AS-702 Version Information

- # Version 2.0

1) Leds **OFF HOOK** – led stays off.
2) Leds **ON HOLD** – led is solid **GREEN**.
3) Leds while **LEARNING** – led is solid **RED** then turns solid **GREEN** when learned.
4) Learning time – 20 seconds.
5) **Resetting** – hang up both lines, push & hold down **LEARN 1** and **LEARN 2**, after about 10 to 12 seconds both leds will turn solid **RED**, now release the buttons and you are done.
6) **Learning** – call someone, place the call on hold, press the learn button for 1 second then release, led turns **RED** for 20 seconds then solid **GREEN**; when led turns solid **GREEN**, that phone is learned on that line.
7) **Update priority** – serious bugs, update to v8.8.

- # Versions 2.1 to 5.1

1) Leds **OFF HOOK** – led stays off.
2) Leds **ON HOLD** – led is solid **GREEN**.
3) Leds while **LEARNING** – led is solid **RED** then turns solid **GREEN** when learned.
4) Learning time – 20 seconds with jumper off, 60 seconds with jumper on.
5) **Resetting** – hang up both lines, push & hold down **LEARN 1** and **LEARN 2**, after about 10 to 12 seconds both leds will turn solid **RED**, now release the buttons and you are done.
6) **Learning** – call someone, place the call on hold, press the learn button for 1 second then release, led turns **RED** for 20 seconds then solid **GREEN**; when led turns solid **GREEN**, that phone is learned on that line.
7) **Update priority** – serious bugs, update to v8.8.

- # Versions 6.0 to 6.2

1) Leds **OFF HOOK** – led flashes **RED**.
2) Leds **ON HOLD** – led is solid **GREEN**.
3) Leds while **LEARNING** – led flashes **RED/GREEN** after button release, then led flashes **GREEN** after hold pressed, then turns solid **GREEN** when learned.
4) Learning time – 20 seconds with jumper off, 60 seconds with jumper on.
5) **Resetting** – hang up both lines, push & hold down **LEARN 1** and **LEARN 2**, after about 10 to 12 seconds both leds will turn solid **RED**, now release the buttons and you are done.
6) **Learning** – call someone, press the learn button for 1 second then release, led flashes **RED/GREEN**, place the call on hold, the led flashes **GREEN**, when led turns solid **GREEN**, that phone is learned on that line.
7) **Update priority** – several bugs in 6.0 & 6.1, should be update to v8.8.

- # Versions 8.0 to 8.7

1) Leds **OFF HOOK** – led is solid **RED**.
2) Leds **ON HOLD** – led is solid **GREEN**.
3) Leds while **LEARNING** – led flashes **RED/GREEN** after button release, then led flashes **GREEN** after hold pressed, then turns solid **GREEN** when learned.
4) Learning time – 20 seconds.
5) **Resetting** – hang up both lines, push & hold down **LEARN 1** and **LEARN 2**, after about 10 to 12 seconds both leds will turn solid **ORANGE**, now release the buttons and you are done.
6) **Learning** – call someone, press the learn button for 1 second then release, led flashes **RED/GREEN**, place the call on hold, the led flashes **GREEN**, when led turns solid **GREEN**, that phone is learned on that line.
7) **Update priority** – a few small bugs in 8.0 to 8.2, should update to v8.8.

• Versions 8.8 & 9.0

8) Leds **OFF HOOK** – led is solid **RED**.
9) Leds **ON HOLD** – led is solid **GREEN**.
10) Leds while **LEARNING** – led flashes **RED/GREEN** after button release, then led flashes **GREEN** after hold pressed, then turns solid **GREEN** when learned.
11) Learning time – 20 seconds.
12) **Resetting** – push & hold down **LEARN 1** and **LEARN 2** at any time, after about 10 to 12 seconds both leds will turn solid **ORANGE**, now release the buttons and you are done.
13) **Learning** – call someone, press the learn button for 1 second then release, led flashes **RED/GREEN**, place the call on hold, the led flashes **GREEN**, when led turns solid **GREEN**, that phone is learned on that line.
14) **Update priority** – v8.8 is last bugless version for old 24C01 routines, v9.0 is new 24LC01B routines.

• Bugs

1) V2.0 – 6.1 could have problems learning levels because of EEPROM writing/reading bugs (fixed in later version).
2) V5.0 – 6.2 could have problems of learning into off hook levels when jumpers are off (place jumpters on, reset unit and re-learn phones to fix).
3) V8.0 voltages above 24v are considered on hook conditions (changed to 30v in 8.1).
4) V8.0 – 8.1, if unit is in hold condition, and you reset memory, hold condition won't clear until you place call on hold then take it off hold, or hang up call.
5) V8.0 – 8.2, if you learn 2 phones with the same off hook levels, the second phone learned won't activate the on hold condition.
6) V9.0 no known bugs, just released to work with new communication specs of the 24LC01B.

• AS-702 v2.0 to 6.2 PCB layout