

3M Greeter

Model A300

Specifications (US Model)

System

- On-site recording ability through a built-in microphone or external noise canceling microphone
- Built-in speaker for internal monitoring of recorded messages
- Ability to store up to four 15 second messages in non-volatile memory
- Audio message recording sampling frequency of 8000 Hz minimum
- Audio message playback frequency response of 300 - 3400 Hz
- Microphone - High Sensitivity Electret Condenser, 3.5 mm Stereo Plug
- Audible keyboard switch beeps for actuation feedback

Electrical

- Powered by 12 - 18 Volt DC wall mount power supply
- Audio outputs of 4 - 16 ohms (2.5 watts minimum for external speaker and 1.0 watt for internal speaker)
- Triggering - dry momentary contact in vehicle detector
- Trigger type - constant closure when a vehicle is detected

Mechanical

- Wall mountable cabinet
- Quick disconnect terminal block connector
- Internal controls only accessible to installer (or manager)

Internal Controls

- 1 to 15 (1, 2.5, 5, 10, 15) seconds programmable delay time
- Type of detector switch - pulse or presence (air switch or loop detector)
- Vehicle detector trigger polarity (positive / negative)
- ON / OFF select for Message 4 External Trigger
- ON / OFF select for Automatic Message Repeat
- Timer Trigger polarity (positive / negative)

Side Panel Controls

- Microphone Jack (1/8" phone jack)
- AUX IN Jack (RCA jack)
- Modular Power Jack Input
- Menu Sign Speaker Volume Potentiometer (recessed - dealer settable only)
- Audio Output to Headset Volume Control Potentiometer - Audio output to Base Station, 1 Vrms Max (recessed - dealer settable only)

Terminal Block Connectors

TB1

Terminal Number	Signal	Terminal Number	Signal
1	MIC_IN	6	MIC_OUT
2	MIC_IN	7	MIC_OUT
3	GND (SHIELD)	8	GND (SHIELD)
4	MENU_SPKR	9	INTERCOM_IN
5	MENU_SPKR	10	INTERCOM_IN

TB2

Terminal Number	Signal	Terminal Number	Signal
1	HEADSET_AUDIO IN	7	EXT_MSG_4_TRIG
2	TALK_CANCEL	8	GND
3	GND	9	MUSIC_IN
4	VEH_DET_VOLT	10	MUSIC_IN
5	VEH_DET+	11	TIMER_TRIG
6	VEH_DET-	12	GND

Operator Controls

- PLAY** Plays message to the outside menu sign speaker when vehicle detector is triggered. If multiple messages are selected, the messages will be consecutively played in ascending order to the outside menu sign speaker when the vehicle detector is triggered. Each time a message is played, the **PLAYING** light will come ON and remain ON until the message is completed.
- STANDBY** Deactivates the playing of messages when vehicle detector is triggered. All message select indicators are stored in memory and deactivated.
- MONITOR** Selected message selector indicator(s) are stored in memory and deactivated. To hear a recorded message(s), press the desire message select button(s). The message select indicator(s) lights will come on. Press the **PLAY NOW** button to hear the selected message(s) played through the internal speaker only. The **PLAYING** light will come ON and remain ON until the message is completed. When the Mode Selector is changed to **PLAY** or **STANDBY**, the previously selected message indicator(s) are restored.
- RECORD** Selected message selector indicators are stored in memory and deactivated. A user can record a message by pressing and holding a message select button (there should be a 75ms delay from when the message select button is press until the time the unit actually starts recording to eliminate selector switch pops) while speaking into the built-in or external noise canceling microphone. When recording a message the message select LED will blink after 12 seconds (this will be used to indicate that there is 3 seconds of record time remaining). When the Mode Selector is changed to **PLAY** or **STANDBY**, the previously selected message indicator(s) are restored.
- ALTERNATE** More than one message must be selected for the **ALTERNATE MESSAGE** function to MESSAGE be active. When the vehicle detector is triggered, the first selected message will be played. When the next vehicle detector signal is received, the second selected message will be played. This process will continue until all selected messages have played and will start again at the beginning.

- PLAY NOW** Immediately plays the selected message(s) to the outside menu sign speaker. The **PLAYING** light will come ON and remain ON until the message(s) are completed.
- CANCEL** Cancels the current message(s) playing to the internal speaker or to the outside menu sign speaker. The **PLAYING** light will go OFF when the **CANCEL** button is pressed and the message stops.
- MESSAGE ON** With **DELAY ON**, the message is delayed by a programmable preset time after the **DELAY** vehicle detect is triggered.
- DAY / NIGHT** When the **DAY** setting is selected the level of outbound audio message is controlled by the Menu Sign Speaker Volume Potentiometer. When the **NIGHT** setting is selected the level of the outbound audio message is reduced by 4.5 dB of the Day setting.

Miscellaneous

- MESSAGE 4 EXTERNAL TRIGGER** When the internal control switch is ON for Message 4 External Trigger, Message 4 can only be play to the outside menu sign speaker when it is triggered from an input from EXT_MSG_4_TRIG.
- VOICE INTERRUPT** The message currently playing will be canceled if speech is detected on the INTERCOM _IN lines or if a logic low level signal is received on the TALK_CANCEL line.
- AUTOMATIC REPEAT** When the Automatic Message Repeat switch is ON, the selected message(s) will MESSAGE continuously repeated when triggered by a vehicle detect. When multiple messages are REPEAT selected there will be a 3 second pause be between the last selected message and the first message. The message(s) will stop when the vehicle detect signal is disengaged. **NOTE:** *The Automatic Message Repeat will only work with a Vehicle Detector operating in the presence mode (i.e. loop detector).*
- AUTOMATIC MICROPHONE MUTE** The microphone input will be muted when a message is played to the outside menu sign speaker.
- MUSIC INPUT** Allows music from an external source to be played at the Menu Sign Speaker or Gas Pump Speaker.
- C5000 COMM** A 4-pin communication bus that allows the Audio Greeter to accept commands from a BUS C5000 Convenience Store Intercom.
- TIMER** Logic level output for external timer units. Signal polarity can be set by Timer Trigger Trig Polarity dip switch