• ONE YEAR LIMITED WARRANTY

This SKUTCH PRODUCT is warranted against defects for a period of one (1) year from the date of the original invoice. Within this period, we will repair it without charge for parts and labor. To obtain warranty service the product must be returned, at the customer's expense, to SKUTCH Electronics along with a copy of the original invoice. After the unit has been repaired, SKUTCH will ship the PRODUCT back via UPS GROUND service at our expense. If any other form of return shipment is requested, the customer will pay for 100% of the shipping cost.

This Warranty does not apply if in the sole opinion of SKUTCH Electronics, the PRODUCT has been damaged by lightning or any other Acts of God, or by accident, misuse, neglect, or improper packing, shipping, modification or servicing by other than an authorized SKUTCH Service Center.

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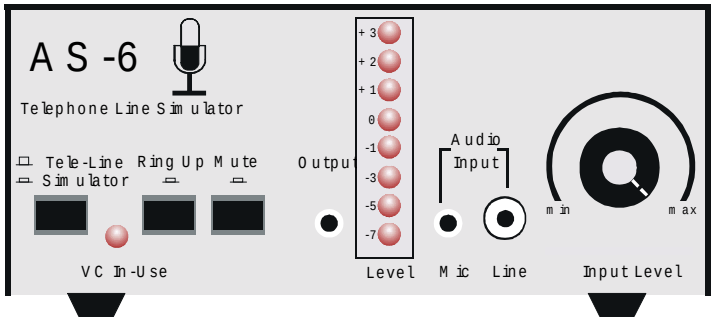
SKUTCH

"Telecommunication Products to solve Telecommunication Problems"



AS-6

Audiophile Telephone Single-Line Simulator

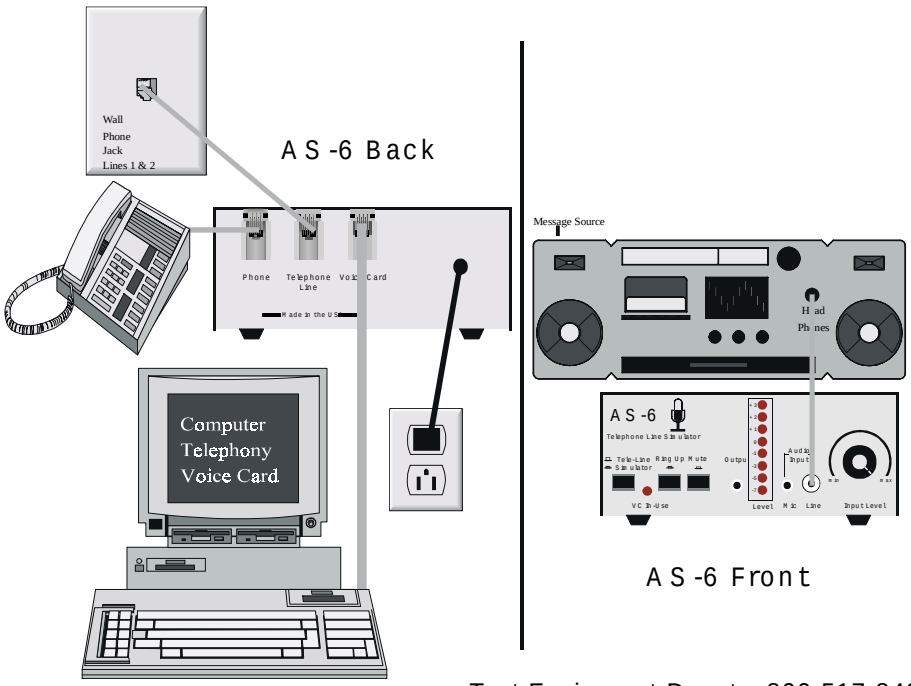
Version 2.00

• Introduction

The AS-6 is the perfect solution for applications that require frequent prompt recording. The AS-6 allows the user to access their voice system without tying up valuable phone lines. The unit has both mic and line level inputs so that a wide variety of audio sources can be used to down load audio prompts on to your voice system. The AS-6 has an 8 LED audio level meter and an adjustable INPUT LEVEL control that helps the user make consistent high quality recordings. The AS-6 does not provide any EQ or tone adjustments, so all EQ must implemented before the signal is applied to the AS-6.

A standard single line telephone can be used to monitor the audio recordings. The MUTE button on the AS-6 allows you to monitor with the phone without inserting any ambient noises. If you need to have a speaker type monitor, you can use a phone that has a speakerphone function.

The AS-6 is installed between the telephone line and your voice card. When local access is required, the TELE-LINE/SIMULATOR switch is depressed, and the RING UP button can be used to supply a ring signal to the voice channel. The AS-6 places a BUSY condition on the telephone line during local access, so that no calls will go unanswered.



• Installation

1) Connect a modular telephone cord from your voice card to the jack on the back of the AS-6 labeled VOICE CARD. The jacks on the AS-6 are wired for RJ-14, which is a 2 line jack. The AS-6 uses the 1st line position and passes the second through.
2) Connect another modular cord to the jack on the back of the AS-6 labeled TELEPHONE LINE, and connect the other end to your telephone line jack.
3) Connect the modular cord from a single line telephone to the jack on the back of the AS-6 labeled PHONE.
4) Connect the power cord from the AS-6 to any standard 110VAC power outlet.

• Tele-Line/Simulator Modes

The TELE-LINE/SIMULATOR switch determines whether the voice channel is connected to the AS-6 SIMULATOR or the telephone line. When the switch is OUT, the voice channel is connected to the telephone line. When the switch is in, the voice channel is connected to the AS-6 SIMULATOR. The VC IN-USE led indicates if the voice channel is currently "OFF HOOK" or IN-USE. If the IN-USE light is on, this indicates that a call is in progress and you should wait until it goes out before switching the voice channel to the AS-6 SIMULATOR; otherwise you will interrupt the call.

When you switch to the AS-6 SIMULATOR mode, the AS-6 automatically places a BUSY condition on the telephone line. This insures that no caller will get a ring-no-answer condition; thus no call will go unanswered. The BUSY condition is maintained until the AS-6 is switched back to the TELE-LINE position. The BUSY condition can be disable with a jumper that is located on the printed circuit board.

• Ring Up

Either the local phone must be "OFF HOOK", or the MUTE switch must be engaged in order to establish a simulated call. This switch is used to supply a simulated ring condition to the voice channel. To simulate a ring, simply depress the switch for approximately 2 seconds then release. If your voice channel is programmed to answer on 3 rings, you would have to press the switch three times before the channel would respond.

• Mute

The MUTE switch is used to mute the local telephone so it will not interfere with recordings. You must also have the MUTE switch engaged if you wish to operate the simulator without using a local phone. The MUTE switch must be OUT or disabled if you wish to control your voice system with the touch tones on the phone.

• Output

This 1/8" phone jack is an audio output jack. It allows you to make cassette recordings of messages from your voice system. To use it simply connect a patch cord from the jack to the mic input on your cassette recorder. This jack can also be used as an audio input if desired. In this case you should drive it with an earphone output with adjustable volume.

• Level Meter

The level meter shows the audio level that is present at the phone line input to your voice channel. It is calibrated so that the "0" is at the -10dbm level. This is the normal audio level on phone lines.

• Audio Inputs

The MIC jack is a 1/8" phone jack. It is designed to accept MIC level inputs. When a MIC is connected to this jack the LINE jack is automatically disconnected. Use the INPUT LEVEL control to adjust the appropriate volume.

The LINE level input is used for pre-amp level audio sources. The INPUT LEVEL control is used to adjust to the desired level.

• Simulator Operation

This is an example how you would use the AS-6 in your application. First connect an external audio source with the pre-recorded audio prompts to either the MIC or LINE inputs. Change the TELE-LINE/SIMULATOR switch to the SIMULATOR position. Disengage the MUTE switch. Pick up the local phone and momentarily depress the RING UP switch to activate the voice channel. At this point you should hear the initial voice prompt from your voice system. Use the touch tones on your phone to route the voice system to record a prompt. Upon starting the recording process, engage the MUTE switch, activate the external audio source, and use the phone to monitor the audio from the external audio source. At the end of the prompt, disengage the MUTE switch and use the touch tones on the phone to terminate the recording. Repeat this procedure for all prompt recordings. To terminate the call, make sure the MUTE switch in disengaged and hang up the local phone. This will simulate a disconnect condition and the voice channel should immediately disconnect. Change the TELE-LINE/SIMULATE switch to the TELE-LINE position.