

SERVICE MANUAL

FOR

MODEL SSC-501-F

**STAINLESS STEEL HANDS FREE
CHARGE-A-CALL TELEPHONE**

EQUIPPED WITH SPK1.07UNVLR1 FIRMWARE



Serving the Telephone Industry Since 1930

*Communication Equipment
& Engineering Company*

519 SW Park Street

Okeechobee, FL 34972

Voice: 863-357-0798

Fax: 863-357-0006

IMPORTANT INFORMATION FOR CUSTOMER

Please fill in before you continue.

The following information is necessary when calling CEECO for assistance.

MODEL NUMBER	MODEL SSC-501-F EQUIPPED WITH SPK1.07UNVLR1 FIRMWARE.
SERIAL NUMBER	
DATE MANUFACTURED	
LOCATION INSTALLED	

For us to better serve you, please have this information available when calling for technical support.

CEECO *Communication Equipment & Engineering Company*

519 SW Park Street
Okeechobee, FL 34972

(863) 357-0798 Voice
(863) 357-0006 Fax

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1.0 INTRODUCTION

The practices in this manual provide installation and maintenance information for the CEECO Model SSC-501-F Telephone, equipped with SPK1.07 UNVLR1 firmware.

The information in this manual is subject to change without notification.

For information not included in this manual, please call or write:

CEECO

Customer Service
519 SW Park Street
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2.0 GENERAL

- 2.1 The CEECO hands free telephone is a sturdy, vandal resistant, Stainless Steel Panel Speakerphone. Instead of a hookswitch and handset, the telephone has a Press to start/Press to stop button for initiation and termination of phone calls. Manual volume control is also provided inside the telephone.
- 2.2 The microphone is muted during periods of dial tone eliminating the use of hand held dialers.
- 2.3 Incoming calls may be allowed or blocked depending on the programming.
- 2.4 Programming is accomplished via the DTMF keypad.

3.0 PROGRAMMING

NOTE: It is recommended that you ground yourself to prevent ESD damage to the PCB(s).

- 3.1 Connect the phone to a working telephone line or a DTMF test set before programming.
- 3.2 Move the mini-jumpers (located on the CEECO-SPK Printed Circuit Board) to the "ON" position, as depicted on the last page of this manual.
- 3.3 Press the CALL button and wait for dial tone before programming any digits.
- 3.4 Each location is accessed by dialing the "#" sign and a two digit code. The valid program locations are: #00, #30-#69 (speed dial locations), and #70-#89 (allowed call locations). The previous contents of the location are automatically erased when the location code is accessed.

NOTE: Once the "#" (pound) key has been entered you may get an operator recording or a fast busy, please disregard and continue programming.

- 3.5 To **clear all** user programmable memory, with the phone on hook (no dial tone) and the mini-jumpers in the "ON" position, press the CALL button located on the front of the phone and dial **#97**.
- 3.6 Location "00" is the phone option location. It is comprised of ten digits, all of which must be filled to render the phone functional. By entering 0 or 1 into each of the 10 digits (digits 4 and 10 allow choices of 1-9 to be entered), the phone is customized to a particular installation. Be sure to record your entries in the option table for future reference.

PROGRAMMING CONTINUED...**LOCATION #00: (OPTION TABLE)**

#00	0	0	0	1	0	0	5
— — — — — — — — — —							

Digit 1:

- 0 Call restrictions are in effect.
- 1 No call restrictions.

Digit 2:

- 0 No incoming calls allowed.
- 1 Incoming calls allowed.

Digit 3:

- 0 **Always 0 for this model.**

Digit 4:

- 0 No Conversation Time-Out. For **Call** Button
- 1-9 Minutes Conversation Time-Out.

Digit 5:

- 0 **Always 0 for this model.**

Digit 6:

- 0 **Always 0 for this model.**

Digit 7:

- 1 **Always 1 for this model.**

Digit 8:

- 0 **Always 0 for this model.**

Digit 9:

- 0 **Always 0 for this model.**

Digit 10:

- 0 No Wink Detect
- 1-9 Length of the Wink (1 = 50ms incremental to 450ms – entering a **5** is recommended)

PROGRAMMING CONTINUED...**EXAMPLE:**

DIAL #00 0106001005

Phone will be set as follows:

DIGIT 1 .. CALL RESTRICTIONS IN EFFECT
 DIGIT 2 .. INCOMING CALLS ALLOWED
 DIGIT 3 .. ALWAYS 0
 DIGIT 4 .. 6 MINUTE TIME OUT
 DIGIT 5 .. ALWAYS 0
 DIGIT 6 .. ALWAYS 0
 DIGIT 7 .. ALWAYS 1
 DIGIT 8 .. ALWAYS 0
 DIGIT 9 .. ALWAYS 0
 DIGIT 10 . 250ms WINK

LOCATION #30 - #69: (SPEED DIAL TABLE)

If speed dialing is desired, enter the desired numbers in any of these 40 locations. The numbers can range from 1 to 11 digits. Programming is accomplished by dialing the Location followed by the desired number. All of these locations may be programmed in a continuous string. Be sure to record your entries in the speed dial table for future reference.

EXAMPLE:

Enter #3018005551212 in the programming sequence. When in normal operating mode, the user dials #30 and the phone will Speed Dial 1 800 555 1212.

PROGRAMMING CONTINUED...

LOCATION #70 - #89: (CALL RESTRICTIONS OR "ALLOWED" NUMBERS)

If the phone is intended to restrict certain calling patterns, then it must be programmed to tell it specifically which calls to allow. Enter the allowed numbers in any of these 20 locations. The numbers can range from 1 to 11 digits. Programming is accomplished by entering the Location followed by the allowed call or call pattern. All of these locations may be programmed in a continuous string. Be sure to record your entries in the allowed call table for future reference.

EXAMPLE:

NOTE: The * (Asterisk) symbol is defined as a wildcard. A wildcard allows any digit (0-9) to be emitted from the keypad.

#70 0-***-***-****	Allows all 0 minus and 0 plus calls.
#71 1-555-1212	Allows 1-555-1212 information calls.
#72 911	Allows 911 emergency calls.
#73 1-800-***-****	Allows 1-800 calls.

- 3.7** When programming is finished, return the mini-jumpers to the "OFF" position. Then hang up the phone ("on hook" condition), by pressing the black "CALL " button. The phone is now ready for use.

4.0 SPEED DIAL/ALLOWED CALL TABLES

4.1 SPEED DIAL TABLE

<u>LOCATION</u>	<u>NUMBER</u>	<u>LOCATION</u>	<u>NUMBER</u>
#30	_ - _ - _ - _ - _ - _ -	#50	_ - _ - _ - _ - _ - _ -
#31	_ - _ - _ - _ - _ - _ -	#51	_ - _ - _ - _ - _ - _ -
#32	_ - _ - _ - _ - _ - _ -	#52	_ - _ - _ - _ - _ - _ -
#33	_ - _ - _ - _ - _ - _ -	#53	_ - _ - _ - _ - _ - _ -
#34	_ - _ - _ - _ - _ - _ -	#54	_ - _ - _ - _ - _ - _ -
#35	_ - _ - _ - _ - _ - _ -	#55	_ - _ - _ - _ - _ - _ -
#36	_ - _ - _ - _ - _ - _ -	#56	_ - _ - _ - _ - _ - _ -
#37	_ - _ - _ - _ - _ - _ -	#57	_ - _ - _ - _ - _ - _ -
#38	_ - _ - _ - _ - _ - _ -	#58	_ - _ - _ - _ - _ - _ -
#39	_ - _ - _ - _ - _ - _ -	#59	_ - _ - _ - _ - _ - _ -
#40	_ - _ - _ - _ - _ - _ -	#60	_ - _ - _ - _ - _ - _ -
#41	_ - _ - _ - _ - _ - _ -	#61	_ - _ - _ - _ - _ - _ -
#42	_ - _ - _ - _ - _ - _ -	#62	_ - _ - _ - _ - _ - _ -
#43	_ - _ - _ - _ - _ - _ -	#63	_ - _ - _ - _ - _ - _ -
#44	_ - _ - _ - _ - _ - _ -	#64	_ - _ - _ - _ - _ - _ -
#45	_ - _ - _ - _ - _ - _ -	#65	_ - _ - _ - _ - _ - _ -
#46	_ - _ - _ - _ - _ - _ -	#66	_ - _ - _ - _ - _ - _ -
#47	_ - _ - _ - _ - _ - _ -	#67	_ - _ - _ - _ - _ - _ -
#48	_ - _ - _ - _ - _ - _ -	#68	_ - _ - _ - _ - _ - _ -
#49	_ - _ - _ - _ - _ - _ -	#69	_ - _ - _ - _ - _ - _ -

PROGRAMMING TABLES CONTINUED...

4.2 ALLOWED CALL TABLE

<u>LOCATION</u>	<u>NUMBER</u>	<u>LOCATION</u>	<u>NUMBER</u>
#70	_ - _ - _ - _ - _ - _ - _ - _ -	#80	_ - _ - _ - _ - _ - _ - _ - _ -
#71	_ - _ - _ - _ - _ - _ - _ - _ -	#81	_ - _ - _ - _ - _ - _ - _ - _ -
#72	_ - _ - _ - _ - _ - _ - _ - _ -	#82	_ - _ - _ - _ - _ - _ - _ - _ -
#73	_ - _ - _ - _ - _ - _ - _ - _ -	#83	_ - _ - _ - _ - _ - _ - _ - _ -
#74	_ - _ - _ - _ - _ - _ - _ - _ -	#84	_ - _ - _ - _ - _ - _ - _ - _ -
#75	_ - _ - _ - _ - _ - _ - _ - _ -	#85	_ - _ - _ - _ - _ - _ - _ - _ -
#76	_ - _ - _ - _ - _ - _ - _ - _ -	#86	_ - _ - _ - _ - _ - _ - _ - _ -
#77	_ - _ - _ - _ - _ - _ - _ - _ -	#87	_ - _ - _ - _ - _ - _ - _ - _ -
#78	_ - _ - _ - _ - _ - _ - _ - _ -	#88	_ - _ - _ - _ - _ - _ - _ - _ -
#79	_ - _ - _ - _ - _ - _ - _ - _ -	#89	_ - _ - _ - _ - _ - _ - _ - _ -

EXAMPLE:

#70 0 - * * * - * * * - * * * *

Allows all 0 minus and 0 plus phone calls.

#71 9 - 1 1 - _ - _ - _ - _ - _ - _ -

Allows 911 emergency calls.

#72 1 - 8 0 0 - * * * - * * * *

Allows 1-800 calls if set in option table.

#73 1 - 4 1 1 - _ - _ - _ - _ - _ -

Allows 1411 information calls.

#74 0 - 8 0 0 - * * * - * * * *

Allows 0-800 calls if set in the option table

#75 _ - _ - _ - _ - _ - _ - _ - _ -

5.0 OPERATION

- 5.1** To make a call, press the black "CALL" button located on the front of the phone. When dial tone is received, the transmitter is muted and the phone waits for numbers to be dialed.
- 5.2** After the call is complete, press the "CALL" button again to terminate the call. If user does not press the "CALL" button when he or she is finished using the phone, then the phone will hang-up after detecting a WINK (momentary open) or when the timer times-out, if it was so programmed.

NOTE: In some cases, a local PBX does not automatically send a wink back as a Central Office would. Some of these PBXs can be programmed to do so. It would be necessary to contact the manufacturer of the PBX.

- 5.3** If digit 1 of Location #00 is "0", then call restrictions are in effect. The numbers that may be dialed are restricted to the numbers entered into Location #70-#89. If the number dialed is not in the Location #70-#89, then the phone gives three tones and drops the line.

If digit 1 of Location #00 is "1", then there are no restrictions and any number may be dialed.

6.0 RECOMMENDED TOOLS AND TEST EQUIPMENT

DTMF Test Set
Volt/Ohm Meter
3/8" Nut Driver
5/16" Nut Driver
Flat Blade Screw Driver
Security Tool, CEECO Part Number 301-064

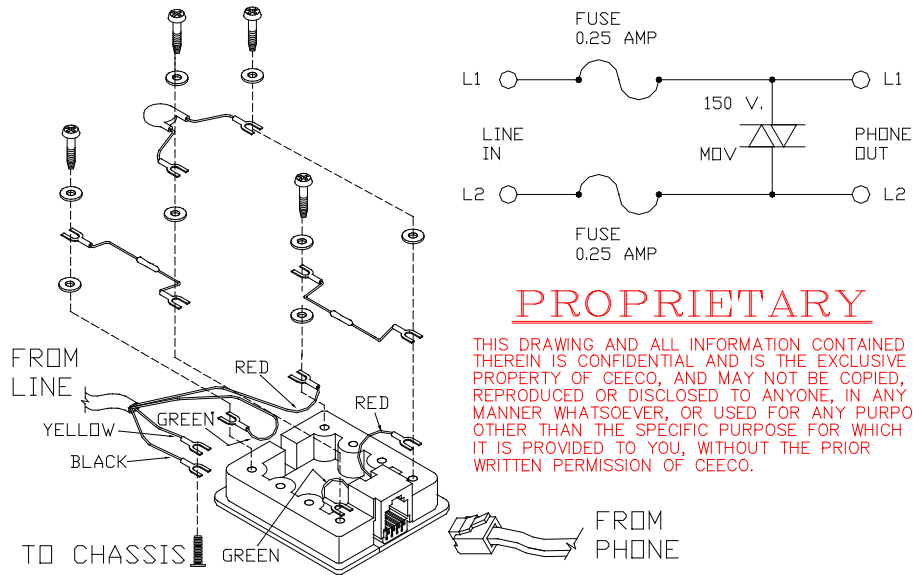
7.0 INSTALLATION NOTES AND ASSEMBLY INSTRUCTIONS

- 7.1 Using a 301-064 security tool (sold separately) to remove the four locking screws.
- 7.2 The security tool is for a standard 5/32" button head screw generally used on the framework of the phone booths.
- 7.3 Separate the cover assembly from the Housing.
- 7.4 Run the inside station wire through the Housing and terminate on to the RJ11C modular jack on the housing, as depicted on the following page. This CEECO-provided modular jack must be used, as it contains required over-voltage protection.
- 7.5 The use of a gas tube or carbon station protector is recommended. The station ground should not exceed 50 ohms.
- 7.6 Plug the modular line cord from the PC board into the RJ11C terminal block.
- 7.7 Dress the line cord away from the locking screws and seat the faceplate into the enclosure.
- 7.8 Secure the cover assembly by tightening the security screw.

*****WARNING*****

- A. **Never install telephone wiring during a lightning storm.**
- B. **Never install telephone jacks in wet locations unless the jack is specifically designed for wet locations.**
- C. **Never touch uninsulated telephone wires or terminals unless the telephone line has been disconnected at the network interface.**
- D. **Use caution when installing or modifying telephone lines.**

8.0 OVER-VOLTAGE PROTECTION DIAGRAM



9.0 TESTING

- Action: Connect the phone to a working phone line.
Press the black "CALL" button.
- Reaction: Dial tone.
- Action: Dial a number.
- Reaction: The called party answers.
A normal speakerphone conversation is allowed.
- Action: Finish the conversation.
Press the "CALL" button, or wait until time-out occurs (if programmed as such).
- Reaction: The call is terminated.

10.0 SPECIFICATIONS

INPUT POWER:	C.O. Line powered
LOOP CURRENT:	30mA minimum 80mA Maximum
IMPEDANCE:	600 ohms
SIGNALING:	DTMF
OUTPUT:	-2.0dbm to -0dbm
ENVIRONMENTAL:	Temperature 0oC to 50oC Humidity 20%-90%
TELEPHONE PANEL:	Stainless Steel (14ga)
DIMENSIONS:	7 1/2" Wide x 21" High x 4 1/8" Deep
MOUNTING:	Standard Coinless Public telephone foot print
WEIGHT:	15 lb.
RINGER EQUIVALENCY:	0.4A
TYPE JACK:	RJ11C
UL LISTED NO.:	6OF5

11.0 PARTS LIST

<u>QUANTITY</u>	<u>PART NUMBER</u>	<u>DESCRIPTION</u>
1	301-030	INSTRUCTION CARD KIT
1	301-012	OUTER COVER LOCKING SCREW
1	301-018	MODULAR LINE CORD
1	SSC-501-F	STAINLESS STEEL OUTER COVER
1	301-039	NUMBER WINDOW
1	301-040	NUMBER CARD
1	301-051	BACK PLATE
1	301-052	RUBBER GROMMET
1	301-054	MODULAR CONNECTOR (RJ11C)
1	391-017	KEYPAD CABLE
1	600-SPK	CIRCUIT BOARD WITH MICROPHONE
1	14123	SPEAKER
1	705-110	CONNECTORIZED KEYPAD
1	951-001	MOMENTARY PANEL SWITCH
2	321-016	SECURITY SCREW

ACCESSORIES

1	301-064	Security Tool
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12.0 FCC NOTICE

12.1 FCC REGISTRATION AND REPAIR INFORMATION

Your new telephone has been registered with the Federal Communication Commission (FCC) in accordance with Part 68 of its rules. The FCC requires that you be advised of certain requirements involving the use of this telephone.

12.2 CONNECTION WITH THE NATIONWIDE TELEPHONE NETWORK

The FCC requires that you connect this telephone to the Nationwide Telephone Network through a registered jack provided by the Telephone Company in your area. This jack is a modular outlet, which you can order from your local telephone company.

12.3 NOTIFICATION TO THE TELEPHONE COMPANY

Before connecting this telephone, the FCC requires that you notify your local telephone company business office. The number is in the front of your phone book.

Tell them:

The "line" to which you will connect the telephone (that is, your phone number) and the telephone's FCC registration number and ringer equivalence number. These numbers are listed in Section 11.00.

The FCC further requires that you notify your local telephone company when permanently disconnecting this telephone.

13.0 REPAIR AND RETURN INFORMATION

13.1 WARRANTY REPAIR

Any device returned requiring warranty service; repair or credit must be accompanied with a "Return Material Authorization" (RMA) FORM. It must include return shipping instructions, original purchase order number and special marking instruction. A description of the trouble observed must be attached to the defective unit. This information must be inside the shipping container.

13.2 DIRECT ALL INQUIRES TO:

CEECO

Repair Department
519 SW Park Street
Okeechobee, FL 34972

(863) 357-0798 Voice
(863) 357-0006 Fax

13.3 NON-WARRANTY REPAIR

CEECO will repair equipment out of warranty for a set charge plus parts. The customer must pay the shipping costs both directions.

13.4 RETURN FOR CREDIT

Material may be returned for credit only with prior approval. Material authorized for return is subject to a 15% restocking charge based on the manufacturer's list price Return RMA must be requested no later than 30 days after original shipment.

14.0 WARRANTY POLICY

14.1 GENERAL

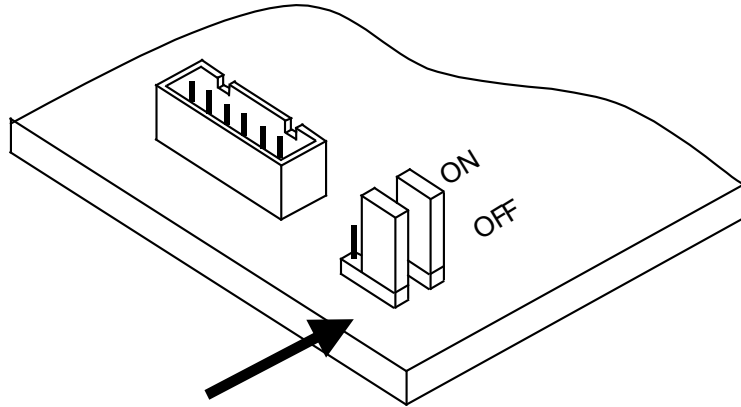
CEECO products are guaranteed to be free of defects in material and workmanship for a period of 365 days from the date of original purchase. CEECO's obligation under this warranty is limited to repair or replacement of any part found to be defective by CEECO. Under no circumstances shall CEECO be liable for loss, damage, cost of repair or consequential damages of any kind, which have been caused by neglect, abuse, act of God or improper operation of equipment. This warranty is limited to the value of material only.

14.2 PRINTED CIRCUIT BOARDS

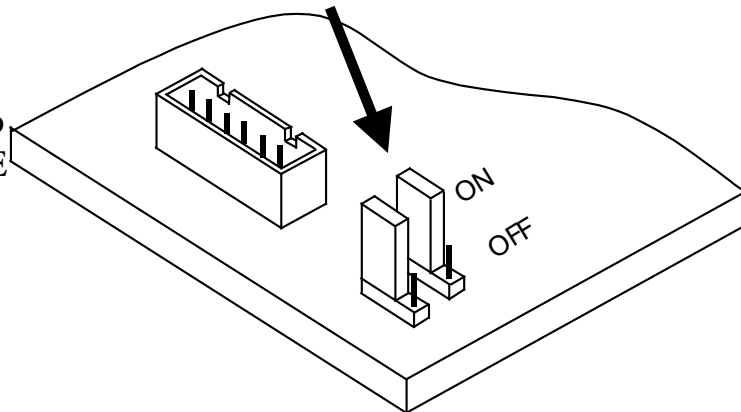
Printed circuit boards should not be repaired in the field. If a unit is found to be faulty, replace it with another unit and return the faulty unit to CEECO for repair. Modifications by any one other than CEECO will void the warranty.

15.0 DIAGRAM

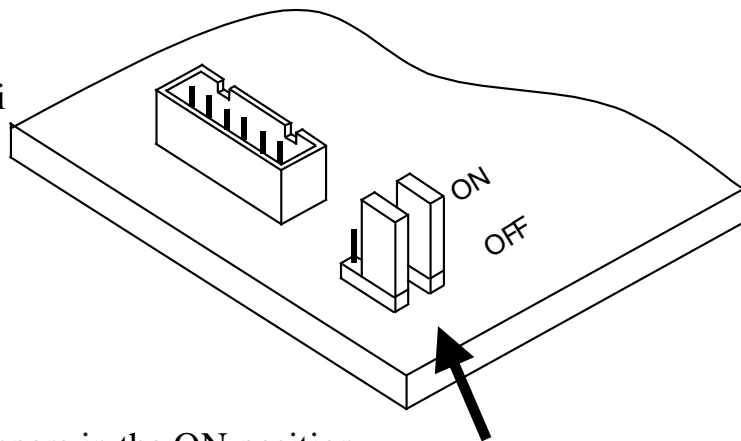
Locate the mini jumpers on the corner of the PCB.



Move the mini jumpers to the ON position BEFORE going off-hook.



When programming is completed, move the mini jumpers to the OFF position.



NOTE:

Do not leave the mini jumpers in the ON position, this will decrease battery life.

