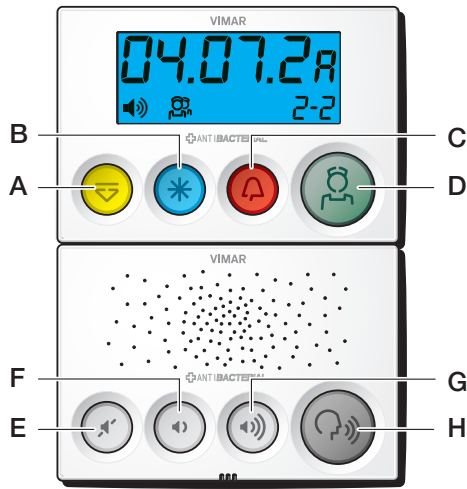
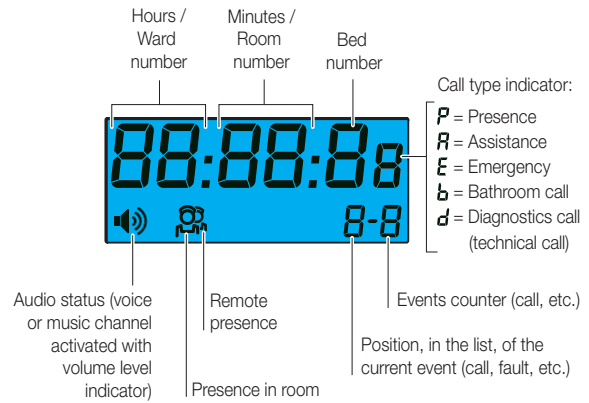


FUNCTIONS OF THE TERMINAL FOR COMMUNICATIONS IN AUDIO SYSTEMS



- **Button A:** Scrolling through events list
- **Button B:** Emergency call
- **Button C:** Normal or assistance call
- **Button D:** Nurse present
- **Button E:** Switching music channel on/off and controlling voice direction (press to speak)
- **Button F:** Decrease volume (only music channel)
- **Button G:** Increase volume (only music channel)
- **Button H:** Voice communication



Rest



Normal call from same room:
 • Ward 1 • Room 2
 • Position 1 in a list of 1 • Audio connection in progress
 • Nurse present



Remote emergency call:
 • Ward 5 • Room 4
 • Bed 2 • Position 2 in a list of 5
 • Nurse present

CALLING/WARNING

CALLER	TYPE OF CALL	IDENTIFICATION (DIN VDE 0834-1:2000-04)	WARNING	CALL METHOD
PATIENTS	Normal call	Nurse call		The patient makes a call from the room to the nurse's station. The patient (or a family member), presses the button on the communication terminal or on the display module (it is equivalent to a call from a keypad).
	Bathroom/WC call			The patient makes a call from the bathroom to the nurse's station.
STAFF ON DUTY (nurse)	Call for assistance	Emergency call (second presence)		The nurse, with presence inserted, repeats the call from the keypad or the button on the communication terminal or the display module.
	Call for assistance in bathroom/WC			The nurse, with presence in bathroom inserted, repeats the call from the bathroom.
	Doctor call (emergency)	Emergency call		The nurse must hold down the call button for 3 seconds or press, again for 3 sec and with presence inserted, the button on the communication terminal or the display module.
	Doctor call bathroom/WC			The nurse, with presence in bathroom inserted, must pull the bathroom ceiling pull-cord for approximately 3 sec.
DIAGNOSTICS	Diagnostics call	-		Possible when connecting an electro-medical instrument with a clean contact output.

LIGHT ON steady

LIGHT flashing at intervals of 1 sec

LIGHT flashing at intervals of 0.3 sec

