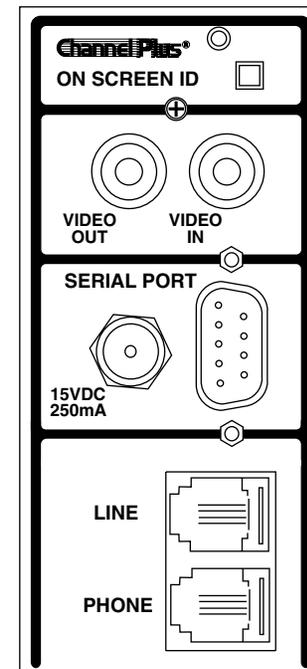




PERFORMANCE MULTI-ROOM VIDEO

Model 6110 On-Screen ID Owner's Manual



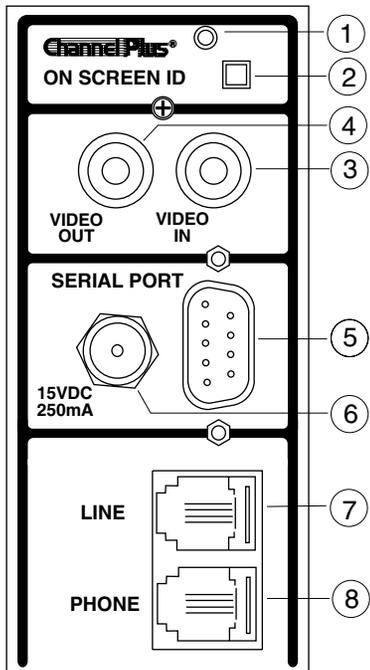
Model 6110 - On Screen ID

The 6110 On-Screen ID product provides a convenient way of displaying text on top of a video source. The 6110 has an input for a phone line to display Caller ID messages on screen and a serial interface to display messages from a PC on screen.

The 6110 can display both name and number Caller ID messages and can store up to 45 messages. Messages are displayed on screen when the calls are received and are stored so that they can be reviewed later. Messages can be deleted as a group or individually. Messages that are not deleted are retained even if the power to the unit is lost.

The 6110 can be connected to a PC via an RS-232 serial port. The PC can send commands and text to the 6110 to be displayed on screen. The 6110 can display text in three different sizes. It also has four text and background shades. The 6110 also sends received Caller ID messages to the PC.

6110 Front Panel Interface

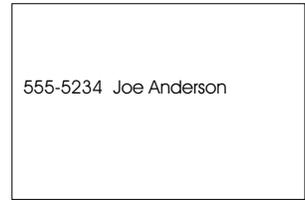


1. Power On Light.
2. Pressing this switch will sequence through received calls. It is also used to delete messages and select the Caller ID message location.
3. Video Input - connect to a video source such as VCR, DSS, etc.
4. Video Output - connect to a TV to view.
5. Serial Port (RS232) - this can be directly connected to a PC serial port. Also has a connection for a remote switch.
6. Power Input. Unit accepts 15VDC only.
7. Phone Line In - connect to the phone wall jack using a standard modular cable.
8. Phone Line Out - plug a phone into the unit here. This is optional and provided for convenience only.

Video connections are baseband video only. Do not use channel 3 or 4 modulated outputs.

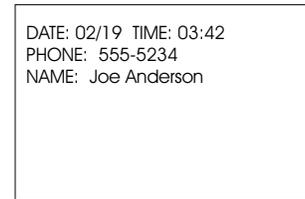
Caller ID Operation

When a call is received, the number and name will be displayed on screen. The message will stay on screen for about 8 seconds. It is placed in the 6110 memory for later review. For blocked calls, the unit will display UNKNOWN NAME or UNKNOWN NUMBER as appropriate.



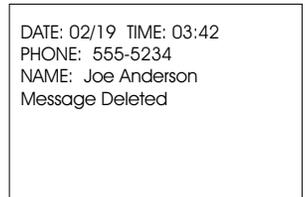
To review received calls:

Press and release button to display each call. If display shows END OF LOG, then there are no more calls to display. Continuing to press button will cycle through the list again.



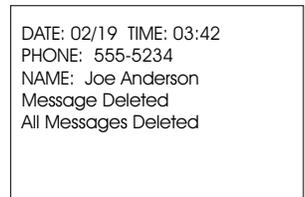
To delete individual calls:

To delete a message on the screen, press and *hold* the button until the unit displays MESSAGE DELETED, then release the button.



To delete all calls in memory:

Instead of releasing the button as above, continue to hold the button after the unit displays MESSAGE DELETED until the unit displays ALL MESSAGES DELETED.

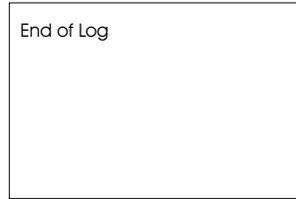


Changing Caller ID Display Location

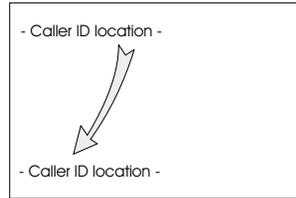
The 6110 can display Caller ID messages in one of six different locations or it can suppress them entirely. When message display is disabled, the 6110 will not display Caller ID messages when received but will still store them in memory for later review.

To change the location of Caller ID messages:

Sequence through received messages until the END OF LOG message is displayed.



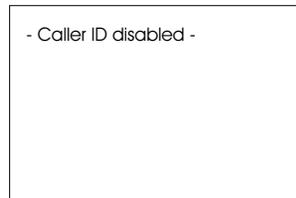
While the display still shows END OF LOG, press and *hold* the button until the screen location message is displayed then release the button. If the screen location is acceptable, then stop. If a different location is desired, press and *hold* the button again until the message moves to a new location then release.



Disabling Caller ID Display

To disable Caller ID display:

Continue to sequence through available screen locations as above until the CALLER ID DISABLED message appears.



Linking the 6110 to a PC

The 6110 can be linked to a PC using a standard DB-9 male to female serial extension cable. By doing this, the PC can control the 6110 display memory and receive Caller ID messages from the 6110. The data format supported is 4800 baud, 8 bit, no parity, one stop bit.

The PC can send ASCII text to the 6110 via the serial port. The 6110 is controlled via a simple command structure. ASCII codes from 32 to 253 are displayed on the screen while codes from 0 to 31 are for display control. The 6110 will automatically go to the next text line when the previous line is full. The following table is a list of 6110 control codes and their function. Codes below 32 not listed are ignored.

<u>CNTL</u>	<u>ASCII</u>	<u>FUNCTION</u>
U	21	This control code cycles to the next text size. When sent, the entire line displayed will be updated to the new size. The three text sizes are 30, 20 and 10 characters per line. Can be sent anytime while sending characters as long as it is before the next carriage return (ASCII 13). A display reset command will set this to 30 CPL.
S	19	This control character turns on or off blinking. The blinking attribute can be set on a character by character basis. All subsequent characters after the command will be affected. A display reset command will set character blinking to off.
Q	17	This control character will cycle to the next character shade. The four shades are white, black, gray and transparent. Character shading can be controlled on a per character basis. All subsequent characters after the command will be affected. A display reset command will set shading to white.
P	16	This control character will cycle to the next background shade. The four shades are white, black, gray and transparent. This command will affect the background shade of all characters up to and including the last space. Can be sent anytime while sending characters as long as it is before the next space (ASCII 32). A display reset command will set background shading to black.
T	20	This control character will cycle to the next background shade mode. The four shading modes are no shading, outline shading, block shading and solid background. This command can be sent anytime and will affect the entire display. A display reset command will set the background mode to outline shading.
O	15	This control character will cycle to the next of four different line spacings.
R	18	This control character will clear the display without affecting any of the character or background attributes.
X	24	Display Reset. This control character clears the screen and resets all of the character and background attributes to their default values.
H	08	Backspace. This will only delete the last character on the same line up to the last carriage return.
M	13	Starts new line. A line feed (ASCII 10) is not required to go to the next line.

Receiving Caller ID on the PC

The 6110 sends the received Caller ID messages to the PC when displayed. The 6110 sends the same data in ASCII format to the PC that it displays on the screen. This will be either two or three lines of text. Each line is terminated with a carriage return (decimal 13) and a line feed (decimal 10). The data format is 4800 baud, 8 bit, no parity, one stop bit. No hardware handshaking is used. Data is sent as it is received and cannot be sent at a later time. If the display of messages on screen has been disabled via the front panel, no Caller ID information will be sent to the PC. Because the data is ASCII, it can be received with a simple terminal program running on the PC.

Remote Switch Operation

The switch on the front panel of the 6110 can be operated remotely by wiring a switch to two pins on the serial port. Since it uses an unused pin on the DB-9 connector, this can be done even while still using the serial port feature. Connect a single pole momentary switch between pins 5 and 9 on the serial connector. This switch now performs the same function as the switch on the front panel.

Common Questions about the 6110

Can I see the 6110 output on a TV without a video source?

No. The 6110 overlays text onto a video signal. The signal must be present to view the output. However, the 6110 does not need a video signal to be present to receive and store Caller ID messages or transmit them to the serial port.

Can the 6110 overlay graphics onto video?

No. The 6110 overlays text only onto video. It is meant to display text messages only.

If I never delete the messages, will the 6110 still work when the memory becomes full?

Yes, the 6110 will automatically delete older messages to make room for new ones when the memory is full.

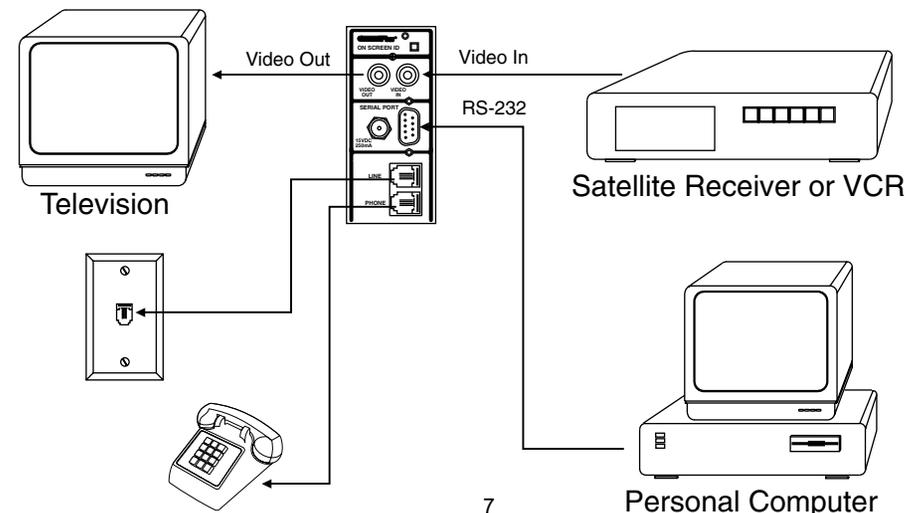
Do you have software to use with the 6110?

Yes. It is free and can be downloaded from our WEB site at <http://www.channelplus.com>

Specifications

Video	Input	1Vp-p @ 75 Format: NTSC
	Output	1Vp-p @ 75 Format: NTSC
	Character modes:	6 lines X 30 characters 4 lines X 20 characters 3 lines X 15 characters
Serial	RS-232	Data: 4800-8-N-1 Connector: DB-9 Handshaking: none Pinout: 2 Transmit data 3 Receive data 5 Signal ground 9 Remote switch
	Telephone	REN = 0.0B
Temperature	Operating:	0° C to 50° C (32° F to 122° F)
	Storage:	-30° C to 50° C (-22° F to 122° F)
Power Supply	Model 350-076 (included)	
	Input:	120VAC, 60Hz
	Output:	15VDC, 300mA
Dimensions (HxWxD)		3.8" x 1.75" x 3.25" (9.7cm x 4.4cm x 8.3cm)

Set-up Diagram



This equipment complies with Part 68 of the FCC Rules. On the side of this equipment is a label that contains, among other information, the FCC Registration Number and Ringer Equivalence Number (REN) for this equipment. You must, upon request, provide this information to your telephone company.

This equipment uses two RJ14 connectors, one to interface to the line and one to interface to a phone.

This equipment is designed to be connected to the telephone network or premises wiring using a compatible modular jack which is part 68 compliant.

The REN is useful to determine the quantity of devices you may connect to your telephone line and still have all those devices ring when your telephone number is called. In most, but not all areas, the sum of the REN's of all devices connected to one line should not exceed five (5.0). To be certain of the number of devices you may connect to your line, as determined by the REN, you should contact your local telephone company to determine the maximum REN for your calling area.

If your telephone equipment causes harm to the telephone network, the Telephone Company may discontinue your service temporarily. If possible, they will notify you in advance. But if advance notice is not practical, you will be notified as soon as possible. You will be informed of your right to file a complaint with the FCC.

Your telephone company may make changes in its facilities, equipment, operations or procedures that could affect the proper functioning of your equipment. If they do, you will be notified in advance to give you an opportunity to maintain uninterrupted telephone service.

If you experience trouble with this telephone equipment, please contact Multiplex Technology Inc. at 800-999-5225 for information on obtaining repairs. The telephone company may ask that you disconnect this equipment from the network until the problem has been corrected or until you are sure that the equipment is not malfunctioning.

No user serviceable parts contained in this equipment.

This equipment may not be used on coin service provided by the telephone company. Connection to party lines is subject to state tariffs.

Warranty

Multiplex Technology, Inc., warrants this product to be free from defects in materials and workmanship for a period of one year from the date of purchase or MTI will repair or, at its option, replace the defective product. To obtain warranty service, call MTI for a Return Material Authorization (RMA) number and return the product pre-paid accompanied by a copy of the purchase receipt,

Attn: Customer

Service. Please put the RMA number on the outside of the carton.

Any implied warranty arising from the sale of the product including implied warranties of merchantability and fitness for purpose are limited to the warranty stated above. MTI shall not be responsible for any loss, damages or expenses, whether direct, consequential, or incidental arising from the use or inability to use this product. Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation or incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

