

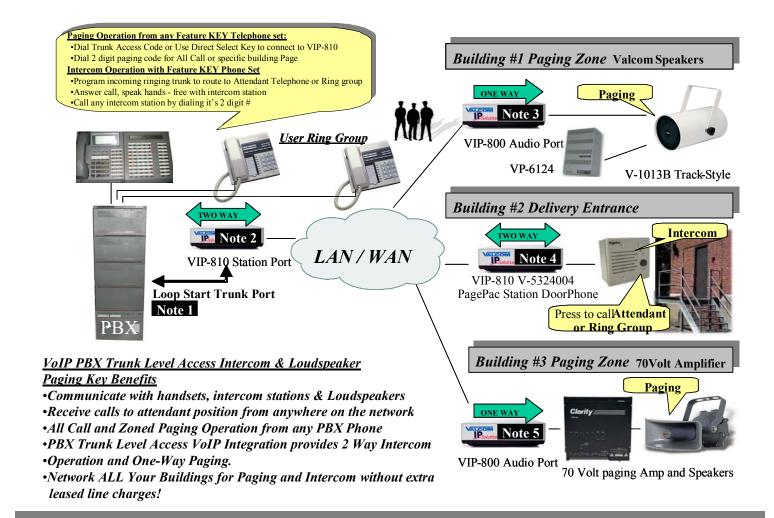
VoIP Application Brief Number: 6

PBX Trunk Access VoIP Intercom & Paging System

- Using VIP-810 Station Port with PBX FXO or Analog Loop Start Trunk to provide intercom and paging access to remote locations
- Using VIP-800 Audio Page Port to provide paging signal distribution over the LAN/WAN to remote buildings/areas
- Using VIP-810 with Intercom Call In Station DoorPhones

Overview:

The Valcom VIP-810 is used to interface PBX phone system Trunk Ports to overhead loudspeaker paging speakers and intercom stations. When connected to an PBX analog Trunk position, the VIP-810 provides zone paging control, intercom communications and audio signal routing of overhead voice pages. The communications signal is then transported over the network and received by other VIP-810's and VIP-800's in remote areas. Valcom VoIP adapters plug into the nearest LAN/WAN port in any location, providing the communications path to speakers and intercom stations. User can access overhead paging from any PBX key telephone set(s) and send voice pages to individual zones, groups or facility wide ALL CALL. Intercom station call in is facilitated through trunk programming, 2-Way communications with station is provided.



System Design Notes:

- 1. PBX/FXO or Loop Start Trunk connected to VIP-810, providing IP telephone paging and intercom access.
- 2. VIP-810 connected to PBX/FXO Trunk providing PBX key telephone handset 1-Way paging and 2-Way Intercom.
- 3. VIP-800 connected to a zone of V-1013B Track-Style paging loudspeakers using VP-6124 power supply.
- 4. VIP-810 connected to PagePac Station Doorphone providing call in to security phone and full 2-way intercom.
- 5. VIP-800 provides audio output and contact closure. Connection to remote amplifier may vary by manufacture and require additional components. Contact Valcom Tech Support for further assistance in determining exact requirements.

For further information on this or other system applications call us at 1-800-VALCOM1. Press 1 for Applications Support.