

## QBTLTK-P1

### A.Circuit Description

Pilot pager uses DC 2.4V as its power supply.

Pilot pager receives the frequency from TX through loop antenna. 27 MHz is induced into C2 {2.5P}capacitor to match the antenna. First amplification occurs at circuit Q1[c3882] and a signal is input into u5 IFIC(TA31142FN). If signal is input, 26.9950Mhz and oscillation Crystal are mixed and produce 455Khz frequency. The output 455Khz signal goes through IFIC filter and amplified at IFIC and transformed to FSK Signal. This FSK signal is input into cpu number 11 terminal. The input message is operated according to the 8 bits of message code. The memorized messages in eeprom IC are as follows.

Message Code: 44 –out of range OFF, 55-out of range ON, 66-Vibe& Beep, 77-Vibration Only, 88-Vibe & Flash, 99-Sleep mode.

Pic16c715 IC plays the role of CPU. It receives messages from u4[24Lco2] and controls the operation in sequent or simultaneously. The operation continues for 2 minutes. If it doesn't receive any signals, it generates beep alarm.

### B.USER'S Guide

#### Handing out the Coasters:

Give the guest a coaster. Note their name and Coaster number on the sign out sheet(Included).

Tell the guest the coaster will signal when their table(or Food) is ready. The default page for this system is for the coaster to flash and vibrate for 3 minutes. After the coaster is finished vibrating it automatically goes back into standby mode waiting for the next page. You can hand the coasters out right from the charging stack (They will “demo” Page each time they are removed from the stack) or you can simply store them in a

basket and hand them out. A fully Charged coaster will function without being recharged for 8 – 12 hours. *(The Charging Light on the chargerbase : Green Color.*

**Paging the Guest:**

When the guest's table( or food) is ready simply press the coaster number on the transmitter

Keypad followed by the “send” key. For example. Press “11, send” and coaster # 11 will signal.

**message Code(Groupcall/ Individual call)**

|                          | Message code | Alert Mark of Pager |
|--------------------------|--------------|---------------------|
| Press Groupcall          | ID #, 44     | Out of Range OFF    |
| Press Individual Pager # | 55           | Out of Range ON     |
|                          | 66           | Vibe & Beep         |
|                          | 77           | Vibration only      |
|                          | 88           | Vibe & Flash        |
|                          | 99           | Sleep Mode          |

**Out of range Feature**

*With this feature, the coaster will play a melody to inform your customer that they are out of range and will miss their page. The melody will only stop if they are within range. Default from the factory is Out of Range Off (Transmitter setting)*

- **Out of Range On** *(After sending the signal, all the coasters will light up once to tell you that they received the ON code. - Clockwise lighting)*
- **Out of Range Off** *(After sending the signal, all the coasters will light up once to tell you that they received the OFF code.-Anti-clockwise lighting)*

To turn the Out of range feature an follow these procedures:

Remove all the coasters from the charging base or simply unplug the

power supply that is connected to the charging unit. Please select the “Out of Range ON” in SETUP MODE of the Transmitter. After making a selection, press the “enter” key. All the coasters will light up to tell you that they have received the new code. To test the coasters, unplug the power supply that is connected to the LEETEK transmitter. After 45 seconds, all the coasters will play a melody since they are not receiving a signal from the transmitter. Return all the coasters to the charging base or plug in the power supply. The coasters are ready to receive a page with the out of range feature turned on.

Follow the same procedure to turn the out of range feature off, but use the “Out of Range OFF” in SETUP MODE of the transmitter.

#### Alert stop Feature

To stop the page, from the transmitter press # “11”- enter - 99 -send  
This will put coaster # 11 to stop the page individually (Do not put it to sleep all we need is to stop the page). To repage, press “ 11, send ” and coaster #11 will signal.

#### Auto-Locate Feature

This feature causes ALL coasters (that are not on the charging stack) to signal at once.

This feature is useful when you are closed and would like to locate any misplaced coasters around your restaurant. To locate ALL coasters, press “1249 – send”. Any coaster not on the charging stack will signal (*Vibration & Flash* ). Search your restaurant for missing coasters. Remember to check the parking lot and look in the bushes! After finding all the missing coasters, put all the coasters on the charging rack to stop the “auto locate” alert. Never press 1249 send while coasters are with the guest – All coasters will alert at once!!!