intercall

innovative care systems

Touch Documentation

User Guides

2.2 903 Wearable Programmer

The 903 Wearable Programmer is used to program User Names & Configuration settings into the 982 Wearable Call Point and 980 Portable Accessory Transmitter.

2.2.1 Important - User IDs

User ID Numbers are important and must be unique for each RF Device & Care Card. For RF devices they must be set in the range 301 to 9999. **Caution:** Duplicating User IDs may prevent the RF Device from activating the call point.

2.2.2 Important - Single PC Use

This software is designed to run on a single computer and keeps a record of allocated User ID Numbers and automatically generates the next available User ID. **Caution:** Do Not Run this software on more than one computer as duplicate User IDs will be generated.

2.2.3 Important - History File

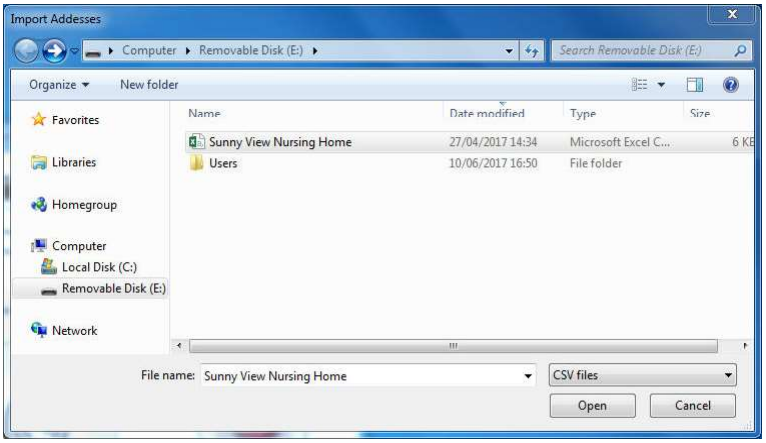
This software stores the User ID history in the following location on the PC hard drive. *C:\Users\...\Documents\CareCardProgrammer\History.dat*

2.2.4 Importing the Room Text

When the software is run for the first time, it will display a dialog asking if you wish to import the Text Descriptions from the Intercall Touch System. We recommend this is carried out as it will make programming the RF Devices considerably simpler. To import the Text Descriptions, select *Yes*.

2.2.4.1 Locating the Room Descriptions

The Text Descriptions may be downloaded from the Touch Controller and imported into the Wearable Programming Software. Locate the Test Descriptions file and select *Open*.



2.2.4.2 Import Complete

The Text Descriptions have been imported from the Touch System into the Wearable Programmer Software.

2.2.5 Wearable Programmer Status

Run the Care Card Programmer software and note the *Programmer Status* portion of the screen should be populated with the hardware version.

2.2.5.1 Hardware Detected

When the software has located the USB Wearable Programmer correctly, a dialog is displayed.

2.2.5.2 No Hardware Found

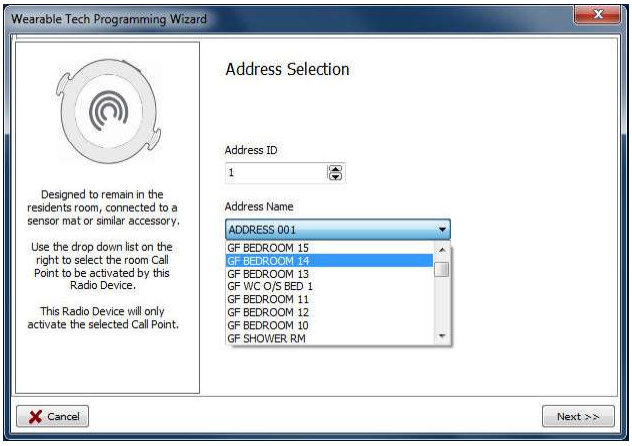
If the software has failed to locate the USB Wearable Programmer, the following dialog is displayed. This may be because the programmer is unplugged or due to a driver issue. You will need to restart the programming software once the issue is resolved.

2.2.6 Programming the 980 Accessory Transmitter

The 980 is designed to be a allocated to a single room and remains in the room, connected to a sensor mat or similar accessory. The 980 must be programmed to activate the call point in the residents room. From the home screen select the *Touch 980* picture on the left.

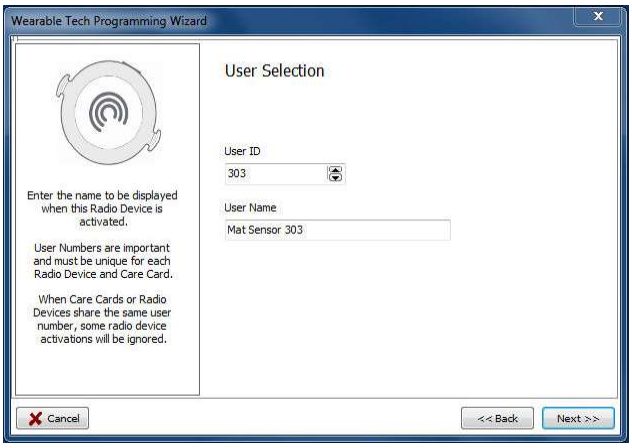
2.2.6.1 Room Selection

Use the drop down list to select the Room Call Point to be activated by the 980. When the Text Descriptions have been imported from your Touch system, your rooms will appear in the drop down list. To continue, select *Next* >



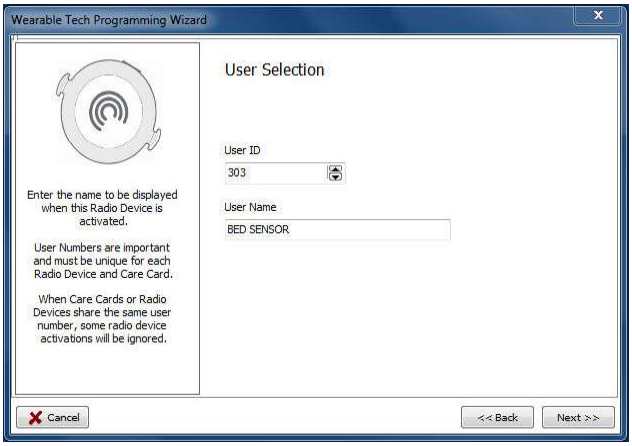
2.2.6.2 User Selection

The programmer will display the dialog below and the next available User ID will be automatically inserted together with a unique name. You may personalise the name as required, simply type over the automatic name. Do Not alter the User ID.



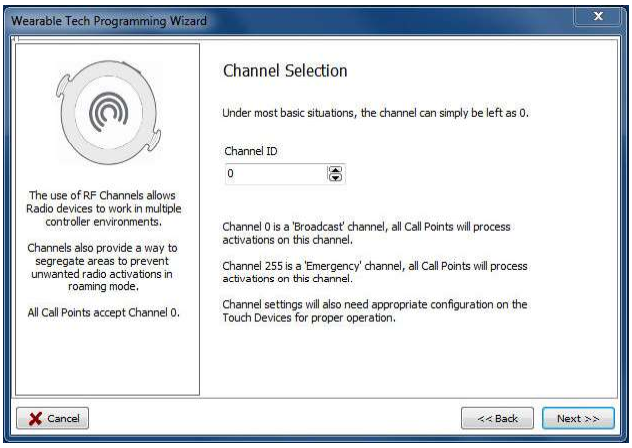
2.2.6.2.1 Customising the User Name

You may personalise the User Name, however, do not alter the User ID.



2.2.6.3 Channel Selection

RF Channels provide a way to segregate areas and prevent unwanted radio activations from other areas in Roaming mode. All Call Points accept Channel 0 which is the software default settings. RF Channels also can be used to segregate RF calls in multiple controller environments.

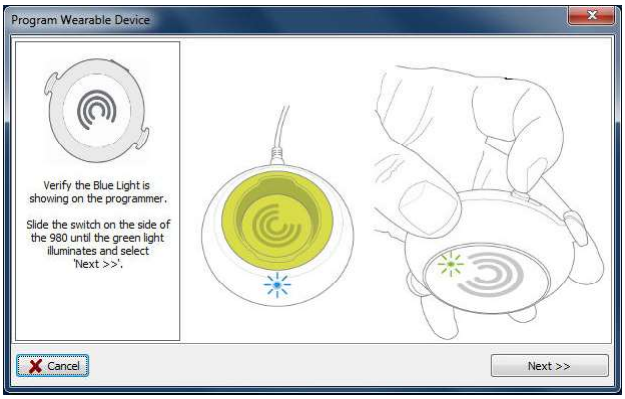


2.2.6.4 Review Settings

Please review your selections before programming. You can cancel and alter settings as required. When you are satisfied, press the program button to launch the programming wizard.

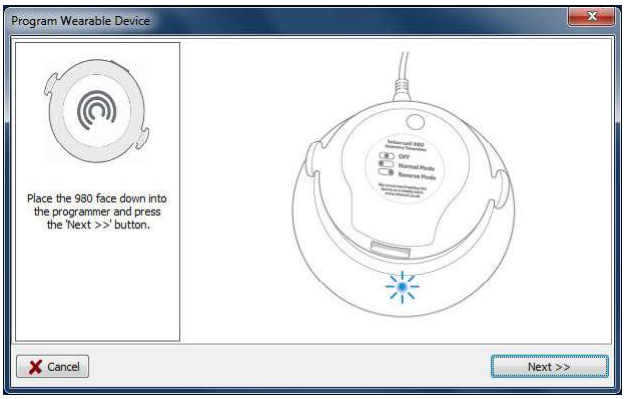
2.2.6.5 980 Programming Wizard

The Programming Wizard will guide you through the programming process. Verify the Blue Light is showing on the programmer, then, locate the switch on the side of the 980 and slide the switch in any direction until the green light illuminates on the 980. As soon as it lights, press the Next> button.



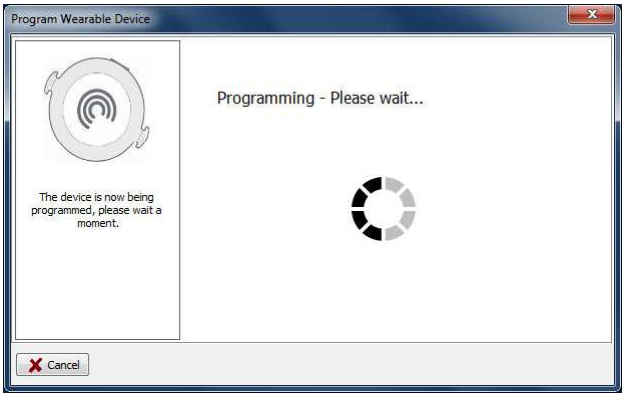
2.2.6.6 Place the 980 on the Programmer

Place the 980 face down onto the programmer and press the Next> button.



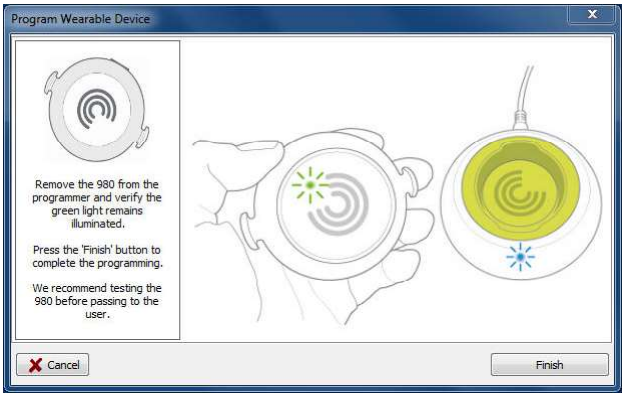
2.2.6.7 Programming the Device

The programmer will transfer your settings to the 980, please wait, do not remove the 980 from the programmer while this screen is being displayed.



2.2.6.8 Confirming the Programming was successful

Remove the 980 from the programmer and verify the green light remains illuminated and press the 'Finish' button to complete the sequence.
Important: Always test the 980 before passing it to the user.

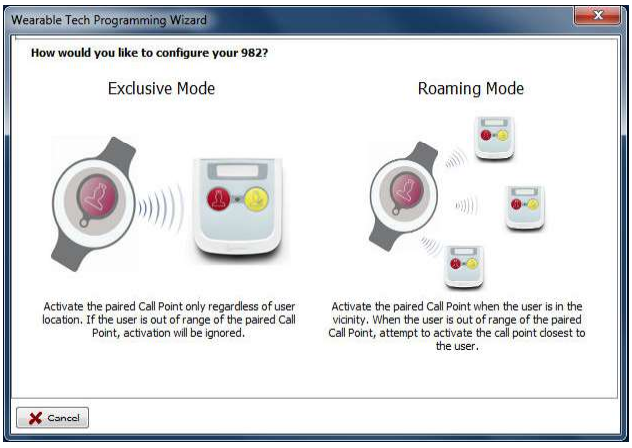


2.2.7 Programming the 982 Portable Call Point

The 982 Wearable Call Point is designed to be a worn by residents allowing a call to be generated while away from a call point. The unit may be exclusively paired to a single room or allowed to roam when away from the paired room. From the home screen select the *Touch 982* picture on the right.

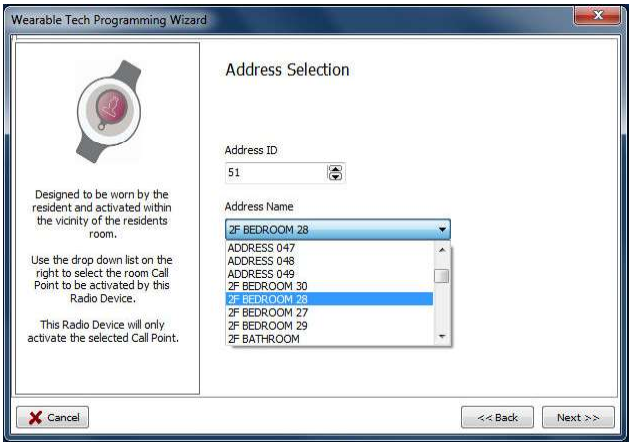
2.2.7.1 982 Select Operational Mode

The 982 may be operated in one of two modes; Exclusively 'paired' to a single room or Roaming when not in the vicinity of the 'paired' room. Select the required mode by clicking on the correct picture. **Warning:** Radio signals travel through walls and floors, determining the correct call point when Roaming may require further system configuration and the use of RF channels. Location detection is only best possible attempt.



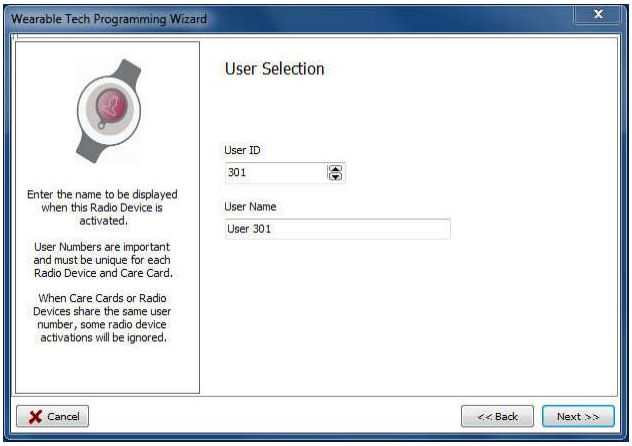
2.2.7.2 Room Selection

Use the drop down list to select the Room Call Point which will be paired to the 982. If the Text Descriptions have been imported from your Touch system, your rooms will appear in the drop down list. To continue, select *Next* >



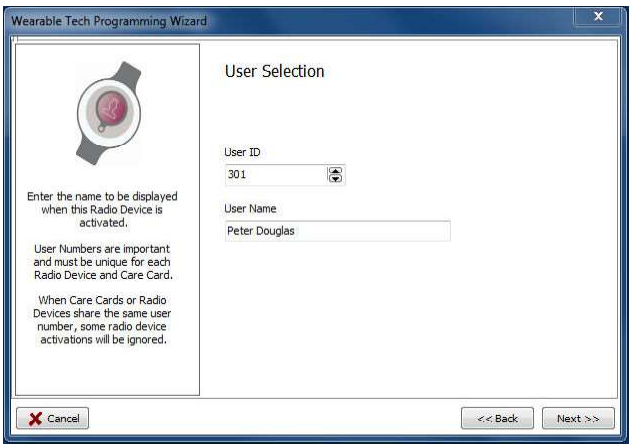
2.2.7.3 User Selection

The programmer will display the dialog below with the next available User ID automatically inserted together with a unique name. You may personalise the name as required, simply type over the automatic name. Do Not alter the User ID.



2.2.7.3.1 Customising the User Name

You may personalise the User Name, however, do not alter the User ID.

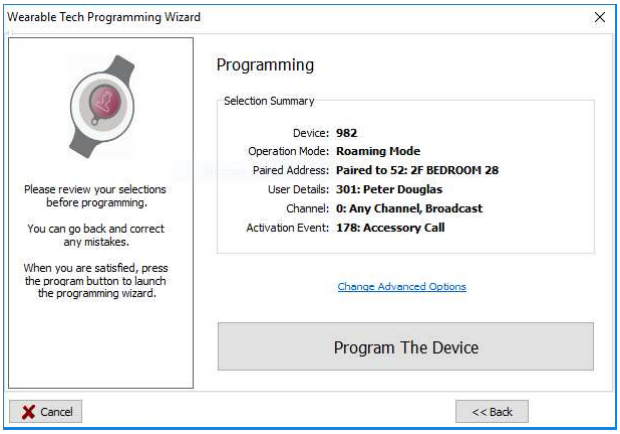


2.2.7.4 Channel Selection

RF Channels provide a way to segregate areas and prevent unwanted radio activations from other areas in Roaming mode. All Call Points accept Channel 0 *(factory default)* and 255. RF Channels also can be used to segregate RF calls in multiple controller environments.

2.2.7.5 Review Settings

Please review your selections before programming. You can cancel and alter settings as required. When you are satisfied, press the program button to launch the programming wizard.

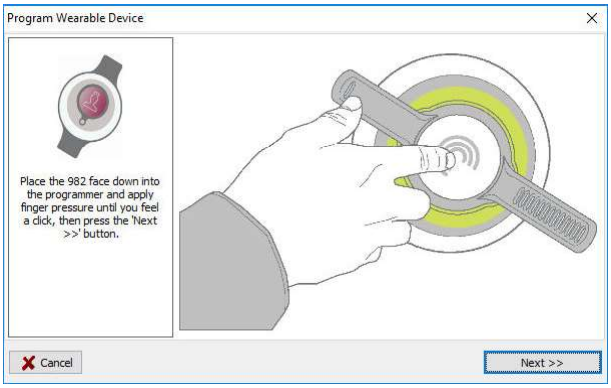


2.2.7.6 982 Programming Wizard

The Programming Wizard will guide you through the programming process. Verify the Blue Light is showing on the programmer and select the Next> button.

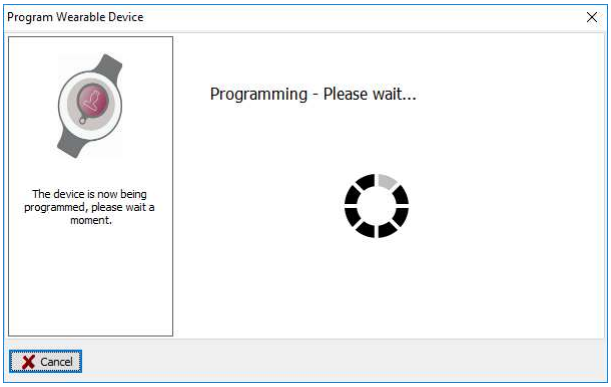
2.2.7.7 Place the 982 into the Programmer

Place the 982 face down into the programmer and apply finger pressure to the rear of the unit until it clicks, before selecting Next>



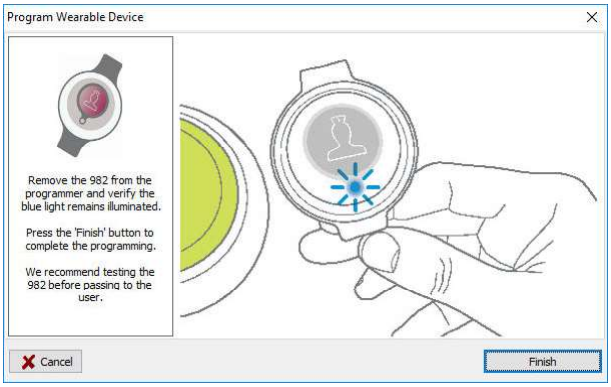
2.2.7.8 Programming the Device

The device will be programmed. Do not remove the 982 from the programmer.



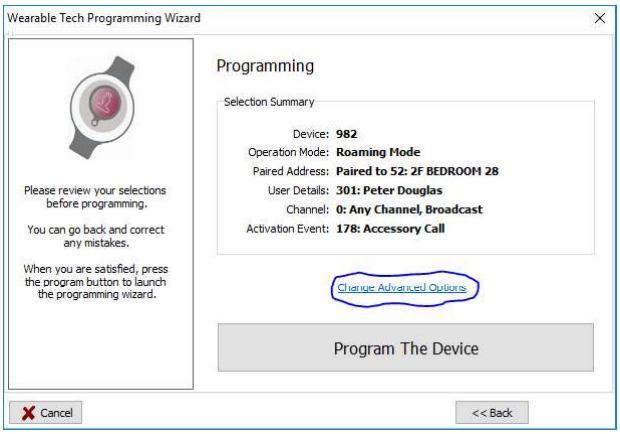
2.2.7.9 Confirming the Programming was Succesful

Remove the 982 from the programmer and verify the blue light remains illuminated. Press the Finish> button to complete the programming.
Important: Always test the device before passing it to the user.



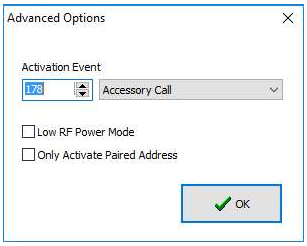
2.2.8 Advanced Options

The Advanced Options are accessed from the Programming Screen.



2.2.8.1 Advanced Options Dialog

The Advanced options are set by the programmer, however they can be adjusted as required. **Caution:** These settings may prevent the unit for operating and should only be altered only with a complete understanding of their function.



2.2.8.1.1 Activation Event

This the event which will be generated by the device being programmed. The default is *Accessory Call* (178)

2.2.8.1.2 Low RF Power Mode

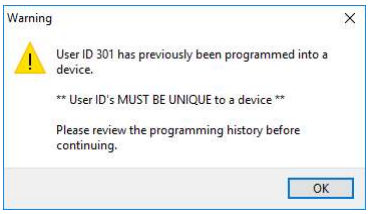
Reducing the power extends the battery life and the 980s are set to Low Power RF Mode by default as they are intended to be used within the same room as the call point.

2.2.8.1.3 Only Activate Paired Address

If enabled,. will only activate the paired Call Point, this is the default setting when programming the 980 Accessory Transmitter.

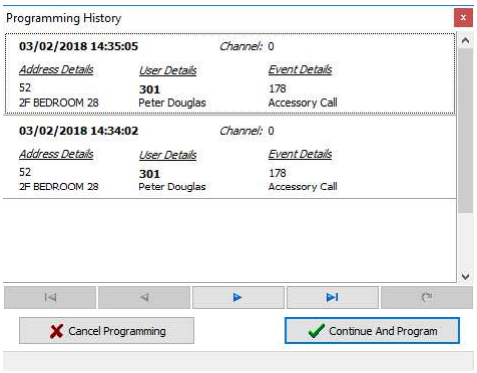
2.2.9 Duplicate User ID Warning

User ID Numbers are important and must be unique for each RF Device & Care Card. If the software detects a User ID which has been used previously, the following warning screen will appear prior to programming. **Caution:** Duplicating User IDs on RF Devices and/or Care Cards may prevent the RF Device from activating the call point.



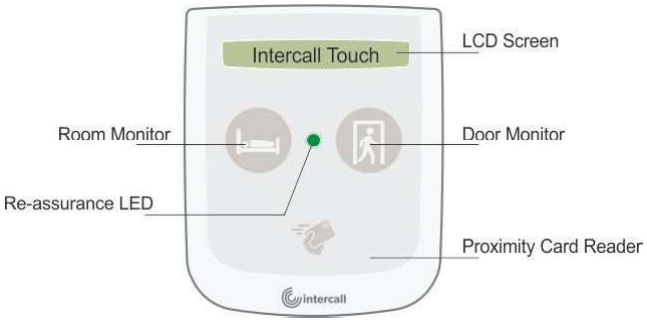
2.2.10 History File

Pressing OK to the duplicate User ID warning screen will open the log file to review when the User ID has been used previously. **Caution:** Duplicating User IDs on RF Devices and/or Care Cards may prevent the RF Device from activating the call point. If you are in doubt, select *Cancel Programming* and allow the software to choose the next available User ID.



2.3 915 Room Control Point Operation

The Room Control Point is located outside the Bedroom and features Room and Door monitoring functions. Typically this is used to alert staff to a resident getting out of bed and/or opening the bedroom door. The unit may be used to trigger additional lighting within the room to assist confused residents.



2.3.1 Controls Locked

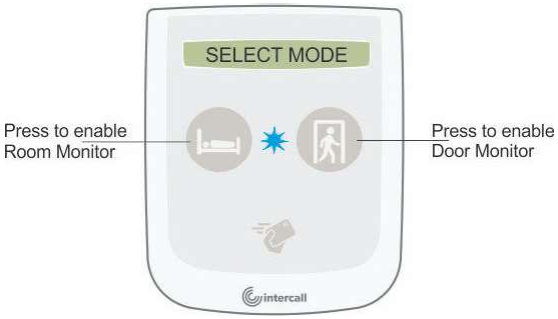
To prevent tampering, the control buttons can only be operated by authorised staff with a Care Card.

2.3.2 Enabling the Controls

To enable the controls, present your Care Card to the reader and the blue LED will flash and '*Select Mode*' will be shown on the display.

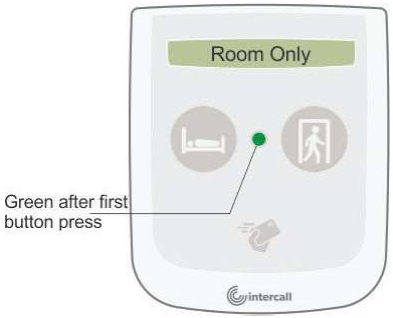
2.3.3 Select Mode

While the LCD reads '*Select Mode*' press the Room or Door button to enable the monitoring as required, you have 5 seconds to make a selection before the controls are locked again and the LED will be off.



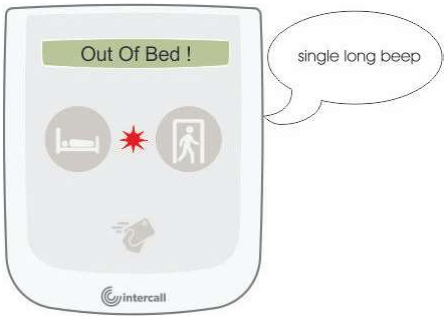
2.3.4 Room Only

If you wish to only monitor the room and have pressed the room button, the LED will show green and the LCD will read '*Room Only*'



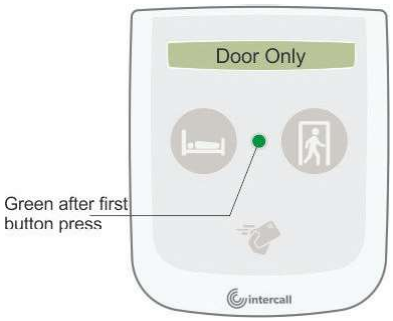
2.3.5 Out of Bed ! error message

If the system detects that the bed is unoccupied at this point, it will sound an alarm and display '*Out Of Bed!*' before returning to the quiescent condition. You must return the resident to the bed and start again.



2.3.6 Door Only

If you wish to only monitor the door and have pressed the door button, the LED will show green and the LCD will read '*Door Only*'

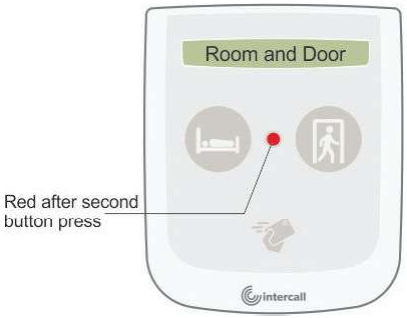


2.3.7 Door Open !

If the system detects that the door is open, it will sound an alarm and display '*Door Open*'. Unless the door is closed in 5 seconds the '*Room Door Alarm*' will be raised. **Note:** This optional feature is not applicable to all applications.

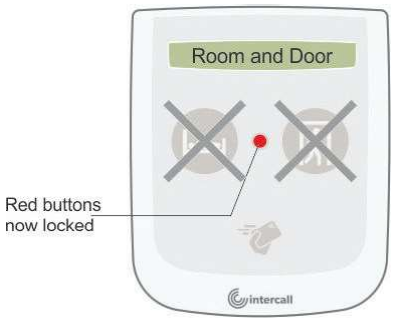
2.3.8 Room and Door

If you wish to monitor the room and the door, press one button after the other, the LED will show red immediately and the LCD will read '*Room and Door*'



2.3.9 Controls Locked

Once the selection has been made the unit will return to the locked condition with the LED lighting Red to indicate the room is being monitored.



2.3.10 Out Of Bed

If Room monitoring is enabled and the resident is detected out of bed, this will be recorded silently by the system and the LCD will read '*Out Of Bed*'. A '*Room Alarm*' will be raised if the resident remains out of bed beyond the allowed time setting. **Note:** This optional feature is not applicable to all applications.

2.3.11 Cancel Monitoring

To stop monitoring of a room, simply present your Care Card and the unit will return to the quiescent condition with the LCD reading '*Intercall Touch*'

2.3.12 Room Alert

When the room alert has been activated, '*Room Alert*' will be shown on the LCD Display and the LED will be flashing magenta. The Room Alert is reset with the use of the Care Card.

2.3.13 Accept

Room Alert may be accepted at a Touch Display and will be silenced for a period of 3 minutes. During this time the LCD will read 'Accept' and a magenta LED will light. The Alert is reset with the use of the Care Card.

2.3.14 Room Door Alarm

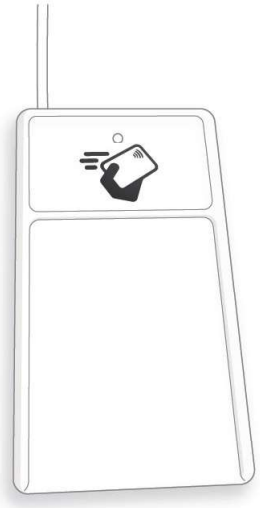
When the Room Door Alarm has been activated, '*Room Door Alarm*' will be shown on the LCD Display and the LED will be flashing red. The Alarm is reset with the use of the Care Card.

2.4 982 Wearable Callpoint

Fully portable battery powered device to allow a call to be generated while away from a call point. The unit is powered from a 3Volt Lithium battery and features battery monitoring with each activation. The unit may be programmer with the users name and is normally 'paired' to the call point in the residents' room.

2.5 902 Care Card Programmer

The Care Card Programmer is a USB device connected to a PC or laptop which is running the Care Card Programer Software application. **Very Important: Software must be installed prior to connecting the Care Card USB Programmer.**



2.5.1 Important - User IDs

User ID Numbers must be unique for each Care Card and must be greater than 10,001. This software will automatically assign the next available User ID Number. **Caution:** If you are replacing a card, assign a new User ID to the replacement Care Card.

2.5.2 Important - Single PC Use

This software is designed to run on a single computer and keeps a record of allocated User ID Numbers and automatically generates the next available User ID. **Caution:** Do Not Run this software on more than one computer as duplicate User IDs will be generated.

2.5.3 Important - History File

This software stores the User ID history in the following location on the PC hard drive. *C:\Users\...\Documents\CareCardProgrammer\History.dat*

2.5.4 Care Card Programmer Status

Run the Care Card Programmer software and note the *Programmer Status* portion of the screen should be populated with the hardware version.

2.5.4.1 Hardware Detected

When the software has located the USB Care Card Programmer correctly the following dialog is displayed.

2.5.4.2 No Hardware Found

If the software has failed to locate the USB Care Card Programmer, the following dialog is displayed. This may be because the programmer is unplugged or due to a driver issue. You will need to restart the programming software once the issue is resolved.

2.5.5 Programming New Cards

Follow these steps when programming a new card which has not been programmed before.

2.5.5.1 Programmer Ready

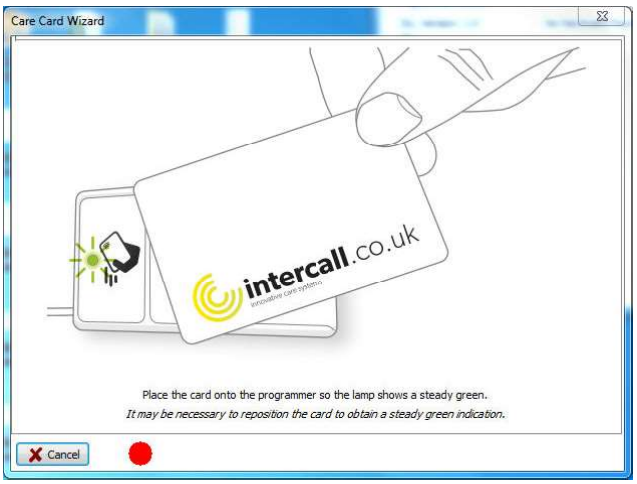
Check the Programmer is showing a red light.

2.5.5.2 Care Card Wizard

Run the programming software and the Care Card Wizard dialog below will be displayed. Click on the image of the Care Card to begin.

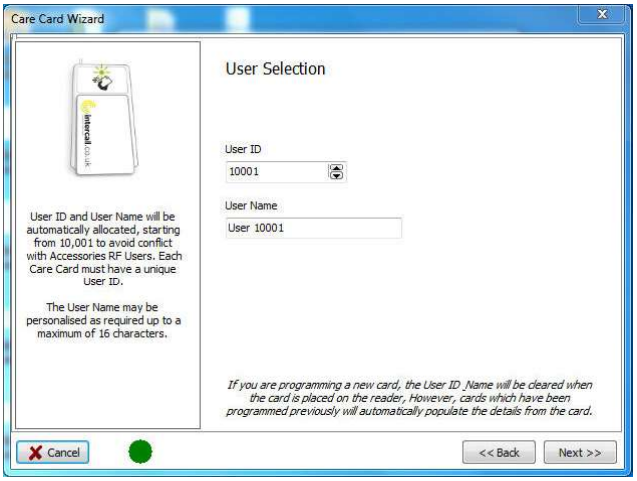
2.5.5.3 Place the Card onto the Reader

The software will wait until you have placed a card onto the programmer.



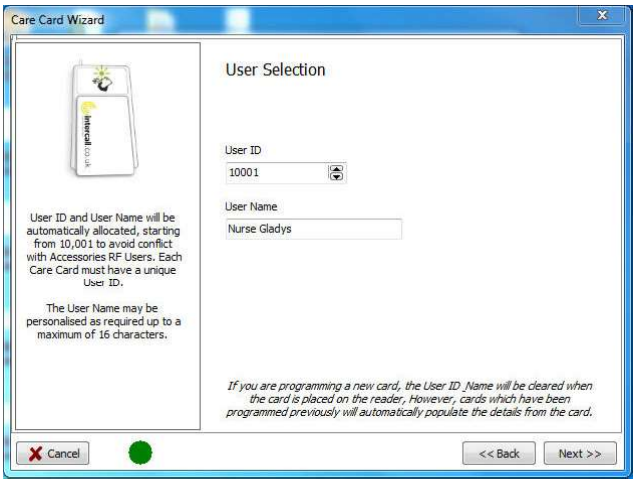
2.5.5.4 Automatic Card Naming

When the programmer has detected a card it will display the dialog below, if the card is blank the next available User will be displayed as shown below.



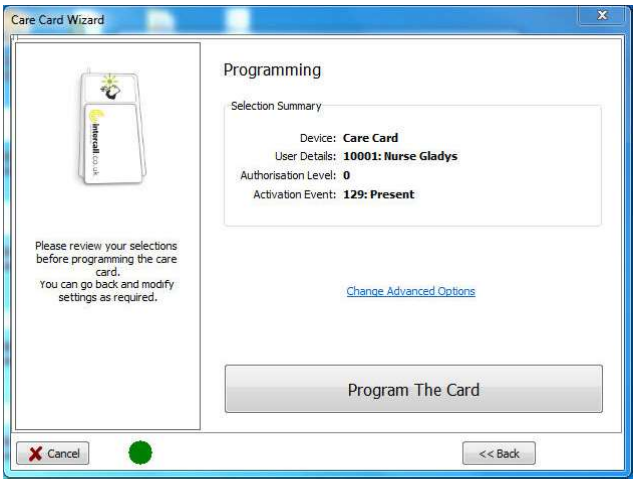
2.5.5.5 Personalising the Care Card

The User Name is automatically generated from the next available User Number, however, this may be personalised as required. Select Next> to proceed.



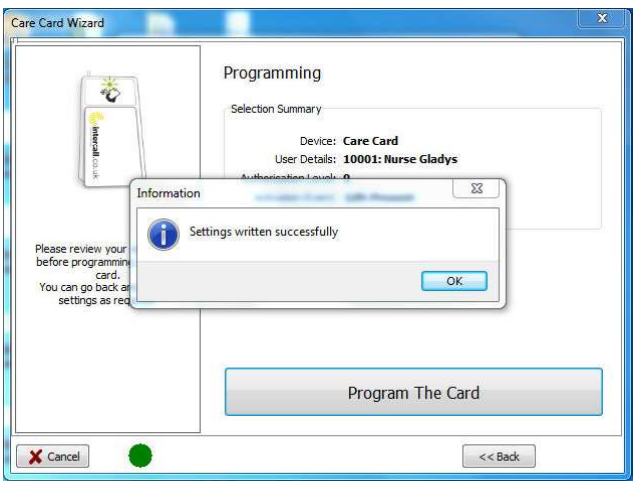
2.5.5.6 Review your settings

Before programming, the dialog below will show the Care Card configuration for review. Select *Program The Card* or *Cancel*.



2.5.5.7 Write Success

After the Card has been programmed, you may remove the card from the programmer.



2.5.6 Re-Programming Existing Cards

Follow these steps when changing the **User Name** of a card, whilst retaining the **User ID**.

2.5.6.1 Programmer Ready

Check the Programmer is showing a red light.

2.5.6.2 Care Card Wizard

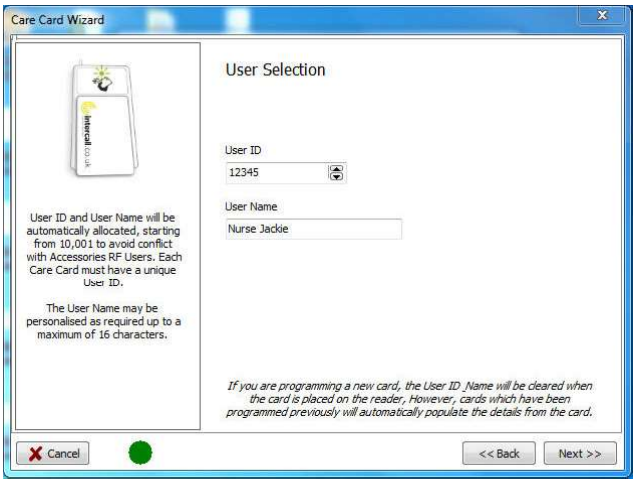
Run the programming software and the Care Card Wizard dialog below will be displayed. Click on the image of the Care Card to begin.

2.5.6.3 Place the Card onto the Reader

The software will wait until you have placed a card onto the programmer.

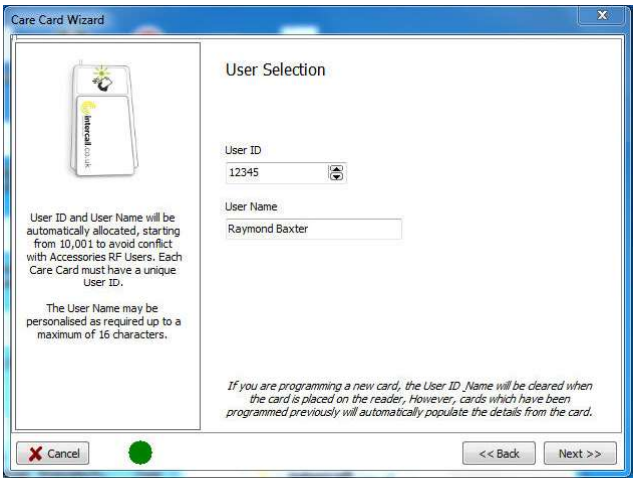
2.5.6.4 Existing Card Settings

The programmer will display the existing details read from the Care Card.



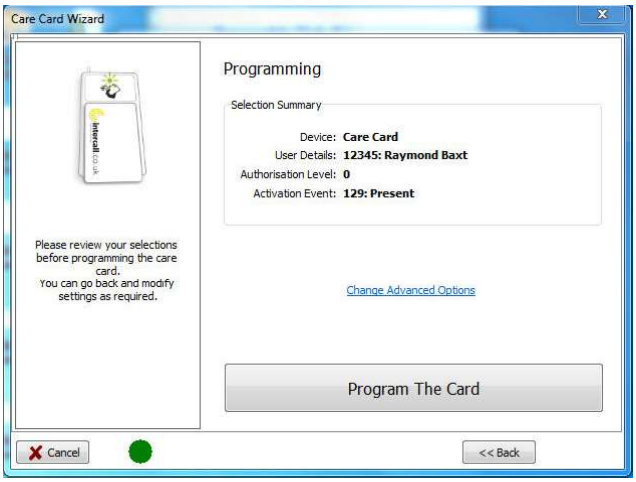
2.5.6.5 Enter the New User Name

Overwrite the new User Name overwriting the existing one, and press Next> to continue.



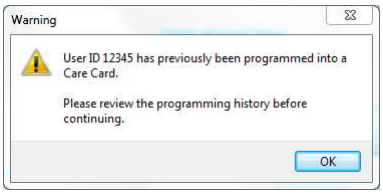
2.5.6.6 Review the revised settings

Before programming, the dialog below will show the Care Card configuration for review showing the new details. Select *Program The Card* or *Cancel*.



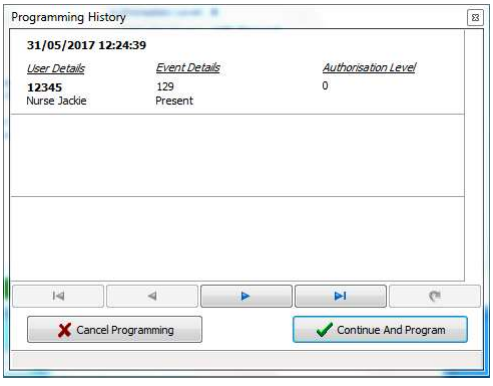
2.5.6.7 User ID Warning

Because the User ID number 12345 has been programmed previously, the following warning will appear. **Caution:** User ID numbers are very important, repeating a User ID number may prevent an RF Device from activating the Touch System. We recommend allowing the software to manage the User ID's.



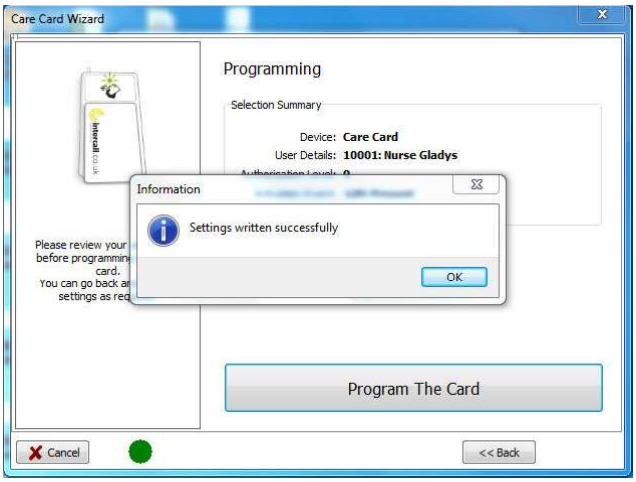
2.5.6.8 User ID History

The software will display the previous use of *User Number 12345* as shown below, if you are sure you wish to continue press *Continue and Program*. **Caution:** User ID numbers are very important, repeating a User ID number may prevent an RF Device from activating the Touch System. We recommend allowing the software to manage the User ID's.



2.5.6.9 Write Success

After the Card has been programmed, you may remove the card from the programmer.



2.5.7 Advanced Options

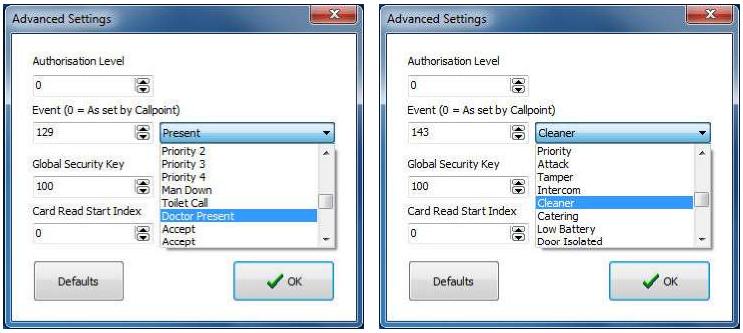
Advanced options allows further settings to be changed in the Care Card. Care Cards

2.5.7.1 Authorisation Level

May be used to limit the functionality of specific Care Cards where a Call Point or Touch Display has a higher *Authorisation Level* than the Card being presented. To use this feature, the Touch Displays and/or Call Points will require programming. This feature is not implemented by default with Care Cards and Touch Devices set to 0.

2.5.7.2 Event

Select the Event to be assigned to the Care Card. Users such as Cleaners or Doctors can be given specifically programmed cards. Default Users are Set to 'Nurse Present' **Note:** Devices can be programmed to override the Event programmed into the Care Card.

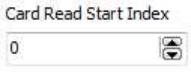


2.5.7.3 Global Security Key

All devices and Care Cards for use on a single system must share the same Global Security Key. Sometimes referred to as the '*System House Code*' Care Cards can be excluded from the system by changing this value. The factory default for all devices and Care Cards is 100.

2.5.7.4 Card Read Start Index

The Care Card features a generic technology compliant to ISO 15693 which can be shared with third party systems. In order to assist with integration, the memory area of card hosted for the Intercall system can be relocated using this setting. The factory default is zero.



2.6 948 Touch Display

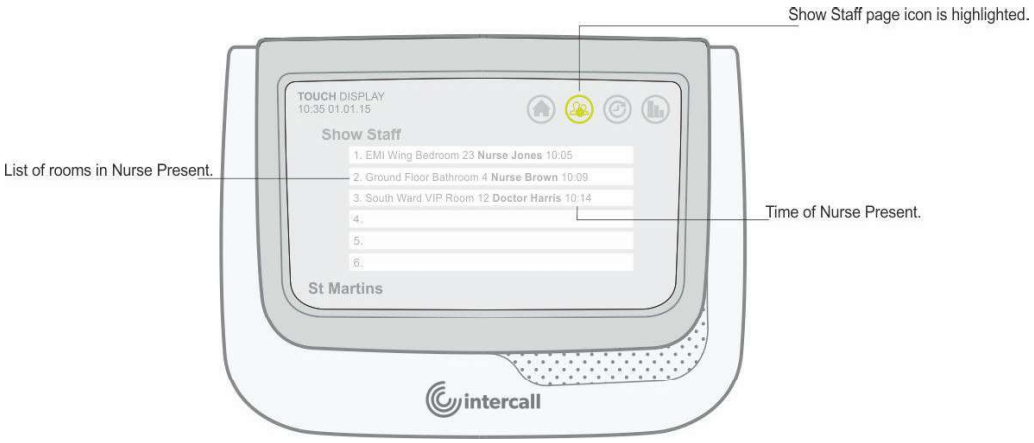
The Touch Display provides the staff interface for the Touch System.

2.6.1 Home Page

The home page is shown when no calls are active, displaying the page navigation icons and the establishment name and service icon.

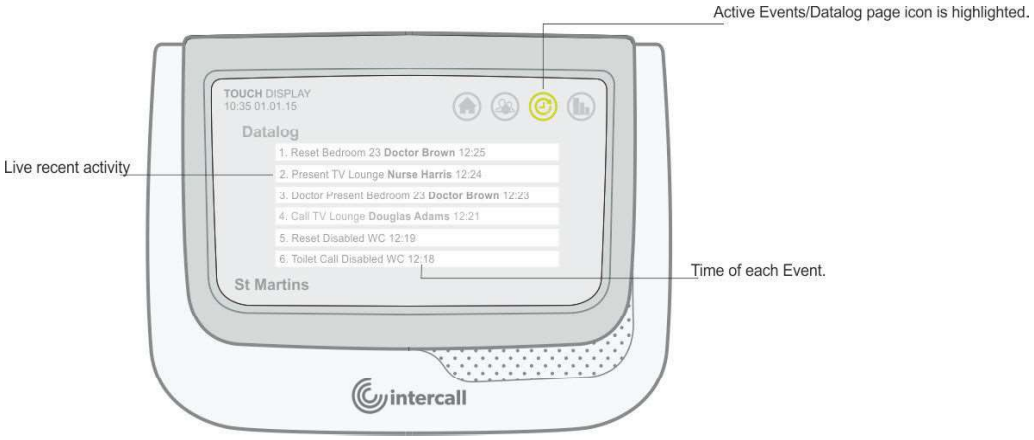
2.6.2 Show Staff Page

The Show Staff page displays the location of all call points which have a member of staff logged as Nurse Present. This page persists for 10 seconds, before returning to the home page automatically.



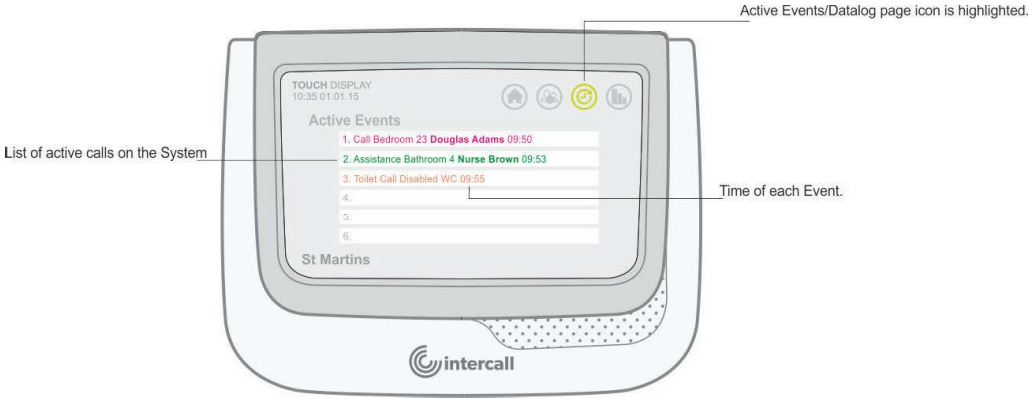
2.6.3 Datalog Page

The Datalog page shows a small live snapshot of system activity. Events are displayed with the most recent at the top. This page persists until another page is selected.



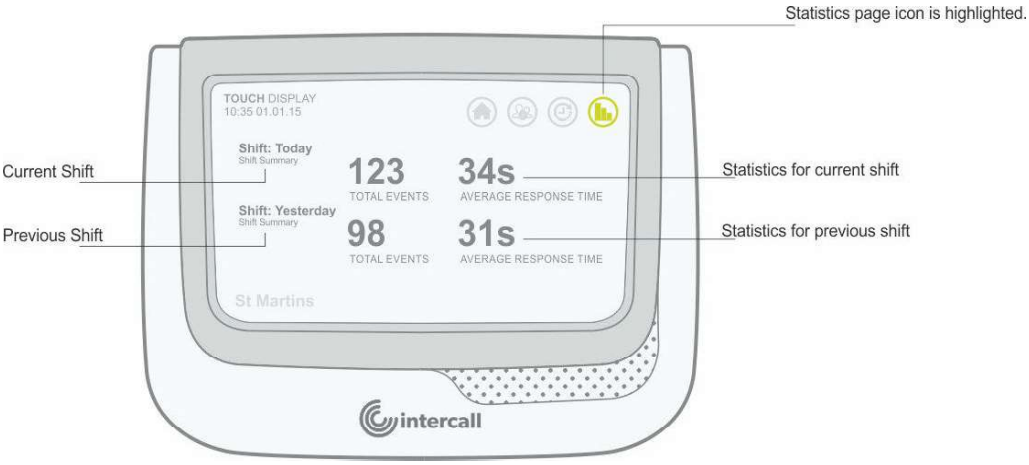
2.6.4 Active Events Page

The Active Events page shows up to six active calls simultaneously and the audible alarm sounds for the highest priority call. This page persists until another page is selected. The Active Events page may be disabled by your System Administrator.



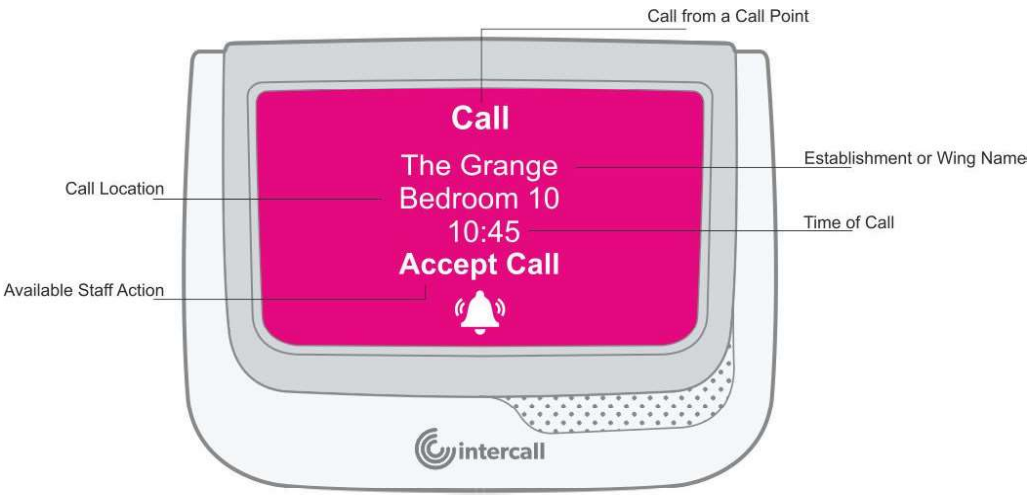
2.6.5 Statistics Page

The statistics page shows the performance of the current shift and the previous shift with the total number of calls and the average staff response time.



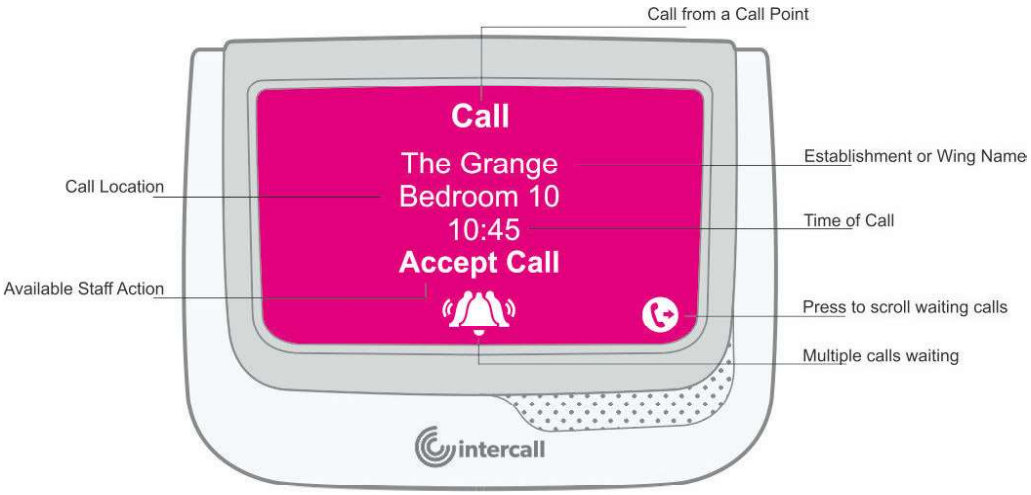
2.6.6 Call from a Call Point

A patient call from a call point is shown below, the display will be sounding a single chime, repeated every 10 seconds. '*Call*' is displayed at the top of the screen, followed by the establishment name '*The Grange*', location '*Bedroom 10*' and the time of the call '*10:45*'. The call can be accepted by the staff.



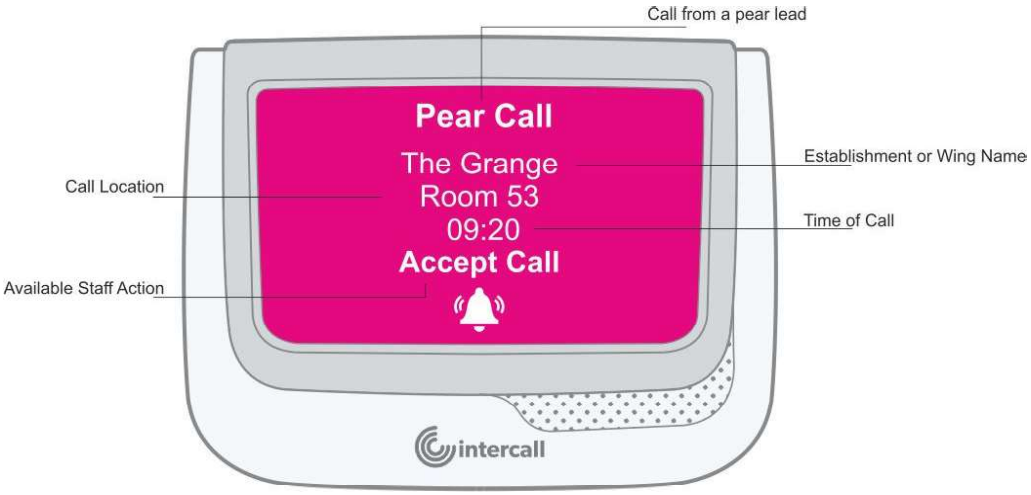
2.6.7 Calls Waiting

When more than one patient call is waiting, the oldest call is shown and the display sounds a 'double chime' to indicate there is another call waiting. Staff can Accept this call and the next waiting call will be displayed, alternatively, staff can press a button to scroll through the other waiting calls. The multiple calls waiting icon is showing and the scroll button is located bottom right of the screen.



2.6.8 Call from a Pear Lead

A patient call from a Pear Lead (Plugged into a Call Point) is shown below. The display will be sounding a single chime, repeated every 10 seconds. '*Pear Call*' is displayed at the top of the screen, followed by the establishment name '*The Grange*', location '*Room 53*' and the time of the call '*09:20*'. The call can be accepted by the staff

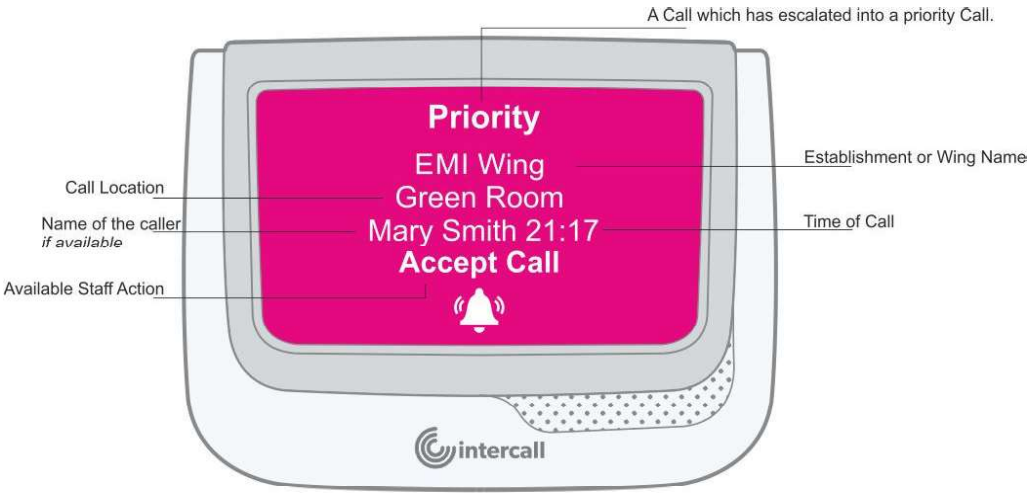


2.6.9 Call for portable device

A call from portable device is shown below, the display will be sounding a single chime, repeated every 10 seconds. '*Accessory Call*' is displayed at the top of the screen, followed by the establishment name '*The Grange*', location '*Dining Room*', name of the caller '*Douglas Adams*' and the time of the call '*15:08*'. The call can be accepted by the staff.

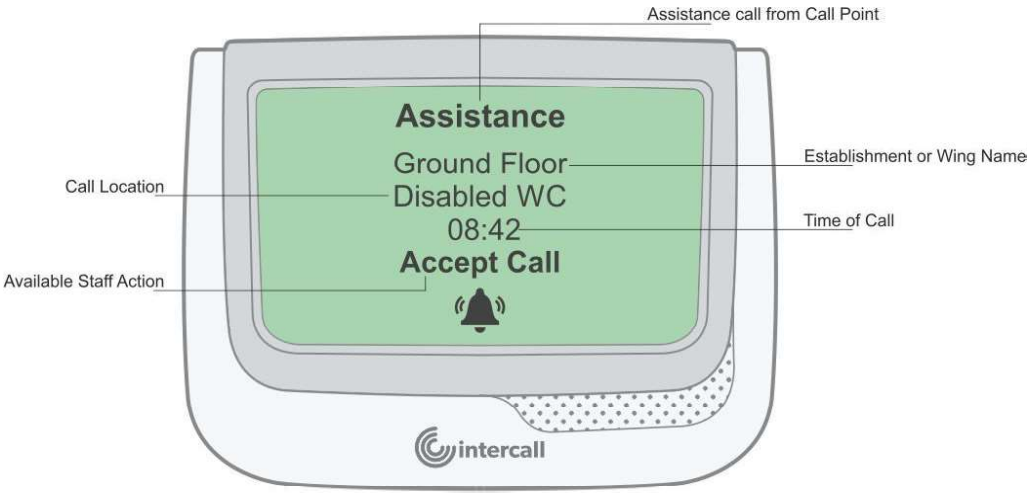
2.6.10 Priority Call

A priority call is shown below, if the call originated from a portable device it will contain the callers' name. The display will be sounding a single chime, repeated every 9 seconds. '*Priority*' is displayed at the top of the screen, followed by the wing name '*EMI Wing*', location '*Green Room*', the callers name '*Mary Smith*' and the time of the call. The call can be accepted by the staff.



2.6.11 Assistance Call

An Assistance Call is shown below, usually generated from the Call Point. The display will be sounding a double descending chime, repeated every 9 seconds. '*Assistance*' is displayed at the top of the screen, followed by the wing name '*Ground Floor*', location '*Disabled WC*' and the time of the call. The call can be accepted by the staff.

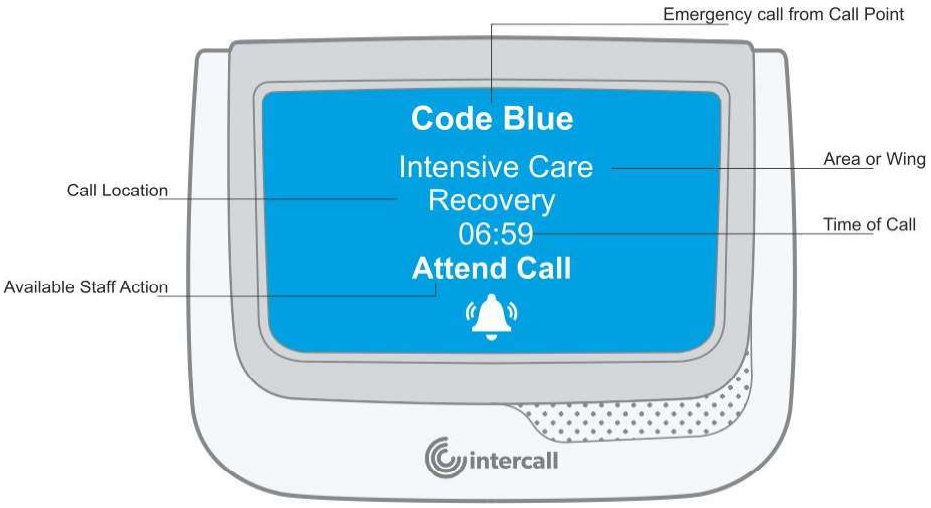


2.6.12 Emergency Call

A Staff Emergency Call is shown below, usually generated from the Call Point. The display will be sounding a continuous double chime. '*Emergency*' is displayed at the top of the screen, followed by the wing name '*The Laurel Wing*', location '*TV Lounge*' and the time of the call. The Available Staff Action is '*Attend Call*' as Emergency calls can only be silenced at the originating call point.

2.6.13 Code Blue

A Crash Call or *Code Blue* is shown below, usually generated from a Call Point. The display will be sounding a continuous double chime. '*Code Blue*' is displayed at the top of the screen, followed by the wing name '*Intensive Care*', location '*Recovery*' and the time of the call. The Available Staff Action is '*Attend Call*' as *Code Blue* can only be silenced at the originating call point.

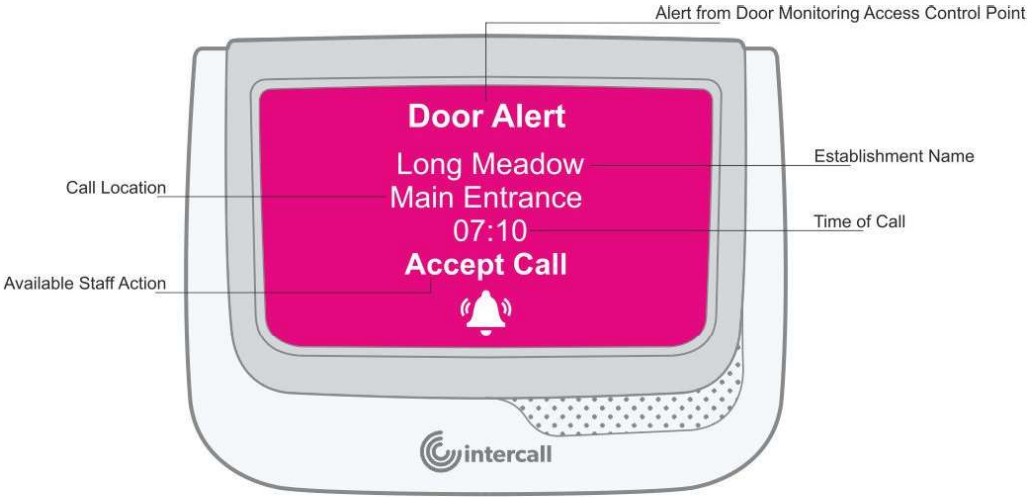


2.6.14 Toilet Call

A *Toilet Call* is usually from high risk areas such as a WC or bathrooms and is shown below. The display will be sounding a continuous double chime. '*Toilet Call*' is displayed at the top of the screen, followed by the wing name '*Wessex Unit*', location '*Disabled Bathroom*' and the time of the call. The Available Staff Action is '*Attend Call*' as *Toilet Call* can only be silenced at the originating call point.

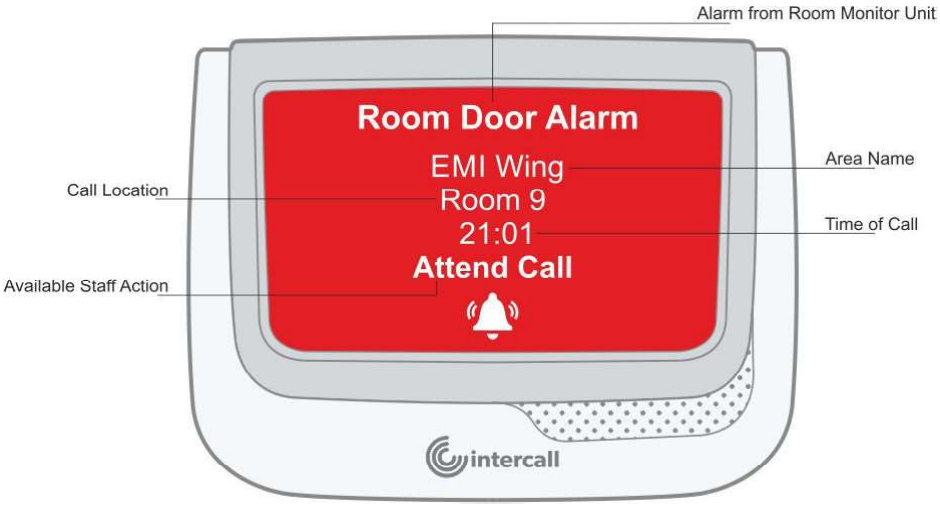
2.6.15 Alert Calls

An Alert is a low level call from a monitoring device such as an Access Control Point or Room Monitor. The display will be sounding a single chime, repeated every 10 seconds. The type of alert '*Room Alert*' is displayed at the top of the screen, followed by the establishment name '*Long Meadow*' the location '*Bedroom 15*' and the time of the call '*07:10*'. The call can be accepted by the staff.



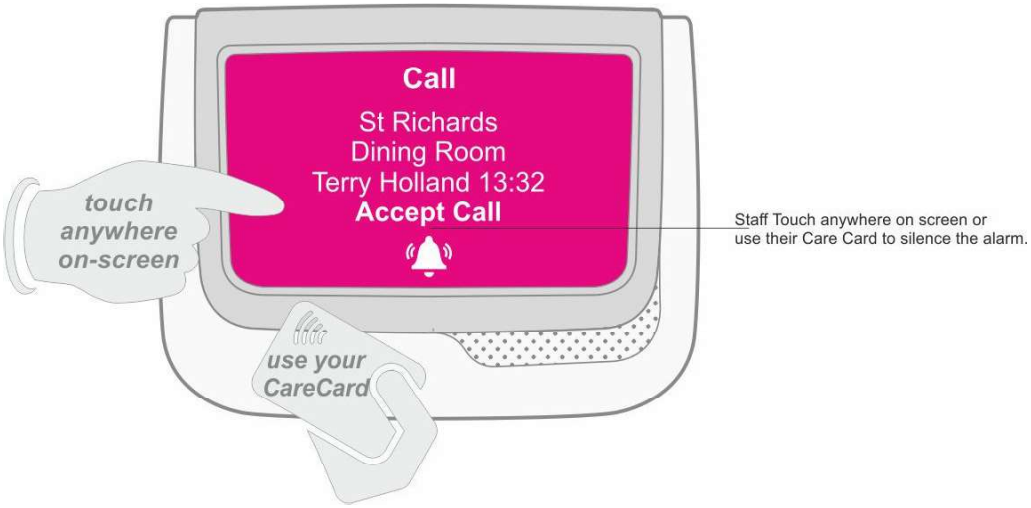
2.6.16 Alarm Calls

An Alarm is a high level alarm from a monitoring device such as an Access Control Point or Room Monitor. The display will be sounding a continuous double chime. The type of Alarm '*Room Door Alarm*' is displayed at the top of the screen, followed by the wing name '*EMI Wing*', location '*Room 9*' and the time of the call. The Available Staff Action is '*Attend Call*' as Alarm calls can only be silenced at the originating point.



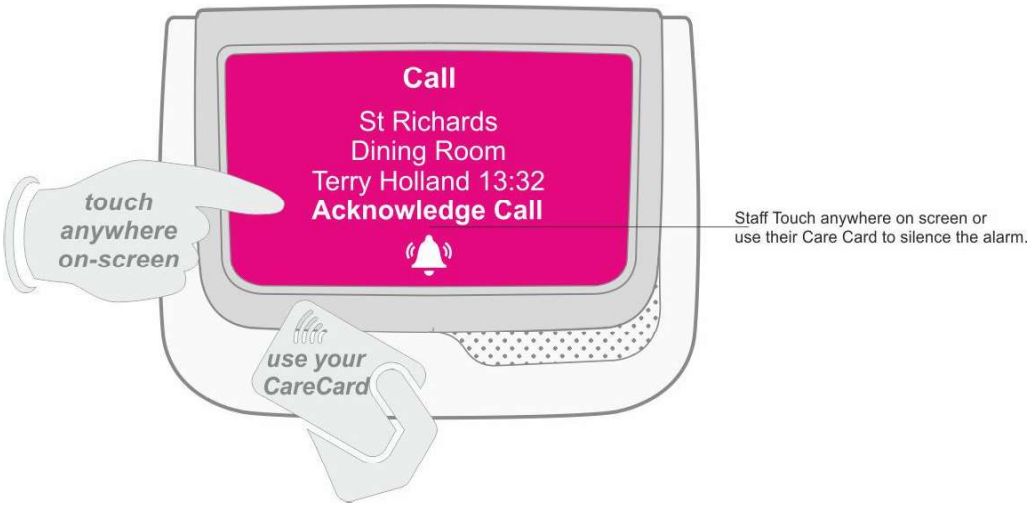
2.6.17 Accepting a Call

To Accept a call, touch the screen or use your Care Card. Accepting a call silences the alarm on all displays. *Note: Your system administrator may have mandated that you use your Care Card to accept calls or disabled the accept feature for certain events.*



2.6.18 Acklowledging a Call

To Acknowledge a call, simply touch anywhere on the screen. Acknowledging a call silences the alarm on this display only, the other displays will continue to sound. *Note: Your system administrator may have mandated that you use your Care Card to accept calls or disabled the accept feature for certain events.*



2.6.19 Service Page

The Service Page contains contact details for service and maintenance, together with system information. The information on this page is configured by your System Administrator.

2.6.20 Screen Saver

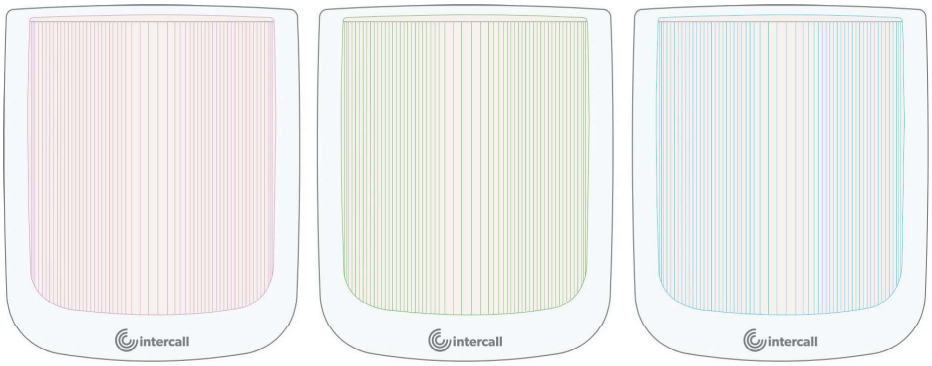
When there is no activity on the Intercall system the screen saver appears. ***Important:*** *This feature may be disabled by your system administrator.*

2.7 972 Touch Pear Lead

The Touch Pear Lead plugs into the call point and allows a call to be generated away from the call point, simply press the button to generate a patient level call. **Caution:** Only Intercall Touch equipment can be plugged into the Call Point socket, third party products may damage the call point and affect the system.

2.8 926 Over Door Light

The Overdoor Light is generally located above a door mimicking call point(s) within a room or area.

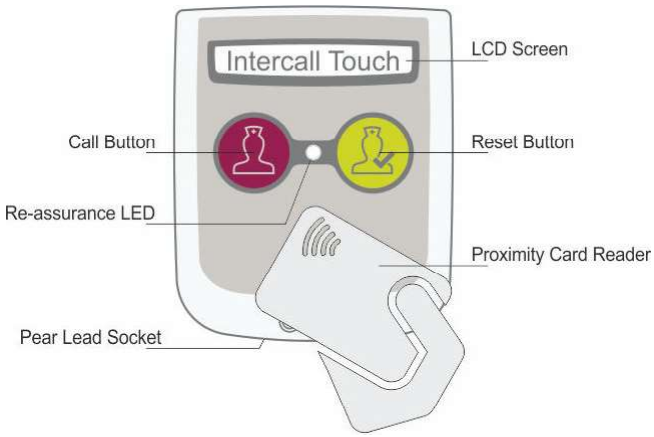


2.8.1 Sounder

The Overdoor lights may sound depending on how the system has been configured.

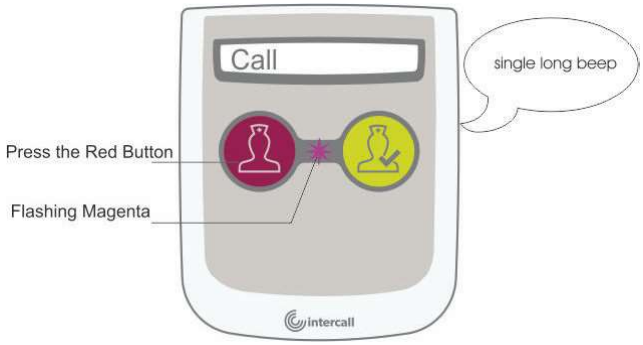
2.9 922 Call Point Standard Operation

The Call Point Standard is the preferred call point for the Intercall Touch System. Simple to use, providing advanced features for a patient calling point. All reset functions may be carried out using a Care Card.



2.9.1 Patient Call from the Call Point Red Button

Patient Call is generated by pressing the Red Button.

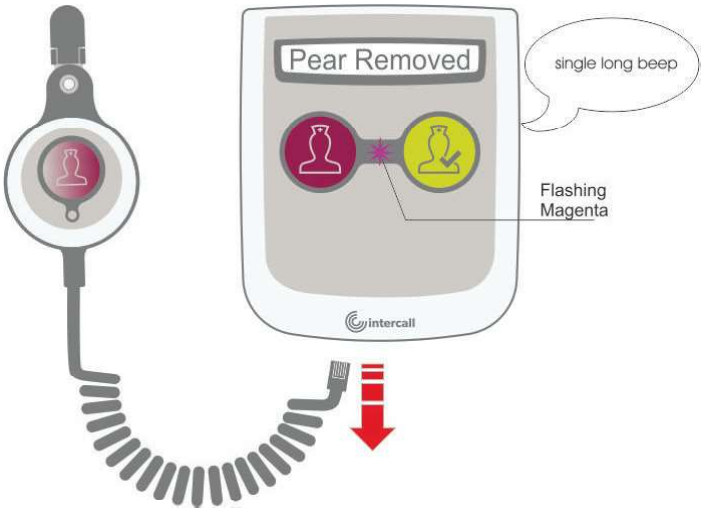


2.9.2 Patient Call from the Pear Lead

Patient call may also be generated from the Pear Lead and is indicated with a magneta flashing LED on the Call Point and Pear Lead.

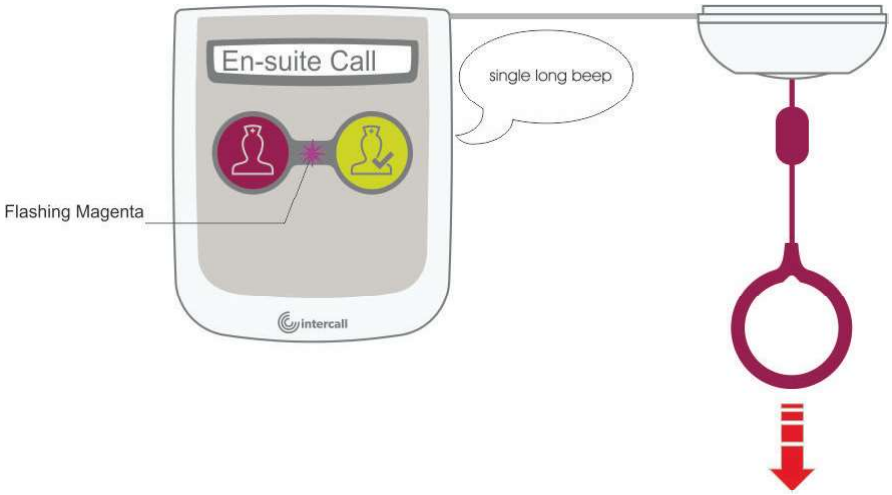
2.9.3 Call from removing the Pear Lead

When the pear lead is removed from the call point a 'Pear Removed' call is generated.



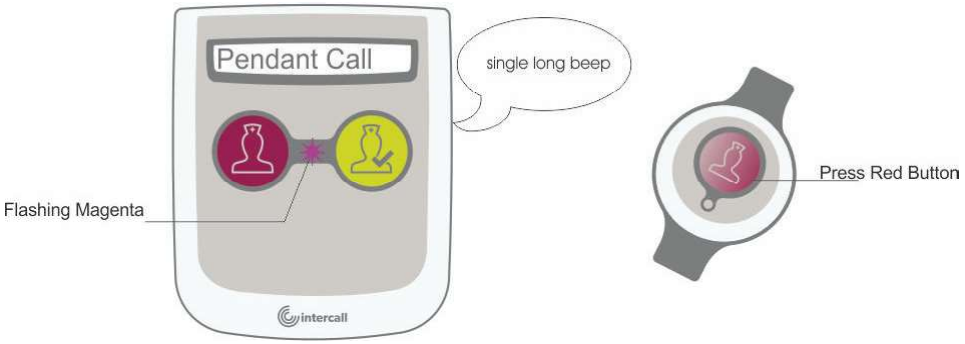
2.9.4 Call from the Bathroom Pull Cord

Patient Call is generated by operating the Bathroom Pull Cord, this may be configured as Patient Call or Toilet Call.



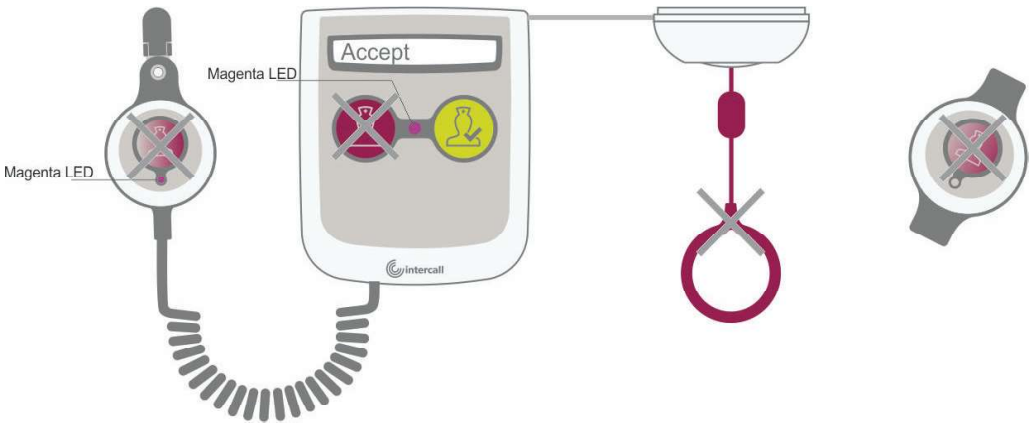
2.9.5 Call from the Wearable Call Point

Patient Call is generated by operating the Wearable Call Point, 'Pendant Call is shown on the LCD, together with name assigned to the Wearable Call Point.



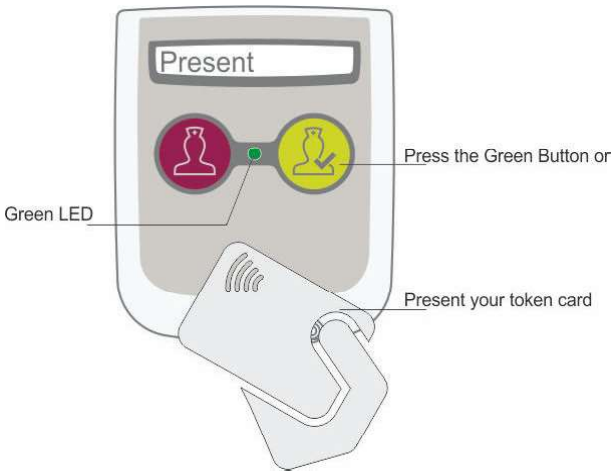
2.9.6 Accept Call

When a call is accepted at the Touch Display, the LED lights magenta continuously. The pear lead button, wearable call point, call button and ceiling pull switch are temporarily disabled.



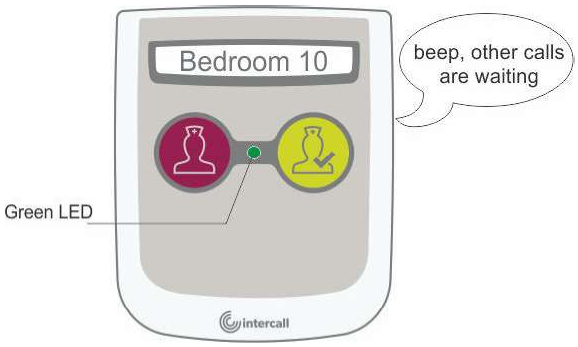
2.9.7 Nurse Present

When a member of staff enters the room they present their RFID card or press the call point green button.



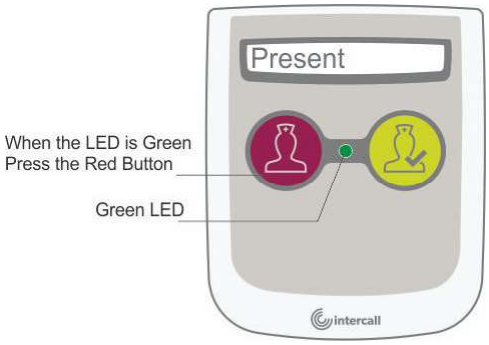
2.9.7.1 Call Follower Feature

While the Call Point is in the Nurse Presence mode, the Call Follower Feature alerts staff to other local calls. In this example, there is another call from Bedroom 10.



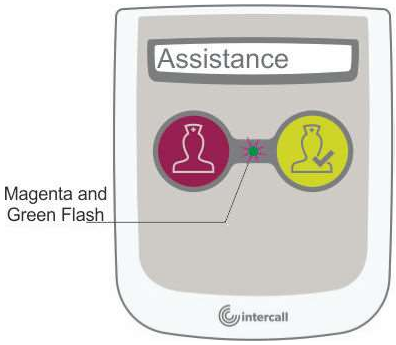
2.9.7.2 Staff calling for Assistance

When the unit is in Nurse Presence, pressing the Red button will generate an Assistance Call.



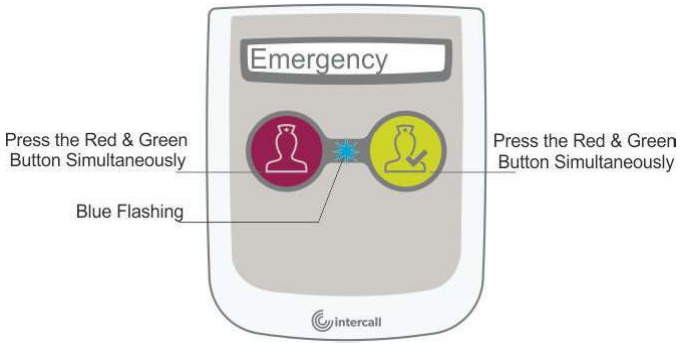
2.9.8 Assistance Call

Assistance Call is generated from Staff Presence and shows as a Magenta and Green alternate flashing LED.



2.9.9 Emergency Call

Emergency Call can be generated at any time by pressing the Red Button and the Green Button simultaneously.

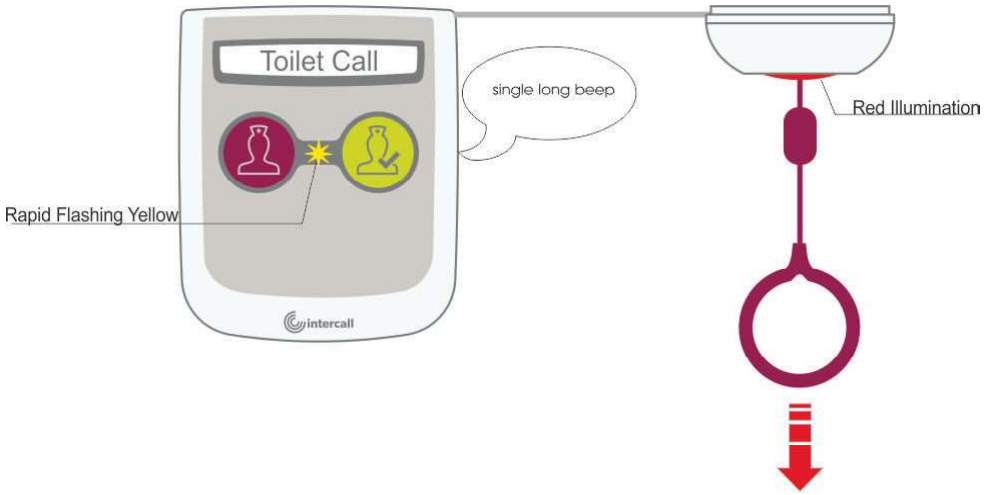


2.9.10 Door Alarm

Door Alert is generated when a door opens, monitored by the call point.

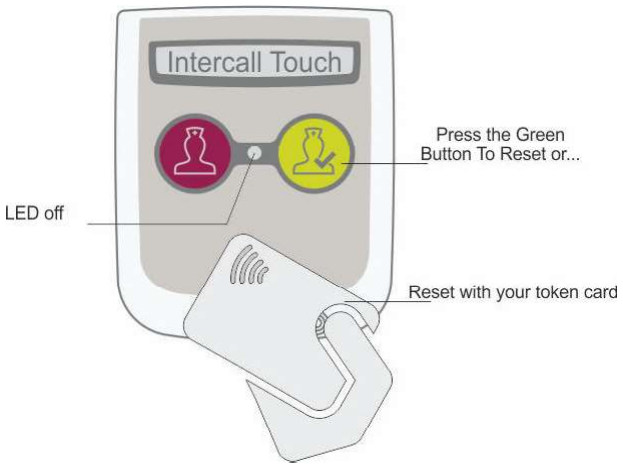
2.9.11 Toilet Call

Toilet Call is indicated with a rapidly flashing yellow LED.



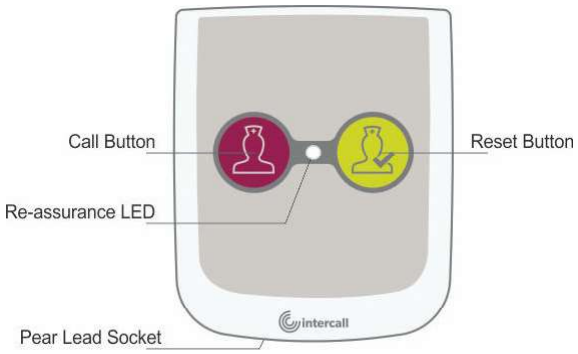
2.9.12 Reset Call

Calls are reset using the staff RFID card or by using the green Reset Button.



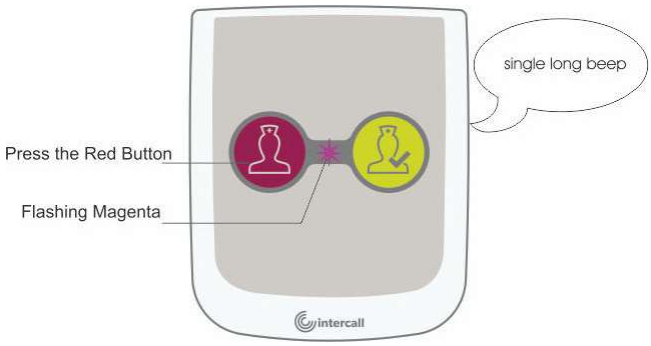
2.10 920 Call Point Basic Operation

The Call Point Basic is simple to use and provides all essential features for a patient call and reset point.



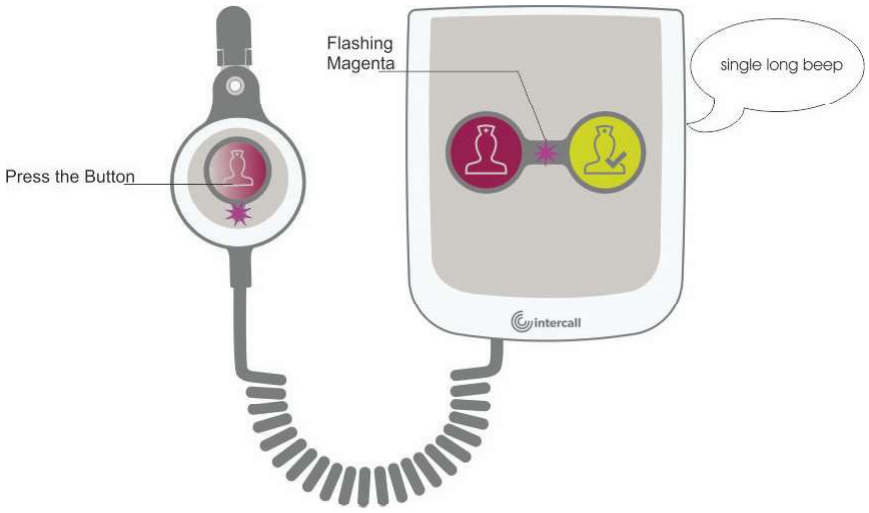
2.10.1 Patient Call from the Call Point Red Button

Patient Call is generated by pressing the Red Button.



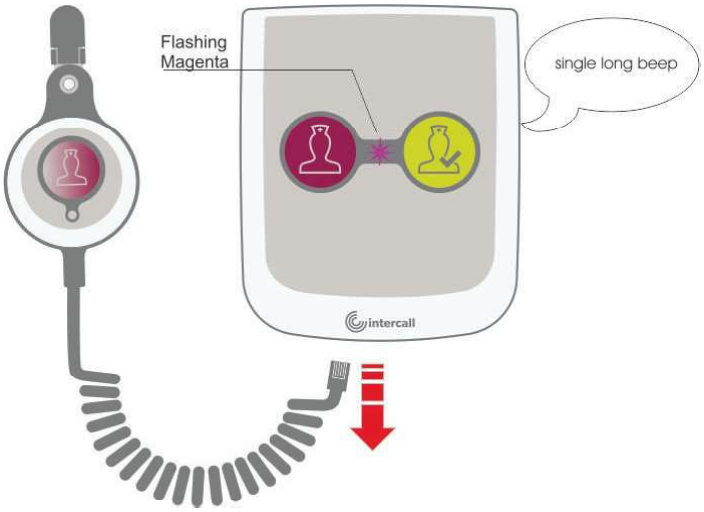
2.10.2 Patient Call from the Pear Lead

Patient call may also be generated from the Pear Lead and is indicated with a magneta flashing LED on the Call Point and Pear Lead.



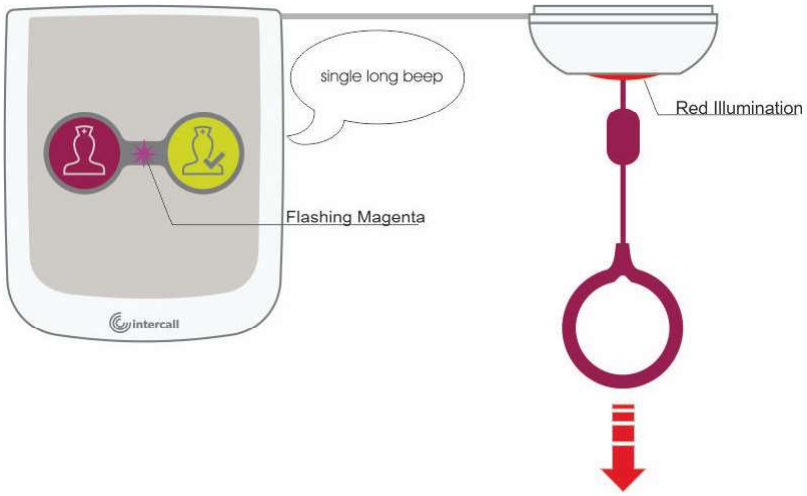
2.10.3 Call from removing the Pear Lead

When the pear lead is removed from the call point a 'Pear Removed' call is generated.



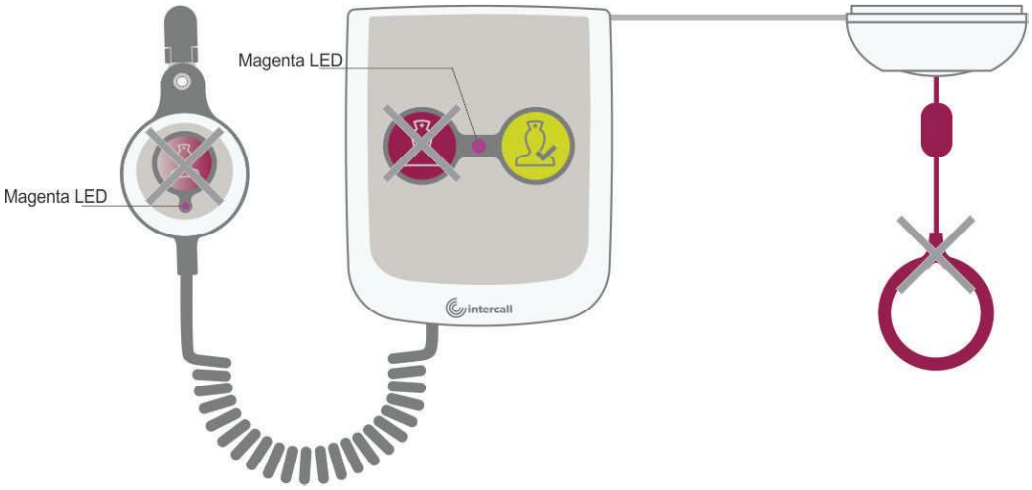
2.10.4 Call from the Bathroom Pull Cord

Patient Call is generated by operating the Bathroom Pull Cord, this may be configured as Patient Call or Toilet Call.



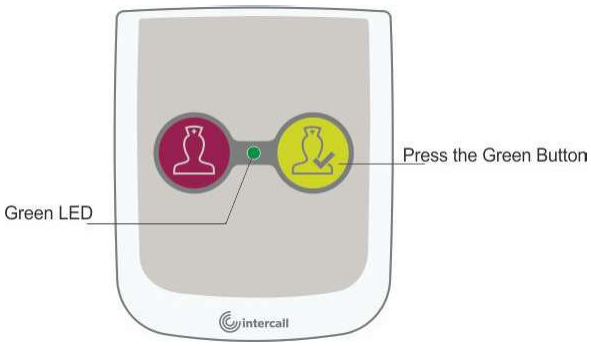
2.10.5 Accept Call

When a call is accepted at the Touch Display the LED is Magenta and the pear lead, call button and ceiling pull switch are temporarily disabled.



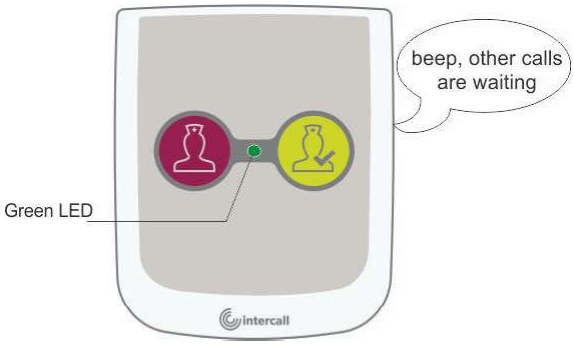
2.10.6 Nurse Present

When a member of staff enters the room they press the call point green button to confirm Nurse Present in the room.



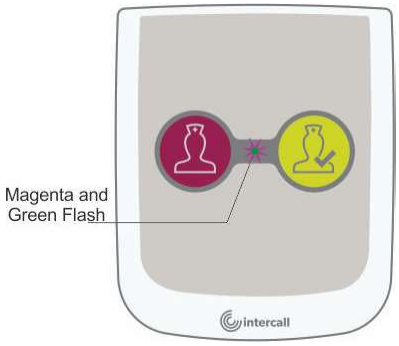
2.10.6.1 Call Follower Feature

While the Call Point is in the Nurse Presence mode, the Call Follower Feature alerts staff to other local calls.



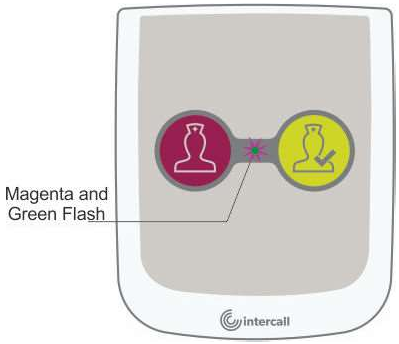
2.10.6.2 Staff calling for Assistance

When the unit is in Nurse Presence, pressing the Red button will generate an Assistance Call.



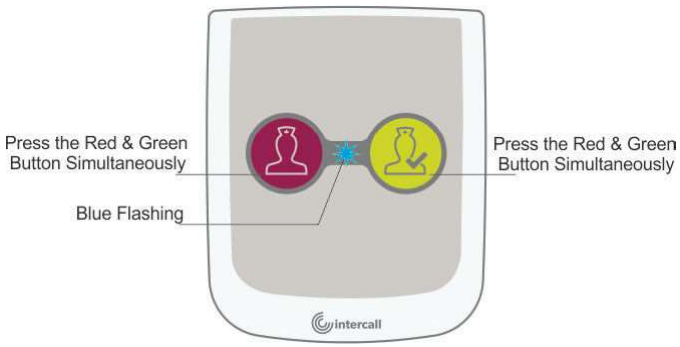
2.10.7 Assistance Call

Assistance Call can only be generated from Staff Presence and shows as a Magenta and Green alternate flashing LED.



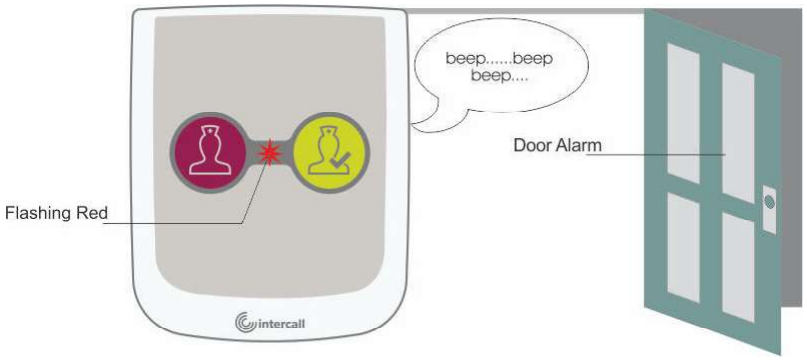
2.10.8 Emergency Call

Emergency Call can be generated at any time by pressing the Red Button and the Green Button simultaneously.



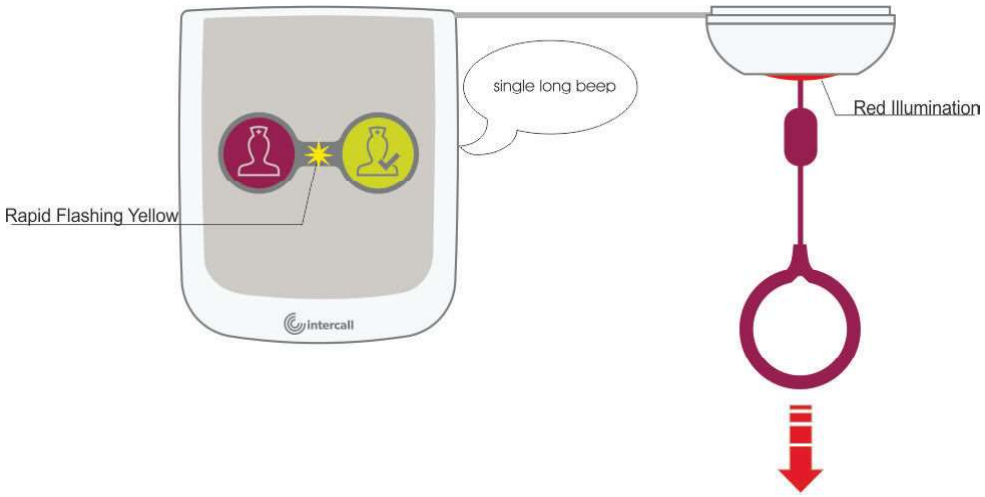
2.10.9 Door Alarm

Door Alert is generated when a door opens, monitored by the call point.



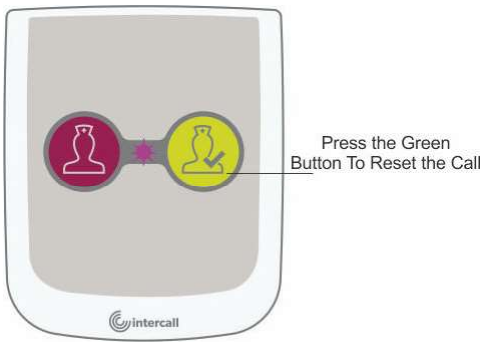
2.10.10 Toilet Call

Toilet Call is indicated with a rapidly flashing yellow LED.



2.10.11 Reset Call

Calls are reset using the Green Reset Button.



2.11 973 Bathroom Pull Cord Operation

A gentle pull on the cord will light the integral LEDs and trigger the associated call point. The call is cancelled at the associated call point.

2.11.1 Operating Force

The operating force is <1.5Kg

2.11.2 Cleaning

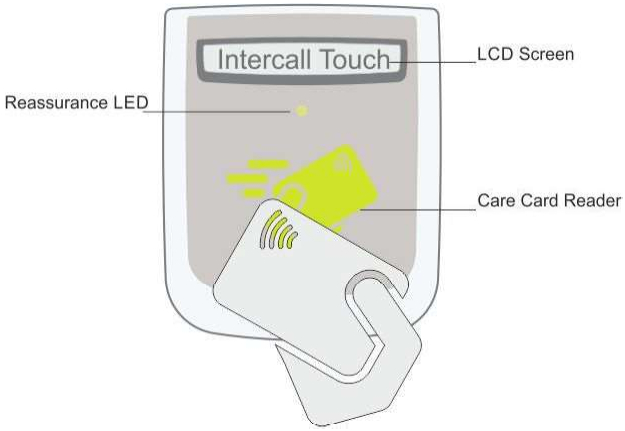
The unit is manufactured from hospital grade anti microbial material and may be wiped externally with a moist cloth.

2.11.3 Anti Ligature Break

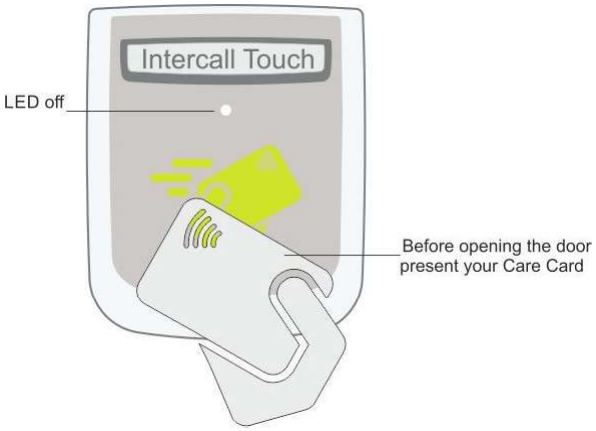
The unit is designed with an anti-ligature break which will fail 4<10Kg

2.12 924 Access Point Operation

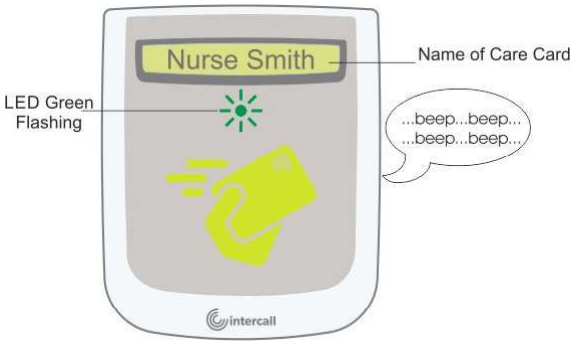
The Access Point may be used to prevent un-authorised access through doors or to protect sensitive areas such as drug cupboards etc.



2.12.1 Authorised Temporary Access.

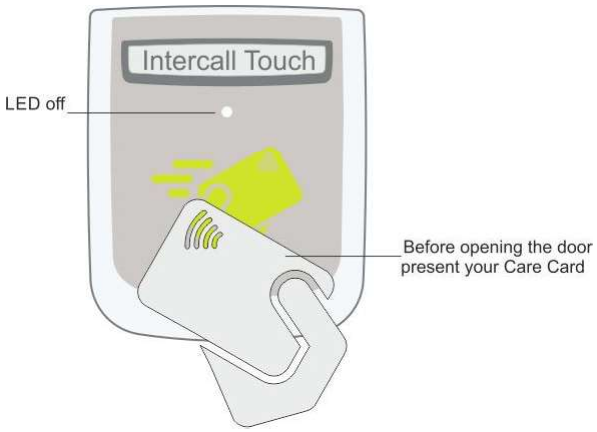


With the door closed and the LED off, present your Care Card to the reader area.

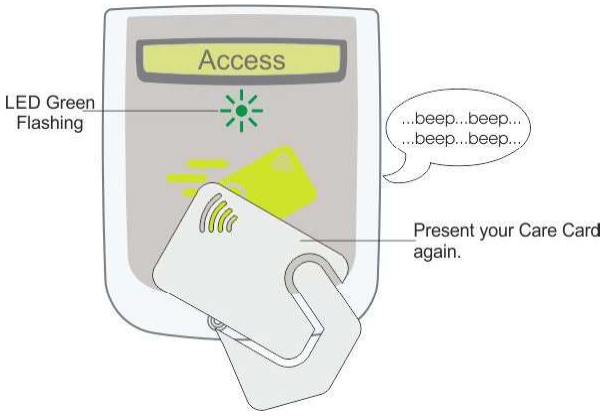


The green LED will flash and the beeper will pulse for a period of time, during this time the unit is disarmed and the door may be opened. *Note: If the door remains open after this time, the unit will activate the alarm.*

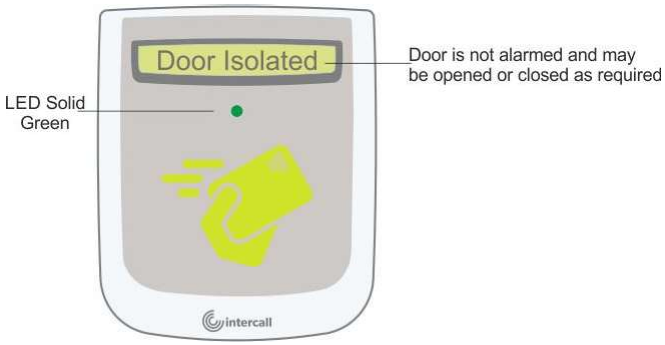
2.12.2 Holding the Door Open.



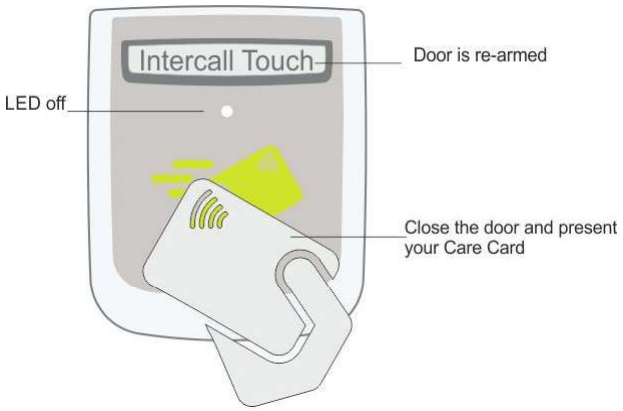
With the door closed and the LED off, present your Care Card to the reader area.



While the unit is beeping and before you open the door, present your Care Card again.



The beeper will silence and the green LED will light continuously. The alarm is now isolated and the door may be opened and closed or held open as required.



To alarm the door again, close the door and present your proximity card and the LED will extinguish. The door is now re-armed.

2.12.3 Cancelling the Door Alarm

To Cancel the alarm, close the door and present your Care Card.