Operating telex

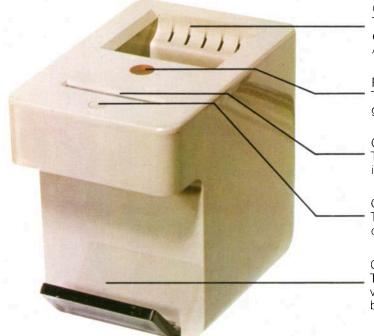
The card callmaker



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The card callmaker enables you to call any number or code which you can <u>dial</u> using pre-punched cards. Frequently called numbers may therefore be obtained without referring to a directory on each occasion. You may still use the dial in the normal way for those dialled numbers and codes for which cards have not been prepared.

The card callmaker consists of a small unit and a set of punch cards, one for each number to be called. A guide and punch are also provided for preparing the cards. The unit is sited next to the dial unit of your telex machine or on a small bracket on the right hand side if you have a console model and is powered from the same source as the telex machine. The unit is composed of the following parts:



Card File

The card file is located towards the back of the unit and enables up to 30 cards to be kept conveniently, separated by A-Z index dividers.

Pilot Light

This is located on the top of the unit in front of the card file and glows red when the power is switched on.

Card Calling Slot

This is towards the front of the unit. The appropriate card is inserted from above when you wish to make a call.

Cancel Button

This is located in front of the calling slot and is used when a card has been inserted incorrectly or becomes jammed.

Card Trav

This is beneath the calling slot. The card drops into the tray when the number has been called or if the Cancel button has been pressed.

Preparing a card

1 Place the card on a flat surface in the position shown in Fig. 1.

Write the name of the firm or service on the matt surface at the top of the card and then turn it to the position shown in Fig. 2.

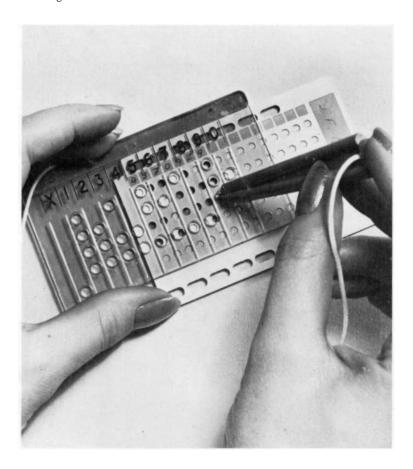
- 2 On the matt squares above the top row of circular marks, write the digits you would dial to call the required number. Work from left to right and DO NOT LEAVE ANY SPACES.
- 3 Place the guide on a flat surface with the figures uppermost and insert the card as shown in Fig. 3.
- 4 Align the first digit on the card with the corresponding figure on the guide.

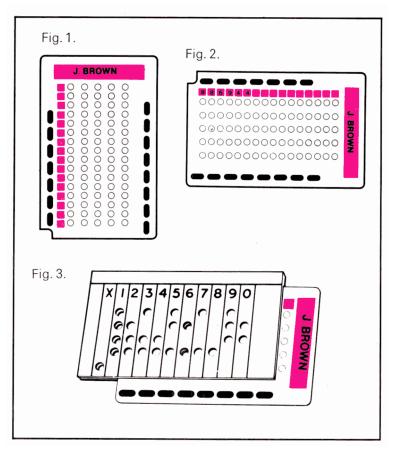
Using the punch provided, punch out all the circles immediately below this figure.

Note: if any other implement is used for punching, all the waste material may not be cleared from the holes and incorrect digits may be dialled.

5 Repeat the punching for the remaining digits leaving the unnumbered columns intact.

The card is now ready for use.





Making calls

- 1 Check that the red pilot light on the callmaker is glowing. If it is not check that the power supply is switched on.
- 2 Select the card for the number or service you require. Press the Dial button on the telex machine until the Green lamp glows and the motor starts.
- 3 Insert the card in the slot and allow it to fall freely. It will move slowly through the slot and finally drop into the tray underneath. (See photograph.)
- 4 Proceed with the call as though you had dialled the number yourself. Replace the card in the file.

If a card has been inserted incorrectly or becomes jammed, press

the Clear button on the telex machine, then press the Cancel button on the callmaker and the card should drop through onto the tray underneath. If it remains jammed, gently push downwards or pull from underneath.

If a card is bent, split or otherwise damaged, discard it and prepare another as described.

Automatic Calls Outside Europe and North Africa Calls to these countries are obtained by a mixture of dialling and keying; the operating procedure is described in the Telex Directory preface. The card callmaker can only be used for those digits which are dialled, e.g. 207. After receipt of the KEY + signal, the rest of the operating procedure must be carried out on the keyboard by the operator.

