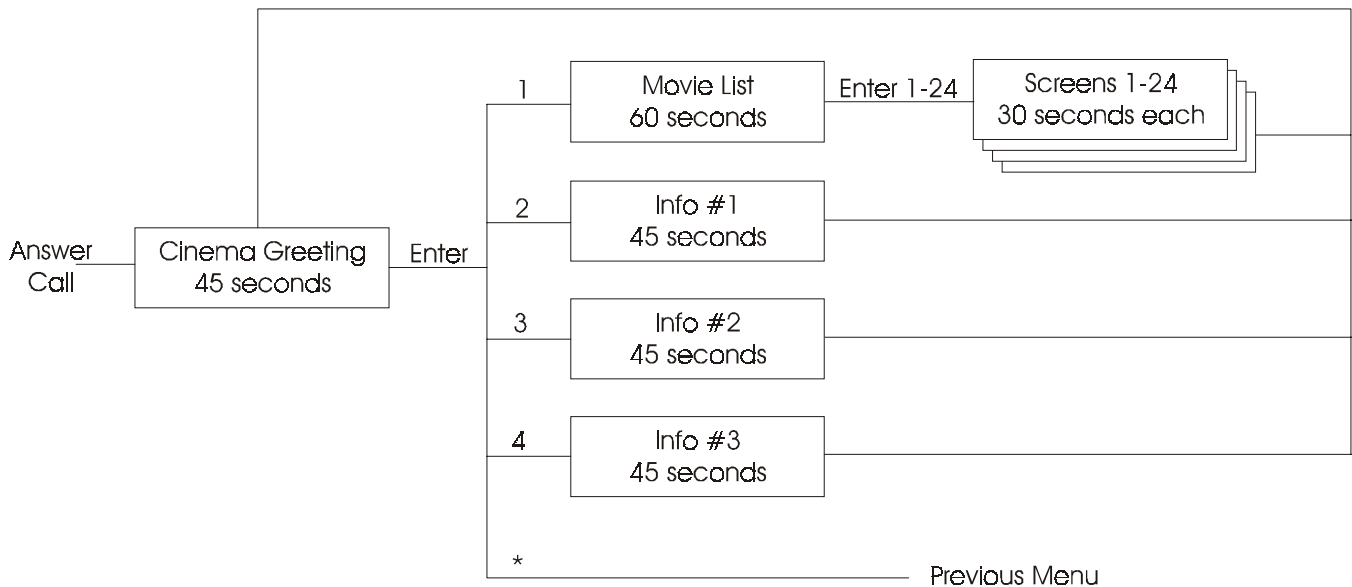
The MovieTimeS is a two-line unit capable of handling two calls simultaneously.

Message recording and system programming functions are accessed locally or remotely by a standard touch-tone telephone.

Additional standard system features include:

- Simple to use programming interface through touch tone phones
- 4 Easy access messages from the main menu
- Up to 24 additional messages from a *movie selection* menu
- Employee ring-through option, with pass code ring-through to a telephone instrument connected to the MovieTimeS machine.
- Flash Memory will not be erased by power failures or unplugging the product.
- Message times in each box are variable. A short message will terminate at the end of the message and will not use the entire time-space that may be available. This avoids long periods of silence.

MovieTimeS Messaging Flow



SAMPLE APPLICATION

The MovieTimeS was designed for use in movie theaters to announce up to 24 movies and the show times for each picture. Other information may be selected about your theatre and programs.

The typical Movie Theater application

Greeting Message	Thank you for calling Megaplex Theater. If you are calling for show times please press 1. If you need information on ticket pricing, please press 2. Directions to our theatre are available by pressing 3. A list of exciting new upcoming features may be heard by pressing 4.
Movie List Message #1	To hear the show times for Titanic, press 1. Blast from the Past, press 2. The 60 year anniversary re-release of "Wizard of Oz" press 3, (continue for all screens).
Information Message # 2	Our standard ticket prices for Adults are \$6.50, Children \$4.50 and Seniors \$2.50 for all shows except the Sunday matinee before 5 P.M. all tickets when tickets are half price. Be sure to ask about our group and movie club pricing.
Information Message #3	The Megaplex Theatre is in the new Northside Shopping Mall at the corner of Northside Drive and Montford Drive. We are right across from the Macy's Department Store.
Selection Message #4	Star Wars is coming to the Megaplex theatre on May 21. This highly anticipated blockbuster will be played on the new SMART Circle Surround EX 3-channel digital system. Other exciting new releases we have booked are . . . , etc.

INFORMATION SEQUENCE:

Callers will receive the Greeting Message. They may chose from four information boxes. One box lists the current movies and a number to select. After each message the caller is returned to the Greeting Message. Hanging up completes the call.

The MovieTimeS digital announcer will work only with a touch tone telephone. Callers using a pulse-type (rotary dial) phone will not be able to access the message boxes. You may wish to ask these callers to use a special phone number to your cinema.

Please see our suggestions for recording messages on Page 14.

You must know the secret password in order to enter the recording, delete, and review modes. We suggest you give this password only to the staff members that use this machine. Since the MovieTimeS can be programmed remotely, we suggest you change the password when a person leaves your staff.

The MovieTimeS answering system works only with a touch tone phone. You may wish to tell callers on the opening greeting message to call another number if they have a rotary (pulse)

type phone. This special line can use our MovieTimeS DASA300 digital announcer on the phone line.

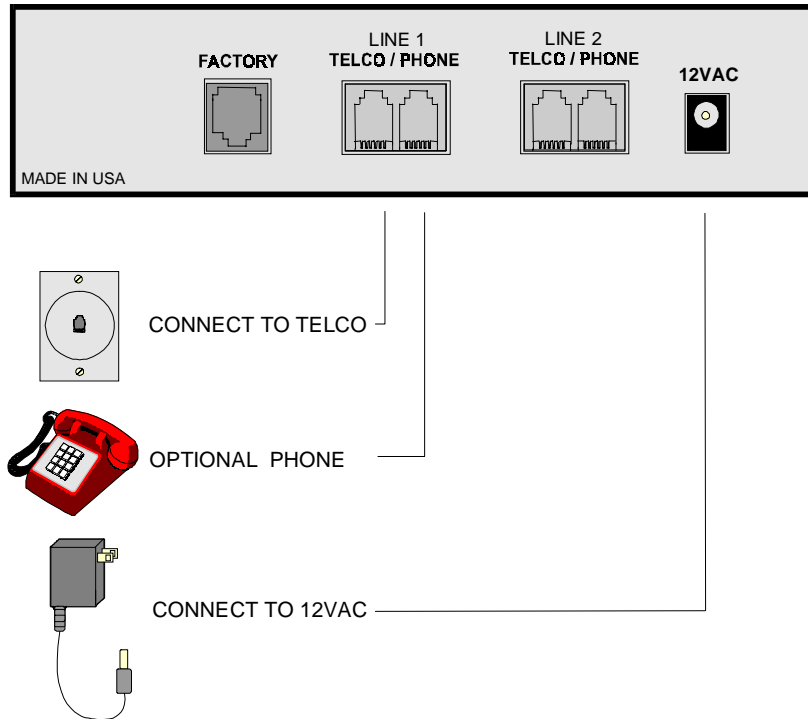
INSTALLATION

GENERAL INFORMATION

Install the MovieTimeS in close proximity to the telephone line which the unit is to answer and within 6' of a 117VAC wall outlet. The MovieTimeS is designed to mount on a wall, shelf or other flat surface. When mounting the unit, be sure to leave clearance at the rear of the unit for connection accessibility.

STANDARD INSTALLATION

Install the MovieTimeS directly on the incoming telephone line at a point before the line is split into multiple extension lines. If you fail to do so, all of the extension phones ring each incoming call and only calls received by the unit are transferred to the phone attached directly to the unit. If you cannot locate the point at which your telephone line is split into extensions or if you are unable to tap into the line at this point, contact your telephone company.



Follow steps 1-6 for standard installation:

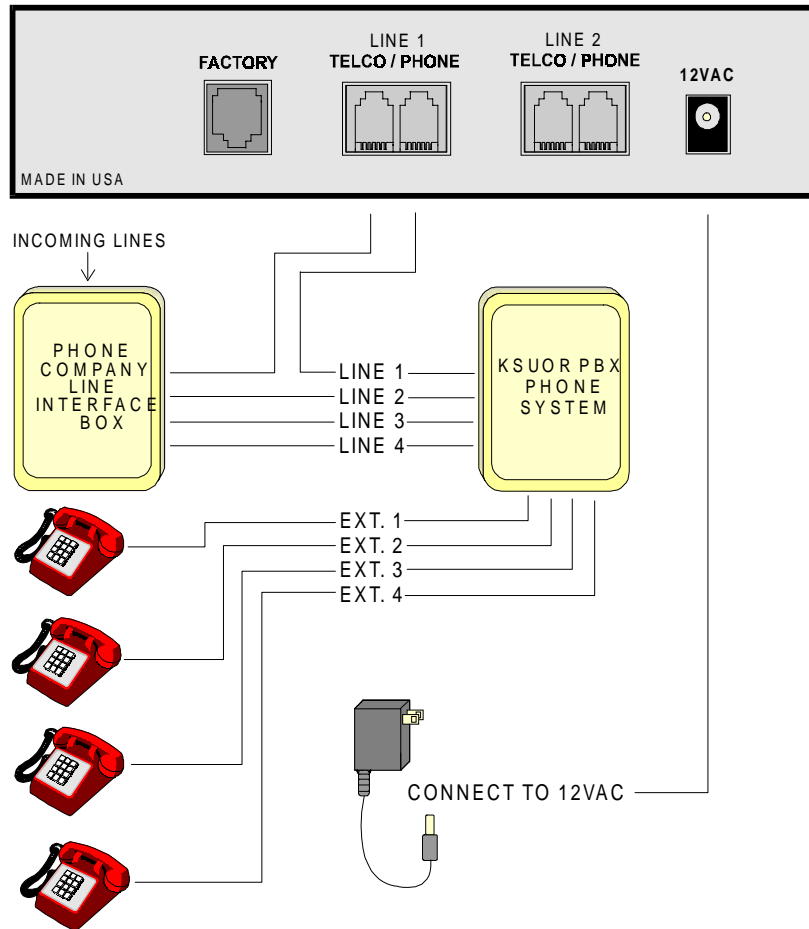
1. Attach one end of the modular telephone cable (included) to the TELCO jack of the MovieTimeS.
2. Attach the other end of the modular telephone cable to the wall jack of the line intended for use.
3. Connect one end of another modular telephone cable to the PHONE jack of the MovieTimeS.
4. Connect the other end of the modular telephone cable an optional telephone.

NOTE: Repeat steps 1- 4 for the second line

5. Attach the included power supply to the 12VAC jack of the MovieTimeS.
6. Plug the other end of the power supply into the 117VAC wall outlet.

NOTE: Applying power to the MovieTimeS disrupts any calls in progress on the installed lines
KSU / PBX INSTALLATION

The MovieTimeS must be installed on the phone company side of your phone system. If installed directly to an unsuitable extension line the phone system or the MovieTimeS may be damaged. If you are not familiar with how your phone system is installed, or do not know which lines go directly to your phone company please find a qualified person to perform the installation.



Follow steps 1- 6 for KSU/PBX installation:

1. From your telephone system input, disconnect the telephone line for which the MovieTimeS is to answer.
2. Attach the disconnected line to the TELCO jack of the MovieTimeS.
3. Connect one end of the included modular telephone cable to the PHONE connector of the MovieTimeS.
4. Connect the other end of the modular telephone cable to the input of your phone system, where you made the original disconnection.

NOTE: Repeat steps 1-4 for the second line

5. Attach the included power supply to the 12VAC jack of the MovieTimeS.
6. Plug the other end of the power supply into the 117VAC wall outlet.

NOTE: Applying power to the MovieTimeS disrupts any calls in progress on the installed lines.

INSTALLATION NOTES

Required Lines

The MovieTimeS does not require phones to be attached to the PHONE connectors for operation. The MovieTimeS does require a working phone line to be attached to the TELCO connector in order to seize control from the associated PHONE connector.

Line(s) to be Answered

The MovieTimeS can handle two telephone lines. The MovieTimeS can only answer the line (or lines) that it is attached to, additional phone lines must bypass the MovieTimeS and ring straight through to other instruments.

Hunt Groups

Hunt groups are a set of lines that all answer to the same number, if the first number in the group is busy the next call rings in on the next line in the group. This service is arranged through the phone company. If installing the MovieTimeS on lines arranged in a hunt group, be sure to place the unit on the first two incoming lines. Be aware that the MovieTimeS can only handle two calls simultaneously. If placed in a hunt group with more lines than the two lines the MovieTimeS can handle, the additional calls bypass the MovieTimeS and ring straight through to other telephones. You may install additional MovieTimeS machines for each two lines in the hunt group.

RJ-11 Wiring

The MovieTimeS uses only the inner pair of conductors on its RJ-11 jacks, and does not pass the outer pair between the Telco and Phone jacks.

Hook Flash Transfers

Some installations may use services such as CENTREX or CALL WAITING that rely on a Hook Flash signal being sent to the Central Office. The MovieTimeS is not compatible with these services and will interfere with the Hook Flash signal.

CPC

The MovieTimeS is designed to use the Calling Party Control signal sent from the Central Office to sense when the caller has hung up the phone. Not all Central Offices support CPC signaling. If the MovieTimeS does not receive the CPC signal it may take as long as 90 seconds after message play is complete to return to normal operation and calls also ring through even if the calling party has hung up during the message or transfer.

REN

The MovieTimeS supports an outgoing Ringer Equivalence Number of 5. To identify the REN requirements of your installation look for the REN number listed on each device installed on the line after the MovieTimeS. Add these values together and confirm that the total is less than 5. For example the REN of the MovieTimeS is 0.6. If you add a telephone to the same line with an REN of 0.5, the total is a REN of 1.1. Never add instruments to the line that exceed 5 or the telephone company will get upset with the heavy load on their line.

LIGHTS & INDICATORS

The MovieTimeS front panel has a multi colored Mode LED and a green Line LED for each available line.

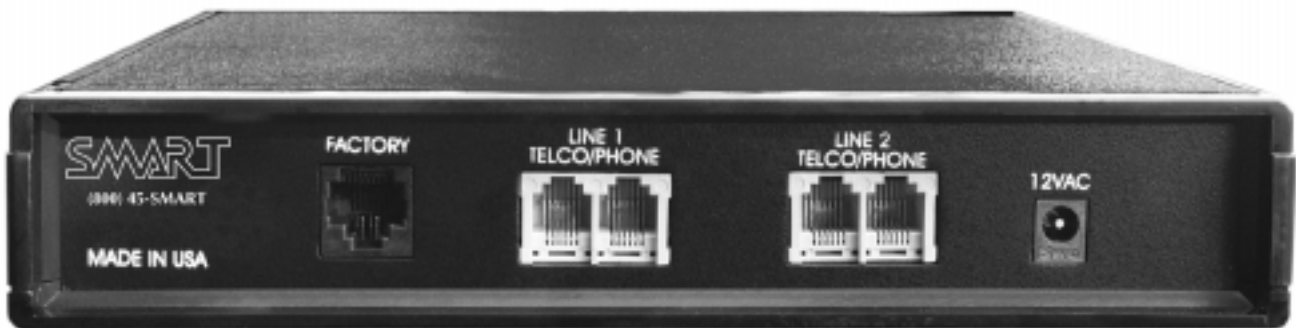
MODE LED

The Mode LED normally flashes green to indicate normal operation. The Mode LED also flashes amber as the MovieTimeS processes commands.

In the event of a system failure, the mode LED flashes red.

LINE LEDs

The Line LEDs will show green whenever the MovieTimeS is in control of the line in command mode.



The FACTORY jack on the back of the MovieTimeS must not be used by customer. This jack is used by the factory to load instructions to the internal computer. If program upgrades are available in the future, your machine may be upgraded to the new software by returning it to the factory to load the new operating program.

Note: You must delete a message before recording a new message. This is necessary because your new message may be shorter than the old one and the last part of the old message will remain. Deleting the message restores a blank memory box, ready for the new message.

Maximizing the capability of the MovieTimeS.

This digital answering device has 24 message boxes for show times on 24 screens. If you have a 30 screen complex, often a movie is played in interlock on multiple screens. We suggest you mention the movie once and use a show times box to give the show times for all showings.

If you have more than 24 movies you may use one show times box for two different movies if they run the at same times.

If you have a 10-plex, you will have 14 unused show times boxes. You may elect to use these empty boxes for movie reviews of the current movies. For example: In the Movie List box say "For Titanic press 2, for a review of this movie by the leading film critics, press 23."

SET UP / OPERATION

FACTORY RESET

The MovieTimeS can be reset to the factory default settings by holding the mode button down while power is applied. This erases all messages and brings the system to a fresh state which provides a good starting point for system configuration. See appendix C for a full listing of the default values.

SEIZING CONTROL

The MovieTimeS is setup by seizing control of the unit to enter Command Mode and then entering a series of two digit command codes to manipulate settings and record messages. Seizing control of a unit can be done by one of two ways:

- **Local** - Through the use of a phone that is installed on the same line as the MovieTimeS. Control is seized by picking up the handset of the local phone, listening for a dial tone and then entering # * * followed by the Master Password (factory default = "1 2 3 4"). After entering # * * followed by the Master Password, the dial tone may change to a busy tone or start ringing, ignore it. Within 5 seconds of entering the Master Password the MovieTimeS seizes the line and plays a triple beep indicating it has been placed in Command Mode.
- **Remote** - Through the use of a phone that is not installed on the same line as the MovieTimeS. Control is seized by placing a call to the line on which the MovieTimeS is installed. The unit answers and plays the Greeting message after a predetermined number of rings (factory default = 1). If the message is not present, the unit answers and plays a single beep. After the unit answers you may proceed by entering # * * followed by the Master Password (factory default = "1 2 3 4"). Within 5 seconds of entering the Master Password the MovieTimeS seizes the line and plays a triple beep indicating it has been placed in Command Mode. Failure to enter a password in 20 seconds, or after the end of the message results in a disconnection.

NOTE: When control has been seized from the Remote, a busy signal is heard on the Local telephone you are using.

Once the unit is in Command Mode the user may start entering commands. All commands start by entering "*" and end by entering "#". After each valid command, a single success beep sounds, invalid entries are indicated by a double beep error tone.

NOTE: Seizing control causes any calls in progress on the other line to be disconnected.

MESSAGE RECORD

The Message Record commands allow the user to record one of the available messages. The available messages and message lengths vary with the Message Table and installed memory, see the Message Table command for more information. After the command is entered, the MovieTimeS plays a steady series of short beeps (ready tones) At any point after the ready tones begin, the user may enter " * " to start the recording. Recording continues until the user enters " # " or the maximum record time for the message is reached. At this point, the MovieTimeS plays a success beep and is ready to receive the next command . The error tone sounds if the user attempts to record a message that is not available in the current Message Table or if the selected message has previously been recorded and not erased.

Syntax:

```
* 5 0 0 1 #  
  ↓      Record Screen Message #1 - #24  
* 5 0 2 4 #  
* 5 0 3 1 # Record Greeting Message  
* 5 0 3 2 # Record Movie List Message
```

- * 5 0 3 3 # Record Info. Message #1
- * 5 0 3 4 # Record Info. Message #2
- * 5 0 3 5 # Record Info. Message #3

MESSAGE REVIEW

The Message Review commands allow the user to review each of the messages. After the command is entered the requested message plays. After message play completes the user hears the success beep and returns to command mode ready to enter the next command. The user may enter " # " at any point during message review to abort the play back, at which point the user hears the success beep and returns to command mode ready to enter the next command. If the selected message has not been recorded the user hears the error tone and returns to command mode ready to enter the next command.

Syntax:

- * 6 0 0 1 #
 ↓ Review Screen Messages #1 - #24
- * 6 0 2 4 #
- * 6 0 3 1 # Review Greeting Message
- * 6 0 3 2 # Review Movie List Message
- * 6 0 3 3 # Review Info. Message #1
- * 6 0 3 4 # Review Info. Message #2
- * 6 0 3 5 # Review Info. Message #3

MESSAGE DELETE

A current message must be deleted before recording a new message. This will remove any remnants of the old message, if the new one is shorter.

Each Message Delete command allows the user to delete any one of the messages. While the message is being deleted the user will hear the system busy signal for a period of time followed by the success beep, returning to command mode ready to enter the next command. If the user deletes the primary message for the current Answer Mode, the unit reverts to Bypass Mode after the call is complete.

Syntax:

- * 7 0 0 1 #
 ↓ Delete Screen Messages #1 - #24
- * 7 0 2 4 #
- * 7 0 3 1 # Delete Greeting Message
- * 7 0 3 2 # Delete Movie List Message
- * 7 0 3 3 # Delete Info. Message #1
- * 7 0 3 4 # Delete Info. Message #2
- * 7 0 3 5 # Delete Info. Message #3

SET RING

Set Rings command sets the number of rings that the unit answers on. Valid numbers of rings range from 01 to 15. If a valid number of rings is entered the user hears the success beep and returns to command mode ready to enter the next command. If the entered number of rings is not valid the user hears the error tone and returns to command mode ready to enter the next command.

Syntax... (X = any value 01 - 15)

- * 1 1 # X X # Set Ring to answer on

SET NUMBER OF REPEATS

The Set Number of Repeats command sets the number of times the Greeting message repeats. Valid numbers of repeats range from 00 to 15. If a user enters a valid number they hear the success beep and return to command

mode ready to enter the next command. If the entered number is not valid the user hears the error tone and returns command mode ready to enter the next command.

Syntax... (X X = any value 00 - 15)

* 1 6 # X X # Set Repeats

SET EMPLOYEE PASSWORD

The Set Employee Password command changes the MovieTimeS ring-through Password. The Employee Password allows the caller to bypass the MovieTimeS and ring-through to a standard telephone connected to the back of the MovieTimeS. If the Set Employee Password command is entered correctly the user hears the success beep and returns to command mode ready to enter the next command. To use the ring-through feature the caller must enter 0 during the Greeting Message then X X X X after the beep where X X X X is the Employee Password. You must have an optional telephone instrument connected in order to use this feature.

Syntax... (X X X X = any value 0000 - 9999)

9 4 # X X X X # Set Employee Password

SET MASTER PASSWORD

The Set Master Password command changes the units Master Password. Changing the Master Password prevents unauthorized access to command mode. **If you forget or lose your Master Password you will be unable to seize control of your unit, either remotely or locally, until the unit is refreshed. To refresh the MovieTimeS machine you must disconnect the power pack plug. Hold the MODE button (on the front panel) while re-applying power. Continue to hold the MODE button for 5 seconds after applying power to the unit.**

If the Set Master Password command is entered correctly the user hears the success beep and returns to command mode ready to enter the next command. If the entered password is not valid the user hears the error tone and returns command mode ready to enter the next command.

Syntax... (X X X X = any value 0000 - 9999)

* 9 2 # X X X X # Set Master Password

MEMORY REQUEST

The Memory Request command allows the user to identify how much memory is installed in the system. If the command is correctly entered the user hears several beeps where each beep represents 1 installed memory chip, or 2 MB of memory. After the command has completed the unit returns to command mode ready to enter the next command.

Syntax...

* 8 0 # Memory Request

MEMORY TEST

The Memory Test command performs a diagnostic on the audio memory testing for errors. The Memory Test command erases all messages and resets the unit to the factory default settings. If the command is correctly entered the user hears the system busy signal for a period of time while the test is performed, followed by the success beep or error tone depending on the outcome of the test. After the command has completed the unit returns to command mode ready to enter the next command.

Syntax...

* 8 1 # Memory Test

RESTORE DEFAULT CONFIGURATION

The Restore Default Configuration command restores the unit to the factory defaults. This command erases all messages and brings the system to a fresh state which provides a good starting point for system configuration. If the command is correctly entered the user hears the system busy signal for a period of time while the units memory is erased, followed by the success beep, returning to command mode ready to enter the next command. See appendix C for a full listing of the default values. All messages are gone, and require re-recording.

Syntax...

* 9 9 # Restore default configuration

APPENDIX A

MESSAGE CONFIGURATION

The following table shows the lengths for each available message.

16 Minute Memory	Greeting Message	45 seconds
	3 Information Messages	45 seconds each
	Movie List Message	60 seconds
	24 Screen Messages	30 seconds each

APPENDIX B

COMMAND SUMMARY

NAME	SYNTAX	RANGE	DESCRIPTION
Rings	* 1 1 # X X #	01 - 15	Sets number of rings to answer.
Message Record	* 5 0 # X X #	None	Records Messages 01-24 = Selections, 31 = Greeting, 32 = Selection List, 33-35 = Info.
Message Review	* 6 0 # X X #	None	Reviews Messages

01-24 = Screens, 31 = Greeting,
32 = Movie List, 33-35 = Info.

Message Delete	* 7 0 # X X #	None	Deletes Messages 01-24 = Selections, 31 = Greeting, 32 = Selection List, 33-35 = Info.
Memory Request	* 8 0 #	None	3 Beeps
Memory Test	* 8 1 #	None	Tests memory for errors.
Master Password	* 9 2 # X X X X #	0000 - 9999	Sets the Master Password
Screen Password	* 9 4 # X X X X #	0000 - 9999	Sets the Employee ring-through Password
Reset	* 9 9 #	None	Resets Unit to default settings

APPENDIX C

DEFAULT SETTINGS

This table lists the settings that your unit has when first powered up or after using the Restore Default Configuration command (99).

Rings	01	
Repeats	0	
Master Password	1234	
Employee ring-through Password		2468

Suggestions for Recording Messages.

Opening Greeting You need to mention the name of the cinema and district (if you have multiple cinemas in the same town). Give the caller the options. We suggest you mention the touch tone number AFTER the option so they do not forget while listening to all options. Example: "For a list of movies we are playing, press 1."

Movie List This is always option 1. This message box leads to 24 screens with the show times. Add variety to your reading by rotating the lead-in to each movie. Example: "FOR Titanic, press 1. IF YOU WOULD LIKE TO SEE Blast from the Past, press 2. STARTING THE WEEK Payback, press 3. HELD OVER Private Ryan, press 4. . . . etc. Write down your own list of lead-ins to each movie so you can rotate them when making your recording for the week.

Directions Directions to the cinema can be an option message. This is valuable for first time visitors to your theatre. Regular customers do not need this information and would not access this option box.

Ticket Pricing Many cinemas have early-bird and senior citizens discounts. Also, movie club specials.

Extra

The 4th box can be used for any special promotion or event. It could be used to announce coming attractions. Example: Star Wars is coming to this theatre in May. Presented in digital sound with the new Circle Surround EX extended surround sound.

All options should be included in the opening greeting message. You may also want to list a special phone number for callers that do not have a touch-tone telephone.

APPENDIX D

SPECIFICATIONS

AUDIO

Encoding/Decoding	8 Bit U-LAW
Sampling Frequency	8Khz
Frequency Response	50 Hz to 3.5 kHz +/- 1.5 dB

MEMORY

Type	Flash
Size	16 Megabytes

MESSAGING

Number of Messages	29
Total Message Time	16 minutes

CONNECTORS

Power	2.5mm Power Connector
Line 1 Telco	RJ-11 Type Modular Jack
Line 1 Phone	RJ-11 Type Modular Jack
Line 2 Telco	RJ-11 Type Modular Jack
Line 2 Phone	RJ-11 Type Modular Jack
Factory	RJ-45 Type Modular Jack

TELCO INTERFACE

REN(in)	1.2b
REN(out)	5b
Ringer Output	60V(RMS), 20 Hz
Required Line	90V Ring, Loop Start

POWER

Primary Input	12VAC @ 850mA
Source	117VAC, 60 Hz UL/CSA Listed Power Pack

APPENDIX E

CONTACTING SMART CUSTOMER SUPPORT

Only contact customer service if you are unable to resolve your problem through the dealer you purchased this unit from, and while you are able to review and make changes to the settings on the MovieTimeS you are experiencing problems with.

NOTE: SMART customer service provides support for the MovieTimeS only. If you are experiencing problems with your phone system itself please refer your problem to the correct vendor.

Customer service can be reached Monday through Friday at 800-45-SMART from 8:00 to 5:00 EST.

APPENDIX F

NOTICES & WARRANTY

FCC Notice

WARNING: This equipment HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS A DIGITAL DEVICE PURSUANT TO PART 15 OF FCC RULES. THESE LIMITS ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST HARMFUL INTERFERENCE WHEN THIS EQUIPMENT IS OPERATED IN A COMMERCIAL ENVIRONMENT. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential environment is likely to cause harmful interference in which case the user will be required to correct the interference AT HIS/HER OWN EXPENSE.

LIMITED WARRANTY

SMART devices, Inc. warrants that all equipment sold is free from defects in material and workmanship at the time of purchase. The warranty extends 2 years from the date of original purchase and covers parts and labor. If the defect is not the result of improper use, service, maintenance or installation, and if the equipment has not been otherwise damaged or modified after shipment, SMART or its authorized representative shall either replace or repair the defective equipment at SMART's option. After return of such equipment by buyer to SMART, or its representative, shipment shall be paid by the buyer. No credit shall be allowed for work performed by the buyer. Out-of-warranty repairs will be invoiced at the current SMART hourly rate plus the cost of parts, and shipping.

All implied warranties, if any, terminate two years from date of original purchase. SMART is not responsible for damage to other equipment or property or any other consequential incidental damage of any kind, whether based upon contract, negligence or strict liability. Maximum liability shall not, in any case, exceed the purchase price of the equipment.

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