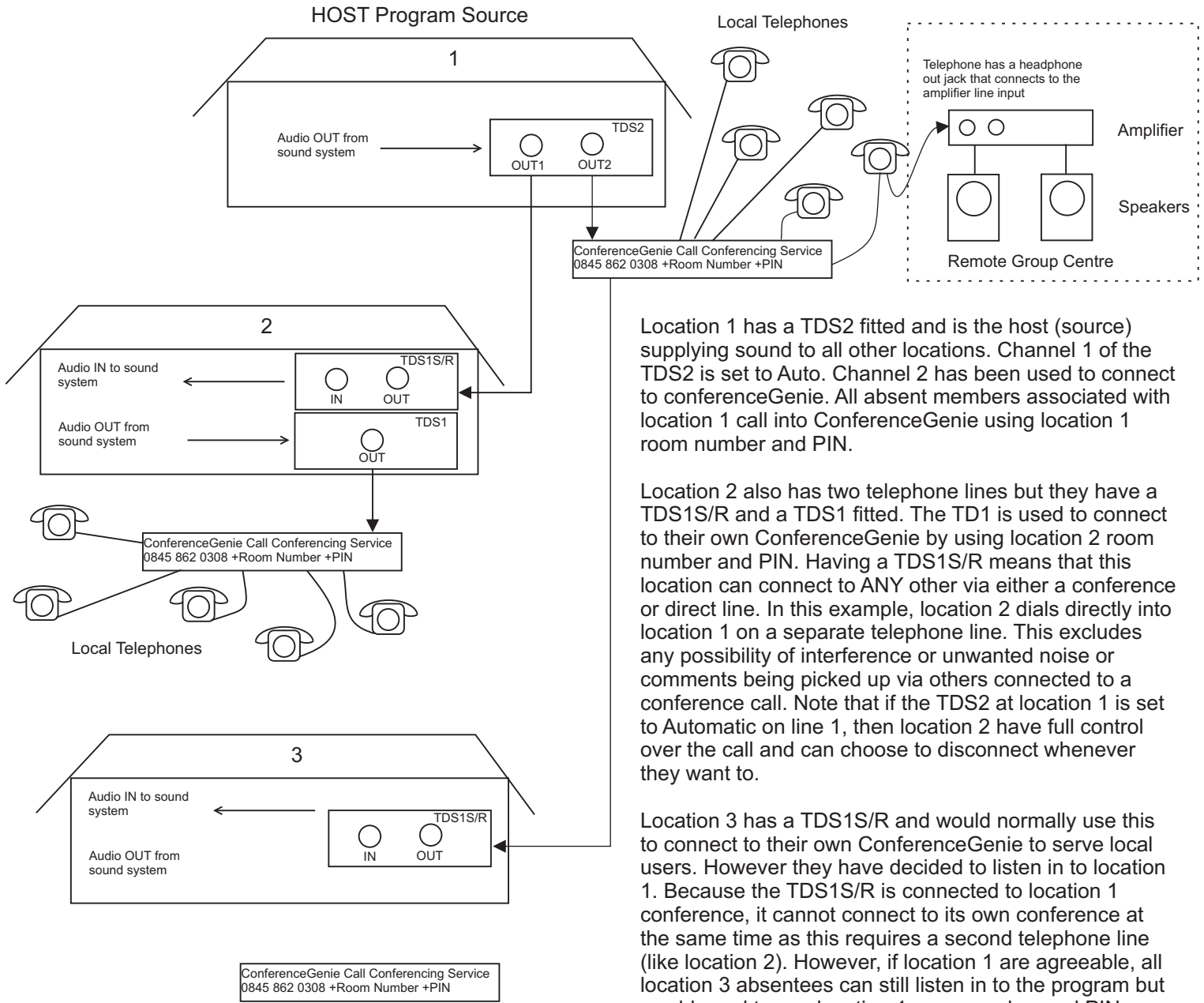


Networking Sound Using Telephone Dialup Systems



Location 1 has a TDS2 fitted and is the host (source) supplying sound to all other locations. Channel 1 of the TDS2 is set to Auto. Channel 2 has been used to connect to conferenceGenie. All absent members associated with location 1 call into ConferenceGenie using location 1 room number and PIN.

Location 2 also has two telephone lines but they have a TDS1S/R and a TDS1 fitted. The TDS1 is used to connect to their own ConferenceGenie by using location 2 room number and PIN. Having a TDS1S/R means that this location can connect to ANY other via either a conference or direct line. In this example, location 2 dials directly into location 1 on a separate telephone line. This excludes any possibility of interference or unwanted noise or comments being picked up via others connected to a conference call. Note that if the TDS2 at location 1 is set to Automatic on line 1, then location 2 have full control over the call and can choose to disconnect whenever they want to.

Location 3 has a TDS1S/R and would normally use this to connect to their own ConferenceGenie to serve local users. However they have decided to listen in to location 1. Because the TDS1S/R is connected to location 1 conference, it cannot connect to its own conference at the same time as this requires a second telephone line (like location 2). However, if location 1 are agreeable, all location 3 absentees can still listen in to the program but would need to use location 1 room number and PIN.

There are many ways to inter-connect a networked system like this and the above is just one example. There will be many other possible configurations.

In the example above, location 1 has decided it will not need to listen in (receive) audio from any other locations. This could be because line 1 is normally used to feed the local conference and line 2 is used for special needs, perhaps someone just too poor to afford call charges, or, someone so infirm they cannot cope with calling the conference number.