

Bellman Visit Alarm Clock

BE1345

Function

The BE1345 Bellman Visit Alarm Clock is a combined alarm clock and receiver within the Bellman Visit System for indoor use, which draws the attention of the user with a flashing light, noise and one or two BE1270 Bed-shakers (accessory). It is activated by the clock's alarm, radio signals from transmitters within the Bellman Visit System, connection to an external trigger input or via direct connection to a telephone socket. The snooze function delays the alarm call for approximately 3.5 minutes and will ignore the external trigger indicator (17) and telephone indicators from the telephone connection (19) for up to 45 seconds.

Installation & connection

The unit is usually placed vertically on a level surface

The Bellman Visit Alarm Clock is connected to mains power via the power supply unit supplied. The Bellman Visit Alarm Clock must first be connected to mains power for at least 24 hours in order to operate correctly. For further information see Charging.

The unit is connected to the Bellman Visit System by radio. For further information see Settings.

It is connected to the telephone via telephone input (19) with the BE9105 Telephone cord (accessory) and an adapter plug.

An external trigger (17) can be connected to the vibrator output on several Bellman & Symfon AB products or other equipment that produces a contact or voltage for activation. For further details see Technical information.

Testing

The Bellman Visit Alarm Clock must be connected to mains power using the power supply unit supplied.

Test the flash light, sound and vibration with the BE1270 Bellman Bed-shaker (accessory):

- Turn the dial for Alarm Off/On (9) to position 1.
- Turn the alarm pointer anticlockwise until the clock alarm operates.
- The alarm clock will now flash and vibrate (with accessory BE1270).

A Bellman Visit System transmitter is required to test the radio reception.

- Press the transmitter test button.
- The Bellman Visit Alarm Clock will respond with a flashing light, sound signal and vibrations (with accessory BE1270) and the LED corresponding to the transmitter will light.

Two tests are required to test the external trigger; one to test contact and another to test voltage. For further information see Technical Information below. Please note that when the Snooze button is pressed, the external trigger alarm will be ignored for up to 45 seconds.

- Connect the alarm unit to the external trigger (17) input.
- Activate the alarm.
- The Bellman Visit Alarm Clock will flash, sound and vibrate (with accessory BE1270).



Technical information

Power supply

Mains power: 7.5 V DC / 500 mA with battery eliminator BE9092 (Europe) and BE9093 (United Kingdom).

Back-up battery: Internal NiMh battery. The internal back-up battery must be changed at a service workshop.

Charging: Via the power supply unit. The discharged back-up battery will take at least 24 hours to charge.

Radio function

Radio frequency: 433.92 MHz

Number of channels: 64 logical channels

Coverage: The normal coverage between a transmitter and receiver in the Bellman Visit System is approximately 80 metres with a clear line of sight. Coverage is reduced if walls and large objects screen off the signal. Any thick walls constructed of reinforced concrete will greatly affect coverage.



To test the built-in telephone connection:

- Connect input (17) on the Bellman Visit Alarm Clock to an analogue telephone socket using a BE9105 telephone cable (accessory) and an adapter plug.
- Ring the telephone number from a mobile phone or other telephone.
- The Bellman Visit Alarm Clock will flash, sound and vibrate (with accessory BE1270).

Indicators**Bellman Visit functions**

- Orange LED (3) indicates a Baby-cry transmitter
- Green LED (4) indicates a Door transmitter.
- Yellow LED (5) indicates a Telephone transmitter.
- Red LED (6) indicates a Smoke alarm transmitter.

When the green (4) and yellow (5) LEDs blink alternately, the Bellman Visit Alarm Clock is in the channel programming position and is waiting for a signal from a transmitter within the Bellman Visit System.

Power supply

When green LED (1) is constantly lit, the unit is being powered by the power supply unit.

When the green LED (1) blinks in short flashes, the unit is being powered by the internal back-up battery.

Alarm Clock functions

The snooze button lights when the alarm is activated and blinks when the snooze function is activated. To conserve the in-built back-up battery, the snooze button will not light or blink when the external power supply is disconnected, e.g. during a power failure. The clock face's background light will come on when the alarm clock sounds or the snooze button is pressed.

Signals

The transmitter is the unit within the Bellman Visit System that determines how the receiver will indicate an alarm. See transmitter descriptions for further information.

Sound

The Bellman Visit Alarm Clock will sound an alarm call for up to 30 minutes unless the alarm is turned off or onto snooze. The sound ranges across several frequencies and increases in volume to attract attention better. The sound is controlled by a Bellman Visit transmitter when activated from the Bellman Visit System. See the section on various Bellman Visit transmitters. The sound can be turned off/on with switch (11).

Flash

The Bellman Visit Alarm Clock will flash during an alarm call for up to 30 minutes unless the alarm is turned off or onto snooze. The flash light can be turned off/on with switch (13).

Vibration

The Bellman Visit Alarm Clock can power up to two BE1270 Bellman Bed-shakers (accessory).

Snooze

The snooze function delays the alarm call for approximately 3.5 minutes and will ignore the external trigger indicator (17) and telephone indicators from the telephone connection (19) for up to 45 seconds.

Technical information**Activation via****Alarm call**

Inbuilt clock/alarm call function

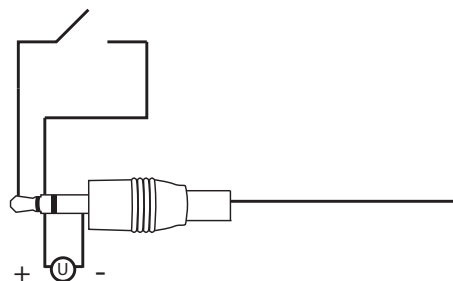
Radio

Bellman Visit System

Via analogue telephone network:

15 - 90 V RMS, 13 - 60 Hz.

External trigger: 3.5 mm stereo jack plug, see diagram.

**Input voltage circuits**

DC	3 to 28 V
AC RMS	3 to 17 V

Short circuit between middle pin and outer pin on the jack plug.

DC: 3 to 28 V between the middle pin (+) and inner pin (-) on the jack plug.

AC: 3 to 17 V RMS between the middle pin and inner pin on the jack plug.

Output signals

Built-in sound signal 80 dBA maximum at 1 metre with a main frequency range of 500 - 1000 Hz.

Built-in flash light signal:

Approximately 10 candela

Vibrator power: 2.0 - 4.0 V DC

Additional information

For indoor use only

Dimensions WxHxD: 110 x 130 x 92 mm

Weight: 450 g

Colour: White with red base and red buttons/dials

Flex length: Power supply unit 1.8 m

Accessories

Bellman Bed-shaker BE1270

Bellman External Trigger Cable BE9086

Telephone cable BE9105

Adapter plug for the appropriate country

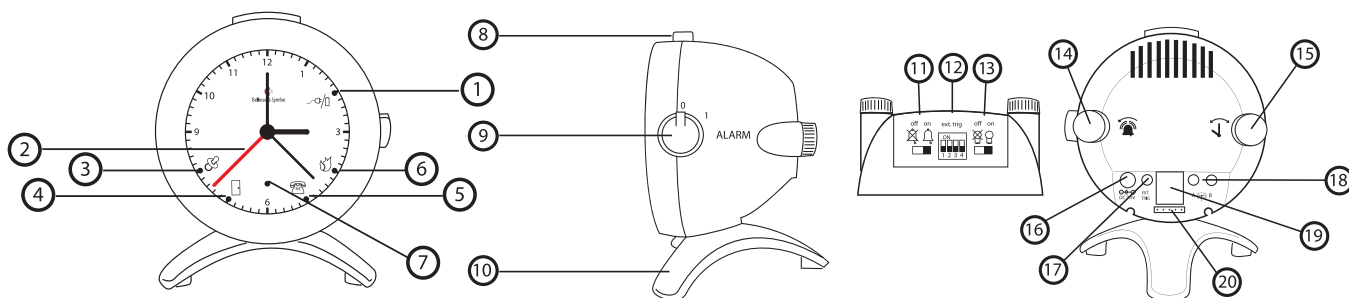
Settings

Changing the radio channel

All Bellman Visit System units are supplied from the factory tuned to the same channel, channel 0. This means that all radio channel switches on the transmitter are set to the 'off' position.

- To change the channel, set a Bellman Visit transmitter to the desired channel position.
- Hold down the snooze button on the Bellman Visit Alarm Clock until the green (4) and yellow (5) LEDs blink alternately.
- Press the Bellman Visit Transmitter test button. All the LEDs on the Bellman Visit Alarm Clock will now blink five times in quick succession to indicate a successful channel change.

⚠ Please note: All Bellman Visit products within the same system must be tuned to the same channel in order to operate as a group. The only exception is the Bellman Visit Fire Alarm Transmitter, which does not have adjustable channels. As a safety precaution, the Visit System receiver will sound when a fire alarm signal is detected, regardless of the channel to which the receiver has been programmed.



- 1. Green diode
- 2. Alarm pointer
- 3. Orange diode
- 4. Green diode
- 5. Yellow diode

- 6. Red diode
- 7. Light sensor
- 8. Snooze button
- 9. Alarm dial
- 10. Base

- 11. Sound switch
- 12. Signal switch for external trigger
- 13. Light signal switch
- 14. Alarm call knob
- 15. Time setting knob

- 16. Power adapter input
- 17. External trigger
- 18. Vibrator output
- 19. Telephone input
- 20. Programming switch

Functions

Pushbutton (8)	The snooze function delays the alarm call for 3.5 minutes and will ignore the external trigger indicator (17) and telephone indicators from the telephone connection (19) for up to 45 seconds. The snooze button will also light up the background lighting for 5 seconds.
Switch (9)	Alarm (alarm call) Off/On
Switch (11)	Sound signal Off/On
Switch (12)	Adjusts signal type during external activation. See * below. *
Switch (13)	Flash light Off/On
Knob (14)	Adjusts alarm call setting. Turn anticlockwise only.
Knob (15)	Adjusts time setting.

* Indicators and signals activated by external trigger can be altered using switch (12).

DIP switch settings Up, Down, Not Used	Sound	LED	Vibration
	1 x ding dong, low-frequency tone	Green LED	Long
	1 x ding dong, high-frequency tone	Yellow LED	Long
	2 x ding dong, low-frequency tone	Orange LED	Long
	2 x ding dong, high-frequency tone	Red LED	Long
	1 x long ring, low-frequency tone	Yellow LED	Short
	1 x long ring, high-frequency tone	Green LED	Short
	2 x ring ring, low-frequency tone	Orange LED	Short
	2 x ring ring, high-frequency tone	Red LED	Short
	Fire	Red LED	Constant
	VMA	Alternating red – orange LED	Constant
	Baby-cry transmitter	Orange LED	Long

Troubleshooting

Problem	Solution
The flash light does not work.	Check that switch (13) for light is set to the ON position. Check that the power adapter is connected to both the wall and unit sockets and that the back-up battery is charged – see “Power supply”.
The sound from the clock does not operate.	Check that switch (11) for sound is set to the ON position. Check that the power adapter is connected to both the wall and unit sockets and that the back-up battery is charged – see “Power supply”.
The Visit signal indicator does not work.	Check that the correct radio channel is selected. For further information see “Settings”. Check that the receiver is not placed too far away, by moving the receiver closer to the transmitter.
The receiver emits a signal even though neither the door nor telephone is ringing.	Change the radio channel on all Visit System receivers and transmitters.