



INSTALLATION INFORMATION

- An eight-position modular jack (labeled **NET**) is provided to connect to the network T1 circuit. T1 ESF CSU ACE. An eight-position modular jack (labeled **CPE**) is provided to connect to the customer equipment. (The pinouts are provided in this Quick Start Guide. See *Chapter 2, Installation*, of the T1 ESF CSU ACE User Manual for more information.)
- An EIA-232 connector is provided on the back of the T1 ESF CSU ACE to connect to a proxy agent, T-WATCH station, ASCII terminal, or modem. The pinout for the EIA-232 connector can be found in *Appendix A* of the the T1 ESF CSU ACE User Manual.
- The T1 ESF CSU ACE can be configured and controlled via the local front panel, the EIA-232 control port, or T-WATCH.
- The T1 ESF CSU ACE can be powered by either of the following methods:
 1. Use the included -12 VDC power supply.
 2. Use a power cable connected to an on-site 12 to 48 VDC power supply.
- Additional information can be found on the product CD, which contains the T1 ESF CSU ACE User Manual, FAQs, Data Sheets, Applications, and White Papers.

NETWORK CONNECTION PINOUT

Pin	Name	Description
1	R1 RXDATA	Receive data from the Network - Ring
2	T1 RXDATA	Receive data from the Network - Tip
3, 6, 7, 8	UNUSED	n/a
4	R TXDATA	Transmit data towards the Network - Ring
5	T TXDATA	Transmit data towards the Network - Tip

CPE CONNECTION PINOUT

Pin	Name	Description
1	R TXDATA	Transmit data towards the Network - Ring
2	T TXDATA	Transmit data towards the Network - Tip
3, 6, 7, 8	UNUSED	n/a
4	R1 RXDATA	Receive data from the Network - Ring
5	T1 RXDATA	Receive data from the Network - Tip

MENU TREE

MAIN MENU	1) STATUS	1) NI PERF REPORTS	
		2) NI ERR/ALM	
		3) NI HISTORY	
		4) TI ERR/ALM	
		5) TI HISTORY	
	2) CONFIG		1) NETWORK (NI)
			2) UNIT
			3) TERMINAL (TI)
	3) UTIL	1) SOFTWARE REV	Displays the current software revision
		2) REINIT UNIT	
		3) ADDRESS	
		4) SET PASSCODE	
		5) FACT RESTORE	Restores all configurations to factory settings
	6) REMOTE TWATCH		
4) TEST	1) LOCAL LOOPBK		
	2) RM LB		
	3) TEST PATTERN		
	4) RUN SELFTEST		