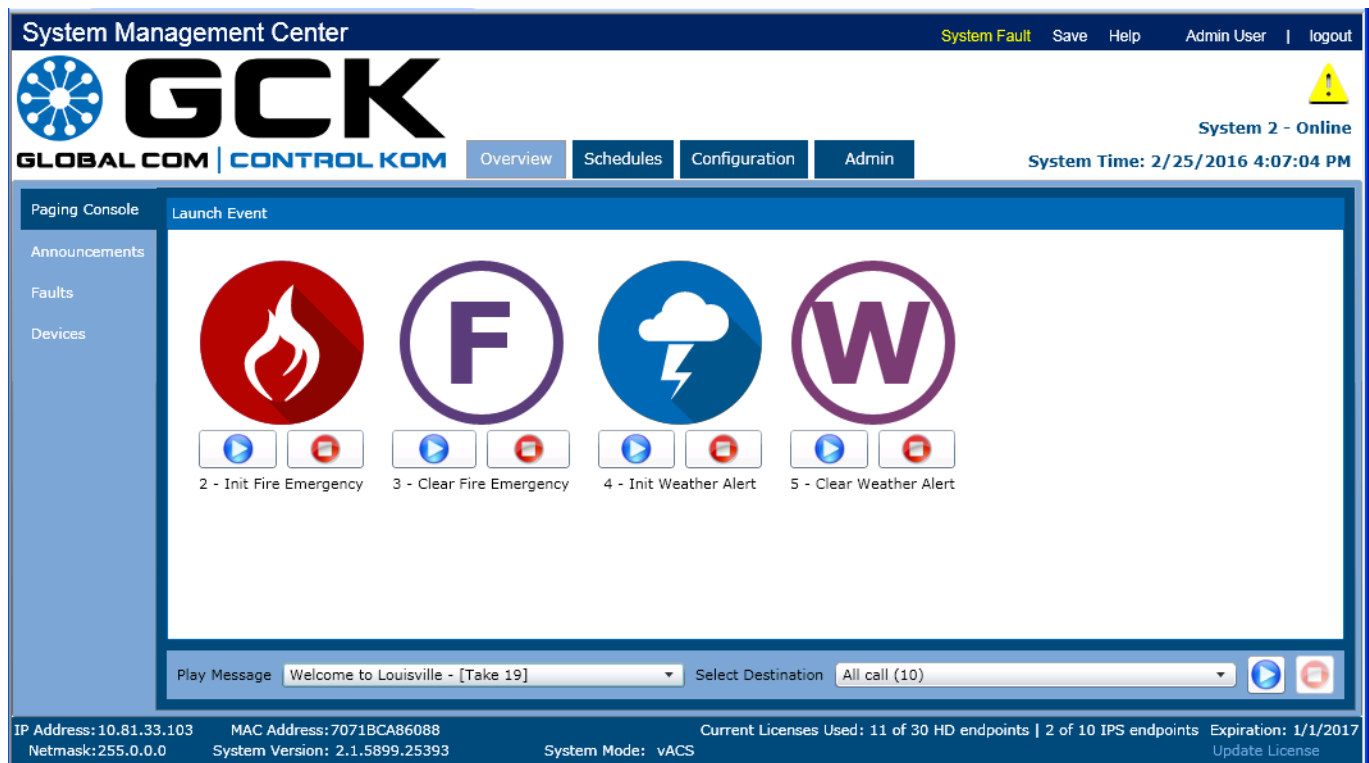




# GLOBALCOM/CONTROLKOM (GCK) System Management Center (SMC) User Manual



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5/16/2017	4.0	For GCK Ver 4.0.	Ken	Added Appendix G on SAFE

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# GLOBALCOM/CONTROLKOM (GCK) SMC USER MANUAL

## 1. GLOBALCOM/CONTROLKOM (GCK) SMC Overview

### 1.1 Introduction

The System Management Center (SMC) is a browser-based configuration and control application used to manage GLOBALCOM systems. The SMC is hosted on the hardware for the Announcement Controller, Message Server or Telephone Interface. The hardware this runs on, available from IED or Atlas-IED, has gone by various part numbers over the years such as 1100ACS, 1200ACS, 1200CPU, 1100MSG, 1150CPU, 1151CPU, IP100, IP108 or other computer/server that may be provided by the end user or installation company. Because it is browser-based, all functions and features available within the SMC can be accessed from any computer on the same network as long as it has a compatible browser application installed. The browser will need to support the installation of Microsoft's Silverlight run-time plug-in in order to display and function correctly.

Since the application is hosted as a web page on the device, you simply need to know the IP address of that device in order to access it from your web browser (preferably Internet Explorer). Enter the IP address in the address bar of the browser and you can launch the application. On many systems, a shortcut is provided on the desktop. Figure 1-1 shows the SMC main window and its sections.

*Note: Starting with Version 3, the web pages are encrypted and sent on the network via secure sockets using the HTTPS protocol. GCK provides its own unverified certificate for this encryption. You may be prompted by the browser at startup to accept this certificate, which you should do.*

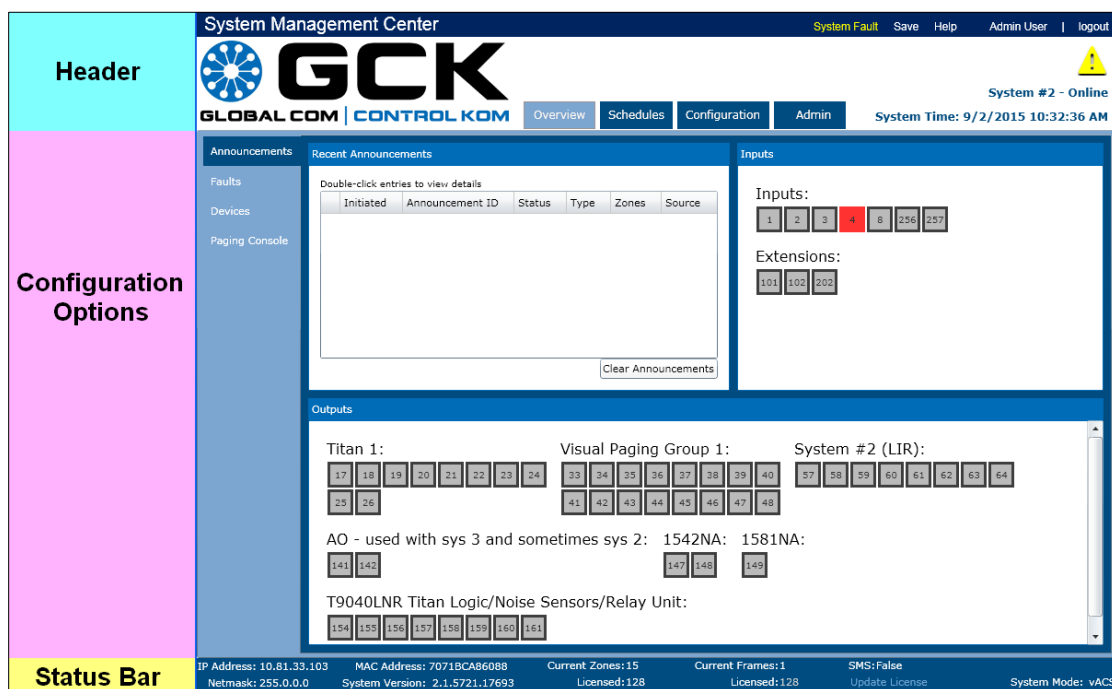
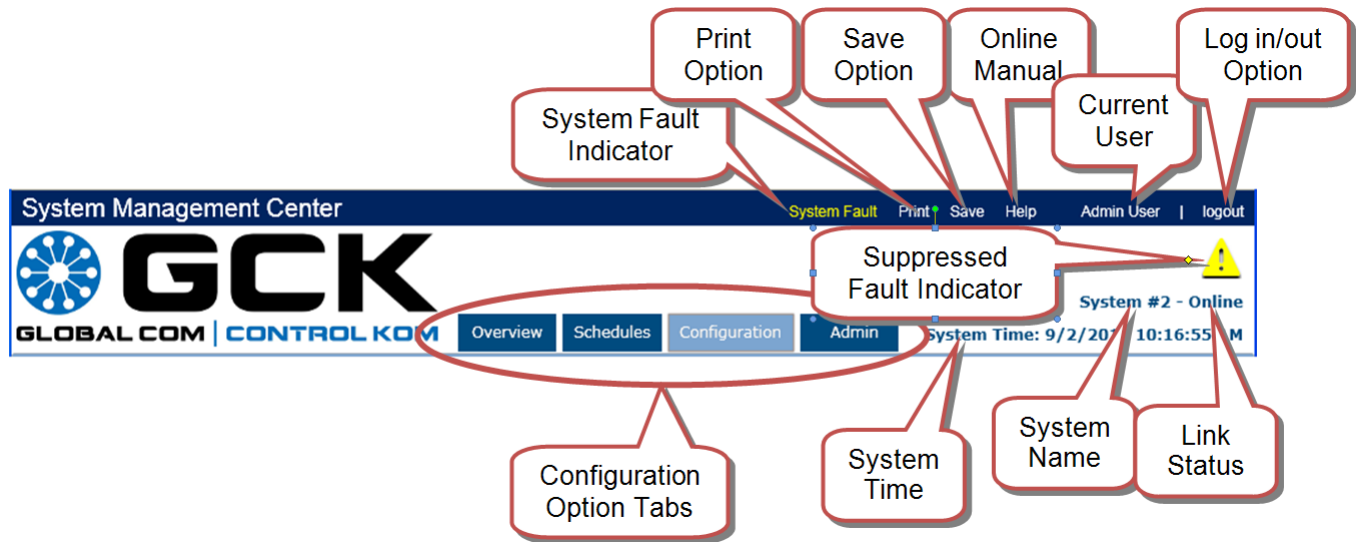


Figure 1-1: System Management Center Sections

The SMC interface is divided into three different sections. The **Header** and **Status Bar** provide various status information and overall system interface options. The **Configuration Options** section of the interface will change as needed based on the system parameters that you are editing. Each section is explained below.

## Header

This section of the SMC interface contains various status information as well as general system commands accessible using icons or buttons as shown in Figure 1-2.



**Figure 1-2: SMC Header Features**

### System Fault Indicator

This option will only appear when a fault has been detected by the System Supervision subsystem. Click on it and you will be taken to the Faults section located on the Overview Tab to view the current faults.

### Print Option

This option will only appear when the Configuration Tab is selected and is used to create a document showing the complete system configuration, such as for documentation/archival purposes. This document may be saved as a data file or printed. For more on this option see [Section 4.16](#).

### Save Option

This option will only appear when changes have been made to the configuration and have not yet been saved. Click the option to save the changes and send any new settings to the devices.

### Current User

This shows the name of the currently logged-in user, if any.

### Login/Logout Option

The text on this button will change based on the current login status. If you are logged in, it will display **Logout** and you can click it to log out of the system. If no one is logged in, it will display **Login**. Click it and you will be prompted to enter a username and password to log into the system.

## Suppressed Fault Indicator

This icon appears if there are any suppressed faults in the system. Clicking on this icon will take you to the Faults page to view the suppressed fault list.

## Configuration Option Tabs

The SMC is divided into four basic sections that are referred to as "tabs" in this documentation. Access to each tab is based on permissions assigned to each individual user account and they are categorized based on system usage and increasing degree of complexity.

Click on the buttons to take you to the different tabs. The content available in the Configuration Options section of the application window will change to reflect the options available within that tab.

- Overview – [See "SMC Overview Tab"](#)
- Schedule – [See "SMC Schedule Tab"](#)
- Configuration – [See "SMC Configuration Tab"](#)
- Admin – [See "SMC Admin Tab"](#)

## System Name

The description for the system will appear here in the header, followed by the link status.

## Link Status

This area shows the status of the link between the System Management Center and the controller. Possible options are:

**Offline** – The SMC hasn't connected with the controller yet. This will usually appear when the web pages are initially loading.

**Online** – The SMC is communicating with the controller.

**(nothing)** – This condition can occur when the connection to SMC exists, but the controller is not fully function because it is not licensed (yet) on this computer or device (1100/1200). One should also note read text in the status bar at the bottom in the license area when this condition exists.

**Lifeline Monitoring** – This will appear on a system that is operating as a Lifeline system. It indicates that it is up and running, but monitoring all programmed systems and will take over their functions if a failure is detected.

**Lifeline System [x]** – This will appear on a system that is operating as a Lifeline system. It indicates that it has taken over control for the system indicated (as the [x] variable) and is no longer monitoring other systems for failures.

## System Time

This area shows the current time of the announcement controller, and is generally accurate to a couple of seconds. This is the time used to trigger scheduled events for example. If one is logged in with Installer or Administrator privileges, one may set the system time by double clicking on the time display. This changes the area to a time setting controls as shown below in Figure 1-3. One can enter a new time/date in the edit box on the left, followed by clicking on the **Set System Time** button beside it. To leave this time setting mode without changing the time, one clicks on the **Cancel** button.

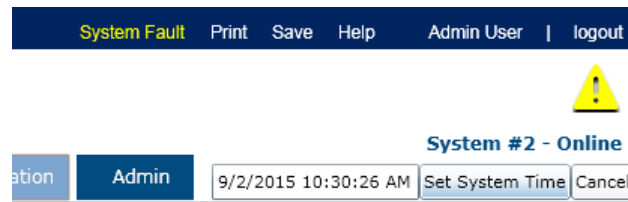


Figure 1-3: System Time Setting Controls

## Configuration Options

The middle portion of the SMC screen will change to display the content associated with the **Configuration Options Tab** you have selected in the header. Figure 1-4 shows this section when the **Overview** tab is selected. This section consists of a series of pages which are selected on the left to reveal details to be viewed or edited on the right.

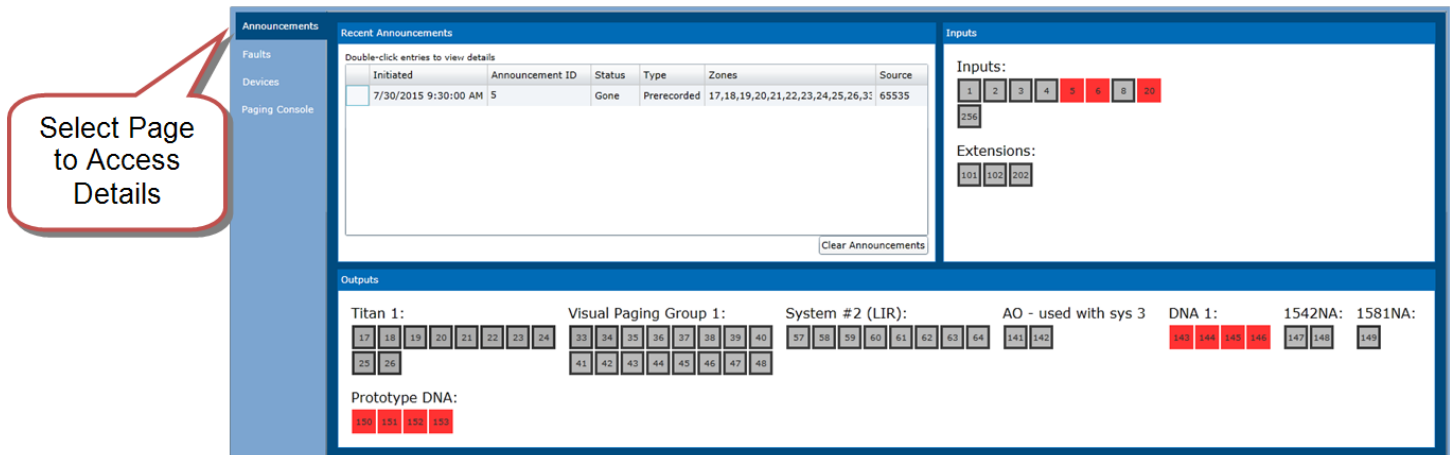
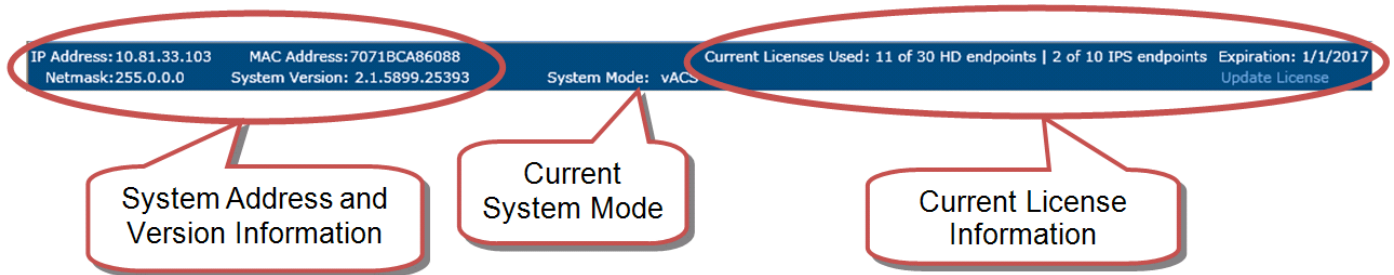


Figure 1-4: Configuration Options Pages

## Status Bar

The bottom portion of the SMC screen contains a status bar that displays the systems information, the current license status and the current system operating mode. See "Licensing" in Appendix A for more information regarding the details of the items shown on the status bar.



**Figure 1-5: Status Bar Elements**

### System Address and Version Information

This part of the header displays the current Ethernet address settings of the system. The IP Address and Netmask settings reflect the operating system address settings detected by the software. The MAC Address is based on the Ethernet interface hardware and cannot be changed. The System Version field displays the version of the GCK that is currently installed on your system.

*Note: If the first three fields are ever just blank, check your network connection. If the system is booted without network connectivity, then the operating system does not provide any addressing information because the network service is not operating. Once you have resolved the network issue, you will need to close and reopen the SMC to get the correct information.*

### Current Licensing Information

This area shows key attributes of the current license for this installation. The "Update License" option may be clicked on to go to enter or update the license. See Appendix A for information on getting and applying a license key to the system to enable capabilities of the system.

### Current System Mode

See the next section for more details on the various system modes.



## 1.2 System Modes

The available configuration options available within the SMC will vary based on the hardware that it is controlling and/or the way the system has been licensed. The four general categories of different operational modes are outlined below.

### Announcement Controller

In this mode, the vACS service is functioning as an announcement controller. It has the ability to "own" system devices, thus you have access to adding, deleting, and configuring devices from the SMC when operating in this mode. The majority of this documentation is dedicated to devices operating in this mode as they have the most configuration options available.

There is also a deployment of SMC that supports IP Audio devices only, no CobraNet devices. In this mode, a few of the features are hidden and all of the CobraNet type devices are removed from such things as the New Device pop-up, to avoid clutter and confusion. Differences in the SMC are denoted in the documentation with notes such as below.

*Note: **IP Only SMC** will not show this configuration section.*

### 1100MSG / 1200MSG

This mode is used for the message server devices. In this case, the device will be "owned" by an Announcement Controller and the parent device will manage the configuration of the device. Since the parent device will do the configuration, the options available on a device operating in this mode are very limited. The **Configuration** tab is not available and you will find that most of the items on the **Overview** tab provide very little information as they are managed on the vACS device. The **Admin** tab is the only tab of use for this mode, but typically reserved for debugging only. You will need to log in with an account with admin privileges to access that tab. On an MSG, the SMC will appear as in Figure 1-5.

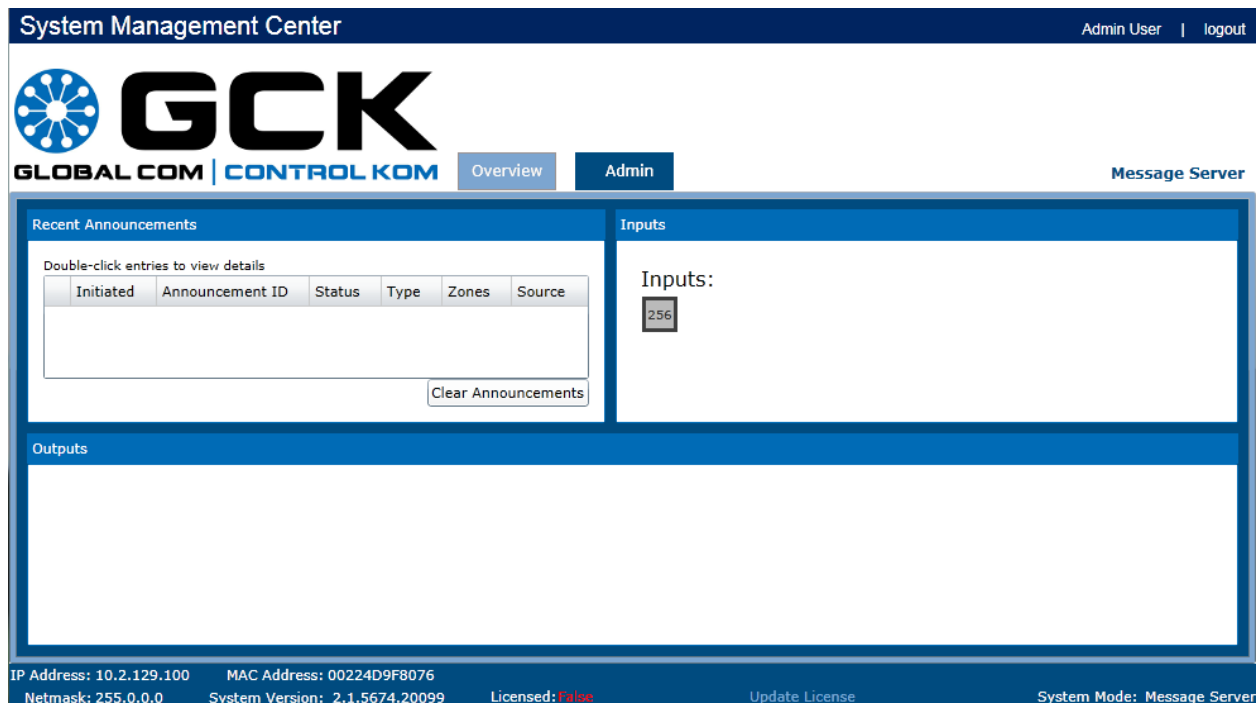
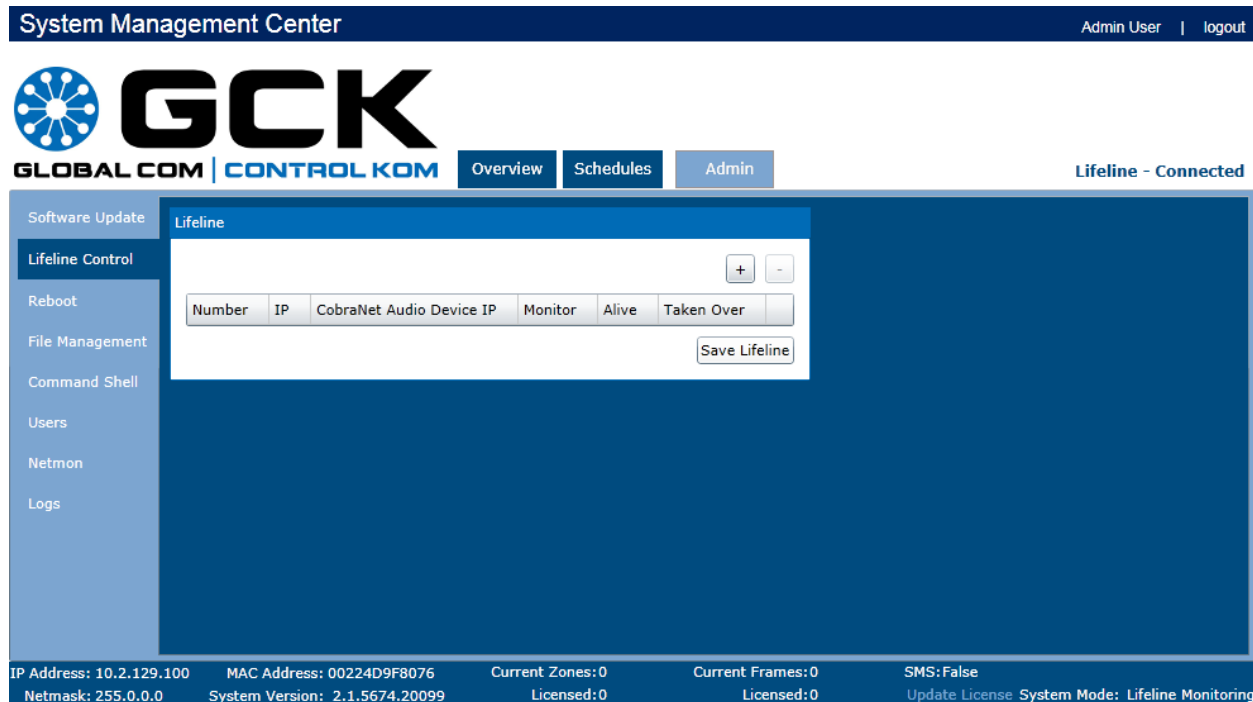


Figure 1-5: Message Server SMC Options

## Lifeline

This mode is used for Lifeline devices that monitor other announcement controllers in the system and will assume their role if a failure is detected. Announcement controllers in the system will push their configuration file to the Lifeline so it is available and current if the Lifeline Controller needs to take over for a disabled primary GLOBALCOM announcement controller. The **Admin** tab is the only tab available for this mode. It has an **additional** "Lifeline Control" configuration tab. You will need to log in using an account with admin privileges to access that tab. See "*Lifeline Control*" for details on configuring systems that are monitored by the Lifeline.



**Figure 1-6: Lifeline SMC Options**

## 1100TEL

This mode is used for the VoIP telephone interface device. In this case, the device will be "owned" by an Announcement Controller and the parent device will manage the configuration of the device. Since the parent device will do the configuration, the options available on a device operating in this mode are very limited. The **Configuration** tab is not available and you will find that most of the items on the **Overview** tab provide very little information as they are managed on the vACS device. The **Admin** tab is the only tab of use for this mode, but typically reserved for debugging only. You will need to log in with an account with admin privileges to access that tab.

### 1.3 Permissions and Feature Access

Which configuration tab pages are visible and what is editable by a user is determined by the user's password access level – if logged in at all. There can be any number of users configured in a system. Each user is defined as being in one of three permission classes:

- User – Basic operations, but no configuration options.
- Installer – User capabilities plus all configuration options
- Administrator – Installer capabilities plus advanced diagnostic options.

The permissions on each of the configuration tab pages are defined in Table 1-1 below. The right most column in the table is the document section where this page is defined. The annotations in the table are dash (-) for no access to this page, RO for read-only access to this page, and R/W for read/write access to this page.

**Note: IP Only SMC does not show the configuration pages marked in Yellow in the table.**

**Table 1-1: SMC Configuration Page Access**

Page \ Permissions	None	User	Installer	Admin	See Section
Overview					2
Announcements	RO	R/W	R/W	R/W	<a href="#">2.1</a>
Faults	RO	R/W	R/W	R/W	<a href="#">2.2</a>
Devices	RO	RO	R/W	R/W	<a href="#">2.3</a>
Paging Console	–	R/W	R/W	R/W	<a href="#">2.4</a>
Schedules					3
Today's Schedule	RO	R/W	R/W	R/W	<a href="#">3.1</a>
Calendar View	–	R/W	R/W	R/W	<a href="#">3.2</a>
Schedule Profiles	–	R/W	R/W	R/W	<a href="#">3.3</a>
Day/Night Schedule	–	–	R/W	R/W	<a href="#">3.4</a>
Scheduled Actions	–	–	R/W	R/W	<a href="#">3.5</a>
Configuration					4
Controllers	–	–	R/W	R/W	<a href="#">4.1</a>
Recorded Messages	–	–	R/W	R/W	<a href="#">4.2</a>
Chimes	–	–	R/W	R/W	<a href="#">4.3</a>
Telephone / Telephone Actions	–	–	R/W	R/W	<a href="#">4.4</a>
Devices	–	–	R/W	R/W	<a href="#">4.5</a>
Action Types					<a href="#">4.6</a>
Announcement Classes	–	–	R/W	R/W	<a href="#">4.7</a>
Zone Groups	–	–	R/W	R/W	<a href="#">4.8</a>
User Groups	–	–	R/W	R/W	<a href="#">4.9</a>

Page \ Permissions	None	User	Installer	Admin	See Section
Mic Templates	–	–	R/W	R/W	<a href="#">4.10</a>
Mic Passwords	–	–	R/W	R/W	<a href="#">4.11</a>
Events	–	–	R/W	R/W	<a href="#">4.12</a>
Visual Alerts and Wayfinding	–	–	R/W	R/W	<a href="#">4.13</a>
SMS Lists	–	–	R/W	R/W	<a href="#">4.14</a>
System Supervision	–	–	R/W	R/W	<a href="#">4.15</a>
Print Configuration					<a href="#">4.16</a>
Admin					5
Backup/Restore	–	–	R/W	R/W	<a href="#">5.1</a>
Software Update	–	–	–	R/W	<a href="#">5.2</a>
Reboot	–	–	R/W	R/W	<a href="#">5.3</a>
Lifeline Control			R/W	R/W	<a href="#">5.4</a>
File Management	–	–	R/W	R/W	<a href="#">5.5</a>
Command Shell	–	–	–	R/W	<a href="#">5.6</a>
Users	–	–	R/W	R/W	<a href="#">5.7</a>
Netmon	–	–	R/W	R/W	<a href="#">5.8</a>
Debug Messages	–	–	R/W	R/W	<a href="#">5.9</a>
Logs	–	–	R/W	R/W	<a href="#">5.10</a>

## 1.4 System Definition Roadmap

Defining a system is an iterative process that you can perform as required based on the needs of a particular installation. The exact order and steps are really up to you, but there are certain dependencies that must be taken into consideration. For example, you need to have **Announcement Classes** defined before you start defining **Actions** as you must pick an **Announcement Class** for many of the available action types. You can always go back and add them as needed, but it helps to plan ahead to minimize the time you must spend switching between screens.

This roadmap is here to give you a general starting point to guide you through configuring a new system while describing the various dependencies involved.

### 1: Define Users

You need to have at least three (3) users defined for your system with the different levels of available access. Systems typically ship with three user accounts (user, installer, and admin). You may use these three user accounts if desired, or you can change them. You can always add more later as needed.

### 2: Configure Local System

You need to configure the **Controller** tab to define essential configuration options for the local controller. If you will have a Lifeline system monitoring this controller, you will need to come back here to add it once you have defined the Lifeline system in the **Remote Controllers** tab. You need to skip the 1200LIR and VoIP configuration at this time. You will come back and do this when you are ready to define Actions.

### 3: Configure Remote Systems

Here you must tell the controller about all the other controllers in your system. You will need these defined when it comes time to program Actions that go between controllers.

### 4: Define Announcement Classes

You must have some **Announcement Classes** defined in order to define Actions for input devices. The system will have some defaults already programmed, but you may want to add more or edit the existing ones as needed. Again, you can always come back and add more as you have a need.

### 5: Define User Groups

You will need to define some basic **User Groups** in order to complete the configuration of graphical paging stations and the **Mic Passwords and Mic Templates** sections. You can skip this step if you do not have any graphical paging stations such as the 528 series stations.

### 6: Define Output Devices

Output devices include 1502AO, T9160, T9116, DNA68xx, T9016RY, T9032RY, T9040NLR relays, T9032LVIO logic outputs, visual displays, and other devices that are used as system outputs. Output devices own zone outputs and you must have zones in the system in order to define **Zone Groups** and just about any of the **Action Types** will require zone groups or zones in order to be completely defined. It is best to add all of your output devices so all zones will be available when you go to program actions. You will need to return to the output devices after you have configured input sources in order to assign BGM, adjust levels, and configure and calibrate ambient analysis and system supervision.

## 7: Define Zone Groups

Since you just added the output devices, now is a good time to go in and define the **Zone Groups** that you think may be needed for your system. You can always come back here and add them as needed, but it will save time if you can define as many as you can at this point so they are available when you go to define actions.

## 8: Define Input Devices

Input devices include microphone stations, 1502AI, Titan inputs, T9032LVIO, 1200LIR, T9040NLR inputs, and ambient noise sensors, etc..) You may need to return to some input devices again to perform additional configuration based on items added later. On example will be that you need to return to an MS528 type microphone station to add a default template after you have defined templates.

## 9: Load Prerecorded Messages & Chimes

Pre-recorded messages are WAV files that can be played by the announcement controller in response to input stimuli such as contact closures or user actions on mic stations. Chimes are such things as pre-announcement tones and tones that play when connected to intercom devices to indicate that listening is active. If these features are needed, then one needs to load the WAV files to use in the system before defining actions or scheduled events that make use of them.

## 10: Define Actions

This point is where you will define what happens with the inputs and outputs in the system. You will need to have any input devices defined prior to programming actions for them. You must have output devices and zone/zone maps defined in order to use them in an action.

## 11: Define Mic Templates

Mic templates determine the graphical button layout on the microphone stations that have a graphical display. The buttons defined in the template need to be tied to actions, which must be defined prior to creating the templates. You will need to go back to the microphone station configuration to assign a template to each station after you have created the templates in this step unless you are not using logins for the microphone station. If you are using logins, then the template is determined by the passwords defined in the next step.

## 12: Define Mic Passwords

If you are not going to lock your microphone stations, then you can skip this step. If you will require users to log into microphone stations, then you must define passwords for them. You will need to have **User Groups** and **Mic Templates** defined before defining **Mic Passwords**.

## 13: Define Scheduled Actions

If one wishes to have regularly repeating actions, such as no-smoking reminders they should be done in this area.

## 14: Define Events

Events can be one or multiple actions linked into the same event. These can be triggered manually from a user interface or via other input stimuli such as contact closures or mic station input. If needed, these should be defined at this point.

## 15: Configure Output Levels and BGM Selections on Output Devices

Your specific situation may dictate that BGM settings and output levels are set as required while you are installing the system. What is critical is that you perform final level adjustments prior to calibrating the system supervision. Any changes made after that calibration will require a new set be performed to record the new levels correctly.

## 16: Calibrate System Supervision

Once all loudspeaker lines have been fully connected and all output levels set, you can calibrate the supervision sub-system and configure the periodic testing.

## 17: Calibrate Ambient Analysis

This is one of the last operations to be performed because it requires the system to be installed and in a normal operating mode prior to calibration. Most of the operations described above must be completed prior to attempting a calibration.

## 18: (opt.) Define Schedule Profiles and Assign to Calendar

If using a day-by-day schedule – for example, a bell schedule for schools or shift/break tones for a factory – these can be defined at any time after the initial configuration is completed.

## 2. SMC Overview Tab

The Overview tab in SMC provides an overall view of system operation and the device status. In addition, it contains an operational page in the Paging Console. This information is provided via the following pages:

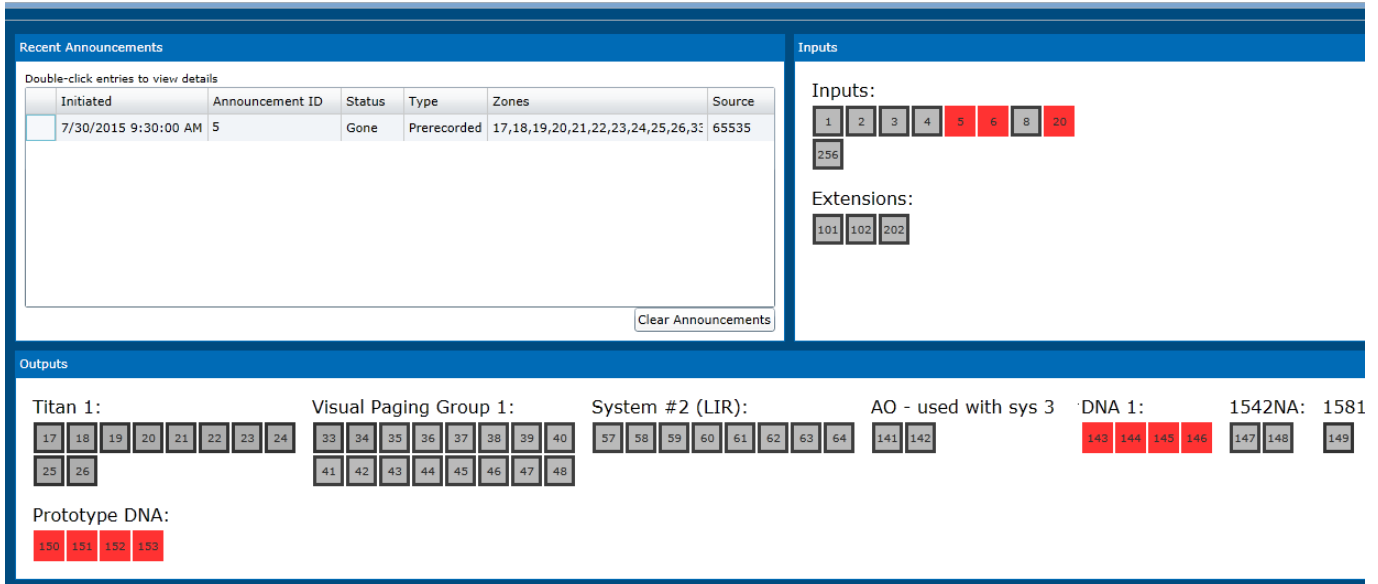
- **Announcements** – Real-time view of active announcements w/ short-term history. Source and Zone status is also indicated via color coding.
- **Faults** – List of active and suppressed faults in the system.
- **Devices** – List of all system devices, basic properties and their status. Also shows any new available devices on the network and allows for adding these new devices to the system.
- **Paging Console** – Controls for activating pre-defined events (which can have multiple actions) or for playing a prerecorded message to a selected destination.

These pages are described in the sections which follow.



## 2.1 Announcements

This page combines a listing of recent/active announcements and status of system inputs and outputs (involvement in announcements as well as fault conditions).



**Recent Announcements**

Double-click entries to view details

Initiated	Announcement ID	Status	Type	Zones	Source
7/30/2015 9:30:00 AM	5	Gone	Prerecorded	17,18,19,20,21,22,23,24,25,26,30	65535

Clear Announcements

**Inputs**

Inputs:

1 2 3 4 5 6 8 20

256

Extensions:

101 102 202

**Outputs**

Titan 1: 17 18 19 20 21 22 23 24 25 26

Visual Paging Group 1: 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48

System #2 (LIR): 57 58 59 60 61 62 63 64

AO - used with sys 3: 141 142

DNA 1: 143 144 145 146

1542NA: 147 148

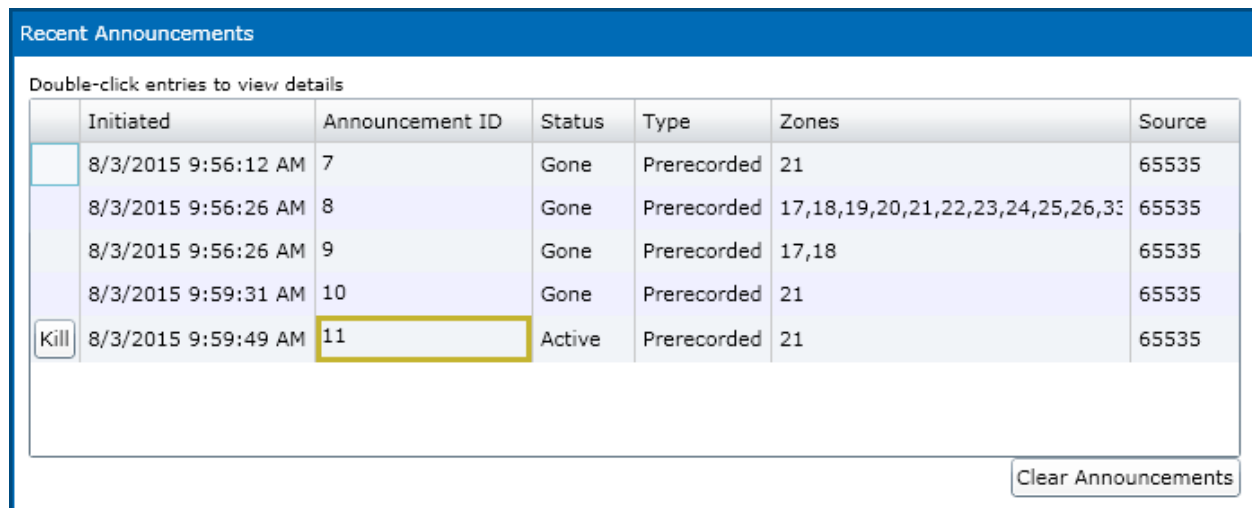
1581: 149

Prototype DNA: 150 151 152 153

**Figure 2-1: Announcements**

### Recent Announcements

This is a list of any announcements that are either active or being held in queue on the local announcement controller. This list provides some history of past announcements only from the point where the System Management Center application was launched or from the last time the **Clear Announcements** button was selected, such as the example in Figure 2-2. Fields and buttons in this area are described below.



**Recent Announcements**

Double-click entries to view details

	Initiated	Announcement ID	Status	Type	Zones	Source
	8/3/2015 9:56:12 AM	7	Gone	Prerecorded	21	65535
	8/3/2015 9:56:26 AM	8	Gone	Prerecorded	17,18,19,20,21,22,23,24,25,26,30	65535
	8/3/2015 9:56:26 AM	9	Gone	Prerecorded	17,18	65535
	8/3/2015 9:59:31 AM	10	Gone	Prerecorded	21	65535
Kill	8/3/2015 9:59:49 AM	11	Active	Prerecorded	21	65535

Clear Announcements

**Figure 2-2: Recent Announcements**

## Kill

This button is only available when a user is logged in with a permission set of **User** or higher and will only appear on announcements that are active. Click this button to kill the active announcement.

## Initiated

This is a date and time stamp of when the announcement was started.

## Announcement ID

This is a system-assigned number to identify the announcement.

## Status

This field indicates the current status of the announcement.

- **Gone**- This field indicates the current status of the announcement.
- **Active**- Indicates that the announcement is currently routing audio channels for either a live announcement or prerecorded message.
- **Busy**- Indicates that the announcement or message is being held in queue for future playback. This can be either because it is waiting for zones to be freed due to another active announcement or because it is waiting for additional playbacks if multiple playbacks are used.
- **Ready**- This status sometimes appears briefly indicating that all resources have been secured and the announcement is ready to play. This is immediately followed by a change to **Active** status.

## Type

This field displays the type of the announcement in the list.

- **Prerecorded** – This type of announcement indicates a playback of digitally recorded audio from the internal sound card. When a **Delayed** message is playing back, it becomes a **Prerecorded** type.
- **Delayed** – This type indicates that an announcement is in the process of being recorded for future playback. When it plays back, it becomes a **Prerecorded** announcement type
- **Live** – This indicates that a live audio route is present between an input source and one or more output zones.

## Zones

This is a list of zones that are included in the announcement.


## Source

This number corresponds to the **Mic Number** of the device that started the announcement. If the announcement was launched via a network message or scheduled event, this value will be 65535.

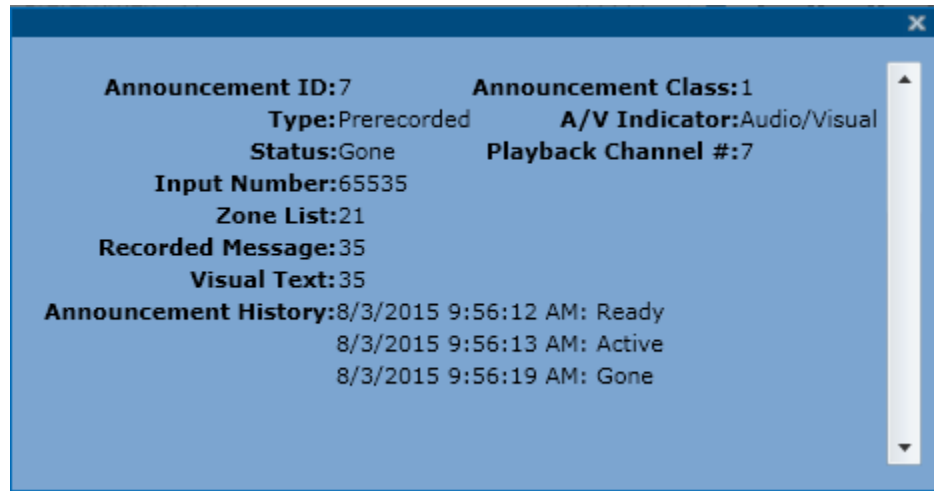
## Clear Announcements

Click this button to clear the announcement activity list. This only clears the list and will not impact any announcements that are still active.

## Announcement Details

If one single-clicks on an entry in the Recent Announcement list, the Inputs and Outputs used in that announcement will be indicated in the other panels by a green border around the  normally gray box that represents the input or output.

If one double-clicks on an entry in the Recent Announcement list, a pop-up window showing announcement details appears, such as the example in Figure 2-3. One closes this window by clicking on the small X in the upper right corner. Additional fields in this detail pop-up are described below.



**Figure 2-3: Announcement Details**

#### Recorded Message

This is a list of Take ID's in the message if the message type is Prerecorded.

#### Visual Text

This shows either a list of Take ID's (e.g., 35 in the example figure) or the actual text for the displays (if actual text passed in with the announcement request).

#### Announcement History

This is the time-line of states the announcement went through.

#### Announcement Class

This is the announcement class (priority plus some behavior flags) for the announcement.

#### A/V Indicator


Indicator whether this announcement was audio-only, visual-only or both audio and visual.




#### Playback Channel

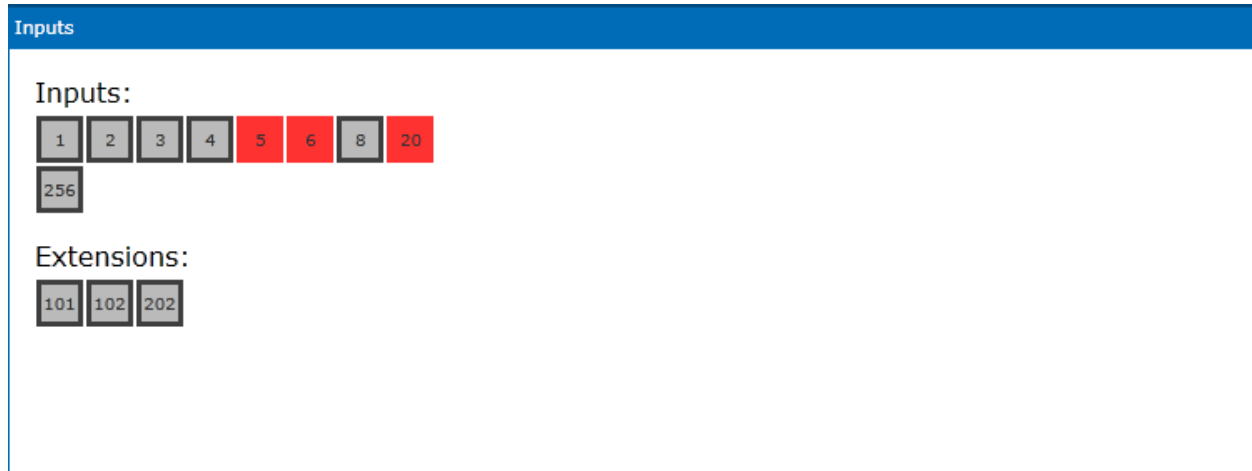
For announcement types that use a sound-card channel, this is the channel that was used. The numbering scheme extends across ACS and MSG devices, if present in the system configuration. (This is typically only useful when troubleshooting a system with some "broken" sound channels.)

#### {Announcement} Inputs

This area shows real-time graphical representation of announcement activity on inputs associated with the local announcement controller. Input sources are shown with a number that corresponds to the Mic Number in the device setup inside a color box. Color codings have the following meanings:

-  Gray w/ Black Border – This input is inactive and does not have a fault.

-  **Red w/ Red Border** – When the box is red, the input is in fault. One can see the specific fault condition on the faults list.
-  **Gray w/ green border** – This input is used in the currently selected row in the Recent Announcement list. (A row in the Recent Announcements list has been clicked on to highlight the Inputs and Outputs in it.)
-  **Other Colors (lighter shade inside darker)** – When an input is active in an announcement, it is shown via some other color. There are several colors used to allow simultaneously active announcements to be discerned.



**Figure 2-4: Inputs**

### Inputs

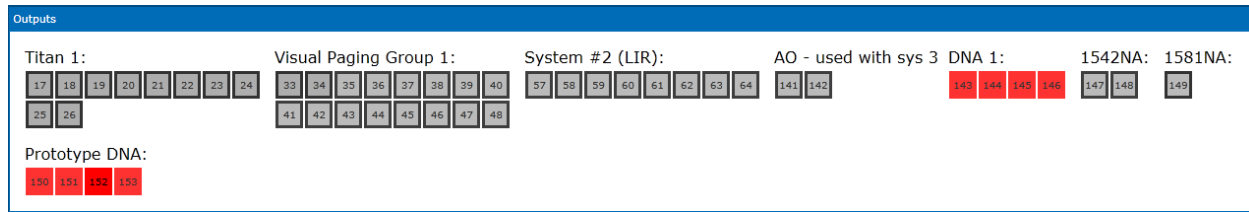
These are any input device in the system. These include mic stations, auxiliary audio devices like 1502AI units and logic input devices such as the 1516LI/1516LI-E.

### Extensions

These are telephone extensions defined in the system, which also can be the source or input of audio for an announcement.

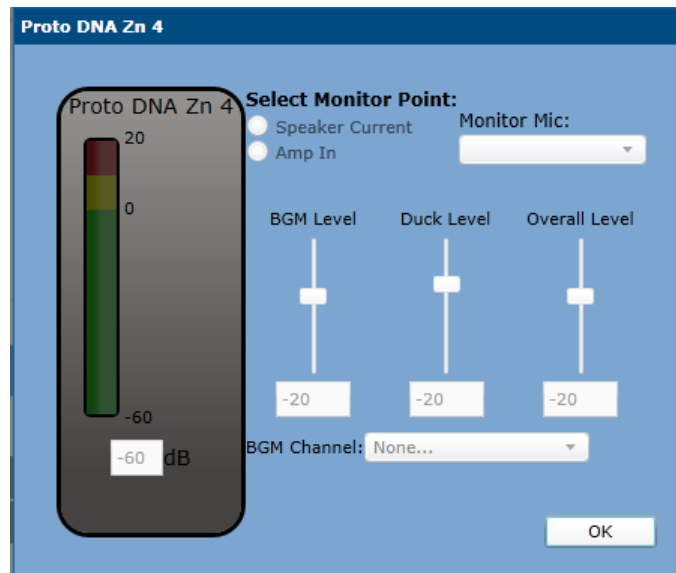
### {Announcement} Outputs

This area shows real-time graphical representation of announcement activity on outputs associated with the local announcement controller. Output Destinations are organized by the device they reside on and are shown with a number that corresponds to the Zone Number inside a color box. Color codings have the same meanings as described above for Inputs.

**Figure 2-5: Outputs**

### Zone Monitor

Click on any audio zone output to bring up the *Zone Monitor* window as shown in Figure 2-6. Any adjustments made from this window will be immediately sent to the device.

**Figure 2-6: Zone Monitor**

### Output Level

This meter indicates the signal level at the currently selected point. A more precise numerical indication of the level is located immediately below the meter.

### Select Monitor Point

You must select one of the three available monitor points for each output channel. The level meter will indicate the level of the signal at the point selected. This will also change the point monitored audibly through a local monitor speaker if one is configured.

### Monitor Mic

Some microphone station types have a built-in monitor loudspeaker. If you have one installed in your system, then you can select it from this drop-down list and it will monitor the selected point. You must have the Monitor Enabled checkbox checked in the microphone station setup to get a microphone station to appear in the drop-down list.

### Levels

Use these sliders to adjust the three available level parameters for each channel.

**BGM** – This adjusts the level of the background music channel for the output. This level is also dependent on the current setting of the **Overall** level.

**Duck** – This level sets the amount that the BGM channel will be lowered when an announcement is made. A level of –60 effectively will mute the BGM when an announcement is made.

**Overall** – This adjusts the master level of the output. This will affect both BGM and announcements and should be used to set the main level of the output.

#### BGM Channel

Select a BGM channel to use for this output from the drop-down list. Input devices that are configured as a BGM source will be available in this list.

#### OK

Click this button to close the window.

## 2.2 Faults

This area shows both current faults and suppressed faults. The two parts to this page are described separately below.

### Current Faults

This list displays any current faults in the system. For information on historical logging of faults, refer to the Windows System Log section of the documentation.

Current Faults							
Suppress All Faults		Suppress Fault					
ID	Device	Description	Fault Type	Fault Number	Optional	First	Last
8	1502AI Audio	1502AI Audio Input Device 5 - Communication Channel (Network)	9	10		2/17/2016 1:06:52 PM	2/25/2016 3:46:15 PM
9	T9040LNR Tit	T9040LNR Titan Logic/Noise Sensors/Relay Unit - Communication Channel (Network)	9	10		2/17/2016 1:06:59 PM	2/25/2016 3:46:21 PM
21	System 2	Device Specific LL fault (local system)	4	6		2/17/2016 1:07:32 PM	2/25/2016 3:46:26 PM
76	System 2	System 2 - Primary Digital Audio Bridge Communication Failure	4	7		2/17/2016 1:09:14 PM	2/25/2016 3:46:26 PM
385614	1542NA	1542NA - Communication Channel (Network)	9	10		2/23/2016 4:23:31 PM	2/25/2016 3:46:31 PM
13	GLOBAL.COM	GLOBAL.COM.DNA w Masking - Communication Channel (Network)	9	10		2/17/2016 1:07:10 PM	2/25/2016 3:46:32 PM

**Figure 2-7: Current Faults Grid**

### Suppress All Faults Button

If logged in, pressing this icon will suppress all current faults, that is, move them to the Suppressed Faults list.

### Suppress Fault Button

If logged in, one may select one of the rows in the Current Faults list and then press this icon to suppress just the selected fault, that is, move it to the Suppressed Faults list.

*Note: One must be logged into SMC in order to use either the Suppress All Faults feature or the Suppress Selected Fault feature.*

### ID

This is an index number used to uniquely identify the fault.

### Device

This field displays the system device that has *reported* the fault. This may not be the same as device with the actual fault. For example, the announcement controller monitors communications with many devices such as the mic stations or its lifeline controller, and therefore it is the reporting device for such faults.

### Description

This is a textual description of the fault. Devices report a **Fault Type** and **Fault Number** and the *System Management Center* uses those two numbers to apply a description as defined in the **System Supervision** section of the application (i.e., user-entered description). If such entries are missing, the SMC applies a default description for the fault.

### Fault Type

This is the type number reported by the *System Supervision* module. The *System Management Center* uses this, along with the **Fault Number**, to apply a description as defined in the **System Supervision** section of the application.



## Fault Number

This is the fault number reported by the *System Supervision* module. The *System Management Center* uses this, along with the **Fault Type**, to apply a description as defined in the **System Supervision** section of the application.

## Optional

This field will display any additional information, if any, reported by the *System Supervision* module. For example, in the case of automated testing faults, this field could show the deviation from the set (truth) value.

## First

This field displays a date and time stamp of when the fault was originally reported.

## Last

As long as a fault condition exists, the *System Supervision* module will continue to collect fault reports. This field displays the most recent fault report received.

## Suppressed Faults

Suppressed faults are those conditions that are being deliberately ignored at present. For example, if there is an equipment failure and this device has been sent out for repair, one might suppress faults related to it so the system appears to be operating normally. This allows for easier detection of some other (new) fault condition when/if it arises.

Suppressed Faults			
<input type="button" value="Unsuppress All Faults"/> <input type="button" value="Unsuppress Fault"/>			
Description	Fault Type	Fault Number	Device
DAB - Primary Digital Audio Bridge Communication Failure	4	7	DAB

**Figure 2-8: Suppressed Faults Grid**

## Unsuppress All Faults

If logged in, pressing this icon will un-suppress all faults shown in the Suppressed Faults list.

## Unsuppress Fault

If logged in, one may select one of the rows in the Suppressed Faults list and then press this icon to un-suppress just the selected fault.

*Note: One must be logged into SMC in order to use either the Unsuppress All Faults feature or the Unsuppress Selected Fault feature.*

## Description

This is a textual description of the fault. Devices report a **Fault Type** and Fault **Number** and the *System Management Center* uses those two numbers to apply a description as defined in the **System Supervision** section of the application.

### Fault Type

This is the type number reported by the *System Supervision* module. The *System Management Center* uses this, along with the **Fault Number**, to apply a description as defined in the **System Supervision** section of the application.

### Fault Number

This is the fault number reported by the *System Supervision* module. The *System Management Center* uses this, along with the **Fault Type**, to apply a description as defined in the **System Supervision** section of the application.

### Device

















This field displays the system device that has reported the fault

## 2.3 Devices

This page shows both the devices currently defined in the local announcement controller system (My Devices) and any other devices that have been discovered on the network (Available Devices). Each area of this page is described in a separate section below.

### My Devices

This tab displays a list of all devices that are configured in the controller. It also indicates an overview of device status. If the device is highlighted in red as shown in Figure 2-9, then the device is not responding on the network. If a device is communicating, but reporting internal faults, then you will see an exclamation point icon in the **Faults** column, but no red highlight for the row. You can hold the mouse pointer over the fault icon to reveal a detailed list of the reported faults as shown in Figure 2-11, or go to the Faults page to view the faults.

My Devices					
	IP	Description	Faults	Location	Extra Info
	10.2.130.50	528 HDT-G		on top of the rack	Mic 20, Template: two btn template
	10.81.33.169	Monitor Rack Mic 2		mounted to Top of left rack	Mic 2, Template: Test Mic Template
	10.81.33.103	System #2 (LIR)		Internal LIR (sys 2)	8 Zones, Start Zone: 57, Mic 256
	10.255.255.255	Visual Paging Group 1			16 Zones, Start Zone: 33
	10.81.33.21	Titan 1		Near the bottom	Frame: 1 (16896), 10 Zones, Start Zone: 17, BGM SOURCE(1 channels)
	10.81.33.102	MSG Group 2, Device 1 (PCI)			
	10.81.33.101	MSG Group 2, Device 1			
	10.81.32.14	9032NS Frame 5 Sys 2		9032NS #4 (Frame 5-System #2)	Frame: 5 (25120)
	10.81.33.103	System #2 (Telephone Interface)		local tel	Mic 1, PBX: 10.81.33.103
	10.81.33.66	AO - used with sys 3 and sometimes		back of rack	2 Zones, Start Zone: 141
	10.81.33.104	System #2 (PCI)			
	10.81.33.202	DNA 1			4 Zones, Start Zone: 143
	10.81.33.223	DAB		on top of acs rack	

**Figure 2-9: My Devices**

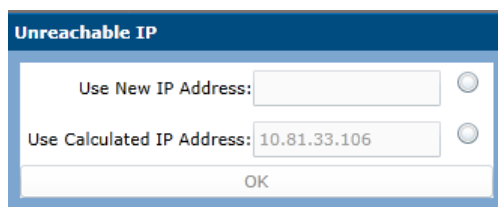
*Note: If you are logged in, then you can double-click on a device in the list to open the device configuration for that device.*

### IP

This will display the IP address of the device. If the device is detected, but the IP address does not match the configuration, then the device will be highlighted with a gold background and you will see a **Resolve** button as shown in Figure 2-16.

When you click the **Resolve** button, you will see a window like the one shown in Figure 2-10. You can choose to set the IP address of the device to match that in the configuration, or choose to change the configuration to match the IP address of the device.

Click the **OK** button to update the settings in the device and/or configuration.





**Figure 2-10: Resolve IP Address**

### Description

This displays the text description of the device from the **Description** field in the device configuration.

### Faults

If an icon appears in this column, then the device is reporting faults. These faults will be listed in the **Current Faults** list, but you can also display a list by hovering the mouse pointer over the icon to reveal a pop-up window as shown in Figure 2-11.

	10.81.33.202	DNA 1		4 Zones, Start Zone
	10.81.33.223	DAB		
	10.81.33.203	1542NA		2 Zones, Start Zone

9:10 DNA 1 - Communication Channel (Network)  
First Occurance: 07/29/2015 18:09:26  
Last Occurance: 07/30/2015 10:35:50

**Figure 2-11: Device Fault Pop-up Window**

### Location









This displays the text description of the device from the **Location** field in the device configuration.

### Extra Info

This column displays additional information contained within the configuration of each device. The information listed varies for each type of device, but it is easily readable as each property is listed with the appropriate title.

### Available Devices

This tab is used to display any devices detected on the network that do not match any of the configured devices. The system uses a background process, known as the *Discovery Service*, that will detect and report any unknown devices on the network. This greatly simplifies the process of adding and configuring new devices. You simply plug in the new device, wait for it to appear in the list, and then add it to the system. There are three different configuration scenarios as described below.

Available Devices					
	IP	MAC	Description	Location	Extra Info
	10.81.33.173	0002C17100EA	1-Chan x 8W Network Amplifier		1 Zones, Start Zone: 154
	10.2.155.71	001CE2000F65	Office Speaker		2 Zones, Start Zone: 154
	10.81.33.22	00602B058C91	T9116 Titan Zone Output Processor	Location TBD	Frame: 15 (17008), 16 Zones, Start Zone: 154
	127.0.0.1	Virtual	LIR 257		8 Zones, Start Zone: 154, Mic 257
	10.81.33.41	0002C1EB3B1C	T9040LNR Titan Logic/Noise Sensor	Demo NLR	Frame: 2 (25096), 8 Zones, Start Zone: 154, Mic 257
	10.81.33.105	Virtual	1200 vACS Sys #3 (Telephone Interf)	Main Site	Mic 257, PBX: 0.0.0.0
	10.2.133.155	Virtual	PGH Test System (Telephone Interf)		Mic 257, PBX: 0.0.0.0
	Resolve	00602B02B512	Unknown		

**Figure 2-12: Available Devices Grid**

### Completely New Device

In this scenario, the system knows nothing of the newly detected device. You simply add the new device and then configure it as needed.














### Replacement of Existing Device

In this scenario, you are adding a new device to the system that is replacing one that has already been configured. You will choose which device in the configuration that the newly discovered device will replace.


### Adding a New Device Already Configured in Software

This scenario is similar to the previous, but in this case you have configured the device in software prior to physically installing the hardware. The process is essentially the same.

Figure 2-13 shows a 1581NA Network Amplifier detected in the **Available Devices** list. In this case, the station has been used before because it already has information in the **Description**, **Location**, and **Extra Info** fields. In this example, our goal is to replace the station named **Main Office** with this new one.

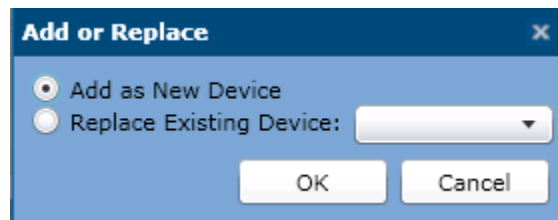
	10.81.33.205	Main Office			1 Zones, Start Zone: 149
	10.81.33.204	Prototype DNA		Eng Prototype DNA	4 Zones, Start Zone: 150
	10.2.150.100	Tel Box		rite thare	Mic 3, PBX: 10.2.132.203
	10.2.150.101	Tel Box (PCI)			
	10.81.33.145	AI - Alternate Source Mics		Sitting on the rackffff	Mic 5, Mic 6
	10.81.33.151	First Display			ZoneIDs: 1 DisplayIDs: 1
	10.81.33.188	524		Under the stairs	Mic 8
	10.2.155.7	528 Mic Station Number 6, Group 1		Location TBD	Mic 6, Template: Test Mic Template
	10.81.33.41	Test		test	ZoneIDs: 2 DisplayIDs: 1
	10.81.33.172	550CS		Ryan's Office	Mic 4

Available Devices					
	IP	MAC	Description	Location	Extra Info
	10.81.33.173	0002C17100EA	1-Chan x 8W Network Amplifier		1 Zones, Start Zone: 154

### Figure 2-13: Replacement Device Detected

Double-click on the new device and you first be taken to a window to select whether this is a new or replacement device in the selection shown in Figure 2-14 below.



### Figure 2-14: New or Replace Device Selection Window

#### Add as New Device

Select this option to add the discovered device as a completely new device in the system configuration. It will use the discovered IP address of the device and automatically assign any additionally required parameters and add it to the devices list. Once added, you can configure it from the **Devices** tab.

#### Replace Existing Device

Select this option to use the settings of a device that already appears in the devices list, but apply them to this newly discovered device. Select the existing device configuration that you want to use from the drop-down list as shown in Figure 2-14. Only devices of the same type will be presented in this drop-down list.

Pressing the OK button on this pop-up will display to the device configuration window as shown in Figure 2-15. This is the same as the usual device configuration window used when managing devices in the **Devices** tab. This gives you the opportunity to review and adjust other properties for the device before pressing OK.

**1-Chan x 8W Network Amplifier Details**

1-Chan x 8W Network Amplifier

1581NA Network Amplifier

Description: 1-Chan x 8W Network Amplifier Show All Fields

Location:

IP Address: 10.81.33.173

Start Zone: 154

BGM Device:

Zones: Match To First

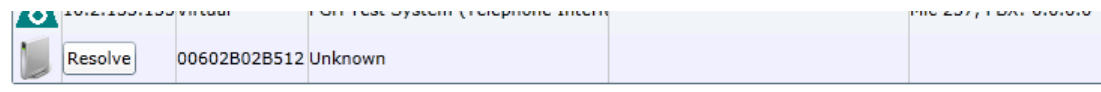
#	Description	Overall	Emg	Night	BGM	BGM Channel	
154		-20	6	0	-20	None...	EQ

OK Cancel

**Figure 2-15: Device Configuration Window**

### Resolve

This button may appear in either the **My Devices** or **Available Devices** tabs when the discovered IP address is either not configured or does not match the IP address in the device configuration.



**Figure 2-16: Resolve Device Button**

When you click the **Resolve** button, you will see a window that matches one of the windows shown in Figure 2-17. The window on the left will appear if the device has not been set with an IP address. You can either enter one in the top box or select the bottom button to use the system-assigned IP address. If the device has an IP address, but it does not match the configuration, you will see the window on the right. You can choose to set the IP address of the device to match that in the configuration, or choose to change the configuration to match the IP address of the device.

Click the **OK** button to update the settings in the device and/or configuration.



**Figure 2-17: Resolve IP Address**



## Unknown Device Type

If the *Discovery Service* detects the device, but is unable to determine the type of device, then you will see a window like that in Figure 2-18. If this occurs, you must manually set the device by selecting the appropriate type from the **Type** drop-down list as shown in Figure 2-19. After setting the type, then other fields may be filled in appropriately before clicking on the **OK** button to save the new device into the system configuration.



Unknown Details

Unknown

Unknown

Type:

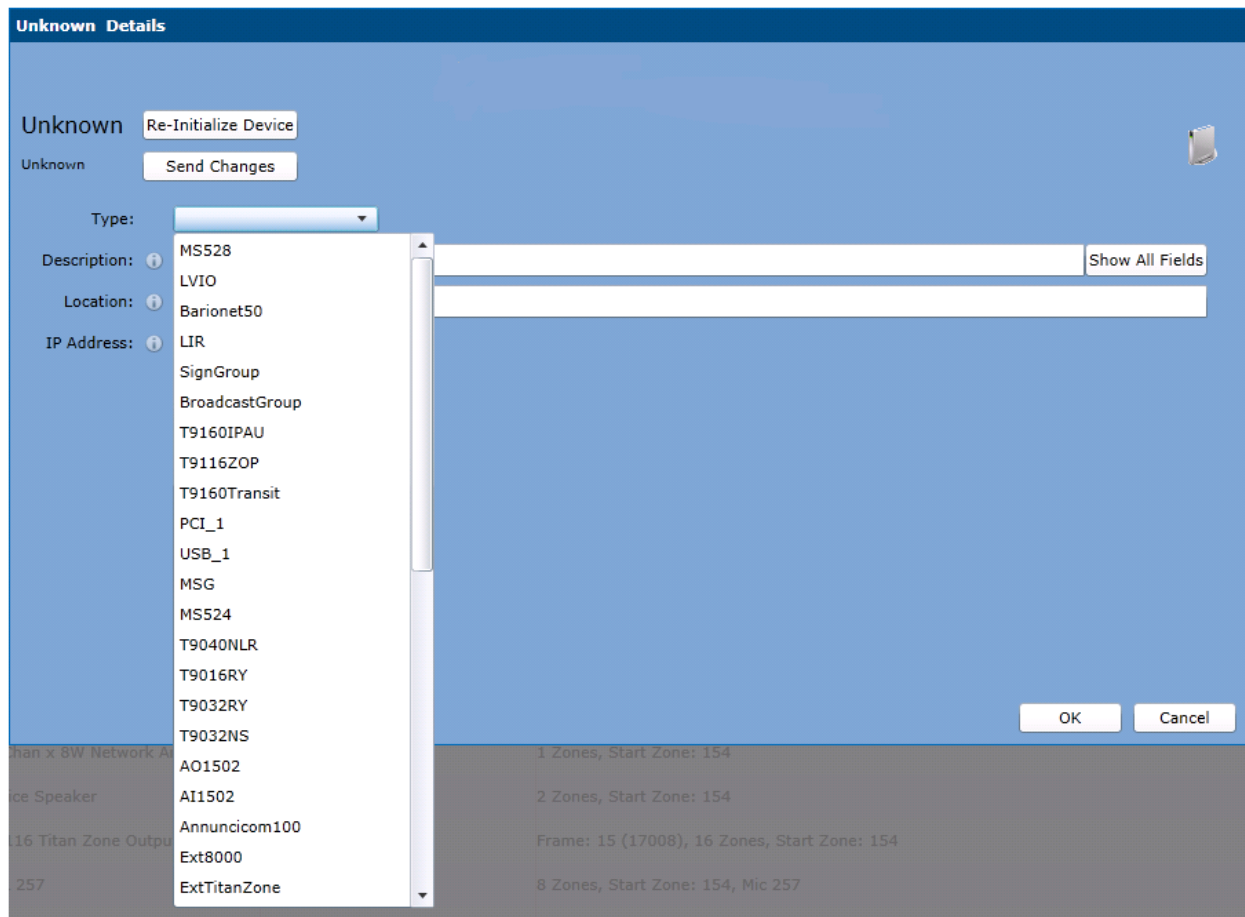
Description:  Show All Fields

Location:

IP Address:

OK Cancel

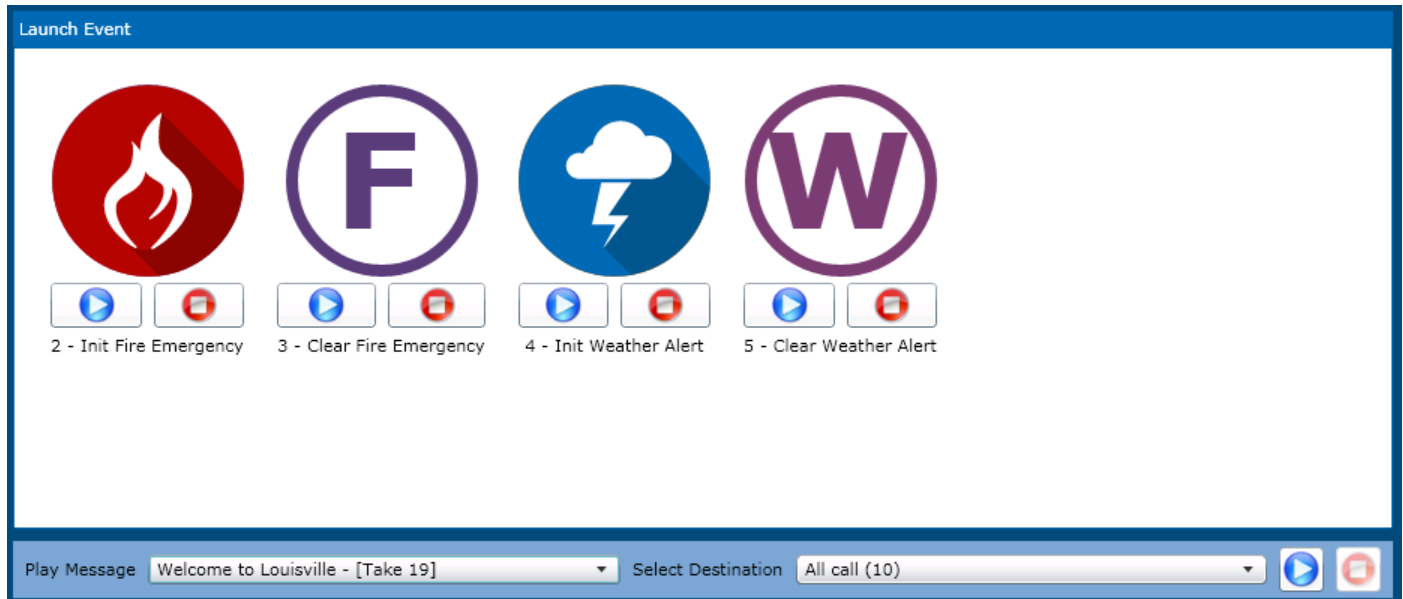
**Figure 2-18: Unknown Device Configuration**



### Figure 2-19: Unknown Device Type Selection

## 2.4 Paging Console

With permissions of User or higher, this page is available for launching events or prerecorded messages.



**Figure 2-20: Paging Console**

### Launch Event

The actual events that appear are those which are defined in the Configuration tab page under Events, using descriptions provided there. Each event has a **Start** button and **Stop** button above the description. Generally, a status pop-up window appears indicating that the launch was successful. The icons for events are either imported when the event is defined or it can default to a Letter in a circle for the first significant word in each description (F and W in the figure).

### Play Prerecorded Message

In this area at the bottom of the Paging Console, one can play any message in the prerecorded message library to any zone group (both of which are defined under the Configuration tab page).

#### Play Message Drop List

Click on this drop list to display all available prerecorded messages, and to select one to play.

#### Select Destination Drop List

Click on this drop list to display all defined zone groups, and to select one to play the message to.

#### Play and Stop Buttons

Click on one of these buttons to start the selected message playing to the selected zone group, or stop the message if playing.

### 3. SMC Schedule Tab

The Schedule tab allows control of three types of schedules: calendar-based message playback, zone volume changes by time of day, and ad hoc scheduled or repeating actions. These are configured in the following pages:

- **Today's Schedule** – What daily tones/messages are scheduled for today, along with status on those that have played already. Can make ad hoc changes to today's schedule here as well.
- **Calendar View** – View of how schedule profiles are assigned to days on a month-by-month calendar. Can assign or remove profiles here as well.
- **Schedule Profiles** – a list of actions to play during a 24-hour day.
- **Day/Night Schedule** – For zones that can be adjusted to a different level at night than during the day, a definition of when day starts and night starts by day of the week.
- **Scheduled Actions** – Definition of miscellaneous scheduled and repeating actions, such as reminder messages every 10 minutes during operational hours.

Each of these is described in the sections which follow.

#### 3.1 Today's Schedule

This page shows the tones which are scheduled to play today. The tones are usually defined by loading a Schedule Profile onto the day on the Calendar View, but may include ad hoc tones which can be added to today via this page.

					<span>Error</span> <span>✓ Played</span> <span>⌚ Scheduled</span> <span>✗ Skipped</span> <span>✳ Waiting</span> <span>Show Details</span>	
	Status	Enabled	Scheduled Time	Event Name		
		<input checked="" type="checkbox"/>	8:00 AM	Start Whistle		
		<input checked="" type="checkbox"/>	8:15 AM	Pledge		
		<input checked="" type="checkbox"/>	8:25 AM	Good Morning		
		<input checked="" type="checkbox"/>	8:30 AM	First period		
		<input checked="" type="checkbox"/>	9:30 AM	Second Period		
		<input checked="" type="checkbox"/>	10:30 AM	Third Period		
		<input checked="" type="checkbox"/>	11:30 AM	Fourth Period		
		<input checked="" type="checkbox"/>	12:00 PM	Time for Lunch		
		<input checked="" type="checkbox"/>	12:00 PM	First Lunch		
		<input checked="" type="checkbox"/>	12:15 PM	Second Lunch		
		<input checked="" type="checkbox"/>	12:30 PM	Third Lunch		
		<input checked="" type="checkbox"/>	12:45 PM	First Lunch Over		
		<input checked="" type="checkbox"/>	1:00 PM	Second Lunch Over		

**Figure 3-1: Today's Scheduled Tones**



Pressing this button adds a new event to the schedule at the current time with the name “New Event”. The user should edit properties for this event in the grid, such as the actual time to schedule it, the event name, chime, prerecorded message and zone group. If the details are hidden when this button is pressed, they are made visible to allow this editing to take place.



Pressing this button will delete the currently selected schedule event after the user responds positively to the pop-up Yes/No prompt to delete it.

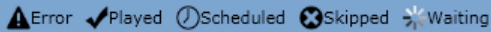
### Show Details / Hide Details Button

This button is a toggle action that can be used to show or hide the additional fields: chime, recorded message and zone group. These fields are explained below.



This button may be used to manually play the schedule event immediately. This may be used for example to test the events (message and zone group) or in situations where it is believed past tones were “missed” by some personnel in the facility.

### Status

The status of the scheduled event. There is a legend at the top right that identifies the icons for the possible statuses. 

- **Error** – The event appeared to fail to play for some reason.
- **Played** – The event played normally.
- **Scheduled** – The event hasn’t played yet; still in the future.
- **Skipped** – The event was in the past when the announcement controller was last re-started or the schedule reloaded, such as due to a **Save** operation on the SMC. Therefore, it won’t be played (again) today.
- **Waiting** – This event is in progress for starting. This status may show up briefly between Scheduled and Played statuses.

*Note: If one hasn’t sent changes to the schedule to the announcement controller by clicking on the **Save** option at the top right of SMC, then new events will be displayed with No status in Today’s Scheduled Tones listing.*

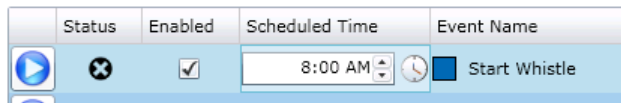
### Enabled


This checkbox indicates whether this event is enabled for today or now. This may be un-checked to disable the event.

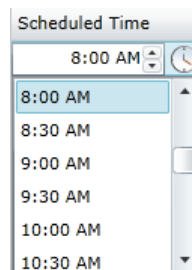
*Note: The disabling will not take effect until the **Save** option at the top right of SMC is pressed to send the change(s) to the announcement controller.*

## Scheduled Time

The scheduled time may be edited in one of a number of ways. First one clicks in the cell to cause it to expand to some edit controls as shown below.



- One may highlight the time text and type in a new time (with AM/PM) just like an edit box.  

- One may put the cursor in the hours, minutes or AM/PM area of the edit box and press the up or down arrows to increment or decrement this value.
- One may click on the clock icon to the right to bring up a drop list of times every half hour as shown in Figure 3-2. This may be the fastest way to jump to a time *near* the desired value and then adjust using the up/down arrow buttons to get to the exact time.



**Figure 3-2: Scheduled Time Window**

## Event Name

This is a descriptive name entered by the user for this scheduled event such as “Lunch Start” or “Lunch Over”. The colored box ahead of the name identifies which schedule profile this event came from. For example, if there are two profiles loaded (e.g., high school bells and middle school bells), each profile will be identified by a different color box.

## Chime

This is pre-announcement chime (if any) that is to be played ahead of the recorded message. The available chimes – as defined on the Configuration tab page – appear in a drop list box for easy selection.

## Recorded Message

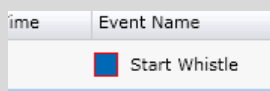
This is the (pre)recorded message to play for this event. The available messages – as defined in the Configuration tab page – appear in a drop list box for easy selection.

## Zone Group

This is the destination for the scheduled event. The available zone groups – as defined in the Configuration tab page – appear in a drop list box for easy selection.

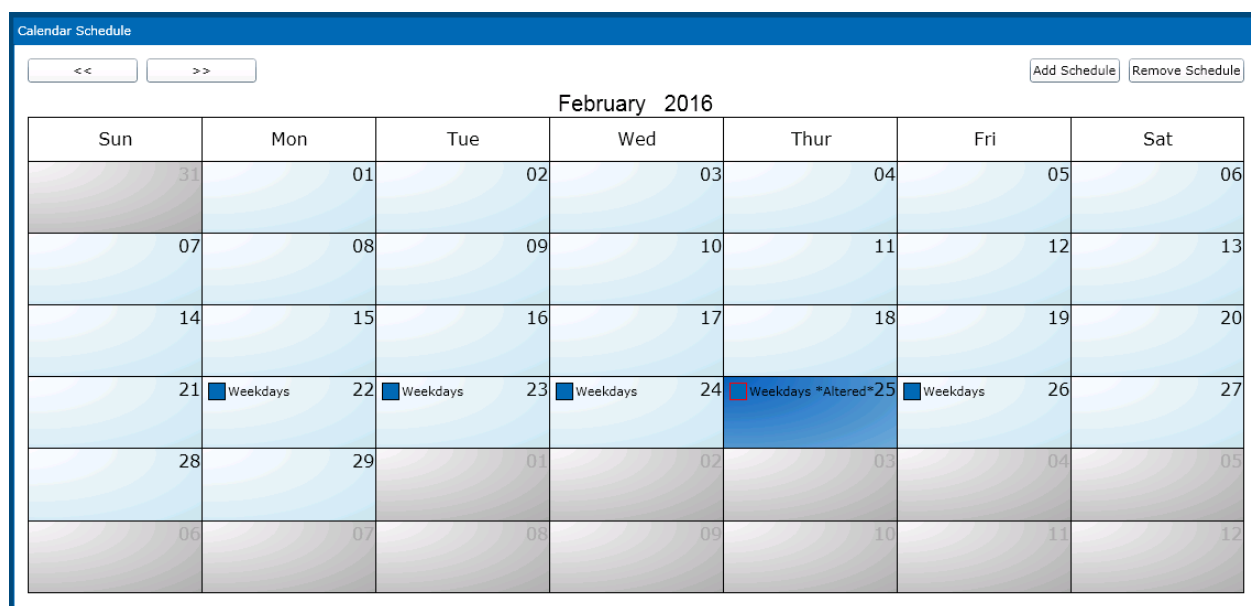
*Note: If a scheduled event comes from a Schedule Profile and the user changes anything about it (e.g., the chime, recorded message or zone group), then this event becomes ad hoc (or custom) for just today.*

When this happens, the color box for the event in the Event Name column will change to have a red border:



## 3.2 Calendar View

The Calendar View allows one to view and manage the assignment of Schedule Profiles to days of the month. The view is month by month. In the figure below, the profile named “Weekdays” has been assigned to the last four days of July. If on any particularly day, there were customizations made to the profile, the profile name will be bracketed by asterisks (e.g., \*Weekdays\*). The features of this view are described below, along with the pop-up forms that can be launched from this view.



**Figure 4-1: Calendar Schedule**

### [ << ] Button (back one month)

Go back one month. Note: the system does not retain schedule information indefinitely into the past, but periodically erases schedule assignments that are old.

### [ >> ] Button (forward one month)

Go forward one month.

### Add Schedule Button

This button is used to add a schedule profile to one or more days. Note: it is possible to have more than one profile assigned to a day. For example, if an announcement controller services two distinct areas (e.g., buildings), then administrators may create schedule profiles for these two areas and load both profiles into the calendar. Clicking this button brings up the window shown in Figure 4-2 with the fields explained below.

**Figure 4-2: Add Schedule to Dates**

### Select Schedule Profile

This drop list is used to select a schedule profile from those that have been defined in the Schedule Profile page.

### Apply Profile to...

This area determines which days to apply this profile in the broadest sense. The options are:

- **This Week** – some or all days of this week as determined by days of the week selected on the right.
- **This Month** – some or all days of this month as determined by days of the week selected on the right.
- **Today** – Just today
- **This Date Range** – The days that fall within the start/end dates below as determined by days of the week selected on the right. One can either type in dates in Month/Day/Year format or click on the calendar icon to the right of each edit box to bring up a mini calendar such as the one in the figure below, from which a date may be clicked.

**Figure 4-3: Date Selection Window**

### Using These Days of the Week...

This area is used to modify/refine the choices made on the left when one has selected This Week, This Month or This Date Range. One may either click on the individual day checkboxes or use of the shortcut buttons to the right.



## OK

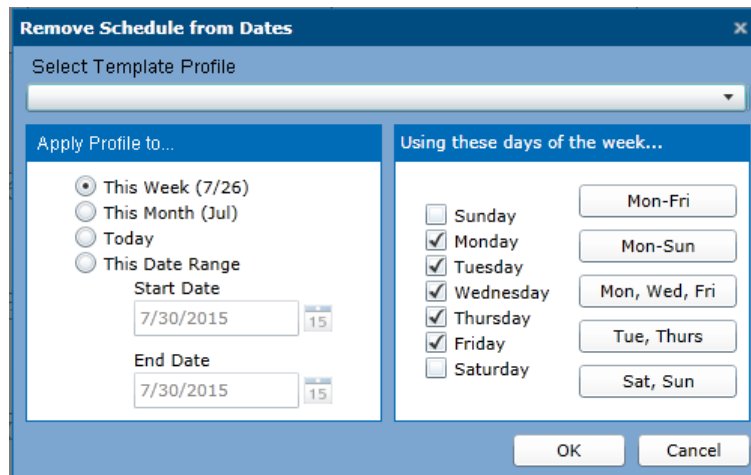
Clicking on this button will save the selections and apply the selected schedule profiles to the days indicated. One will need to click on the **Save** option at the top right of the SMC to send these changes to the announcement controller before they will actually take effect.

## Cancel

Clicking on this button will exit the window without saving the changes.

## Remove Schedule Button

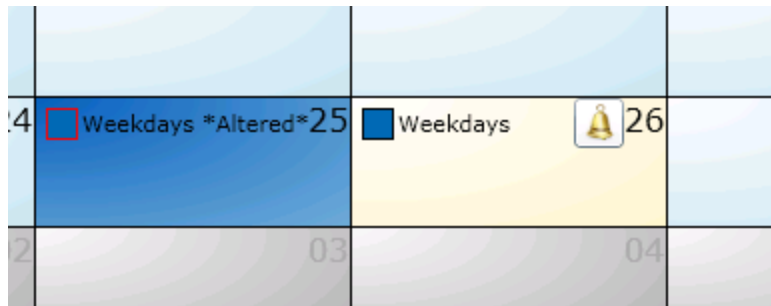
This option brings up the same pop-up as is used for adding a schedule profile. All fields are the same as above. The difference is that the profile is removed from any days that fall in the ranges of days selected.



**Figure 4-4: Remove Schedule from Dates**

## Edit Tones

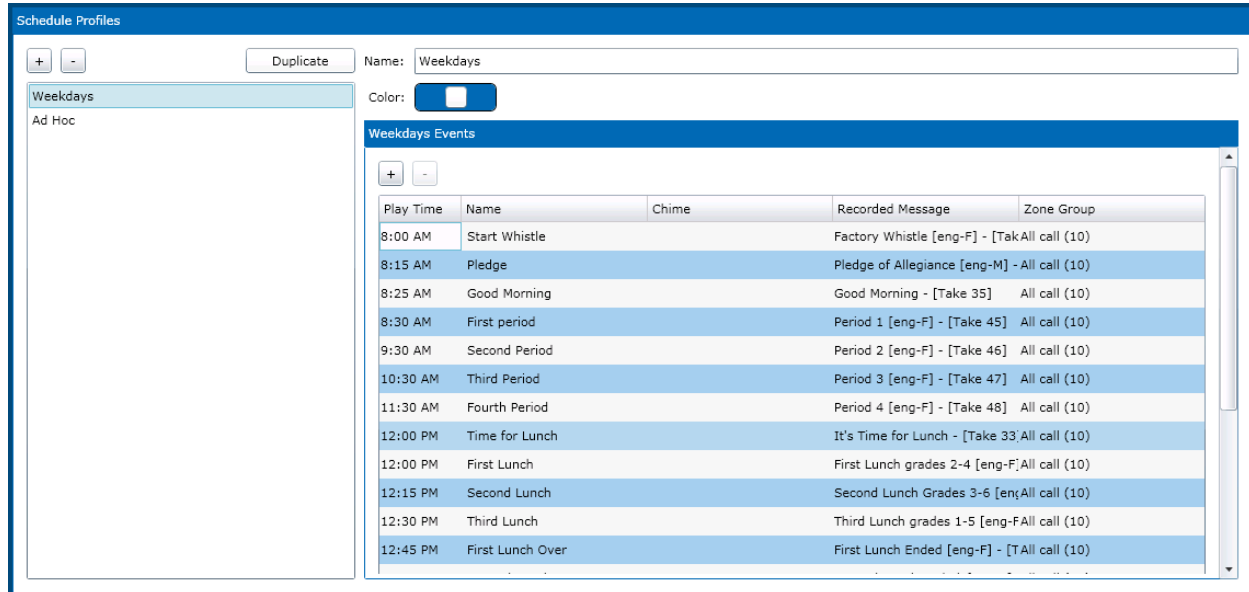
One can edit the tones on a particular day by running the mouse cursor over a day and then clicking on the bell icon that appears in the upper left corner of the day grid box, as shown in Figure 4-5 below. Clicking on this brings up a Day's Scheduled Tones which looks exactly like the page Today's Scheduled Tones described above. When a day is customized via this form, the profile name will have the added text *\*Altered\**, to show it is a non-standard profile on that day.



**Figure 4-5: Edit Tones Icon**

### 3.3 Schedule Profiles

Schedule Profiles are scripts of what messages to play when on any given day. It basically is a list of events defined by time, optional pre-announcement chime, prerecorded message and destination zone group. These are defined on the page as shown in Figure 5-1 and described below. The list box on the left is the list of Schedule Profiles. Selecting an item on this list shows its details on the right hand side.



Play Time	Name	Chime	Recorded Message	Zone Group
8:00 AM	Start Whistle		Factory Whistle [eng-F] - [TakAll call (10)	
8:15 AM	Pledge		Pledge of Allegiance [eng-M] - All call (10)	
8:25 AM	Good Morning		Good Morning - [Take 35] All call (10)	
8:30 AM	First period		Period 1 [eng-F] - [Take 45] All call (10)	
9:30 AM	Second Period		Period 2 [eng-F] - [Take 46] All call (10)	
10:30 AM	Third Period		Period 3 [eng-F] - [Take 47] All call (10)	
11:30 AM	Fourth Period		Period 4 [eng-F] - [Take 48] All call (10)	
12:00 PM	Time for Lunch		It's Time for Lunch - [Take 33] All call (10)	
12:00 PM	First Lunch		First Lunch grades 2-4 [eng-F] All call (10)	
12:15 PM	Second Lunch		Second Lunch Grades 3-6 [eng-F] All call (10)	
12:30 PM	Third Lunch		Third Lunch grades 1-5 [eng-F] All call (10)	
12:45 PM	First Lunch Over		First Lunch Ended [eng-F] - [TAll call (10)	

**Figure 5-1: Schedule Profiles**

#### Controls on the Left



Click this button to create a new blank Schedule Profile. The default name will be “New Profile”. One may edit the profile using the controls on the right of this page.



Delete the currently selected profile, after responding positively to the pop-up Yes/No prompt.

#### Duplicate Button

Duplicate the currently selected profile. The name will be initialized to the name of the original profile plus “(Duplicate)”.

#### Profiles List Box

This is a list of all defined Schedule Profiles in the system.

#### Controls on the Right.

##### (Profile) Name

The name of the Profile (what appears on the left and elsewhere in SMC).

## Color Picker

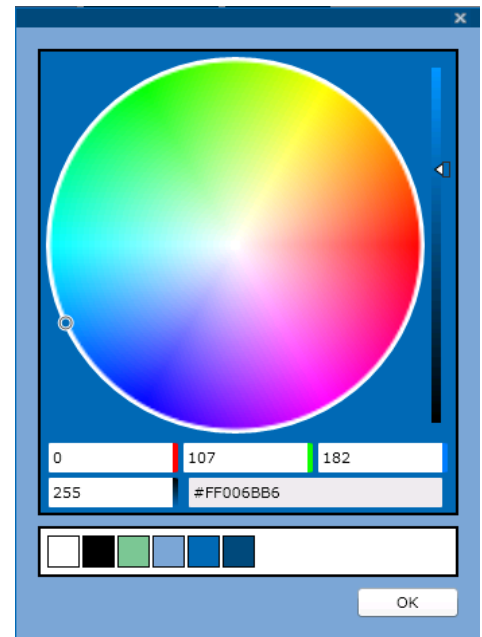
The larger box shows the current color (blue in the example). Clicking on the square button in the middle brings up the color picker pop-up, from which one can select a standard or recently used color from the ones near the bottom or any custom color by moving the cursor in the color wheel or by typing in RGB values. Clicking on the OK button closes the pop-up and assigns the selected color.



Adds an event (row to the grid) with default Play Time of midnight and event name of "New Event". From here one may edit event in-place in the grid.

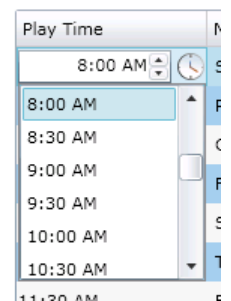


Delete the currently selected profile event. Note: there is no confirmation (Yes/No pop-up) for this action. It takes effect immediately.



## Play Time

Change when this event will play each day that it is assigned to. Note: after changing this value, the event will be moved to in the grid to its time sequence location (e.g., between two other events with play times that bracket it.) To edit, click once in the cell. The view changes to edit as shown at right. If one clicks on the clock icon, it opens a drop list of some common times, as shown. One can either type in a new time or position the cursor in the hours, minutes or AM/PM area and use the up/down arrows.



## (Event) Name

The name/description for this event (e.g., Lunch Start).

## Chime

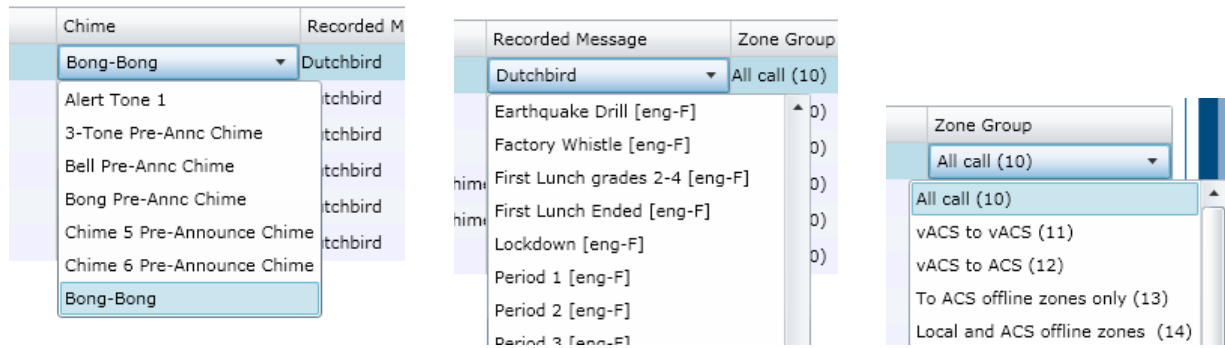
The pre-announcement chime that should be played ahead of the pre-recorded message for this event. This is an optional field. One makes a selection by first clicking twice on the cell (row/column) so that a drop list control appears. Then open this control and select a chime from the list, such as the example shown in Figure 5-2.

## Recorded Message

The message to play for this event. One makes a selection by first clicking twice on the cell so that a drop list control appears. Then open this control and select a message from the list, such as in the example shown in Figure 5-2.

## Zone Group

Where to play the message for this event. One makes a selection by first clicking twice on the cell so that a drop list control appears. Then open this control and select a zone group from the list, such as in the example shown in Figure 5-2.



**Figure 5-2: Select Chime, Message, and Zone Group**

### 3.4 Day/Night Schedule

*Note: IP Only SMC will not show this configuration section.*

This feature allows you to change the output levels of the system by a pre-defined amount based on the time-of-day for each day of the week. You have a Day level and a Night level. The Day level is the Overall level that you have set for each output of the device. You can then define the Night level by entering an offset amount in the Night column for the zone, such as is shown in Figure 6-2. The value in the Night column will be subtracted from the Overall level to turn the system down during the Night schedule times, which are defined in this section.

Day/Night Schedule				
				Match All To Sunday
Day	Enabled	Day Start	Night Start	
Sunday	<input type="checkbox"/>			
Monday	<input checked="" type="checkbox"/>	08:00:00	18:02:00	
Tuesday	<input type="checkbox"/>			
Wednesday	<input type="checkbox"/>			
Thursday	<input checked="" type="checkbox"/>	09:00:00	16:10:00	
Friday	<input checked="" type="checkbox"/>	09:15:00	16:00:00	
Saturday	<input type="checkbox"/>			

**Figure 6-1: Day/Night Schedule**

#### Match All to Sunday Button

Click this button to copy the values of the three columns for Sunday (the top row) to all other days (rows) in the weekly schedule.

#### Day

This read-only field identifies which day of the week the row defines.

#### Enabled

Click this checkbox to enable the Day/Night schedule for each day at the programmed Day Start and Night Start times. When not checked, the Day Start and Night Start fields will not display any time values and the level change will not be applied for that day.

## Day Start

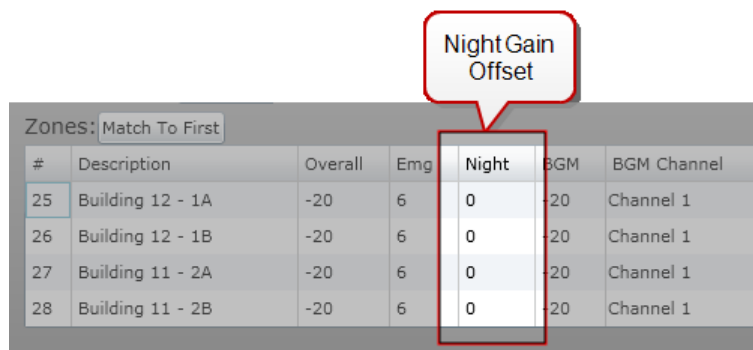
Enter the time-of-day here where the system will go from the night level to the day level. Enter the time in 24-hour time format. For example, you would enter "8:00" for 8AM and "20:00" for 8PM.

## Night Start

Enter the time-of-day here where the system will go from the day level to the night level. Enter the time in 24-hour time format. For example, you would enter "8:00" for 8AM and "20:00" for 8PM.

## Night Gain Offset

Each output device that is capable of Day / Night Schedule level adjustments will have a Night field for its zone configuration similar to what is shown in Figure 16-2. You must configure this level for each zone that you wish to change as part of the schedule. Leaving the default value of 0 will effectively remove the zone from the schedule.

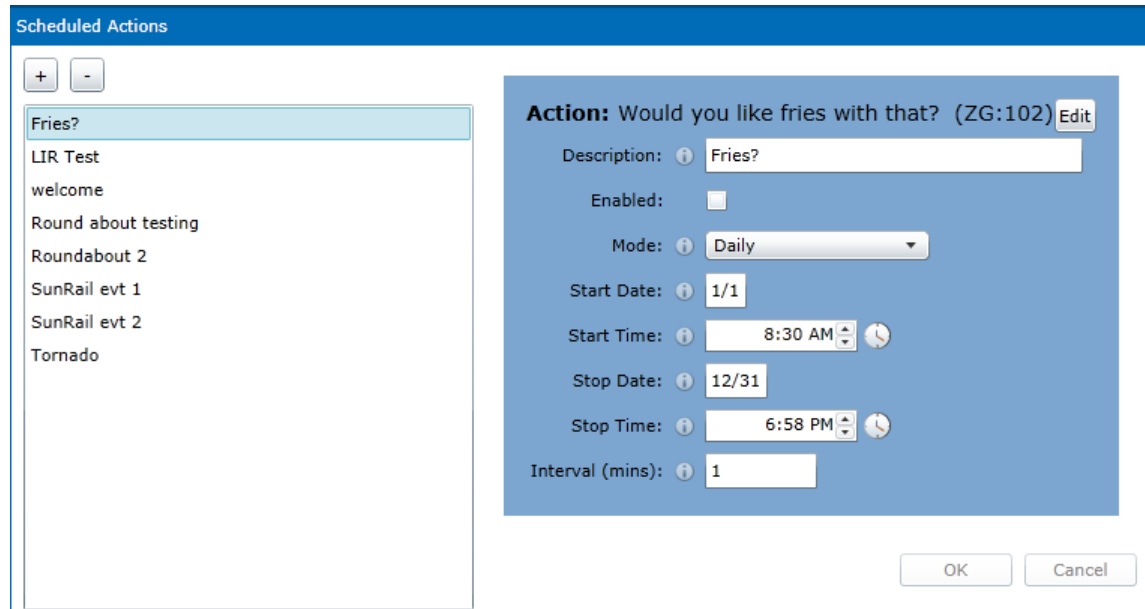


Zones: Match To First						
#	Description	Overall	Emg	Night	BGM	BGM Channel
25	Building 12 - 1A	-20	6	0	-20	Channel 1
26	Building 12 - 1B	-20	6	0	-20	Channel 1
27	Building 11 - 2A	-20	6	0	-20	Channel 1
28	Building 11 - 2B	-20	6	0	-20	Channel 1

**Figure 6-2: DNA7800 Zones Configuration**

### 3.5 Scheduled Actions

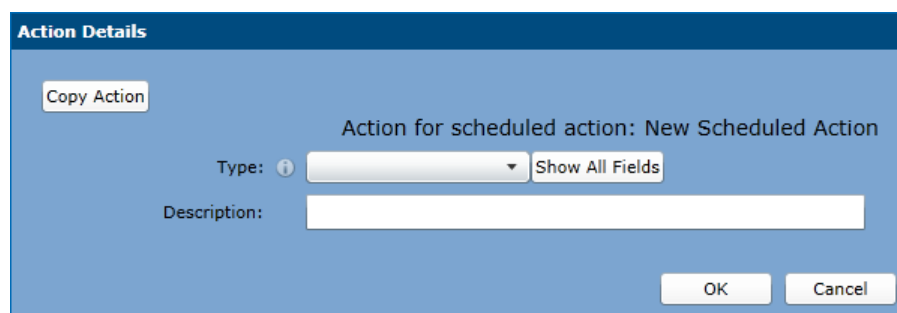
Actions created here are played on a schedule rather than triggered from a device. Actions can be scheduled to play at periodic intervals throughout the day or only on specific days and during a programmed time window. The most common type of action used on a schedule is a prerecorded message. By using scheduled actions for prerecorded messages, the system can play various informational messages in a facility as determined by the management staff.



**Figure 7-1: Scheduled Actions**



Click this button to add a new action to the list. New actions will automatically open the action definition window to configure the action as shown in Figure 7-2. This process of creating the action is identical to creating actions for devices. Refer to the section on **Action Types** for details on configuring specific actions.



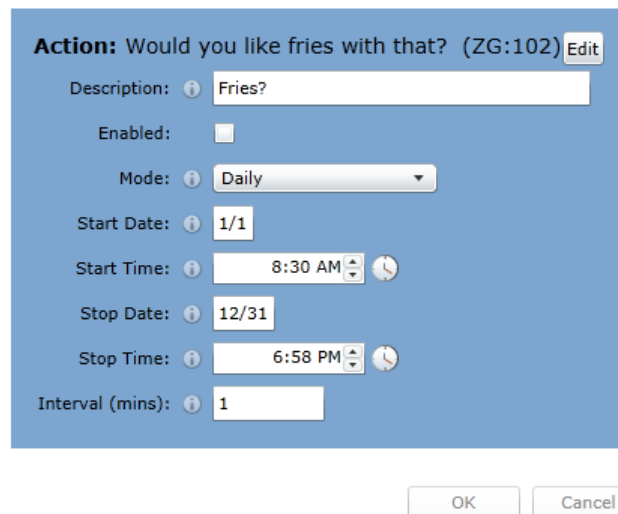
**Figure 7-2: Action Definition Window**



Click this button to delete the selected scheduled action from the list. Scheduled actions are highlighted by clicking on the name in the list.

## Schedule

When a scheduled action is selected in the list, it displays the Scheduled Action Details window to the right of the list. This window provides access to the schedule and action configuration options.



**Figure 7-3: Scheduled Action Details**

### Action

This field displays the description of the action as entered in the description field of the action definition window. Click the Edit icon on the right to open the action definition window to edit the action parameters.

### Edit Button

Click this button to edit the actual action, such as which message to play, in the same window as used to assign actions to devices. Refer to the section on **Action Types** for details on configuring specific actions.

*Note: When actions are used as part of a scheduled action, the Entry Code field will be set to –1 by default. This is correct for embedded actions and you must not edit this field.*

### OK Button

After an edit to the scheduled action has been made, click the **OK** button to save the changes and move to a different action. This will not apply the changes to the system. That must be done using the **Save** option at the top right of SMC.

### Cancel Button

Select **Cancel** to discard the edits.

### Description

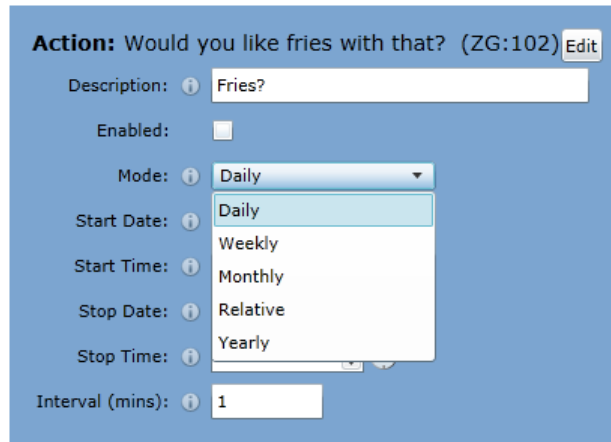
Use this text field to enter a basic description of the scheduled action. This is the text that will be used to identify the action in the scheduled actions list.

### Enabled

When this box is checked, the action will play based on the programmed schedule. When not checked, the action will not play. This allows actions to be turned on or off without deleting them from the system.

## Mode

There are five (5) schedule modes available from the **Mode** drop-down list. The default mode type is Daily, which will allow the action to play every day based on the date and time window defined. Each mode type is explained below.



The screenshot shows a configuration window for a scheduled action. At the top, it says "Action: Would you like fries with that? (ZG:102)" with an "Edit" button. Below this are several fields: "Description:" with a text box containing "Fries?", "Enabled:" with an unchecked checkbox, "Mode:" with a dropdown menu currently showing "Daily", "Start Date:" with a dropdown menu showing "Daily", "Start Time:" with a dropdown menu showing "Weekly", "Stop Date:" with a dropdown menu showing "Monthly", "Stop Time:" with a dropdown menu showing "Relative", and "Interval (mins):" with a text box containing "1".

**Figure 7-4: Scheduled Actions Mode**

## Daily

This schedule type will play the action at the specified interval every day of the week within the programmed start and stop dates. It will only play during the time window defined with the start and stop times.



The screenshot shows the same configuration window as Figure 7-4, but with the "Mode:" dropdown set to "Daily". The "Start Date:" field now shows "1/1", the "Start Time:" field shows "8:30 AM" with a clock icon, the "Stop Date:" field shows "12/31", and the "Stop Time:" field shows "6:58 PM" with a clock icon. The "Interval (mins):" field remains "1".

**Figure 7-5: Daily Schedule Mode**

## Weekly

This mode also allows you to define a date window and a daily time window for the action to play just like the daily schedule mode. It adds the ability to choose which day(s) of the week to play the action. A day-of-week selection list appears as shown in Figure 7-6. The action will only play on those days that are checked.



**Action:** Would you like fries with that? (ZG:102) [Edit](#)

Description:

Enabled: ☐

Mode:

Start Date:

Start Time:

Stop Date:

Stop Time:

Interval (mins):

Sunday: ☒

Monday: ☒

Tuesday: ☒

Wednesday: ☒

Thursday: ☒

Friday: ☒

Saturday: ☒

**Figure 7-6: Weekly Schedule Mode**

### Monthly

This mode will only play the action on a specific day of the month. The day is entered in the **Day of the Month** field. The action will play on the specified day of the month within the programmed date range. It will play at the programmed interval during that day in the programmed time window.

**Action:** Would you like fries with that? (ZG:102) [Edit](#)

Description:

Enabled: ☐

Mode:

Start Date:

Start Time:

Stop Date:

Stop Time:

Interval (mins):

Day of the Month:

**Figure 7-7: Monthly Schedule Mode**

### Relative

This mode allows you to play the action on a schedule that is relative to the first day of the month. This allows for scheduled actions such as the first Tuesday of every month. You enter the relative week number in the Week of the Month field and then check the box for each day within that week that the action is to play.

**Action:** Tornado (ZG:10) [Edit](#)

Description:

Enabled: ☐

Mode:

Start Date:

Start Time:

Stop Date:

Stop Time:

Interval (mins):

Sunday: ☒

Monday: ☒

Tuesday: ☒

Wednesday: ☒

Thursday: ☒

Friday: ☒

Saturday: ☒

Week of the Month:

**Figure 7-8: Relative Schedule Mode**

As with the previous modes, the action must have a date window and a time window configured as well.

### Yearly

With this mode, the action will only play on the date entered in the **Start Date** field. It can play once at the specified start time, or it can play at the programmed repeat interval within the programmed time window.

**Action:** Tornado (ZG:10) [Edit](#)

Description:

Enabled: ☐

Mode:

Start Date:

Start Time:

Stop Time:

Interval (mins):

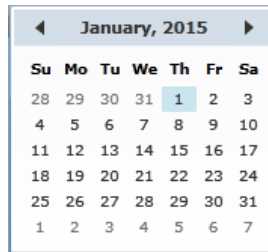
**Figure 7-9: Yearly Schedule Mode**

### Start Date/Stop Date

These two fields specify the date range during which the action will play. These dates are month and day relative to the current year, thus no year should be included when manually typing in a date. For example, to play a message for the entire month of May, you would enter 5/1 for a start date and 5/31 for the stop date. The action will then play at the programmed interval during the programmed time window.

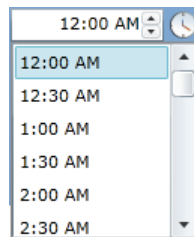
When you click on the date entry field, a calendar picker window will open as shown in Figure 7-10. You can either manually type in the date or click on a day in the calendar picker to set the date. Use the left and right arrows at the top of the calendar to navigate to different months.

Only the start date will be available when the mode is set to **Yearly**.

**Figure 7-10: Date Picker Window**

### Start Time/Stop Time

The start and stop times are used to define a time window in which the action will play during the date range as determined by the start and stop dates. Click on the time field to edit the time. You can manually type in the time or use the up/down arrows to increase or decrease the value at the current cursor position. Alternately, one may click on the clock icon to the right and get a drop list of times on the half hours, as shown in Figure 7-11. This is used as a shortcut to jump to an approximate time.

**Figure 7-11: Time Picker Window**

### Interval (mins)

The interval determines how often the action will play during the specified time window. A positive whole number will set the playback interval in minutes while negative numbers indicate an interval in seconds. For example, an entry of 5 would create an interval of five (5) minutes. An entry of -30 would create an interval of 30 seconds. Intervals are start-to-start times. Therefore, if you entered a playback interval of 30 seconds and the message was 10 seconds long, there would be 20 seconds between the end of the message and the beginning of the next cycle.

## 4. SMC Configuration Tab

The Configuration Tab has the following configuration pages which are described in the sections which follow.

- **Controllers** – This local system's announcement controller and remote controllers that it must communicate with.
- **Recorded Messages** – Define the recorded message library for use with actions, events and scheduling.
- **Chimes** – Define tones for use as pre-announcement chimes and intercom/monitoring connection and notification tones.
- **Telephone Actions** – Define selected parameters for actions that may be done from a telephone.
- **Devices** – Define all devices used in this local system, settings for the devices (e.g., volume level and EQ) and actions that may be initiated from them (if input/control devices).
- **Announcement Classes** – The levels of priority with other announcement control properties.
- **Zone Groups** – Groupings of zones (device outputs) into handy groups for use in defining actions.
- **User Groups** – Groups for mic station users for large installations such as airports. This links to groups defined in PRIZM/Enterprise for granting/restricting permissions to certain flight data and such.
- **Mic Templates** – User interface definition for graphical type mic stations such as the IED528.
- **Mic Passwords** – Mic station login accounts (individual users).
- **Events** – Events are single actions or combinations of actions, including some sequence timing between multiple actions.
- **Visual Alerts and Wayfinding** – Additional visual graphics that may accompany announcement text and persist after the announcement ends.
- **E-mail Lists** – Destinations (mobile phone numbers) for sending visual text to as SMS (Short Message Service) text messages.
- **System Supervision** – Parameters and definitions for faults in the local system.

In addition, there are sections on **Actions Types** and how to **Print the Configuration** in this chapter.

## 4.1 Controllers

This section is where you define certain parameters of the controller as well as define all other controllers in the system. In order for this controller to communicate with another controller, it must be defined in the **Remote Controllers** list.

The screenshot displays the 'Controllers' tab in the GCK SMC software. On the left, a sidebar shows 'My Controller:' with 'System #2' selected, and 'Remote Controllers:' with a list containing 'System #3', 'System 1 (ACS)', and 'Lifeline'. The main area is titled 'Controller Details' and contains a form for configuring 'System #2'. The form includes fields for Description, Broadcast IP Address, LCD Password, System Number, IP Address, Netmask, WCF Port, AAS Manager Address, Run DHCP Server, DHCP Address Start Range, DHCP Address End Range, Lifeline System (set to Lifeline), Kill Lifeline (checked), Use Multi 500R Protocol, Audio Bus Router, Audio Bus Entries (Input/Output and Bus Number), and Local Bus Priority. A 'Send Reset Command' button is located next to the Description field. At the top right of the details section, there are three tabs: 'Default Configuration', 'Device Definition', and 'User Definition'.

**Figure 8-1: Controllers Tab**

In versions of GCK prior to 3.0, there are three clickable text options located at the upper right corner of Figure 8-1. Clicking on one of the options will take you to a page in the **First Run Setup Wizard** to quickly configure the system. It is not recommended that you use these options if you have already configured devices in the system.

## Default Configuration

Clicking on this text will take you to the **vACS First Run Setup Wizard** page as shown in Figure 8-2. From here, you can select a default configuration from the list or load one from a file. Refer to the **vACS First Run Setup Wizard** documentation for additional information.

**vACS First Run Setup Wizard**

Use this screen to select a pre-made default configuration file or load a completed configuration file which has been previously constructed. If a default file is chosen, more detailed system descriptions will follow. If a completed configuration file is chosen, this wizard will complete.

☒ Load Default Configuration

**Default Configuration Files:**

- Generic vACS

Load Default Configuration

☐ Load Configuration From File

**Load From File**

This will allow you to load a completed configuration file from your local machine. This will skip the rest of the new system initialization process and proceed directly to advanced configuration.

Load Configuration From File

IP Address: 10.2.129.100    MAC Address: 00224D9F8076    Current Zones: 17    Current Frames: 1    SMS: T  
Netmask: 255.0.0.0    System Version: 2.1.5674.20099    Licensed: 32    Licensed: 8    Update

**Figure 8-2: Default Configuration**

## Device Definition

Clicking on this text will take you to the **vACS First Run Setup Wizard** page as shown in Figure 8-3. From here, you can specify system address information and the number of each device type in the system. Refer to the **vACS First Run Setup Wizard** documentation for additional information.

*Note: The Internal CobraNet Audio Device has its own network port that must be configured separately. The System Management Center cannot directly set this address. Refer to the Internal CobraNet Audio Device documentation for instructions on setting this address*

# vACS First Run Setup Wizard

This screen allows the definition of basic system components. Using information provided on this page, the wizard will make assumptions about your system and define basic properties for all devices. More detailed setup will be performed on the device discovery page.

### Network Definition

System Number:

System IP Address:

System Netmask:

### Devices

Inputs	Outputs	Core Devices
T9040NLR Titan Noise, Logic & Relay Devices: <input type="text" value="0"/>	T9160 Amplifier Frames: <input type="text" value="0"/>	1100 MSG Devices: <input type="text" value="0"/>
528 Mic Stations: <input type="text" value="0"/>	T9016RY Titan Relay Devices: <input type="text" value="0"/>	1502AI Input Devices: <input type="text" value="0"/>
524 Mic Stations: <input type="text" value="0"/>	Visual Paging Groups: <input type="text" value="0"/>	
	Intercom Groups: <input type="text" value="0"/>	

IP Address: 10.2.129.100    MAC Address: 00224D9F8076    Current Zones: 17    Current Frames: 1    SMS: True  
Netmask: 255.0.0.0    System Version: 2.1.5674.20099    Licensed: 32    Licensed: 8     vACS

**Figure 8-3: Device Definition**

## User Definition

Clicking on this text will take you to the **vACS First Run Setup Wizard** page as shown in Figure 8-4. From here, you can define initial usernames and passwords for the three levels of access. More users can be added later from the **Admin** tab. Refer to the **vACS First Run Setup Wizard** documentation for additional information.



**vACS First Run Setup Wizard**

Please define the three levels of users present in the system. Each class of user has different permissions, with Admin being the highest level, then Installers, then Users. Detailed system definition follows.

**User Roles**

Admin	Installers	Users
User Name: <input type="text" value="admin"/>	User Name: <input type="text" value="installer"/>	User Name: <input type="text" value="user"/>
Password: <input type="text" value="admin"/>	Password: <input type="text" value="installer"/>	Password: <input type="text" value="user"/>
First Name: <input type="text" value="Admin"/>	First Name: <input type="text" value="Installer"/>	First Name: <input type="text" value="New"/>
Last Name: <input type="text" value="User"/>	Last Name: <input type="text" value="User"/>	Last Name: <input type="text" value="User"/>

**Figure 8-4: User Definition**



## My Controller

This represents the local controller to which you are currently connected. To edit the local controller options, select it under the My Controller list. The right section of the window will change to list the current configuration of the local controller. Any time you make changes to the local controller, you must click either the **OK** or **CANCEL** buttons before attempting to select anything else.

**Building 1 (My Controller) Details**

Description:

IP Address:

Netmask:

Gateway:

Broadcast IP:

System Number:

LCD Password:

External Titan Monitor Test Config: ☐

WCF Port:

AAS Manager IP:

Enable DHCP Server: ☐

Lifeline System:  X

Kill Lifeline: ☐

Use Multi-500R Protocol: ☐

Audio Bus Router:  X

Local Bus Priority:  X

Remote Bus Priority:  X

Tone Schedule Priority:  X

Unicast Announcement Report: ☐

Telephone Mic Number:

Audio Bus Entries:

**Edit Devices:**

Type	Description	Location	
Internal CobraN	Ken's Test System (My Controller)		---
Internal Audio D	Ken's Test System (My Controller)		---

**IEDNet+ Transmitters:**

ID	Audio Port	Audio IP
1	5002	239.192.0.1
2	5004	239.192.0.1
3	5006	239.192.0.1
4	5008	239.192.0.1
5	5010	239.192.0.1
6	5012	239.192.0.1
7	5014	239.192.0.1
8	5016	239.192.0.1

**Voices:**

Name	Language	Gender	Speed	Volume	Bitrate	Sample Rate
Microsoft Anna	American English	Female	0	100	16	22000
Microsoft Lili		Female	0	100	16	22000

**Figure 8-5: My Controller Configuration**

## Description

Enter a descriptive text string for the system. This text will appear at the top of the SMC window to identify which controller page is currently accessed.

## Send Reset Command

Click this button to restart the vACS service. Note that this will take the announcement controller offline for a brief period of time.

## IP Address

By default, this field is populated with the current IP address obtained from the operating system. If you change the address here, it will change the IP address of the controller.

**Caution:** Changing the address here will require a system reboot if it is different from the current settings.

## Netmask

This setting also defaults to the subnet mask setting obtained from the operating system. If you change the address here, it will change the subnet mask of the controller.

**Note:** The **Internal CobraNet Audio Device** has its own network port that must be configured separately. The System Management Center cannot directly set this address. Refer to the **Internal CobraNet Audio Device** documentation for instructions on setting this address.

## Gateway

By default, this field is populated with the current IP address obtained from the operating system. If you change the address here, it will change the IP address of the controller.

**Caution:** Changing the address here will require a system reboot if it is different from the current settings.

## Broadcast IP Address

This is the network address to use for talking to all the mic stations and when broadcasting status messages such as announcement reports.

## LCD Password

On units such as the IP100 or IP108 that have a front panel LCD, this is the password used to unlock advanced/admin features of the interface. See Appendix F for details on using the front panel and how the password is employed.

## External Titan Monitor Test Configuration

This box should be checked when you are using enhanced Titan (T9160) testing functionality that requires the use of a separate configuration application. This is required when the End-of-Branch (EOB) testing devices are used in conjunction with a T9160 mainframe. When enabled, the test configuration features are disabled in the T9160 device setup screens of the SMC.

## System Number

As a rule each controller must have a unique system number (1 – 32)<sup>1</sup>. Enter the appropriate number here. When you define this controller in another controller's Remote Controllers list, you will need to properly reference this system number. This is also the Group Number used to configure microphone stations to communicate with their parent controller.

## WCF Port

This sets the port that the application uses to communicate with other applications and services. The default is 80 and it should not be changed unless it is required for a custom installation.

## AAS Manager IP

AAS stands for Automated Announcement System, which is a subsystem of PRIZM/Enterprise. If you have an installation that utilizes an external announcement manager, such as the Flight Announcement System (FAS), then you must enter the IP address of that (PRIZM) server here. This allows the local controller to communicate with that server.

## Enable DHCP Server

For systems that utilize intercom or IP speaker devices, it is necessary to have a DHCP (Dynamic IP address assignment) server running on the network. In some installations, the house network may already have such a server. In cases where one is not present, the server built into the system can be configured to run by enabling it here and setting the address range parameters that follow.

## DHCP Range Low End

The first address that the built-in DHCP server may assign to devices.

## DHCP Range High End

The last address that the built-in DHCP server may assign to devices.

## Lifeline System

Select the Lifeline ACS (if used) that will be used to back up this controller from the dropdown list. Click the **[X] button** to the right of the drop-down list to remove the selection. In order for a system to appear in this list, you must have a system defined as a *vACS Lifeline* type in the Remote Controllers list.

## Kill Lifeline

This checkbox only applies when a *vACS Lifeline* is used to backup the local system. When checked, the local controller will automatically instruct the Lifeline controller to reset and relinquish its control back to the local controller when it comes (back) online. When not checked, you must go to the *System Management Center* page on the Lifeline controller and manually relinquish control in order for control to “fail back” to the main controller. You may also send a reset command using the **Send Reset Command** button if you select the Lifeline controller in the **Remote Controllers** list to accomplish this manual fail back function.

---

<sup>1</sup> This rule is true for the typical peer-to-peer facility installation. For systems with one head end and many (slave) remote systems, such as a transit facility, there are special ways to configure the system to get around this rule. See application notes and information from IED for these cases.

## User Multi 500R Protocol

Check this box if you are installing this controller in a system that has a 510/520ACS that uses two IEDA500R cards for a 16-bus system instead of the standard 8-bus system.

*Note: The four Audio Bus fields which follow are used to configure a master controller that manages analog audio buses out to slave controllers (GLOBALCOM or legacy 8000 systems). Typically this might be used in a head end system of a large transit installation that still uses analog audio lines out to train lines and passenger stations.*

## Audio Bus Router

If **Controllers** uses an analog audio bus router device, it is selected/defined in this field. The selection in the drop list will be the 9032DSP device that is to be used as the audio bus router. Audio buses connect audio from the head end (master) controller to distributed (slave) controllers. Typically, each slave controller is attached to one audio bus (multiple controllers attach to each bus). So, in order to transmit audio to that controller, the audio must be placed on that particular audio bus.

## Audio Bus Entries

Once a Bus Router device is selected, this table will populate showing each input and output of the router device (e.g., 8x8, 16x16 or 32x32 depending on the device type and number of inputs and outputs it has). One can then assign Audio Bus Numbers, which are identifiers used in network messages between the master controller and the slave controllers who request use of these buses. It is not necessary to assign a number to every input and output, only those that are actually used in the system architecture need to be numbered.

## Local Bus Priorities

“Local” buses are owned by an area controller (e.g., a “tower” in charge of a section of the transit system). If the area controller wishes to use an audio bus, it designates this as his local bus, which is typically assigned a higher priority than the remote bus priority. The higher priority allows the area controller that owns the bus to pre-empt other uses of the bus. This selection is one of the announcement classes defined for this GLOBALCOM system, and also establishes the bus priority relative to other uses of the audio router inputs and outputs (e.g., as zones by locally initiated announcements).

## Remote Bus Priority

“Remote” buses are not owned by an area controller that wishes to use them to reach slave controllers outside its normal area. For example: Off-hours, one area controller might take charge of additional sections of a transit system and then need to send announcements out to slave controllers attached to other (remote) buses. Typically, this priority is configured to be lower than the Local Bus Priority to give the area controller that owns a local bus preference for that resource. This selection is one of the announcement classes defined for this GLOBALCOM system, and also establishes the bus priority relative to other uses of the audio router inputs and outputs (e.g., as zones by locally initiated announcements).

## Tone Schedule Priority

The **Announcement Class** (priority) to use for sending notification and monitoring tones to intercoms and IP speakers. This is also used for playing messages from the Calendar schedule (Day Template messages).

## Unicast Announcement Report

When checked, the default behavior of broadcasting announcement reports will be over-ridden. Instead the announcement controller will send unicast messages to only those network devices (such as the

PRIZM/Enterprise server) that register for announcement reports. If one needs reports to span VLANs (or routed LANs), then this option should be checked.

## Devices

These are devices built into the announcement controller, such as a 1200LIR logic input/relay output device (1200ACS only), a digital audio sound device (e.g., CobraNet sound card), and telephone interface module (a software-only device). Highlight the device and click the settings icon located at the top of the list or double click on the item to open the editor for the device. The 1200 Logic Input/Relay Output device can be used to launch actions. Refer to the Devices section of the documentation to learn how to configure each individual device.

*Note: The **Internal CobraNet Audio Device** has its own network port that must be configured separately. The System Management Center cannot directly set this address. Refer to the **Internal CobraNet Audio Device** documentation for instructions on setting this address.*

Edit Devices:

Type	Description	Location	Actions	Extra Info
1200LIR Logic In	System 2 (LIR)	Internal LIR (sys 2)	Actions: 13	8 Zones, Start Zone: 57, Mic 256
Internal CobraNet	System 2 (PCI)		---	

**Figure 8-6: My Controller Device Configuration**

## IEDNet+ Transmitters

IEDNet+ uses an industry standard, Layer 3 routable RTP (Real-Time Protocol) for the audio transport between vACS controllers that reside on different VLANs. Each controller can support up to eight (8) simultaneous RTP connections. An IEDNet+ Transmitter must be defined for each outgoing channel and have a unique multicast IP address and port combination.

When you configure this controller as a remote controller on another vACS, you must use the IEDNet+ Transmitter information from here to tell the other controller that this controller uses these Transmitters.

Click the **[+]** button to add a new transmitter to the list. Click the **[X]** button to delete the currently selected item from the list.

## ID

Each transmitter will be assigned its own unique ID number. This is a system-assigned number and cannot be edited.

## Audio Port

This is the RTP port number that will be used along with the multicast group IP address to uniquely identify the audio channel. This number is automatically calculated by the system, but can be changed to meet the installation network requirements.

The default port number is calculated using the following formula:

$$4000 + (1000 \times \{\text{system number}\}) + \{\text{ID}\}$$

For example, transmitters 1 and 2 on system 1 would use ports 5001 and 5002. Transmitters 1 and 2 on system 2 would use ports 6001 and 6002.

## Audio IP

This is the multicast address to use for this channel. Generally all RTP channels share the same multicast address and are distinguished only by the Audio Port value. These addresses must be a valid class D address in the range 224.0.0.0 – 239.255.255.255. This may be over-ridden to meet the installation network requirements, but by default SMC assigns addresses of 239.192.0.x, where x is the system number.

## Voices

This section configures the Text-to-Speech voices that will be available for selection when defining a TTS action type. This list is automatically populated with the languages that are installed on your system.

*Note: TTS engines must be purchased and installed separately and are not included with the base system software. Some installations of Windows supply (low-quality) free voices which will appear in this area as well.*

*Note: Even the built-in voices may not be useable until they are fully configured. At a minimum they must be associated with a language that they can be used for. If they appear in this list, it only means they are detected, not that they are properly configured.*

### Description

This is a read-only description of the installed voice.

### Language

Select the language for the voice. Only one voice can be defined for each language. Thus, you cannot have multiple voices for the same language.

### Gender

Select either a male for female voice from the drop-down list.

### Speed

This value is used to adjust the speed at which the voice plays. A valid range is from –10 (very slow) to +10 (very fast). The default value is 0 and you can adjust it to meet your needs. It is recommended that you adjust in increments of 1 until you are satisfied with the results.

### Volume

Select a numerical percentage (0 – 100) to set the volume of the voice. The system will have default values that are unique to each voice. If the voice defaults to a value of 0, then you must adjust it yourself. A value between 80 and 90 is a good starting point. This field can be adjusted for each voice to evenly balance the installed voices with live and prerecorded announcements.

### Bitrate

This field allows you to select between bit rates of 16 or 8. A bitrate of 16 is recommended as it will provide a higher quality speech rendering. Using a rate of 8 will result in smaller file sizes and slightly faster rendering times, but at reduced quality.

### Sample rate

This field allows you to select between sample rates of 22000Hz and 16000Hz. 22000Hz is recommended as it will produce a higher quality speech rendering. Using a sample rate of 16000Hz will result in smaller file sizes and slightly faster rendering times, but at reduced quality.

*Note: If using pre-announcement tones from the **Chimes** library with TTS voices, 16000 Hz sample rate must be used to be compatible with the Chimes.*

## Remote Controllers

**Building 2 Details**

Controller Type: 5400 ACS

Description:

IP Address:

Lifeline IP:

Audio Transport:

System Number:

IEDNet+ Transmitters:

ID ▲	Audio Port	Audio IP
1	7002	239.192.0.3
2	7004	239.192.0.3
3	7006	239.192.0.3
4	7008	239.192.0.3
5	7010	239.192.0.3
6	7012	239.192.0.3
7	7014	239.192.0.3
8	7016	239.192.0.3

**Figure 8-7: Remote Controller Configuration**

### Type

On versions prior to GCK Version 3, there was a type field on the remote controller for setting its type. This was a drop-list selector such as the one at right. In Version 3 and later, this is shown at the top as a read-only field "Controller Type".

vACS

vACS

ACS

ACSLifeline

vACSLifeline

Remote8000

Starting with GCK Version 3, type select is done when the controller is added via the [+] button. Clicking this button brings up a selection window with a drop-list selection such as the one shown at right. One should select the type of remote controller that this entry represents.

Some of the fields below only apply to certain remote Controller Types.

Select Controller Type

vACS

vACS Lifeline

Legacy ACS

Legacy ACS Lifeline

Remote 8000

5400 ACS



## Description

Enter a descriptive text string for the system. This text will appear in the **Remote Controllers** list to identify the system. A hyperlink to the SMC for the remote system will appear below the description field. You can click this link to open the SMC window for the remote controller, if it is a device that has SMC.

## Send Reset Command

Click this button to restart the vACS service on the remote controller. Note that this will take the announcement controller offline for a brief period of time.

You can also use this to reset a vACS Lifeline controller to relinquish its control after a controller has been restored when the Kill Lifeline checkbox is not checked.

## Bridge Device

Select the device that will be used as the network bridge device to access the remote system. Typically, this will be the 1100DAB assigned to the local controller.

## System Number

This is an ID number used by each announcement controller in the system. Each system must have a unique system number (1 – 32). The system number is also used as the **Group Number** for microphone station setup. The system number for a remote controller must match the system number defined in the remote controller's **My Controller** definition.

## IP Address

This is the IP address of the remote system.

## IP Address #2

This is used to identify the IP address of a second CPU when interfacing with a legacy ACS that has redundant processors.

## CobraNet Device IP

If the remote controller is a vACS Lifeline type, then you must enter the IP address of the CobraNet sound card (if installed) in the Lifeline controller. Typically this address is one number higher than the IP address of the controller.

## WCF Port

This sets the port that the application uses to communicate with other applications and services. The default is 80 and it should not be changed unless it is required for a custom installation.

## Remote TX

This number represents the ID number of the CobraNet bundle that the remote controller will use to send announcements to other controllers. This is used by the local controller, along with the System Number, to calculate the actual bundle number to receive audio signals from the remote controller. For most systems, this number will be 1 and can be found in the Internal CobraNet Audio Device setup on the remote system as shown in Figure 8-8.



**System #2 (PCI) Details**

System #2 (PCI)

Internal CobraNet Soundcard

Description:

Location:

IP Address:

**Transmitters:**

ID	Bundle Number	Type	Number of Channels
1	2981	RemoteOrLocal	8
2	0	Unused	0
3	0	Unused	0
4	0	Unused	0

**Receivers:**

ID	Bundle	Type	Number of Channels
1	0	RemoteOrLocal	1
2	0	RemoteOrLocal	1
3	0	RemoteOrLocal	1
4	0	RemoteOrLocal	1
5	0	RemoteOrLocal	1
6	0	RemoteOrLocal	1
7	0	RemoteOrLocal	1
8	0	RemoteOrLocal	1

**Figure 8-8: Internal CobraNet Audio Device Transmitter Channels**

### Lifeline System

Select the Lifeline ACS (if used) that will be used to back up this controller from the dropdown list. Since one Lifeline ACS may backup multiple controllers, it is important for the local controller to know which Lifeline ACS will backup each controller to prevent any conflicts. Click the **[X]** button to the right of the drop-down list to remove the selection. In order for a system to appear in this list, you must have a system defined as a vACS *Lifeline* type in the **Remote Controllers** list.

### Push Takes and Configuration

If this box is checked, the local controller will transfer new audio and visual takes, and key configuration files to the remote controller as they are added to the local controller. When used appropriately, this will ensure that all controllers will have the same take files.

You must have this option checked when the remote controller is a Lifeline ACS.

### Digital Audio Type

The way in which audio reaches this system from **Controllers**. Choices are:

- RTP (networked layer 3 audio transmitted via multicast)
- Unicast RTP (networked layer 3 audio unicast to remote systems)
- CobraNet (networked layer 2, low-latency audio)

- Digital Audio Bus (bus controlled via a Bus Router Device configured on My System).

### Audio Bus

If Digital Audio Bus type is selected, one uses this field to designate the audio bus number that this remote controller is connected to.

### Audio Transport

This determines the method that the local controller will use to transmit and receive audio to and from the remote controller. You must select either **CobraNet**, **Digital Audio Bus**, **IEDNet+ Multicast** or **IEDNet+ Unicast** from the dropdown list. When selecting IEDNet+ as the transport method, you must configure the IEDNet+ Transmitters here to match the Transmitter settings in the **My Controller** definition of the other controller.

### IEDNet+ Transmitters

Click the **[+]** button to add a new transmitter to the list. Click the **[X]** button to delete the currently selected item from the list.

#### ID

Each transmitter will be assigned its own unique ID number. This is a system-assigned number and cannot be edited.

#### Audio Port

This is the RTP port number that will be used along with the multicast group IP address to uniquely identify the audio channel. This number is automatically calculated by the system, but can be changed to meet the installation network requirements.

The default port number is calculated using the following formula:

$$4000 + (1000 \times \{\text{system number}\}) + \{\text{ID}\}$$

For example, transmitters 1 and 2 on system 1 would use ports 5001 and 5002. Transmitters 1 and 2 on system 2 would use ports 6001 and 6002.

#### Audio IP

This is the multicast group IP address used by this controller. The default address is 239.192.0.x where x corresponds to the system number. When combined with the port number, this provides a unique transmitter address. The address and/or port configuration can be changed to meet the installation network requirements as needed.

*Note: IEDNet+ Multicast and IEDNet+ Unicast digital audio types use this same list of transmitters, i.e., the same port numbers. The Unicast type ignores the Audio IP setting and instead transmits to the IP address of the remote system controller.*

## 4.2 Recorded Messages

Recorded messages are WAV files that can be played as part of actions, events, and schedules. They are imported and defined on this configuration page.

Recorded Messages

+ - Import Export Refresh Devices

Alarm Being Investigated [eng-F] - [Take 13]  
Alarm Cause Identified [eng-F] - [Take 14]  
Alarm Cleared / Return to Normal [eng-F] - [Take 15]  
Building Evacuation #1 [eng-F] - [Take 12]  
Custodian [eng-F] - [Take 24]  
Dismissed [eng-F] - [Take 25]  
Earthquake Annc [eng-F] - [Take 26]  
Earthquake Drill [eng-F] - [Take 27]  
Factory Whistle - [Take 28]  
**Fire Emergency #1 [eng-F] - [Take 11]**  
First Lunch Ended [eng-F] - [Take 30]  
First Lunch grades 2-4 [eng-F] - [Take 29]  
Lockdown [eng-F] - [Take 31]  
Moving Walkway is Ending [M] - [Take 46]  
No Smoking (short) [F] - [Take 45]  
No Waiting, Unloading [M] - [Take 47]  
Period 1 [eng-F] - [Take 32]

Recorded Message Details

Description: Fire Emergency #1 [eng-F]

Visual Text: There is a fire emergency in the building. Please evacuate by using the nearest fire exit.

Upload File: Browse

Duration (secs): 7.2

Preview: [Play Button]

Volume Adjustment: 0 dB Adjust

OK Cancel

Figure 9-1: Recorded Messages



Add a new message to the list. It will be added with the default name/description of “New Recorded Message”. This name and other properties can then be edited on the right. One must upload a file to the system before it can be used by the announcement controller.

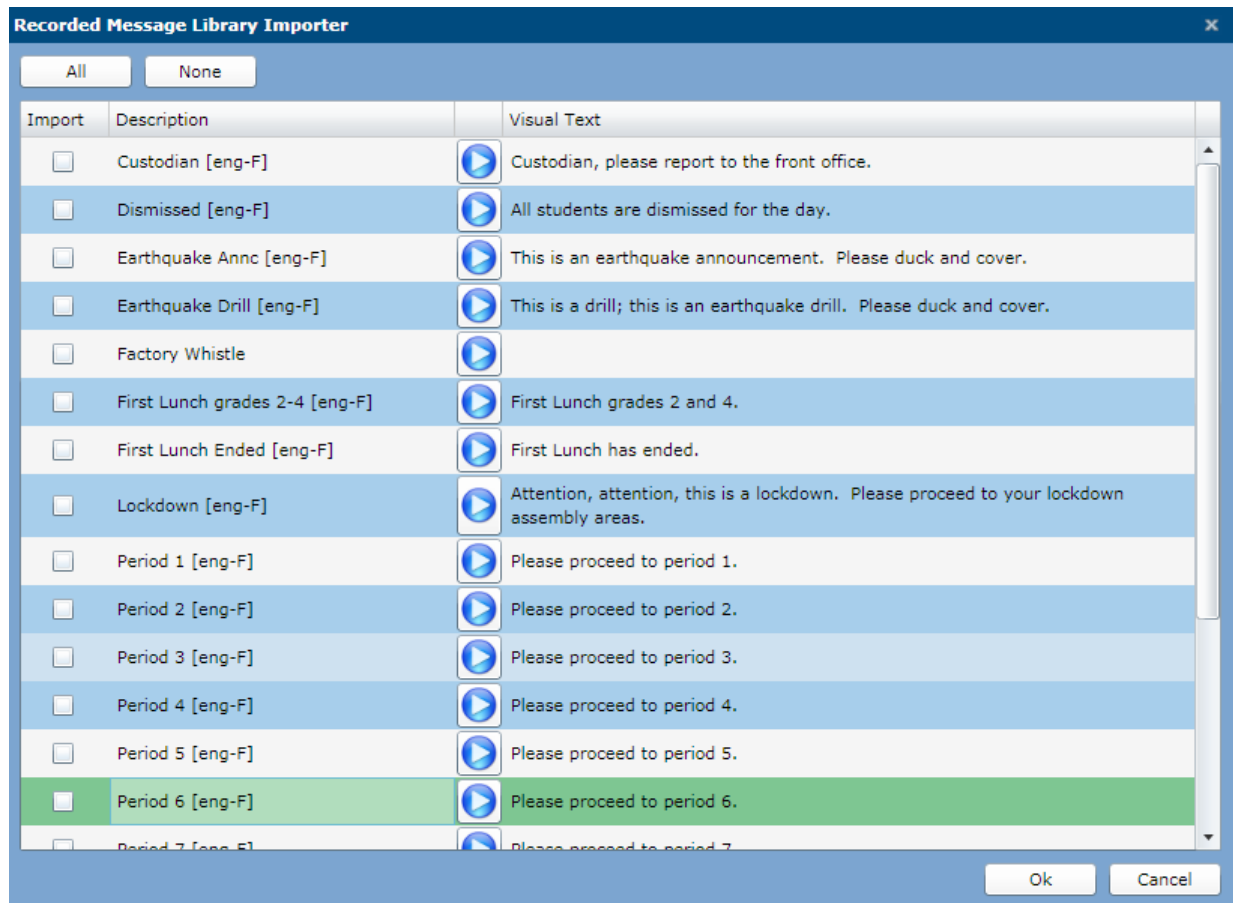


Delete the currently selected message.

### Import Button

Open a GLOBALCOM Take Library file (\*.GCL) and select messages from this library to import into this local system. Clicking this button brings up a File Open dialog. Once a file is selected, then the Recorded Message Library Importer window appears, such as the example in Figure 9-2. One can listen to any of the messages in a library by clicking on the **Play** button on each entry.

To import, one checks off **Import** checkboxes on all the desired messages from this library followed by the **OK** button.



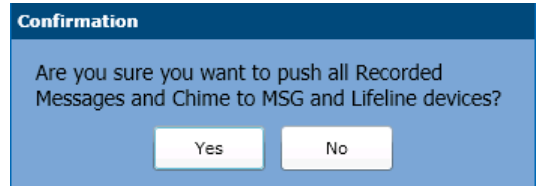
**Figure 9-2: Recorded Message Library Importer**

### Export Button

Clicking this button brings up a File Save dialog box for selecting a folder and entering a file name for the exported library. This function will create a \*.GCL file with all the messages in the Recorded Message section of the local system. This feature may be used for backup purposes or as a convenient way to take the recorded message library from one system and transfer it to another system (via the Import button on that second system).

### Refresh Devices

When Takes must be shared across multiple devices for one system, such as one or more Message Player (MSG) devices or the Lifeline backup devices, this button can be used to immediately send all user takes in the Recorded Message Library to these other known devices. Clicking this button first brings up a confirmation dialog box. The Takes will be sent only if "Yes" is selected.



### Message List

The messages currently defined in the local system are shown in this list box. The actual Take (message) numbers assigned to these are shown after the name/description. This is an aid for situations where the actual

file on the hard drive needs to be located or for when external announcement control software need to know Take numbers to supply in the network messages to the announcement controller.

## Description

This is the name or short description of this message. This appears in the list box on the left and in all drop list controls in the SMC configuration areas where messages are used.

## Visual Text

This is the text that should be sent to displays, if present in the system, or to SMS recipients. If there are no visual elements in the system, this field could also be used simply to document the full text transcript of the audio.

## Upload File ([Browse] button)

Click on the Browse button to locate a file to be uploaded to the announcement controller. Uploaded files will automatically be converted to the standard message library sample size and data rate (usually 16-bits and 16000 Hz) and will be auto-adjusted level-wise to be compatible with the other messages and chimes in the library (so that some audio won't be much louder or softer than others).

*If defining a Recorded Message only to use as a "slot" to store audio from a Record Message action, it is not necessary to Upload or Import any Take (WAV file) for the message. One may enter the description and optional Visual Text and leave the Recorded Message just like that, awaiting a Record Message action to fill in the audio.*

## Duration

This read-only field reports the length of the uploaded message file.

## Preview

One can listen to a message by clicking on this button. This will play the WAV file out the speakers attached to computer one is running SMC on. If one is running SMC on the 1100ACS or 1200ACS hardware, then one will not be able to hear this preview.

## Volume Adjustment

How much to adjust the volume of the imported file by. This is a positive or negative number in decibels (dB). SMC normalizes the volume of imported files automatically on upload, but it can sometimes be fooled by certain kinds of sounds. Or, the user may have a preference to have certain Take files be louder or softer than normal.

## Adjust Button

When pressed, SMC takes the dB value in the Volume Adjustment edit box and applies it to the file that was previously uploaded into the system.

*Note: Sometimes, after making lots of little adjustments, the audio file can become noisy due to the introduction of quantization errors when scaling up and down. Sometimes the best strategy is to find the desired volume level through multiple adjustments and then when the final level is determined, re-upload the original file and apply one total adjustment. For example, if the process was to add +3 dB, then +1 dB, another +1 dB and another +1 dB. One could re-upload the file and do one total adjustment of +6 dB.*

## OK Button

Save the changes made to the message.

## Cancel Button

Discard any changes made to the message. Note, any upload operation that over-wrote an earlier version of the message and volume adjustments cannot be undone.

## 4.3 Chimes

Chimes are WAV files that can be played as pre-announcement tones or notification/monitoring tones for intercom and IP Speaker devices.

**Figure 10-1: Chimes**



Add a new chime to the list. It will be added with the default name/description of “New Chime”. This name and other properties can then be edited on the right. One must upload a file to the system before the announcement controller can use it.

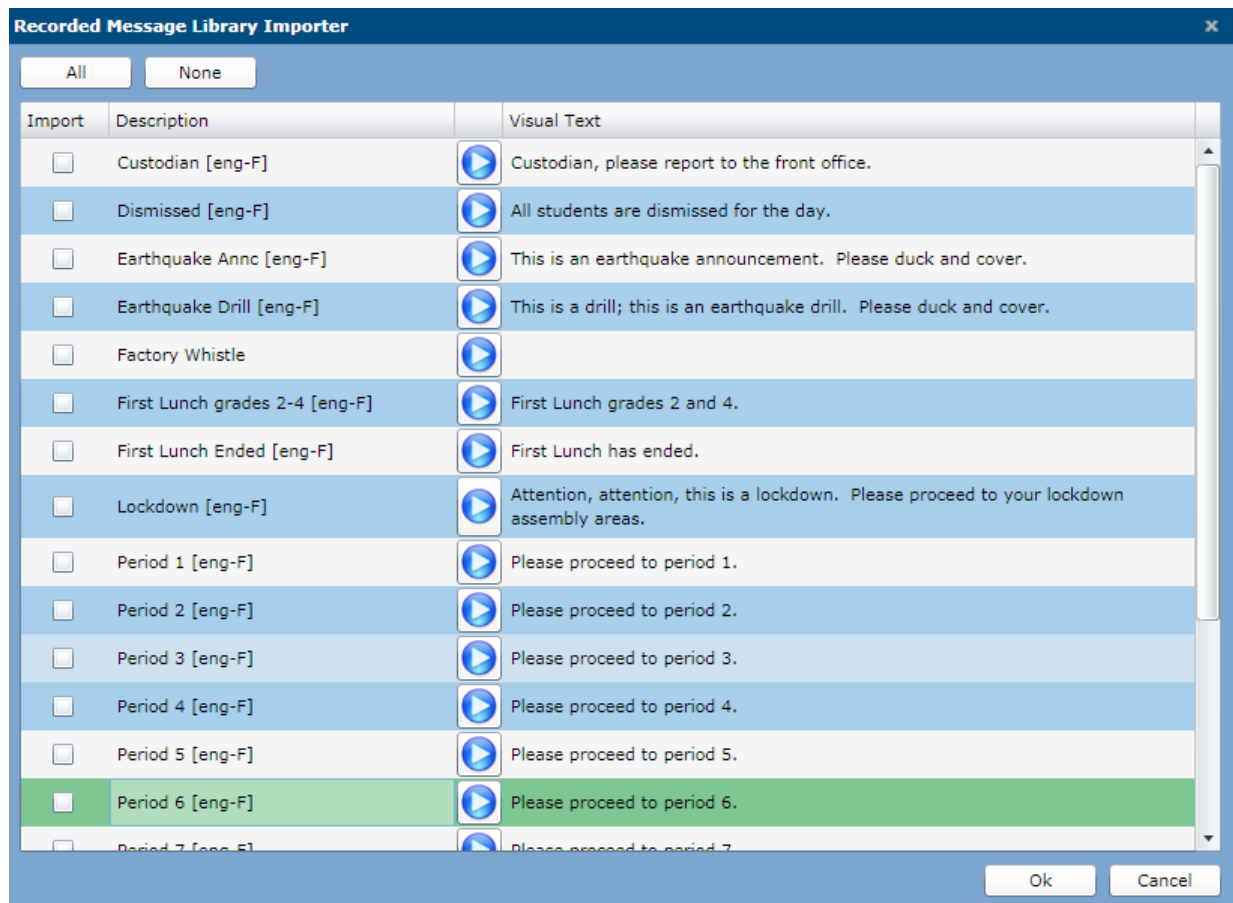


Delete the currently selected chime.

## Import Button

Open a GLOBALCOM Take Library file (\*.GCL) and select chimes from this library to import into this local system. Clicking this button brings up a File Open dialog. Once a file is selected, then the Recorded Message Library Importer window appears, such as the example in Figure 10-2. One can listen to any of the chimes in a library by clicking on the **Play** button on each entry.

To import, one checks off **Import** checkboxes on all the desired messages from this library followed by the **OK** button.



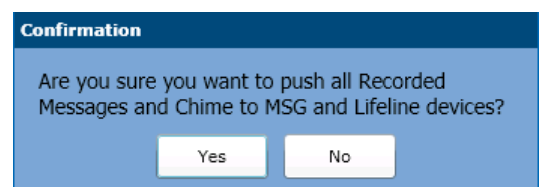
**Figure 10-2: Recorded Message Library Importer**

## Export

Clicking this button brings up a File Save dialog box for selecting a folder and entering a file name for the exported library. This function will create a \*.GCL file with all the chimes in the Chime section of the local system. This feature may be used for backup purposes or as a convenient way to take the chime library from one system and transfer it to another system (via the Import button on that second system).

## Refresh Devices

When Takes must be shared across multiple devices for one system, such as one or more Message Player (MSG) devices or the Lifeline backup devices, this button can be used to





immediately send all user takes in the Chimes Library to these other known devices. Clicking this button first brings up a confirmation dialog box. The Takes will be sent only if “Yes” is selected.

## Message List

The chimes currently defined in the local system are shown in this list box. The actual Take (message/chime) numbers assigned to these are shown after the name/description. This is an aid for situations where the actual file on the hard drive needs to be located or for when external announcement control software need to know Take numbers to supply in the network messages to the announcement controller.

## Description

This is the name or short description of this chime. This appears in the list box on the left and in all drop list controls in the SMC configuration areas where chimes are used.

## Visual Text

This is the text that should be sent to displays, if present in the system, or to SMS recipients. If there are no visual elements in the system, this field could also be used simply to document the full text transcript of the audio.

## Upload File ([Browse] button)

Click on the Browse button to locate a file to be uploaded to the announcement controller. Uploaded files will automatically be converted to the standard message library sample size and data rate (usually 16-bits and 16000 Hz) and will be auto-adjusted level-wise to be compatible with the other messages and chimes in the library (so that some audio won't be much louder or softer than others).

## Duration

This read-only field reports the length of the uploaded chime file.

## Preview

One can listen to a chime by clicking on this button. This will play the WAV file out the speakers attached to computer one is running SMC on. If one is running SMC on the 1100ACS or 1200ACS hardware, then one will not be able to hear this preview.

## Volume Adjustment

How much to adjust the volume of the imported file by. This is a positive or negative number in decibels (dB). SMC normalizes the volume of imported files automatically on upload, but it can sometimes be fooled by certain kinds of sounds. Or, the user may have a preference to have certain Take files be louder or softer than normal.

## Adjust Button

When pressed, SMC takes the dB value in the Volume Adjustment edit box and applies it to the file that was previously uploaded into the system.

*Note: Sometimes, after making lots of little adjustments, the audio file can become noisy due to the introduction of quantization errors when scaling up and down. Sometimes the best strategy is to find the desired volume level through multiple adjustments and then when the final level is determined, re-upload*



*the original file and apply one total adjustment. For example, if the process was to add +3 dB, then +1 dB, another +1 dB and another +1 dB. One could re-upload the file and do one total adjustment of +6 dB.*

### OK Button

Save the changes made to the chime.

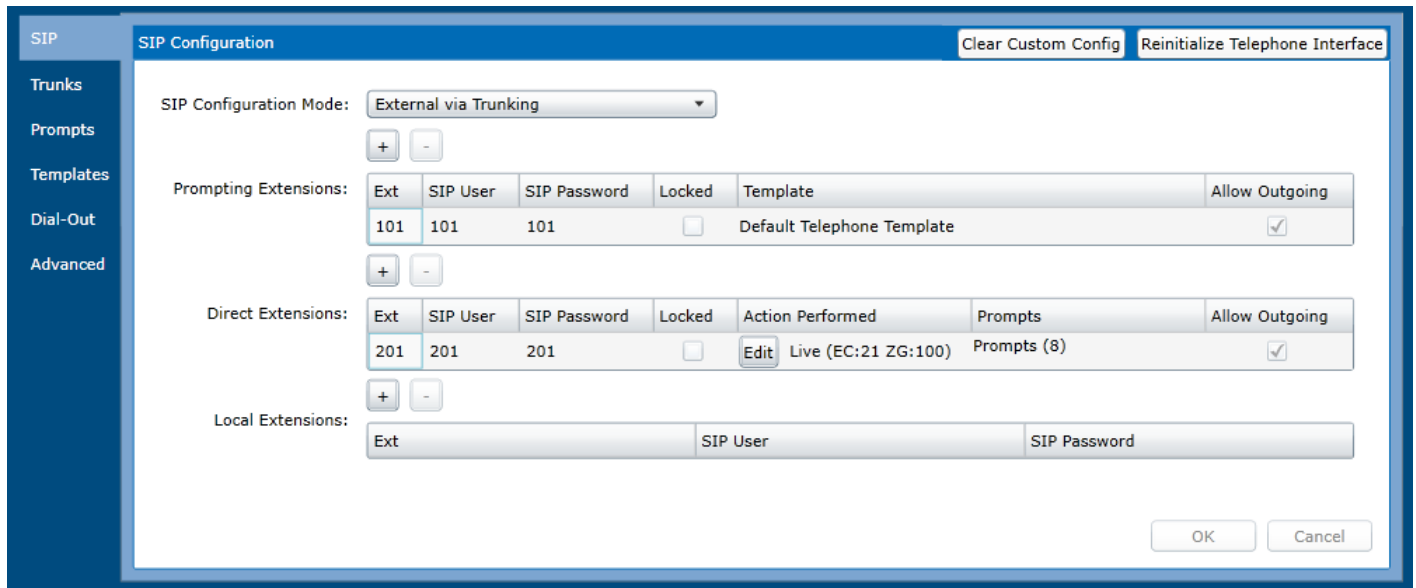
### Cancel Button

Discard any changes made to the chime. Note, any upload operation that over-wrote an earlier version of the chime and volume adjustments cannot be undone.

## 4.4 Telephone / Telephone Actions

*In GCK Ver 2.0 and later, the Telephone configuration page is where everything related to the Telephone Interface portion of the announcement controller (ACS) is defined. This replaced the two-part approach where the Telephone Interface “device” was contained within My Controller (as described in Section [4.5.1.4](#)) and a few key parameters of (built-in) telephone actions are configured in the Telephone Action configuration page shown in the last subsection of this section ([4.4.6](#)).*

The Telephone configuration page appears as in Figure 11-1 below and is composed of six subsections: SIP (general settings for the Telephone Interface), Trunks (configure inbound/outbound trunks *if used*), Prompts (audio files used to prompt the telephone user), Templates (choices available for assignment to prompting extensions or to users who enter a password when dialing in), Dial-Out (settings that control dial-out behavior) and Advanced (rarely changed settings for miscellaneous internal behaviors). Each of these sections is described in the subsections which follow.



Ext	SIP User	SIP Password	Locked	Template	Allow Outgoing
101	101	101	<input type="checkbox"/>	Default Telephone Template	<input checked="" type="checkbox"/>

Ext	SIP User	SIP Password	Locked	Action Performed	Prompts	Allow Outgoing
201	201	201	<input type="checkbox"/>	<a href="#">Edit</a> Live (EC:21 ZG:100)	Prompts (8)	<input checked="" type="checkbox"/>

**Figure 11-1: Telephone Interface Overview w/ Trunking Selected**

There are two special buttons that appear at the top right side of the SIP configuration tab page as described below.

### Clear Custom Config

If the system had previously been configured with a manually defined custom configuration, changes made to the telephone interface via SMC will be ignored. Typically the reason for a custom configuration was to implement some feature that is available in the underlying telephone interface, but was not yet available for easy configuration in the SMC. If more recent versions now implement that custom feature, the old custom configuration can be cleared via this button.

### Reinitialize Telephone Interface

After a major change like clearing the custom configuration, it is necessary to reinitialize the Telephone Interface in order for it to forget those settings and look for the settings that come from the SMC.

### 4.4.1 SIP Configuration

As shown in Figure 11-1, there are four possible primary parameter sections in the SIP general settings area as described below.

#### SIP Configuration Mode

There are three choices for this overall interface mode as follows:

SIP Configuration Mode:	External via Trunking
	Internal Only
	External via Extensions
	External via Trunking

- **Internal Only** – The Telephone Interface does not connect to an outside PBX, but only manages the action-oriented extensions (Prompting and Direct) and the local extensions for telephones directly connected to the GCK controller.  
  
One use case for Internal Only is the situation where GCK cannot be directly connected to the external PBX, for example, because it does not support SIP. In this case, one can connect analog phone lines to a SIP gateway device, such as a Grandstream GXW4104, and then define Local Extensions to connect to the gateway device for each analog extension handled by it.
- **External via Extensions** – The Telephone Interface connects its action-oriented extensions directly to an external SIP PBX/Controller.
- **External via Trunking** – The Telephone Interface connects to the external SIP PBX/Controller via trunks. All action-oriented extensions are bundled inside the inbound trunk.

#### Prompting Extensions

This kind of action-oriented extension presents the call-in user with choices via voice or tone prompts it plays to the user. The user makes choices and does other data entry (e.g., Zone Group number) via touch-tone button presses on the telephone. Extensions are added or deleted via the [+] and [-] buttons above the grid. The extension is entered or edited via directly entering data in to the cells in the grid. The columns in the grid are as follows:

##### Ext

The extension number.

##### SIP User

The login user for the SIP connection (sometimes the same as Ext.).

##### SIP Password

The login password for the ZIP connection (sometimes the same as SIP User).

##### Locked

Whether this extension requires a the call-in user to enter a password in order to access it. Passwords are the same as for mic station users, defined in the Mic Passwords configuration section ([4.11](#)).

##### Template

When not locked, what template to use on this extension. The choices are any templates defined in the Telephone Templates configuration page ([0](#)).

## Allow Outgoing

Whether this extension can be used for outgoing calls or not, such as those used for intercom requests. For example, it would be a good practice to not tie up emergency action extensions with these outgoing intercom requests.

## Direct Extensions

This kind of action-oriented extension is configured to do one dedicated action when the extension is called. If the action requires data entry (e.g., Zone Group number), it will play the voice or tone prompt for the required data. Extensions are added or deleted via the [+] and [-] buttons above the grid. The extension is entered or edited via directly entering data in to the cells in the grid. The columns in the grid are as follows:

### Ext

The extension number.

### SIP User

The login user for the SIP connection (sometimes the same as Ext.).

### SIP Password

The login password for the ZIP connection (sometimes the same as SIP User).

### Locked

Whether this extension requires a the call-in user to enter a password in order to access it. Passwords are the same as for mic station users, defined in the Mic Passwords configuration section ([4.11](#)).

### Action Performed

When not locked, what template to use on this extension. The choices are any templates defined in the Telephone Templates configuration page ([0](#)).

## Allow Outgoing

Whether this extension can be used for outgoing calls or not, such as those used for intercom requests. For example, it would be a good practice to not tie up emergency action extensions with these outgoing intercom requests.

## Local Extensions

There are two uses for these: (1) telephone numbers for telephone handsets that connect directly to the GCK Telephone Interface rather than to the facilities PBX or SIP Controller and (2) telephone numbers to connect to a SIP gateway device that interfaces to a facility's PBX via analog phone lines. One will have to manually configure the SIP telephone handsets or the SIP gateway devices to connect to GCK via these extensions with the credentials (login SIP user/password) defined for the extension here. Extensions are added or deleted via the [+] and [-] buttons above the grid. The extension is entered or edited via directly entering data in to the cells in the grid. The columns in the grid are as follows:

### Ext

The extension number.

## SIP User

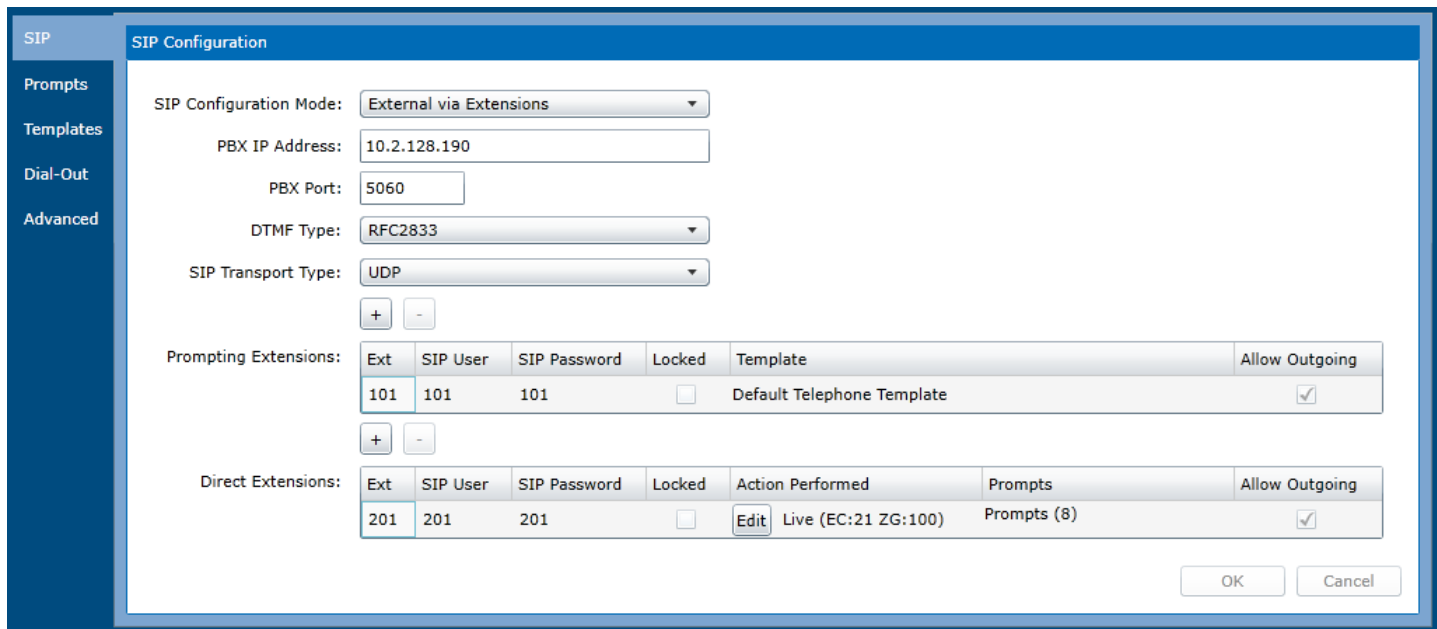
The login user for the SIP connection (sometimes the same as Ext.).

## SIP Password

The login password for the SIP connection (sometimes the same as SIP User).

*Currently, Local Extensions are not available when in the “External via Extensions” mode of operation. In this case, telephone handsets will have to be configured as another extension of the external PBX/Controller.*

When one has selected the SIP Configuration Mode of External via Extensions, there are additional properties that must be supplied as shown below in Figure 11-1b and explained below.



**SIP Configuration**

SIP Configuration Mode: External via Extensions

PBX IP Address: 10.2.128.190

PBX Port: 5060

DTMF Type: RFC2833

SIP Transport Type: UDP

Prompting Extensions:

Ext	SIP User	SIP Password	Locked	Template	Allow Outgoing
101	101	101	<input type="checkbox"/>	Default Telephone Template	<input checked="" type="checkbox"/>

Direct Extensions:

Ext	SIP User	SIP Password	Locked	Action Performed	Prompts	Allow Outgoing
201	201	201	<input type="checkbox"/>	Edit Live (EC:21 ZG:100)	Prompts (8)	<input checked="" type="checkbox"/>

OK Cancel

**Figure 11-2: External via Extensions Properties**

## PBX IP Address

The address of the external PBX or SIP Controller.

## PBX Port

The port to use when accessing the external PBX. . Port 5060 is typical for non-encrypted signaling traffic, while port 5061 is typically used for traffic encrypted with Transport Layer Security (TLS).

## DTMF Type

The two choices supported are: RFC2833 and Info.

## SIP Transport Type

The choices are UDP and TCP.

*It is not possible/feasible to explain all the options for telephony properties such as those above in this manual. When doing a new installation, the installer should check with the administrator of the external PBX that GCK is interfacing to in order to get the proper settings for the above properties.*

## 4.4.2 Trunks Configuration

There are many, many different properties and options that can be used to define trunk connections between GCK and an external PBX. These are shown in the Figures that follow. For organizational reasons, they have been grouped into three sections: Common, Inbound and Outbound.

It is not possible/feasible to explain all the options for telephony properties such as those shown below in this manual. When doing a new installation, the installer should check with the administrator of the external PBX that GCK is interfacing to in order to get the proper settings for these properties.

The figure displays two side-by-side screenshots of the GCK SMC Trunk Configuration interface. Both windows have a sidebar on the left with a tree view containing 'SIP', 'Trunks', 'Prompts', 'Templates', 'Dial-Out', and 'Advanced'. The main area of each window is divided into tabs: 'Common', 'Inbound', and 'Outbound'.

**Left Screenshot (Common Tab):**

- Basic:** TCP Keep-Alive: 30000
- Call ID:** Inbound Use Call ID as UUID: ☒; Outbound Use Call ID as UUID: ☒
- Codec:** Inbound Codec Preferences: G722,G711U,G711A; Outbound Codec Preferences: G722,G711U,G711A; Inbound Codec Negotiation Strategy: Greedy; Inbound Late Negotiation: ☒
- Media:** Inbound Bypass Media: ☒; Inbound Proxy Media: ☐; Disable RTP Auto Adjust: ☒; Ignore 183 No SDP: ☒; Enable SOA: ☒

**Right Screenshot (Inbound Tab):**

- Miscellaneous:** Disable Transfer: ☒
- Registration:** Unregister on OPTIONS Fail: ☐; OPTIONS Ping: ☐; Registration Thread Frequency (seconds): 30; Nonce TTL (seconds): 60
- SIP Options:** Enable Session Timers: ☐; Session Timeout (seconds): 1800; Enable 100rel: ☒; Minimum Session Expires (seconds): 120; Respond 503 on Busy: ☐

**Figure 11-3: Trunk Configuration Common Parameters**

The figure consists of two side-by-side screenshots of the SIP configuration interface, specifically the 'Trunks' section. The left screenshot shows the 'Inbound' tab with the following parameters:

- Authentication:** Username, Password, Extension, Challenge Realm Type (dropdown), Challenge Realm, and Authenticate All Packets (checkbox).
- Basic:** SIP Port (5080), SIP IP Address (10.2.128.190), and IEDNet+ IP Address (10.2.128.190).

The right screenshot shows the 'Outbound' tab with the following parameters:

- Registration:** Disable Transcoding (checkbox), Renegotiate Codec on Reinvite (checkbox), Disable Register (checkbox), Multiple Registrations (True), Accept Blind Registration (checkbox), and Inbound Force Matching Username (checkbox).
- SIP Options:** Force Expires (seconds) (1800) and Expires Max Deviation (600).

**Figure 11-4: Trunk Configuration Inbound Parameters**

The figure consists of two side-by-side screenshots of the SIP configuration interface, specifically the 'Trunks' section. The left screenshot shows the 'Outbound' tab with the following parameters:

- Authentication:** Register (checkbox), Schema (dropdown), Realm, Username, Authentication Username, Password, Distinct To, Caller-ID-In-From (dropdown), Extension, Extension In Contact (checkbox), Proxy, Expire Seconds (3600), Retry Seconds (5), From Username, From Domain, and Register Transport (dropdown).
- Call ID:** Caller ID Type (RPID) and Pass Callee ID (checkbox).

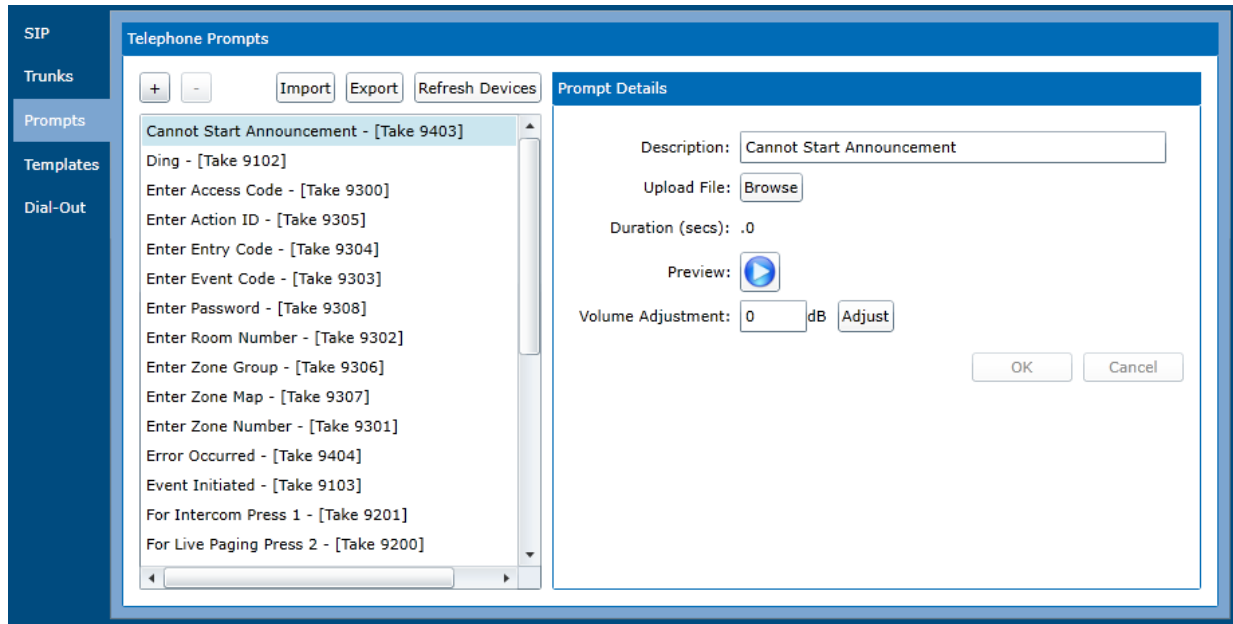
The right screenshot shows the 'Outbound' tab with the following parameters:

- Call ID:** Proxy, Expire Seconds (3600), Retry Seconds (5), From Username, From Domain, and Register Transport (dropdown).
- Miscellaneous:** Manual Redirect (checkbox).
- SIP Options:** Outbound Proxy and Send Display Update (checkbox).

**Figure 11-5: Trunk Configuration Outbound Parameters**

#### 4.4.3 Telephone Prompts Configuration

The Telephone Prompts are either voice or tone prompts used to instruct the dial-in user of what buttons to press for choices or what data to enter next (e.g., Zone Group number). These are loaded into the system on the Telephone Prompts configuration page and are then used in defining Telephone Templates on that configuration page. The Telephone Prompts configuration page appears as below in Figure 11-6.



**Figure 11-6: Telephone Prompts Configuration Page**

### [+] and [-] Buttons

Add or delete a prompt from the system.

### Import

Allows one to import prompts from an external file, which is a GLOBALCOM Take Library file (\*.GCL) and select prompts from this library to import into this local system. Clicking this button brings up a File Open dialog. Once a file is selected, then the Recorded Message Library Importer window appears, such as the example in Figure 11-7. One can listen to any of the chimes in a library by clicking on the **Play** button on each entry.

To import, one checks off **Import** checkboxes on all the desired messages from this library followed by the **OK** button.





**Figure 11-7: Recorded Message Library Importer**

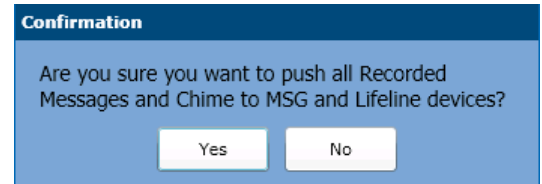
## Export

Clicking this button brings up a File Save dialog box for selecting a folder and entering a file name for the exported library. This function will create a \*.GCL file with all the chimes in the Chime section of the local system. This feature may be used for backup purposes or as a convenient way to take the chime library from one system and transfer it to another system (via the Import button on that second system).

## Refresh Devices

When Takes must be shared across multiple devices for one system, such as one or more standalone Telephone (TEL) devices or the Lifeline backup devices, this button can be used to immediately send all user takes in the Prompts library to these other known devices. Clicking this button first brings up a confirmation dialog box. The Takes will be sent only if “Yes” is selected.

This is the name or short description of this chime. This appears in the list box on the left and in all drop list controls in the SMC configuration areas where chimes are used.



## Upload File ([Browse] button)

Click on the Browse button to locate a file to be uploaded to the announcement controller. Uploaded files will automatically be converted to the two standard prompt library sample size and data rates (8 kHz and 16 kHz sample rates for standard and high-definition telephones) and will be auto-adjusted level-wise to be compatible with the other prompts in the library (so that some audio won't be much louder or softer than others).

## Duration

This read-only field reports the length of the uploaded prompt file.

## Preview

One can listen to a prompt by clicking on this button. This will play the WAV file out the speakers attached to computer one is running SMC on. If one is running SMC on the 1100ACS or 1200ACS hardware, then one will not be able to hear this preview.

## Volume Adjustment

How much to adjust the volume of the imported file by. This is a positive or negative number in decibels (dB). SMC normalizes the volume of imported files automatically on upload, but it can sometimes be fooled by certain kinds of sounds. Or, the user may have a preference to have certain Take files be louder or softer than normal.

## Adjust Button

When pressed, SMC takes the dB value in the Volume Adjustment edit box and applies it to the file that was previously uploaded into the system.

*Note: Sometimes, after making lots of little adjustments, the audio file can become noisy due to the introduction of quantization errors when scaling up and down. Sometimes the best strategy is to find the desired volume level through multiple adjustments and then when the final level is determined, re-upload the original file and apply one total adjustment. For example, if the process was to add +3 dB, then +1 dB, another +1 dB and another +1 dB. One could re-upload the file and do one total adjustment of +6 dB.*

## OK Button

Save the changes made to the prompt properties.

## Cancel Button

Discard any changes made to the prompt properties. Note, any upload operation that over-wrote an earlier version of the prompt and volume adjustments cannot be undone.

### 4.4.4 Telephone Templates Configuration

The sequence of prompts and choices available on a call-in are defined in Telephone Templates. These are defined and configured on the Telephone Templates page as shown below in Figure 11-8, and explained in the text that follows. The Figure shows which prompts appear in simplified view and which appear when the **Show All Fields** button is pressed.

The screenshot displays the 'Telephone Templates' configuration window. On the left, a sidebar contains a tree view with 'Default Telephone Template' selected. The main area is titled 'Default Telephone Template Details' and includes a 'Show All Fields' button. Below this, various prompts are listed with dropdown menus and checkboxes:

- Description: Default Telephone Template
- Greeting Prompt: Welcome - [Take 9100] X
- Talk Prompt: Ding - [Take 9102] X
- Password Entry Prompt: Enter Password - [Take 9308] X
- Goodbye Prompt: Goodbye - [Take 9101] X
- Event Initiated Prompt: Event Initiated - [Take 9103] X
- Zone Entry Prompt: Enter Zone Number - [Take 9301] X
- Zone Group Entry Prompt: Enter Zone Group - [Take 9306] X
- Event Entry Prompt: Enter Event Code - [Take 9303] X
- Access Code Entry Prompt: Enter Access Code - [Take 9300] X

Below these prompts is a 'Template Nodes' table:

Key	Description	Prompt	Action
1	Zone Page		Edit Action
2	Zone Group Page		Edit Action
3	Event		Edit Action

At the bottom right are 'OK' and 'Cancel' buttons.

**Figure 11-8a: Telephone Templates Configuration Page – Base Fields**

This screenshot shows the same 'Telephone Templates' configuration window, but with the 'Show Base Fields' button clicked. This reveals additional prompts below the 'Access Code Entry Prompt':

- Invalid Entry Prompt: Invalid Entry - [Take 9400] X
- Incorrect Password Prompt: Incorrect Password - [Take 9401] X
- Waiting On Host Prompt: Waiting On Host - [Take 9402] X
- Cannot Start Announcement Prompt: Cannot Start Announcement - [Take 9403] X
- Error Occurred Prompt: Error Occurred - [Take 9404] X

The 'Template Nodes' table and 'OK/Cancel' buttons remain the same as in the previous screenshot.

**Figure 11-8a: Telephone Templates Configuration Page – All Fields**

### Add/Del Templates ([+] and [-] buttons on left)

These buttons are used to add or delete Telephone Templates from the system. On delete, SMC will prompt with Yes/No prompt before deleting the template.

## Description

The name of this template. This identifier appears everywhere the template is used in SMC.

*There is an [X] button beside each Prompt selection drop list. A previously selected prompt may be deleted by clicking on the [X] button to the right of the particular drop list control.*

## Greeting Prompt

The prompt to play when the phone extension is initially picked up – the machine's version of "Hello". It can be used to identify the phone line such as with voice prompts like "IED Telephone Interface" or "Building 44A Paging Line", with just a tone prompt like a ding, or nothing at all (to make the interaction faster).

## Talk Prompt

The prompt to play when it is OK for the caller to start talking, such as for a live or delayed page action. Often, this is simply a tone prompt like ding.

## Password Entry Prompt

The prompt to play when user is required to enter a password to access the telephone interface.

## Goodbye Prompt

The prompt to play when the telephone interface is initiating a hang up, because the announcement is completed or due to an error.

## Event Initiated Prompt

The prompt to play to confirm that an event (other than one that plays the Talk prompt) has been successfully initiated, such as launching an Event.

## Zone Entry Prompt

The prompt to play to get the user to enter a valid Zone number.

## Zone Group Entry Prompt

The prompt to play to get the user to enter a valid Zone Group number.

## Event Entry Prompt

The prompt to play to get the user to enter a valid Event number.

## Access Code Entry Prompt

The prompt to play to get the user to enter a valid Access Code. Access Codes are numbers separate from zone numbers that identify system endpoints, such as IP speakers and intercom devices. For example, an IP speaker may be located in classroom A101, but to the system it is zone 11. The installer could assign an Access Code of 1101 to this device, so it can be used on the telephone interface when prompted.

## Invalid Entry Prompt

The prompt or tone to play when the user has made an error in entering a value. For example, if the menu choices are 1, 2 or 3 and they press 7. .

## Incorrect Password Prompt

The prompt or tone to play when the user enters an incorrect password.

## Waiting on Host Prompt

The prompt or tone to play when the announcement controller appears to be down.

## Cannot Start Announcement Prompt

The prompt or tone to play when the announcement controller cannot initiate the announcement or event because of higher priority activity in the system or the resource is busy, such as somebody is already connected to an intercom or classroom end point.

## Error Occurred Prompt

The prompt of tone to play when the announcement controller cannot initiate the announcement or event for some reason other than those mentioned for other prompts. This is a catch-all for any other internal, communication or other error that can occur in the system.

## Add/Del Template Nodes ([+] and [-] Buttons on right)

These buttons are used to add or delete nodes to a template. The nodes correspond to single digits 0..9 that may be keyed via the telephone. The following properties are defined for each Template Node:

### Key

The digit 0...9 the call-in user presses to select this node.

### Description

User friendly name for this template node.

### Prompt

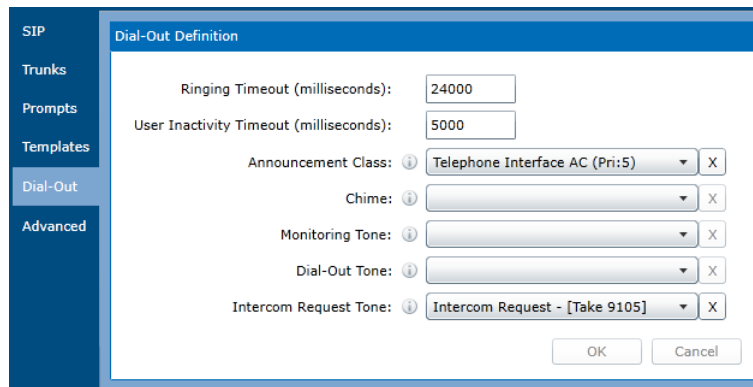
The prompt to play to inform the user about this choice, for example, "Press 1 for Zone Page".

### Action ([Edit Action] buttons)

The action that is launched from this template node. The action could incorporate a need for additional data via prompting for zone, zone group, event or access code. When configured for prompting, the appropriate prompt from the list of prompts for this template shall be used.

### 4.4.5 Dial-Out Configuration

When an intercom or IP Speaker device makes an request to dial-out to a telephone extension, this action occurs with the properties that are configured in this section as shown in Figure 11-9 and are described below.



**Figure 11-9: Dial-Out Configuration Page**

#### Ringing Timeout

How long to wait for a user to pick up a telephone before declaring the call unsuccessful (and moving on if there are additional telephone extensions to try).

#### User Inactivity Timeout

How long to wait after the telephone goes off hook for a user to press a key to connect up an intercom request. If this timeouts (e.g., because line was answered by a machine/voicemail), then the call is declared unsuccessful.

#### Announcement Class

The priority level to use when doing the telephone dial-out action.

#### Chime

The pre-announcement chime (if any) to use for the telephone dial-out action.

#### Monitoring Tone

Any time there is a connection to the microphone in an endpoint like an IP speaker, it is common practice to play a tone periodically so people in the room know they are being listened to. The chime to play for once this function is defined as the Intra-Announcement Tone.

#### Dial-Out Tone

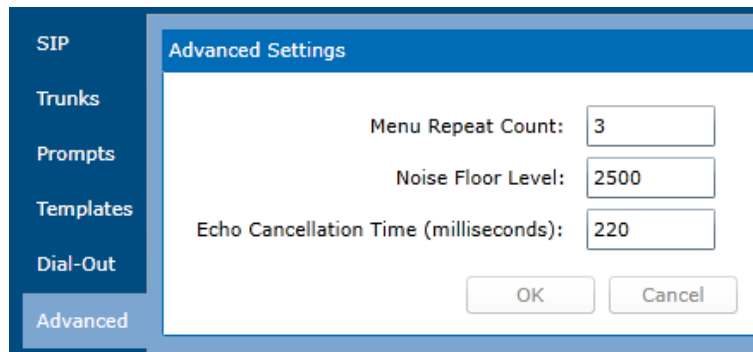
The “ringing tone” to play back on the initiating intercom/speaker while the dial-out is being done (ringing the phone, waiting for somebody to pick up and press a key to accept the connection).

#### Intercom Request Tone

This is the prompt that is played to the person who picks up the phone that is dialed. For example, it may say something like “There is an intercom request. Press any key to connect”.

#### 4.4.6 Advanced Configuration

There are several other properties that affect the behavior of the telephone portion of GLOBALCOM. These are configurable via the Advanced telephone configuration as shown in Figure 11-10 and as described below.



**Figure 11-10: Dial-Out Configuration Page**

##### Menu Repeat Count

How many times to replay the prompting extension menus, should no user input be detected yet.

##### Noise Floor Level

The audio detection level for telephone or mic station user audio on an intercom call, which is used to trigger the echo cancellation of the return audio. The value is a raw digital audio level on a scale where 32768 is full scale maximum value.

##### Echo Cancellation Time

This is how long (i.e., tail length) to cancel the return audio. This time must account for all delays in the transmission and return of audio, such as network audio latency, room echo (audio “return” off the opposite wall) and if relevant to the system architecture, the delay incurred in converting between digital audio formats (e.g., CobraNet to VoIP). Sometimes the best/only way to set this value is to try out different values after the system is installed and operational.

## 4.4.7 Legacy Telephone Actions Configuration

In earlier versions of GLOBALCOM and GCK, the Telephone Actions page is used to define selected parameters for actions that may be done from a telephone. When calling in on a phone extension, depending upon login permissions, one may be able to do live pages, intercom connections to endpoints such as IP Speakers, or monitor the audio at an endpoint. In addition, when an intercom makes a request to talk to somebody via a button press, this can automatically dial out to a phone line. Parameters for the dial out operation are covered on this page as well.

Telephone Action Settings

**Intercom (EC:108)**  
Announcement Class: Telephone Interface AC (Pri:!) Chime: Tone: x x

**Monitor (EC:109)**  
Announcement Class: Telephone Interface AC (Pri:!) Chime: Tone: x x

**Live (EC:110)**  
Announcement Class: Telephone Interface AC (Pri:!) Chime: x

**Emergency Monitor (EC:112)**  
Announcement Class: Telephone Interface AC (Pri:!)

**Dial Out (EC:113)**  
Announcement Class: High Priority (Pri:4) Chime: 3-Tone Pre-Annc Chime Tone: x x

**Figure 11-11: Telephone Action Parameters**

### Announcement Class

The priority level to use when doing the indicated type of action.

### Chime

The pre-announcement chime (if any) to use for this action.

### Tone

Any time there is a connection to the microphone in an endpoint like an IP speaker, it is common practice to play a tone periodically so people in the room know they are being listened to. The chime to play for this function is defined as the Tone.

Note: there are no chimes or tones for the emergency monitor function because this is one that may be done stealthily by police or rescuers when there is some crisis situation in the facility.



## 4.5 Devices

### Devices

Devices are the individual hardware components used in the system. Each must first be defined in the **Devices** section of the software in order to be used. Once defined, devices can be used as sources to launch actions, audio inputs available for routing, logic outputs to control other pieces of hardware, or used as a destination for an announcement or message.

The specific details on configuring a device vary significantly with each type of device. They are broken down and grouped into categories that share similar functions and properties.

- Controllers/Subsystems
- CobraNet Line-Level Audio Devices
- CobraNet Amplifiers/Options
- CobraNet Mic Stations
- Logic/Relay Devices
- Endpoint Groups (and Endpoint Devices that belong to them)
- Third-Party Devices

These device groups are explained in the subsections below. Note, some deployments of SMC may not be enabled to show all device types and groups. For example, CobraNet related groups may be hidden in some versions.

Devices

+

-

Edit

Filter:

Type	IP	Description	Location	Faults	Actions	Extra Info
▲ Controllers / Subsystems (3 items)						
1100DAB Digital Audio Bridge	10.81.33.223	DAB	on top of acs rack	1	<div>---</div>	
1100MSG/1200MSG Message Server	10.81.33.101	MSG Group 2, Device 1			<div>---</div>	
External 8000 Device		Bogus Zone			<div>---</div>	1 Zones, Start Zon
▲ CobraNet Line-Level Audio Devices (2 items)						
1502AI Audio Input Device	1.2.3.5	1502AI Audio Input Device 5		1	<div>---</div>	Mic 5, Mic 3
1502AO Audio Output Device	10.81.33.66	AO - used with sys 3 and sometim	back of rack		<div>---</div>	2 Zones, Start Zon
▲ CobraNet Amplifiers / Options (4 items)						
1542NA Network Amplifier	10.81.33.203	1542NA		1	<div>---</div>	2 Zones, Start Zon
1581NA Network Amplifier	10.81.33.205	1581NA		1	<div>---</div>	1 Zones, Start Zon
DNA2404C Amplifier	10.81.33.110	GLOBALCOM DNA w Masking		1	<div>---</div>	4 Zones, Start Zon
T9160 Titan Digital Amplifier Frame	10.81.33.21	Titan 1	Near the bottom		<div>---</div>	Frame: 1 (16896)
▲ CobraNet Mic Stations (4 items)						
5500S Desktop Station	0.0.0.0	5500S Desktop Station 6		1	<div>---</div>	Mic 6, Mic 7

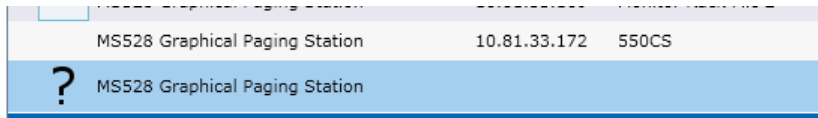
Figure 12-1: Devices



Click this button to add a new device to the system. A new window will appear as shown in Figure 12-2. Select the device and click the **OK** button to continue. Clicking the **Cancel** button will close the window without adding a new device. This this window, one can add multiple devices at once by entering a count other than zero (0) in the # Devices column. Clicking on **OK** will add all these devices to the system and mark the new devices with question marks (?) to indicate that they may need additional configuration/settings made to them as shown in Figure 12-2b. One can double-click the device or single-click and select the **Edit** button to finish configuring the newly added devices.



**Figure 12-2: Add a New Device**



**Figure 12-2b: New Device in Device List**

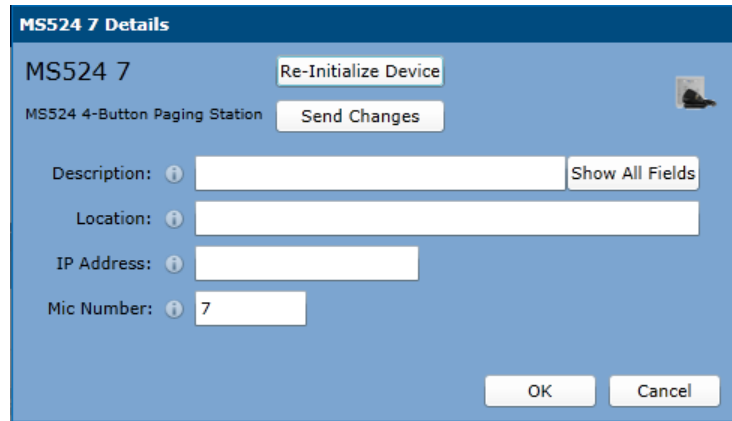
After you click the **OK** button, the device will be added to the system and the properties window for the new device will appear. Figure 12-3 shows the window for a 4-button microphone station. Configure the properties and click **OK** to finish adding the new device to the system. If you click **Cancel**, the window will close and the device will not be added to the system.



Click this button to delete the currently selected device.

#### Edit Button

Click this button to edit the device properties for the currently selected device. This is the same as double-clicking on the start of the device row in the Devices grid. This brings up a device edit form particular to the device as shown in Figure 12-3. By default, only the most commonly used fields are shown when you edit a device's properties. Click the **Show All Fields** button to reveal all available properties. Once the button has been used, the caption will change to **Show Base Fields**. You can click it again to hide the less commonly used fields.



**Figure 12-3: New MS524 Device**

### Filter Option

One may enter text in this field and the list of devices will immediately be trimmed down to only those devices that have text that matches the filter string will be displayed.

### Device Grid

This grid lists key properties of all devices. There are dividers for the categories of devices. One may click on the right triangle on the left to collapse that section making it easier to view just those devices of interest. This area can be re-expanded by clicking on the same location (now changed to an isosceles triangle).

### Actions

Certain device types have the ability to trigger actions. Microphone stations and logic input devices are most commonly used to launch actions. Devices that can use actions will have buttons that appear in the **Actions** column of the device list as shown in Figure 12-4. The button will appear dimmed for those that cannot use actions. One clicks on this button to edit actions for that device (or in some cases for that whole class of device). Action lists for devices depend on device type and are described in the relevant device property sections below. For information on configuring actions, please refer to the **Action Types** section of the documentation.

---	16 Zo
Actions: 5	Mic 8
Actions: 78	Mic 2, Temp
Actions: 78	Mic 4

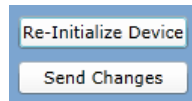
**Figure 12-4: Device Actions Buttons**

### Controls/Fields Common to All Device Details Windows

The following controls and fields are common to all device detail windows and so are covered here rather than be repeated for each device (see Figure 12-3).

### Send Changes and Re-Initialize Device Buttons

All device windows have two buttons: **Re-initialize Device** and **Send Changes**. The first button will send ALL data to a device, including (re-)setting its IP address, if that can be changed via the network. The typical use case for this button is when you have replaced a device with a new device from stock and want to getting all the settings you once had on the old equipment transferred onto the new equipment. This operation can take a while on some of the more complicated devices.



**Figure 12-5: Send Changes and Re-Initialize Devices Buttons**

The **Send Changes** button will only send data that has been edited. This is really a shortcut to clicking OK on the device details window followed by the **Save** option at the top-right of the SMC. With this button, changes can be sent to the device without leaving the device window.

### Show All Fields / Show Base Fields

Click on this to expose all fields for the device or only show the base fields (the fields most commonly needed). This is like an “advanced” button since the fields which are not shown as a base fields are generally for more involved situations or special cases.

*Note: In the sections below for simplicity, device windows are shown with Show All Fields button having been pressed.*

#### Description

Enter text here to give the device a descriptive name.

#### Location

Enter text here to describe the physical location of the device.

#### OK

Save changes to this device and close the window.

#### Cancel

Discard changes to this device and close the window.

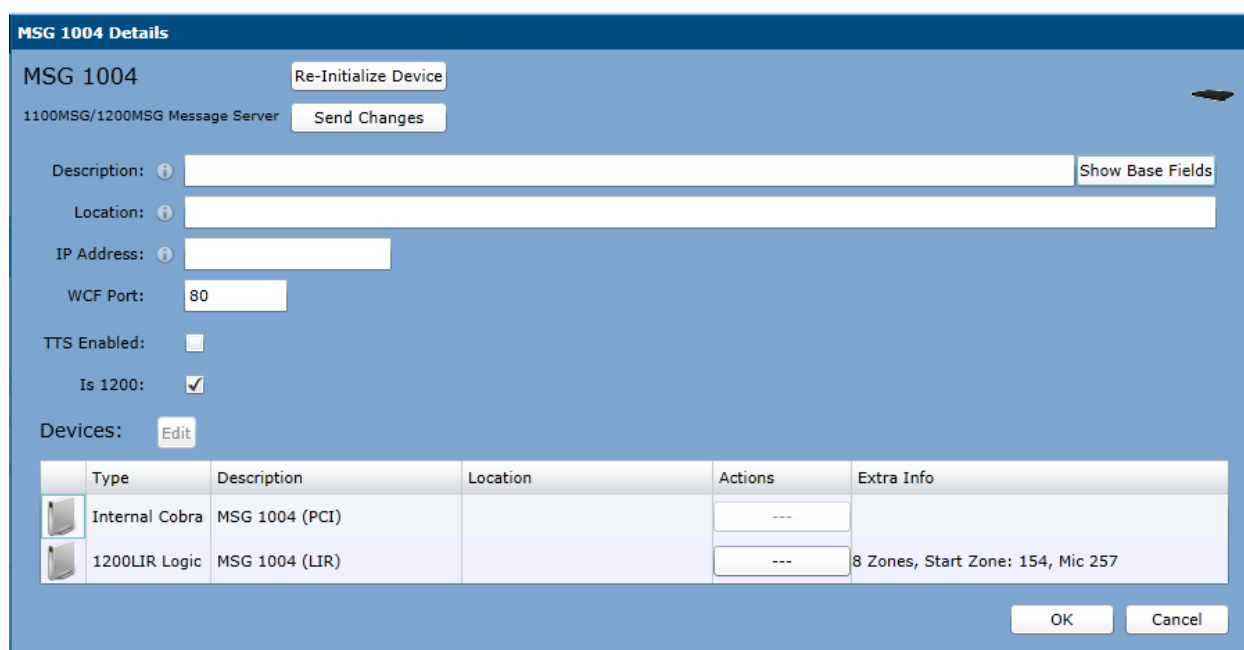
## 4.5.1 Controllers/Subsystems

Controller devices include 1100MSG/1200MSG Message Server, External 8000 Device, and the 1100DAB CobraNet Digital Audio Bridge device. The ACS and MSG can each have a built-in device, the Internal CobraNet Audio Device, so that device is covered in this section as well. In addition, the IP100 series ACS may have an internal sound device, so that is covered as well. Note, the 1200ACS/MSG and the IP100 series can also contain a 1200LIR logic input/relay module which is described in the Logic/Relay Devices section. The Device properties for each of the devices in this group are described below.

*In prior versions of GLOBALCOM and GCK, the Telephone Interface “device” was included as part of My Controller. This version of the Telephone Interface is documented in section [4.5.1.4](#). For GCK Ver 2.0 and later, the Telephone Interface is in its own Configuration page and is described in section [4.4](#).*

### 4.5.1.1 1100MSG/1200MSG Message Server

This device type is used to provide record and playback capacity for prerecorded messages, TTS messages, and delayed announcements. The 1200MSG version adds eight (8) logic inputs and eight (8) relays that can be used to launch messages or interface with external systems.



**MSG 1004 Details**

MSG 1004 Re-Initialize Device

1100MSG/1200MSG Message Server Send Changes

Description:  Show Base Fields

Location:



IP Address:

WCF Port:

TTS Enabled: ☐

Is 1200: ☒

Devices: Edit

Type	Description	Location	Actions	Extra Info
 Internal Cobra	MSG 1004 (PCI)		---	
 1200LIR Logic	MSG 1004 (LIR)		---	8 Zones, Start Zone: 154, Mic 257

OK Cancel

**Figure 12-6: Message Server Device Properties**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter the IP address for the device.

*Note: This IP address will automatically be assigned to the two VoIP interfaces and the 1200LIR device since they utilize the main network port on the unit. The Internal CobraNet Audio Device uses its own network port, thus will have a different IP address. Make sure this IP address is configured properly.*

### TTS Enabled

Check this box if the message server has the Text-to-Speech (TTS) option installed. When enabled, the message server will also be able to create and play TTS messages.

### Is 1200

Check this box and the 1200 Logic Input/Relay Output device will be shown in the Devices list. This enables the logic inputs and relay outputs on the unit when it is a 1200MSG. If it is an 1100MSG, this option should not be checked.

*Note: Actions for the 1200LIR inputs are configured by accessing the device actions from the **Devices** section below.*

### Devices

This section lists various devices that are contained *within* the message server. Highlight the device and click the settings icon located at the top of the list or double click on the item to open the editor for the device.

Refer to the individual device type configuration in this section of the documentation to learn how to configure each device.

#### 4.5.1.2 Internal CobraNet Audio Device

This device is found in an 1100CPU/1200CPU when configured as an ACS, MSG or TEL device (formerly part numbers were 1100ACS, 1100MSG, etc.). For the 1100ACS and 1200ACS, it is configured from the **My Controller tab** as shown in Figure 12-7 of the **Controllers** section. For the MSG and TEL devices, it is configured from the individual device configuration page as shown in the **1100/1200 Message Server**. This device is responsible for playing back all prerecorded messages, delayed announcements, and text-to-speech (TTS) messages over the network using CobraNet. It is also responsible for recording the audio used for delayed announcements.

**System #2 (PCI) Details**

System #2 (PCI)

Internal CobraNet Soundcard

Description:

Location:

IP Address:

**Transmitters:**

ID	Bundle Number	Type	Number of Channels
1	2981	RemoteOrLocal	8
2	0	Unused	0
3	0	Unused	0
4	0	Unused	0

**Receivers:**

ID	Bundle	Type	Number of Channels
1	0	RemoteOrLocal	1
2	0	RemoteOrLocal	1
3	0	RemoteOrLocal	1
4	0	RemoteOrLocal	1
5	0	RemoteOrLocal	1
6	0	RemoteOrLocal	1
7	0	RemoteOrLocal	1
8	0	RemoteOrLocal	1

**Figure 12-7: Internal CobraNet Audio Device Properties**

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the device. By convention in many installations, this is one digit higher than the IP address of the controller unit that contains the device. But this is not a requirement.

*Note: The IP address field only informs the System Management Center and the vACS of the address of the device. You MUST configure the actual address of the card using a separate configuration utility described later in this section.*

## CobraNet Transmitters and Receivers

The CobraNet transmitters and receivers are automatically set by the system and the defaults are sufficient for most applications. The ability to override the defaults is provided here if it is required.

### 4.5.1.3 External 8000 Device

This device type allows the vACS to operate in a system with an IED 8000 series system. In each 8000, you must configure a source using the **EXTERNAL** type in the 8000 configuration to allow it to receive announcement commands from the vACS. You must also configure a zone using the **EXTERNAL** type in the 8000 configuration to enable the 8000 to send commands to the vACS.

This device type enables only the data communications between the vACS and the 8000 system. You must also configure an audio input source that will be used to receive the audio signal from the 8000. An analog audio zone is used to send the audio signal from the vACS to the 8000.

**Ext8000 259 Details**

Ext8000 259

External 8000 Device

Description:

Location:

Mic Number:

My Node ID:

CoController IP Addresses:

ID	Description	Node ID	Entry Code
41		0	0
42		0	0
43		0	0
44		0	0

Start Zone:

Total Zones:

**Figure 12-8: External 8000 Device Setup**

Fields on this form beyond the basics for all devices are as follows:

#### Mic Number

Each input on the device must have its own unique mic number. This is the number used to identify the input as a usable source within the announcement controller. When you add the device, each number is automatically defined. It can be changed if needed. Once it has been defined here, it will appear as an available source when defining actions.



## My Node ID

This is the number that is used to identify this controller to one or more 8000 systems. It must be defined in the 8000 configuration in the channel field of the zone setup as shown in Figure 12-9. In the example below, the Node ID is 4 and the **Zone Type** must be set to **EXTERNAL**. This is a screenshot of the *IED Navigator* software used to configure 8000 systems.

Table Zones - The audio outputs from the frame and their parameters											
ID	Name	Description	Zone Type	Audio Card	Chan	Volt Card	Chan	Ctrl Card	Chan	Norm Gain	Emerg Gain
204	ZONE204	Signal Frame 4	External		4						

**Figure 12-9: 8000 Configuration**

## CoController IP Addresses

Each 8000 system that will be interacting with this controller must have their IP address entered in this list.



Click this icon to add another controller IP address to the list.

### Edit

Click this icon to modify the currently selected IP address.



Click this icon to delete the currently selected IP address from the list.

## Zones

This list is used to define one or more zones in the local controller that will be used in local zone groups with actions to trigger remote actions on the 8000. This configures the control zones, so you must also include the appropriate audio zone in the zone group in order to get live audio to the 8000.



Click this icon to add another zone to the list.



Click this icon to delete the currently selected zone from the list.

### ID

This ID is used to uniquely identify the zone to the controller. This number is automatically assigned by the system based on the **Start Zone** number and the position of the item in the list.

### Description

Enter a textual description of the zone here.

### Node ID

This is the Node ID of the 8000 that corresponds to this zone.

### Entry Code

This is the entry code number that will be passed from the controller to the 8000 system that matches the specified Node ID. This number must be defined in the **Actions** section of the 8000 configuration. This number corresponds to the **Button Number** in the 8000 Action definition.

### Start Zone

This is the zone number that represents the first zone that the local controller will use to identify an 8000. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed.

### Total Zones

This number represents the total number of zones that will be allocated to communicate with external 8000 systems. Each zone is numbered sequentially based on the start zone entered in the **Start Zone** field. Each zone can be used to trigger one action on a single 8000 system.

### Actions

The 8000 will send a message to the vACS controller that contains a Node ID number and an Entry Code number. You must first define an action in the 8000 configuration that includes the zone defined for this controller. There is a **Miscellaneous Parameter** field in the 8000 Action definition. The number you enter there is the same number that will be passed to the vACS and used as the Entry Code to launch an action. You define an action here just as you would for any other device type. Refer to the **Action Types** section for instructions on defining individual actions.

For most announcements that originate from an 8000, you will use the **LiveFromAlternateSource** action type.

Type	Description	Entry Code	Extra Info
LiveFromAlternateSource	Page All	33	(LiveFromAlternateSource) Pri: 4, Logic State: On, AC: High Priority (Pri:4), AV: Audio

**Figure 12-10: External 8000 Device Actions**

#### 4.5.1.4 1100TEL Telephone Interface

*This section describes the Telephone Interface for earlier versions of GLOBALCOM and GCK, where it was included as a part of My Controller. If you have GCK Ver 2.0 or later, the Telephone Interface and templates are configured in their own configuration page covered in section [4.4](#).*

This device is an additional piece of hardware used to provide additional VoIP telephone interface lines. It is capable of providing up two kinds of extensions: those that will prompt the user to select the actions that they wish to perform by using pre-defined action templates or those that will immediately execute the pre-defined action when the line answers (Direct Action Extensions).

**myController (Telephone Interface) Device Details:**

myController (Telephone Interface) Re-Initialize Device

SIP Telephone Interface Send Changes

Description:  Show Base Fields

Location:

IP Address:

PBX IP:

PBX Port:

Trunk / Gateway Enabled: ☐

DTMF Payload Number:

DTMF Type:

SIP Transport:

Mic Number:

**+ - Prompting Extensions:**

Ext	SIP User	SIP Password	SIP Port	RTP Port	Template	Allow Outgoing
101	101	101	5065	40006	Default Telephone Template	<input checked="" type="checkbox"/>

**+ - Direct Action Extensions:**

Ext	SIP User	SIP Password	SIP Port	RTP Port	Action Performed	Locked	Allow Outgoing
102	102	102	5066	40008	<a href="#">Edit</a> Delayed All Call (EC:14 ZG:65535)	<input type="checkbox"/>	<input checked="" type="checkbox"/>

**+ - Local Extensions:**

Ext	SIP User	SIP Password
777	777	777

OK Cancel

**Figure 12-11: 1100TEL Telephone Interface Configuration**

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the device here.

## PBX IP

This is the IP address or host name of the PBX that will host this VoIP line (or SIP authentication server). If Trunk/Gateway mode is enabled (see below), this should be set to the IP address of the GLOBALCOM system, as the trunk is broken down into extensions in a mini-PBX hosted on the GCK controller.

## PBX Port

This is the primary SIP port used for the VoIP service. This is automatically set and should not be edited unless required by the PBX vendor.

## Trunk/Gateway Enabled

Unchecked: The extensions listed will register to the PBX as SIP Endpoints (softphones).

Checked: The GLOBALCOM unit will operate in the Trunk/Gateway mode. Calls into or out of the GLOBALCOM device will go through the specified gateway. In the case of analog lines, the gateway is the ATA/VoIP Gateway device. When checked, additional properties appear as shown in Figure 12-12 below, and described below it.

## DTMF Payload Number

This determines the DTMF payload number used for the VoIP service. This is automatically set and should not be edited unless required by the PBX vendor.

## DTMF Type

This drop-down list selects the DTMF type used for the VoIP service. This is automatically set and should not be edited unless required by the PBX vendor.

## SIP Transport

Select UDP or TCP to match the PBX or Gateway requirements.

## Mic Number

Each input on the device must have its own unique mic number. This is the number used to identify the input as a usable source within the announcement controller. When you add the device, each number is automatically defined. It can be changed if needed. Once it has been defined here, it will appear as an available source when defining actions.

**myController (Telephone Interface) Device Details:**

myController (Telephone Interface) [Re-Initialize Device](#)

SIP Telephone Interface [Send Changes](#)

Description:  [Show Base Fields](#)

Location:

IP Address:

PBX IP:

PBX Port:

Trunk / Gateway Enabled: ☒

PBX Outbound Proxy IP:

SIP Dialin User ID:

SIP Dialin Password:

SIP Dialout Server:

SIP Dialout Port:

SIP Dialout User ID:

SIP Dialout Auth-User ID:

SIP Dialout Password:

SIP Dialout Realm:

SIP Dialout Requires Registration: ☐ Interval (seconds):

DTMF Payload Number:

DTMF Type:

SIP Transport:

Mic Number:

**Prompting Extensions:**

Ext	SIP User	SIP Password	SIP Port	RTP Port	Template	Allow Outgoing
101	101	101	5065	40006	Default Telephone Template	<input checked="" type="checkbox"/>

**Direct Action Extensions:**

Ext	SIP User	SIP Password	SIP Port	RTP Port	Action Performed	Locked	Allow Outgoing
102	102	102	5066	40008	<a href="#">Edit</a> Delayed All Call (EC:14 ZG:65535)	<input type="checkbox"/>	<input checked="" type="checkbox"/>

**Local Extensions:**

Ext	SIP User	SIP Password
777	777	777

[OK](#) [Cancel](#)

**Figure 12-12: Trunk/Gateway Enabled**

### PBX Outbound Proxy IP

In situations where the PBX must be accessed via a proxy, its IP address is entered here.

### SIP Dialin User ID:

The user in the GLOBALCOM system that a PBX or other gateway will use to authenticate calls into the GLOBALCOM system.

### SIP Dialin Password:

The password associated with the SIP Dialin User ID.

### SIP Dialout Server:

The user in the GLOBALCOM system that a PBX or other gateway will use to authenticate calls into the GLOBALCOM system.

### SIP Dialout Server:

The IP Address of the PBX or gateway that will be the destination for outgoing calls.

### SIP Dialout Port:

This is the primary SIP port used for the VoIP service on the SIP Dialout Server. This is automatically set and should not be edited unless required by the PBX vendor.

### SIP Dialout User ID:

The user on the PBX or other gateway that GLOBALCOM will use to authenticate for SIP messaging.

### SIP Dialout Password:

The password associated with the SIP Dialout User ID.

### SIP Dialout Realm:

If required, this should be the Realm required by the PBX or Gateway for authentication. If unknown or unused, leave blank.

### SIP Dialout Requires Registration:

Check this box if the PBX or Gateway requires registration.

### Interval (seconds):

If the PBX or Gateway requires registration, this is the re-registration interval. Value must be between 5 and 3600. If unknown, leave at 3600.

### Prompting Extensions

A prompting extension will answer the line and prompt the user to select what action they wish to perform. The prompts will play back and tell the user what button to press for an action or to move to another menu tree level. The prompt tree is implemented by creating a telephone template and then applying that template to the extension.

#### Ext

This is the extension number that this line will use to connect to the PBX. You must obtain this information from the PBX provider.

#### SIP User

This is the user ID that this line will use to connect to the PBX. You must obtain this information from the PBX provider.

### SIP Password

This is the password associated with the SIP User that this line will use to connect to the PBX. You must obtain this information from the PBX provider.

### SIP Port

This determines the SIP port used by this line for the VoIP service. This is automatically set and should not be edited unless required by the PBX vendor.

### RTP Port

This determines the RTP port used by this line for the VoIP service. This is automatically set and should not be edited unless required by the PBX vendor.

### Template

Templates are used to define a series of voice prompts that the user will hear when the line is answered. Each item in the list is associated with an entry code in the template definition. Select the template to use for this line from the drop-down list, such as shown below. This list of templates is built in to the system and may not be edited by users.

RTP Port	Template
40008	Default Telephone Template
	Default Telephone Template
	User Template
RTP Port	Admin Template
40010	Template based on password

### Direct Action Extensions

When defined, each line will immediately execute the defined action when the line is answered.

### Ext

This is the extension number that this line will use to connect to the PBX. You must obtain this information from the PBX provider.

### SIP User

This is the user ID that this line will use to connect to the PBX. You must obtain this information from the PBX provider.

### SIP Password

This is the password associated with the SIP User that this line will use to connect to the PBX. You must obtain this information from the PBX provider.

### SIP Port

This determines the SIP port used by this line for the VoIP service. This is automatically set and should not be edited unless required by the PBX vendor.

### RTP Port

This determines the RTP port used by this line for the VoIP service. This is automatically set and should not be edited unless required by the PBX vendor.

### Action Performed

This is where you define the action that will be performed when the line answers. You define the action by clicking on the small **Edit** button or by double-clicking on the item in the list. This will open the standard action definition window. Refer to the **Action Types** section of the documentation for more information on defining an action.

### Locked

When checked, security is enabled. Access is restricted based on the data entered in **Mic Passwords**. Caller ID can be used to automatically login a user calling from a particular extension. If this is not defined, then the user will be prompted to enter their 4-digit password to gain access. If this box is not checked, there will be no security protection. Refer to the **Mic Passwords** section of the documentation for more information.

### Local Extensions

It is possible to directly attach a VoIP telephone to the GCK controller's telephone device. These telephones can only be used to access the other extensions on the controller (Prompting Extensions and Direct Action Extensions defined above), but will function even if the facility's PBX is down or the network link to a cloud-hosted PBX solution is lost.

### Ext

This is the extension number that this line will use to connect to the GCK controller by a dedicated telephone. You must configure the telephone to be this extension.

### SIP User

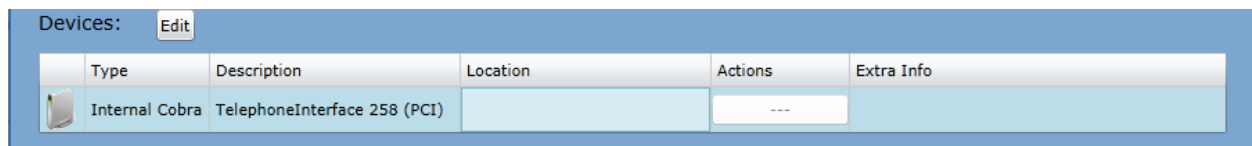
This is the user ID that this line will use to connect to the GCK controller. You must configure this in the telephone.


### SIP Password

This is the password associated with the SIP User that this line will use to connect to the GCK controller. You must configure this in the telephone.

### Devices

The 1100TEL has an internal device used to bridge the VoIP telephone audio to the CobraNet audio network. This internal card also has an IP address that must be set to one number higher than the base network IP address of the device. You can configure this device by either double-clicking on it in the list or highlight it and select the **Edit** button to open the properties window. Refer to the **Internal CobraNet Audio Device** documentation for information on how to configure this device.



Type	Description	Location	Actions	Extra Info
	Internal Cobra	TelephoneInterface 258 (PCI)	---	

**Figure 12-13: 1100TEL Devices List**



#### 4.5.1.5 1100DAB Digital Audio Bridge

This device is an additional piece of hardware used to span a GLOBALCOM system across different Local Area Networks (LAN) for larger systems. CobraNet is used to transmit and receive digital audio in a GLOBALCOM system and operates on Layer 2 of the OSI model. Therefore, the digital audio signal cannot be passed through a router and can only transmit and receive to other devices located on the same LAN. In order to send and receive digital audio to GLOBALCOM or 510/520ACS systems located on other networks, you must use one or more 1100 Digital Audio Bridge devices to span the networks. In large systems, you may have an 1100DAB unit for each announcement controller to bridge each controller to a separate intersystem audio network.

*Note, in GCK Ver 3.0 a second kind of 1100DAB device was introduced, the “1100DAB CobraNet/Dante Digital Audio Bridge”, used to communicate with remote 5400ACS systems. The only different in setup of this device is the “Local CobraNet IP” becomes “CobraNet IP” field and “Global CobraNet IP” becomes the “Dante IP” field.*

**DAB1100 1005 Details**

DAB1100 1005

1100DAB Digital Audio Bridge

Description:

Location:

Local CobraNet IP:

Global CobraNet IP:

Backup Local CobraNet IP:

Backup Global CobraNet IP:

**Transmitters:**

ID	Bundle Number	Type	Number of Channels
1	2987	LocalOnly	8
2	0	Unused	0
3	0	Unused	0
4	0	Unused	0
5	0	Unused	0
6	0	Unused	0
7	0	Unused	0
8	0	Unused	0
9	0	Unused	0
10	0	Unused	0
11	0	Unused	0

**Receivers:**

ID	Bundle	Type	Number of Channels
1	0	LocalOnly	1
2	0	LocalOnly	1
3	0	LocalOnly	1
4	0	LocalOnly	1
5	0	LocalOnly	1

**Figure 12-14: 1100DAB Digital Audio Bridge Configuration**

Fields on this form beyond the basics for all devices are as follows:

#### Local CobraNet IP Address / CobraNet IP

Enter the IP address here that will be used to identify the device on the local GLOBALCOM network.

#### Global CobraNet IP Address / Dante IP

Enter the IP here that will be used to identify the device to the second audio network. (In the case of Dante IP, this is the Dante device seen by the 5400ACS remote controller.)

#### Backup Local CobraNet IP Address / Backup CobraNet IP

This is one of the two IP addresses for a backup 1100DAB device (one to provide failover for the primary 1100DAB).

#### Backup Global CobraNet IP Address / Backup Dante IP

This is the second IP address for the backup 1100DAB device.

#### (CobraNet) Transmitters and Receivers

The CobraNet transmitters and receivers are automatically set by the system and the defaults are sufficient for most applications. The ability to override the defaults is provided here if it is required.

#### 4.5.1.6 Internal Audio Inputs

This device exists on the IP100 series of announcement controllers and consists of the two line inputs on the back between the logic inputs and the fan. These inputs may be used for background music (BGM) sources to be routed to zones in the system. The configuration window for this appears as in Figure 12-14a below.

The screenshot shows a configuration window titled "Ken's Test System (My Controller) (Internal:Line-In Audio (Realtek High Def) Device Details:". The window has a blue header and a light blue body. At the top right, there are buttons for "Re-Initialize Device" and "Send Changes". Below the title, the text "Internal Audio Device" is displayed. The "Description:" field contains "Ken's Test System (My Controller) (Internal Audio Device)" and has a "Show Base Fields" button to its right. The "Location:" field is empty. The "IP Address:" field contains "10.2.128.190". Under "Channel Descriptions:", there are two entries: "1: Main Music Feed" and "2: (unused)". Below this, there are two sliders for "Input Levels:" labeled "Main Music Feed" and "Channel 2", both set to 0. At the bottom right, there are "OK" and "Cancel" buttons.

**Figure 12-14a: Internal Audio Input Configuration**

Fields on this form beyond the basics for all devices are as follows:

##### Channel Descriptions

User friendly descriptions of the channels, e.g., the source or function.

##### Input Levels

These are 0 – 100 sliders that set the level of the input. This allows adjustment for different line levels from consumer to professional levels. Note, if distortion is heard, then this level may be too high for the connected audio device, and additional volume will have to be adjusted on the zones themselves.

## 4.5.2 CobraNet Line-Level Audio Devices

These devices convert analog audio to/from CobraNet, and include the following devices: 1502AI, 1502AO, and the four models of DSP: T9008/T9016/T9024/T9032DSP Zone Routers.

### 4.5.2.1 1502AI Audio Input Device

The 1502AI provides two balanced analog audio inputs that can be used as either announcement source inputs or BGM inputs. When used as an announcement source, you create actions using the **LiveFromAlternateSource** or the **DelayedFromAlternateSource** action type to route the input to a zone group. Using logic inputs to trigger actions, you can route a signal from an external system such as a fire alarm or an analog telephone page source.

*Note: You cannot use each of the input channels of the 1502AI as different input source types. Both inputs must either be used as BGM sources or as announcement sources. You cannot use one input as a BGM input and the other as an announcement source.*

AI1502 5 Details

AI1502 5 Re-Initialize Device

1502AI Audio Input Device Send Changes

Description:  Show Base Fields

Location:

IP Address:

Mic Number:  5

Mic Number:  6

Is BGM Source: ☐

Channel Descriptions:

Transmitters:

ID	Bundle Number	Type	Number of Channels
1	2005	LocalOnly	1
2	2006	LocalOnly	1

OK Cancel

**Figure 12-15: 1502AI Audio Input Device Setup**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter the IP address for the device here.

#### Mic Number

Each input on the device must have its own unique mic number. This is the number used to identify the input as a usable source within the announcement controller. When you add the device, each number is automatically defined. It can be changed if needed. Once it has been defined here, it will appear as an available source when defining actions.

## Is BGM Source

When checked, the system will treat each input on the device as a BGM source for the system. The **Mic Number** fields are both blanked out when this is checked as shown in Figure 12-85. When configured as a BGM source, the device will appear as an available BGM source for output devices such as the *T9160 Digital Amplifier Frame*.

## Channel Descriptions

This description is used to give a name to each channel. This name will appear in selection lists for devices when you are configuring outputs to receive BGM.

The screenshot shows a configuration window for a 1502 device. At the top, 'Is BGM Source:' is checked. Below it, 'Channel Descriptions:' shows two input fields labeled 'Channel 1' and 'Channel 2'. Under 'Transmitters:', there is a table with the following data:

ID	Bundle Number	Type	Number of Channels
1	2801	BGM	2
2	0	LocalOnly	0

At the bottom right of the window are 'OK' and 'Cancel' buttons.

**Figure 12-16: 1502 as BGM Source**

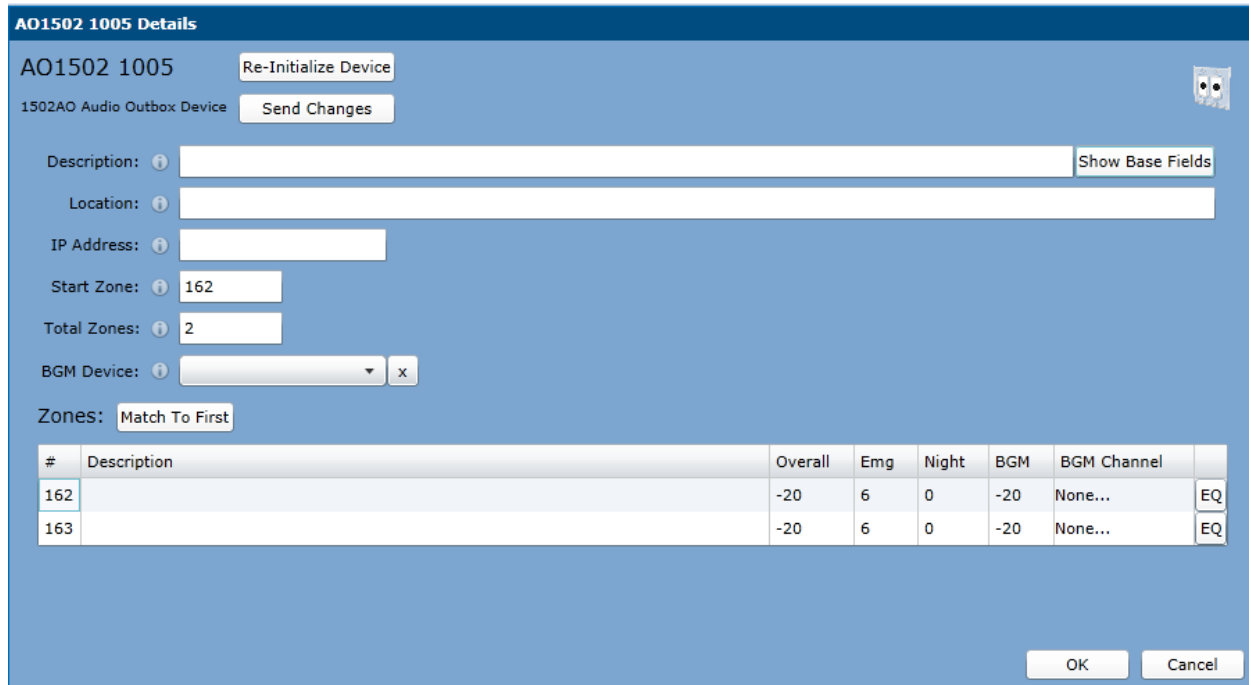
## CobraNet Transmitters

The CobraNet transmitters are automatically set by the system and the defaults are sufficient for most applications. The ability to override the defaults is provided here if it is required.

*Note: If you need to use a single 1502AI to supply BGM to multiple GLOBALCOM controllers that are on the same vLAN, then you will need to manually override the bundle numbers. Start by adding the main 1502AI to its parent controller and make a note of the bundle number that is automatically assigned. Next, you add the 1502AI in the other controllers, but you will manually assign the bundle number in all of the secondary controllers to the one assigned by the primary controller.*

### 4.5.2.2 1502AO Audio Output Device

The 1502AO provides two line outputs from two CobraNet streams and is configured on the form below.



#	Description	Overall	Emg	Night	BGM	BGM Channel	
162		-20	6	0	-20	None...	EQ
163		-20	6	0	-20	None...	EQ

**Figure 12-17: 1502AO Audio Output Device Setup**

#### Description

Enter text here to give the device a descriptive name.

#### Location

Enter text here to describe the physical location of the device.

#### IP Address

Enter the IP address for the device here.

#### Start Zone

This is the zone number that represents the first zone in the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed. For example, you have a system that already has 32 zones. When you add a new 1502AO, the starting zone will be 33.

#### Total Zones

This number represents the total number of zones that will be present on this device. A 1502AO supports a total of 2 zones, but you may want to set this to 1 if you are only using one output. This will prevent the unused output from contributing to the total number of zones allowed with your software license.

## BGM Device

Once you have defined one or more devices in the system as a BGM source, it is then available as an item in this drop-down list. You select the device from this list that will be used as the source device for the BGM. You can then select individual channels to be used for each zone output. You can click the **[X]** button to the right of the drop-down list to clear the selection.

## Zones

This list allows you to configure each output zone in the device.

### Zone Number

This is the number that will be used to identify this output zone in the system. This number is calculated based on the values in the **Start Zone** and **Total Zones** fields. Each output channel is an individual zone.

### Description

Double-click on this field to edit a text descriptor for the zone.

### Levels

- **Overall** – This is the master output level control for the zone. Adjusting this level will change the levels of both announcements and BGM. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.
- **Emg** – This field defines an offset to the **Overall** level to use when an announcement is made with an announce class that has the **Emergency** flag set. This allows you to increase the level of the output for emergency announcements. The default value is 6dB. If you use this setting with an **Overall** setting of –20dB, then an emergency announcement will be played using an output level that is 6dB louder than normal announcements.
- **Night** – This field defines an offset to the **Overall** level to use when the night schedule is invoked as programmed in the **Day / Night Schedule** section of the **Configuration** tab. This allows you to decrease the level of the output based on the time of day for each day of the week. The default value is 0dB and is set by entering a value to turn the output down. For example, if you enter a value of 6, then the channel level will be turned down by 6dB when the Night schedule is placed in effect.
- **BGM** – This field sets the BGM level for the zone. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.

### Mute

When checked, the output of the device will be muted.

### BGM Channel

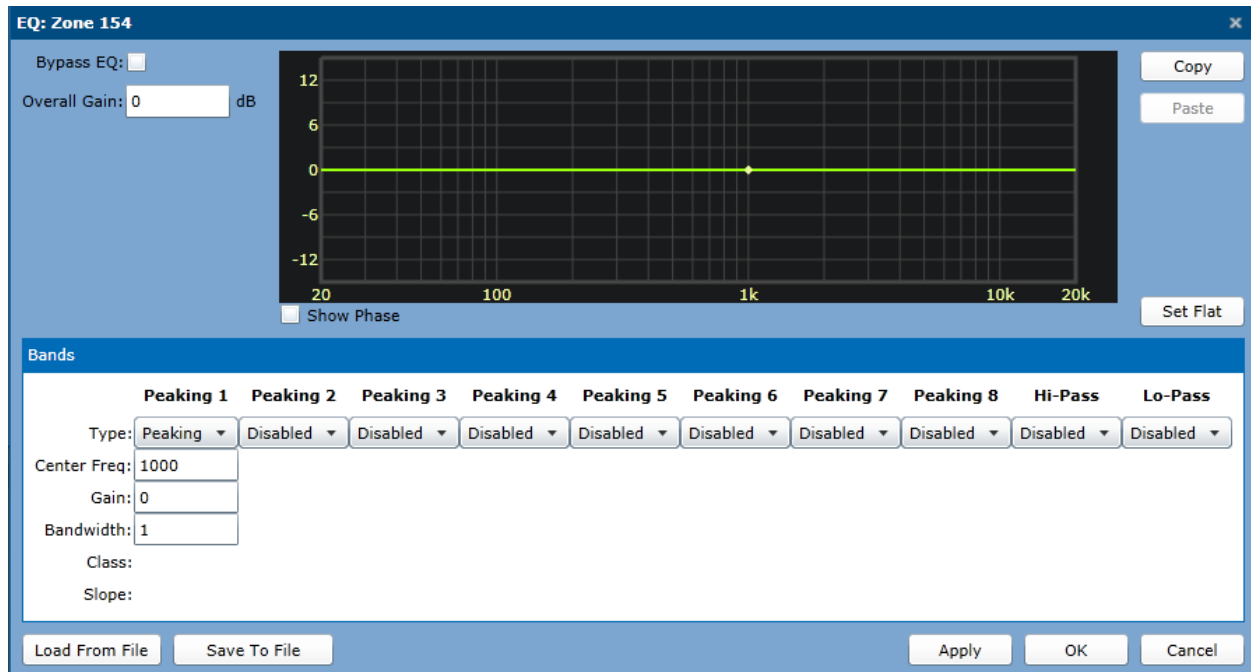
This drop-down list allows you to select an individual channel to use as the zone BGM. The channels available are for the device selected in the **BGM Device** field.

## Match To First

Click this button to take the three levels (Overall, Emg, and BGM) and the BGM Channel selection and copy them to the remaining zones in the device.

## EQ

Each channel has a ten-band parametric EQ available to adjust the signal as necessary to meet the needs of the loudspeakers and allow the system to be adjusted to maximize intelligibility in the acoustic space. Press the **EQ** button for a channel to open the EQ window as shown in Figure 12-18.



**Figure 12-18: EQ Settings Window**

Bands are selected by clicking on one of the ten band names immediately below the frequency response curve graph. A specific band can be selected and then adjusted using the edit boxes below the names. It is also possible to select a filter and edit its frequency, gain and bandwidth directly in the Frequency Response display window using the mouse to drag the filter position, cut/boost, or bandwidth.

## Type

Select a filter type in the drop-down list. The available options for filters 1 through 7 are:

- **Peaking** – A typical bandpass type filter
- **Disabled** – Turn this filter off

The available options for the Hi-Pass and Lo-Pass filters are:

- **Hi Pass** – Filter for rolling off frequencies lower than the cutoff frequency
- **Lo Pass** – Filter for rolling off frequencies higher than the cutoff frequency
- **Disabled** – Turn this filter off

*Note: The options for the filter parameters will change slightly depending on the filter type selected.*

## Center Frequency (Hz)

The center frequency (or cutoff frequency) of the filter is set by entering a numeric value in the edit box. The frequency parameter can also be changed by dragging the diamond icon in the graph laterally left or right.



### Gain (dB)

*This is only available for Peaking filter type.*

The filter gain is set by entering a numeric value (using + or – values for relative dB) in the edit box. The gain can also be changed by clicking and dragging the diamond icon for the filter up or down in the frequency response graph.

### Bandwidth (Oct.)

*This is only available for Peaking filter type.*

The filter bandwidth is set by entering a numeric value in the edit box. The value used is measured in Octaves. For example, if a 1/3 octave filter is required then a value of 0.333 would be used. The bandwidth can also be altered using vertical line icons located on each side of the diamond filter icon in the frequency response graph. Click a line and move the mouse laterally to change the bandwidth.

### Class

*This is only available for Hi Pass and Lo Pass filter types.*

The mathematical function used to calculate the filter is selected by picking an available type from the drop-down list box. Currently, the only type of filter class available is the Butterworth type filter.

### Slope (dB/Oct.)

*This is only available for Hi Pass and Lo Pass filter types.*

This value determines the frequency roll-off rate for the filter in decibels per octave. Available values range from 6 dB/Octave to 18 dB/Octave.

### Set Flat

This button resets all filters to a gain setting of 0dB (flat response) and disables all bands except for band 1.

### Show Phase

When checked, the phase response through the EQ will be shown as a red curve on the graph.

### Bypass EQ

When checked, this removes the effects of all filter bands from the signal path without resetting the filters to a flat response curve. When the EQ is bypassed, the signal will pass through the object without any modifications to the frequency characteristics.

### Overall Gain

The EQ provides a small range of gain adjustment in order to compensate for the overall effect of the EQ curve and allow signal-to-noise ratio and dynamic range to be maximized. This gain is set by entering a value (in + or - relative dB) in the edit box. It should only be used within a range from 6dB of attenuation to 6dB of gain.

### Save To File

Click this button to save the EQ curve as an XML file. This allows you to archive the file as well as save it as a preset and load it into other channels.

### Load From File

Click this button to open a standard Windows file dialog window. From here, you can locate an XML file that has been stored with an EQ curve and load it into the frame.

### Copy

Click this button to copy all of the current EQ settings to the clipboard. You can then move to another channel and use the Paste button to copy settings between channels.

### Paste

Click this button to paste the EQ settings stored on the clipboard to the current channel. This button will be dimmed if there are no available EQ settings to paste from the clipboard.

### 4.5.2.3 T90xxDSP Zone Router

There are four possible models of Zone Routers which differ only in the number of inputs/outputs they have ranging from 8x8 to 32x32. The models are the T9008DSP, T9016DSP, T9024DSP and T9032DSP. This device is a digital signal processor (DSP) box used to route to/from analog audio buses such as in large transit system head end applications.

**T9032DSP 1 Details**

T9032DSP 1

T9032DSP Zone Router

Description:

Location:

IP Address:

Dev Handle: 25088

Frame Number:

Start Zone:

BGM Device:

Monitor Test:

Zones:

#	Description	Overall	Emg	Night	BGM	Duck	Delay	BGM Channel
162		-20	6	0	-20	-20	0	None...
163		-20	6	0	-20	-20	0	None...
164		-20	6	0	-20	-20	0	None...
165		-20	6	0	-20	-20	0	None...
166		-20	6	0	-20	-20	0	None...
167		-20	6	0	-20	-20	0	None...
168		-20	6	0	-20	-20	0	None...
169		-20	6	0	-20	-20	0	None...
170		-20	6	0	-20	-20	0	None...
171		-20	6	0	-20	-20	0	None...
172		-20	6	0	-20	-20	0	None...

Transmitters:

ID	Bundle Number	Type	Number of Channels
1	0	LocalOnly	1
2	2933	LocalOnly	1

**Figure 12-19: T9032DSP Zone Router Setup**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter the IP address for the device.

## Dev Handle

This is a software address used by the system. It is assigned by the system and provided here for reference if needed.

## Frame Number

This is a unique ID number used to identify the Titan frames used in the system. When you add the device, the system will automatically assign the next available frame number.

## Start Zone

This is the zone number that represents the first zone in the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed. For example, you have a system that already has 32 zones. When you add a new T91xxDSP, the starting zone will be 33.

## BGM Device

Once you have defined one or more devices in the system as a BGM source, it is then available as an item in this drop-down list. You select the device from this list that will be used as the source device for the BGM. You can then select individual channels to be used for each zone output. You can click the [X] button to the right of the drop-down list to clear the selection.

## Monitor Test

*Note: This button is not available when the **External Titan Monitor Test Configuration** checkbox is checked in the **My Controller** section.*

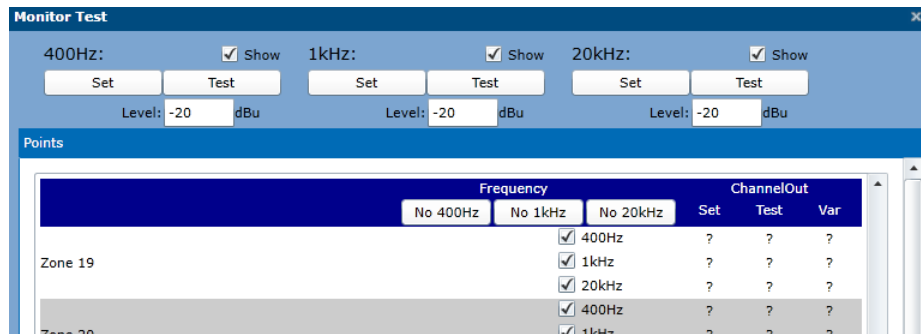
Click this button to open the Monitor Test window for the T90xxDSP as shown in Figure 12-102. From here, you can configure the supervision parameters of the device, view the latest test results, or manually execute a test or set. The T90xxDSP generates a test tone that is routed to each channel and then the level is measured at three places on each channel. The unit tests the analog output of the DSP before it enters the amplifier, the voltage level at the amplifier output, and the current drawn as a result of the loudspeaker load.

Three different test signals are provided by default:

- **400Hz** – Ideal for full range cone-type loudspeakers.
- **1kHz** – Ideal for horn-type loudspeakers.
- **20kHz** – Ideal for periodic supervision since this frequency will be inaudible in most systems.

*Note: Clicking the OK button on this window will immediately send and save any changes to the device.*

The window contains checkboxes that allow you to enable or disable the test frequencies either globally or on a per-channel basis. You can also set the test tone output level by entering a value (in dBFS) in the individual frequency level input boxes.



**Figure 12-20a: T90xxDSP Monitor Test**

*Caution: Clicking either the Test or Set buttons on the 400Hz or 1kHz will cause audible tones to be played through the system.*

### Test

Click one of the test buttons to start a test for that frequency. Once completed, the results will be shown in the results table as shown in Figure 12-20b.

ChannelOut		
Set	Test	Var
49.305	49.32	0.015
44.422	44.422	0
46.961	-22	-68.961
49.445	49.445	0
44.469	44.469	0
47.016	-22.594	-69.61

**Figure 12-20b: Test Results Table**

The actual measured values at each point are displayed in the **Test** column for each test point. The unit compares the test values measured with the values stored when a system set was performed. Any variances in the level are displayed in the **Var** column of the table. Variances that are outside of the acceptable tolerance are shown in red. Items in red will generate a fault report that is sent to the system supervisor software.

### Set

Click this button to execute a test for the selected frequency, but store the measured values as a baseline comparison for a system test of the same frequency. You should run a system set when you know the system is operating correctly. The unit will then use these values to determine if there is a fault.

### Level

The edit boxes just below the [Set][Test] buttons are the test tone levels for each frequency. Typical values for these are in the -30 to -10 dB range (these are in dBu).

### All/No Frequency Selection Buttons

The buttons under "Frequency" such as "No 400Hz" and "All 20kHz" shown in the figure above are used to uncheck or check all test points for that particular frequency. The label on the button and therefore the action it executes toggles between "All" and "No". Its state when some are selected is undefined and may be either one. These buttons are a useful way to quickly set or clear selections of test points.

## Schedule

Each frequency can be configured to run on a schedule. Scroll to the bottom of the results table to find the schedule configuration options as shown in Figure 12-20c. For simplicity, only one schedule is shown as enabled. The start/stop times, day-of-week, and interval options for the other frequencies will appear if their boxes are checked.

The screenshot shows a configuration window for 'Zone 193'. At the top, there are checkboxes for '1kHz' and '20kHz', each followed by three question marks. Below this, the '400Hz' section has a checked 'Auto-test Enabled for' checkbox. To its right are input fields for 'Start Time: 00:00:00', 'Stop Time: 23:59:00', and 'Interval: 5 mins'. Below these are checkboxes for each day of the week, all of which are checked. The '1kHz' and '20kHz' sections have unchecked 'Auto-test Enabled for' checkboxes. At the bottom of the window are 'Refresh', 'Apply', and 'OK' buttons.

**Figure 12-20c: Test Schedules**

## Start / Stop Times

You can restrict the times that a test will run based on the times entered in these two fields. To run continuously, enter 12:00 AM as the start time and 11:59 PM as the stop time.

## Interval

Enter the time (in minutes) between each test.

*Note: If you only want the test to play once per day, you must enter an interval greater than the difference between the start and stop times. For example, you only want the 400Hz test to play at 3:00 AM when the building is empty. You could enter a start time of 3:00 AM, a stop time of 3:05 AM, with an interval of 15 minutes. This would cause the test to only run once at 3:00 AM.*

## Zones

This list allows you to configure each output zone in the device.

## Zone Number

This is the number that will be used to identify this output zone in the system. This number is calculated based on the values in the **Start Zone** and **Total Zones** fields. Each output channel in a T90xxDSP is an individual zone.

## Description

Double-click on this field to edit a text descriptor for the zone.

## Levels

- **Overall** – This is the master output level control for the zone. Adjusting this level will change the levels of both announcements and BGM. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.
- **Emg** – This field defines an offset to the **Overall** level to use when an announcement is made with an announce class that has the **Emergency** flag set. This allows you to increase the level of the output for emergency announcements. The default value is 6dB. If you use this setting with an **Overall** setting of –20dB, then an emergency announcement will be played using an output level that is 6dB louder than normal announcements.
- **Night** – This field defines an offset to the **Overall** level to use when the night schedule is invoked as programmed in the **Day / Night Schedule** section of the **Configuration** tab. This allows you to decrease the level of the output based on the time of day for each day of the week. The default value is 0dB and is set by entering a value to turn the output down. For example, if you enter a value of 6, then the channel level will be turned down by 6dB when the Night schedule is placed in effect.
- **BGM** – This field sets the BGM level for the zone. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.
- **Duck** – This field controls how much the level of BGM will be reduced when an announcement is made to the zone. A value of –10 will reduce the BGM level by 10dB when an announcement is made. A value of –60 will effectively mute the BGM level when an announcement is made.

## Delay

Each output on the T90xxDSP has signal delay that can be used for loudspeaker alignment. Enter a numerical value to represent the number of milliseconds (ms) to use for the delay.

## BGM Channel

This drop-down list allows you to select an individual channel to use as the zone BGM. The channels available are for the device selected in the BGM Device field and the local inputs on the back of the T90xxDSP mainframe.

## Match To First

Click this button to take the three levels (Overall, BGM, and Duck) Delay and the BGM Channel selection of the first zone and copy them to the remaining zones in the device.

## 1-1 Input/Output

Click this button to route as analog input 1 to zone 1, input 2 to zone 2, etc. for the whole frame as the BGM Channel selection.

## CobraNet Transmitters and Receivers

The CobraNet transmitters and receivers are automatically set by the system and the defaults are sufficient for most applications. The ability to override the defaults is provided here if it is required.

Transmitters:

ID	Bundle Number	Type	Number of Channels
1	0	LocalOnly	1
2	2933	LocalOnly	1

Receivers:

ID	Bundle	Type	Number of Channels
1	0	LocalOnly	1
2	0	LocalOnly	1
3	0	LocalOnly	1
4	0	LocalOnly	1
5	0	LocalOnly	1
6	0	LocalOnly	1
7	0	LocalOnly	1
8	0	LocalOnly	1
9	0	LocalOnly	1
10	0	LocalOnly	1
11	0	LocalOnly	1

OK Cancel

**Figure 12-21: T90xxDSP CobraNet Transmitters and Receivers**

#### OK/Cancel

Click the **OK** button to save any changes you made on this window. It will appear dimmed if there are no changes to save. Changes made to the Monitor/Test are saved when you close its window. This **OK** button may appear grayed out even if you have made changes in that sub-system.

Click the **CANCEL** button to discard any changes you have made to this screen. This will not undo any changes made to the Monitor/Test sub-system.



### 4.5.3 CobraNet Amplifiers/Options

Amplifier devices include the T9160 Titan Digital Amplifier, the T9116 Titan Zone Output Device, the 1542NA and 1581NA Network Amplifiers, the DNA2404C (formerly DNA7800 family), 1542NA Network Amplifier, 1581NA Network Amplifier, a Backup DNA2404C and the 1544BAS Backup Amplifier switching device. Also included are ancillary devices that can be defined for a Titan frame such as External Titan Source and External Titan Zone. The Device properties for each of these are described below.

#### 4.5.3.1 T9160 Titan Digital Amplifier Frame

**T9160IPAU 2 Details**

T9160IPAU 2 Re-Initialize Device

T9160 Titan Digital Amplifier Frame Send Changes

Description:  Show Base Fields

Location:

IP Address:

Dev Handle: 16904

Frame Number:

Start Zone:

Is BGM Source: ☐

# of Channels:

First BGM Input:

BGM Device:  x

Channel Descriptions:

Monitor Test: Monitor Test

Amplifier Card Slots: Match To First

Slot 1	<input type="text" value="Dual Channel"/>	<input checked="" type="checkbox"/> Backup Enabled
Slot 2	<input type="text" value="Dual Channel"/>	<input checked="" type="checkbox"/> Backup Enabled
Slot 3	<input type="text" value="Dual Channel"/>	<input checked="" type="checkbox"/> Backup Enabled
Slot 4	<input type="text" value="Dual Channel"/>	<input checked="" type="checkbox"/> Backup Enabled
Slot 5	<input type="text" value="Dual Channel"/>	<input checked="" type="checkbox"/> Backup Enabled
Slot 6	<input type="text" value="Dual Channel"/>	<input checked="" type="checkbox"/> Backup Enabled
Slot 7	<input type="text" value="Dual Channel"/>	<input checked="" type="checkbox"/> Backup Enabled
Slot 8	<input type="text" value="Dual Channel"/>	<input checked="" type="checkbox"/> Backup Enabled

Zones: Match To First 1-1 Input/Output

#	Description	Overall	Emg	Night	BGM	Duck	Delay	BGM Channel			
154		-20	6	0	-20	-20	0	None...	EQ	Ambient	

OK Cancel

**Figure 12-22: T9160 Digital Amplifier Frame Setup**

Fields on this form beyond the basics for all devices are as follows:

### IP Address

Enter the IP address for the device here.

### Dev Handle

This is a software address used by the system. It is assigned by the system and provided here for reference if needed.

### Frame Number

This is a unique ID number used to identify the Titan frames used in the system. When you add the device, the system will automatically assign the next available frame number.

### Start Zone

This is the zone number that represents the first zone in the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed. For example, you have a system that already has 32 zones. When you add a new T9160, the starting zone will be 33.

### Is BGM Source

When checked, the system will treat the device as a BGM source for the system. When configured as a BGM source, the device will appear as an available BGM source for output devices. The inputs defined using the **First BGM Input** and **# of Channels** fields will be routed over the audio network.

### # of Channels

This is the total number of channels that will be used as BGM inputs on the device. The input channels must be consecutive, so if you specify input 1 in the **First BGM Input** field and set a total number of channels at 4, then you will use inputs 1 through 4 as the BGM inputs.

### First BGM Inputs

This drop-down list allows you to select the first input channel on the device that will be used as a BGM input.

### BGM Device

Once you have defined one or more devices in the system as a BGM source, it is then available as an item in this drop-down list. You select the device from this list that will be used as the source device for the BGM. You can then select individual channels to be used for each zone output. You can click the **[X]** button to the right of the drop-down list to clear the selection.

### Channel Descriptions

This description is used to give a name to each BGM channel that will be sourced from this device. This name will appear in selection lists for devices when you are configuring outputs to receive BGM.

### Monitor Test

*Note: This button is not available when the **External Titan Monitor Test Configuration** checkbox is checked in the **My Controller** section.*

Click this button to open the Monitor Test window for the T9160 as shown in Figure 12-21. From here, you can configure the supervision parameters of the device, view the latest test results, or manually execute a test or set. The T9160 generates a test tone that is routed to each channel and then the level is measured at three

places on each channel. The unit tests the analog output of the DSP before it enters the amplifier, the voltage level at the amplifier output, and the current drawn as a result of the loudspeaker load.

Three different test signals are provided.

- 400Hz – Ideal for full range cone-type loudspeakers.
- 1kHz – Ideal for horn-type loudspeakers.
- 20kHz – Ideal for periodic supervision since this frequency will be inaudible in most systems.

*Note: Clicking the OK button on this window will immediately send and save any changes to the device.*

The window contains checkboxes that allow you to enable or disable the test frequencies either globally or on a per-channel basis. You can also set the test tone output level by entering a value (in dBFS) in the individual frequency level input boxes.

The screenshot shows the 'Monitor Test' window with three frequency sections: 400Hz, 1001Hz, and 20kHz. Each section has 'Show', 'Set', and 'Test' buttons, and a 'Level' input set to -20 dBu. Below is a table of test points for Zone 1 and Zone 2.

	Frequency			AmpIn			AmpOut			SpeakerCurrent		
	No 400Hz	No 1001Hz	No 20kHz	Set	Test	Var	Set	Test	Var	Set	Test	Var
Zone 1		<input checked="" type="checkbox"/>		-4.055	-4.055	0	30.086	30.086	0	-256	12.93	268.93
		<input checked="" type="checkbox"/>		-4.055	-4.07	-0.015	30.086	30.086	0	-256	-22.227	233.773
		<input type="checkbox"/>		-4.305	-4.305	0	26.883	14.844	-12.039	59.016	59.242	0.226
Zone 2		<input checked="" type="checkbox"/>		-4.117	-4.117	0	29.805	29.805	0	-256	13.492	269.492
		<input checked="" type="checkbox"/>		-4.125	-4.125	0	29.805	29.812	0.007	-256	-24.359	231.641
		<input type="checkbox"/>		-4.336	-4.336	0	25.844	14.828	-11.016	58.266	58.922	0.656

**Figure 12-23: T9160 Monitor Test Window**

*Caution: Clicking either the Test or Set buttons on the 400Hz or 1kHz will cause audible tones to be played through the system.*

### Test

Click one of the test buttons to start a test for that frequency. Once completed, the results will be shown in the results table as shown in Figure 12-24.

AmpIn			AmpOut			SpeakerCurrent		
Set	Test	Var	Set	Test	Var	Set	Test	Var
-20.477	-20.484	-0.007	9.852	9.867	0.015	49.305	49.32	0.015
-20.5	-20.5	0	10.148	10.164	0.016	44.422	44.422	0
-20.602	-20.602	0	7.93	-56.43	-64.36	46.961	-22	-68.961
-20.438	-20.445	-0.007	10.516	10.516	0	49.445	49.445	0
-20.438	-20.445	-0.007	10.516	10.516	0	44.469	44.469	0
-20.562	-20.555	0.007	7.891	-57.438	-65.329	47.016	-22.594	-69.61

**Figure 12-24: Test Results Table**

The actual measured values at each point are displayed in the **Test** column for each test point. The unit compares the test values measured with the values stored when a system set was performed. Any variances in the level are displayed in the **Var** column of the table. Variances that are outside of the

acceptable tolerance are shown in red. Items in red will generate a fault report that is sent to the system supervisor software.

### Set

Click this button to execute a test for the selected frequency, but store the measured values as a baseline comparison for a system test of the same frequency. You should run a system set when you know the system is operating correctly. The unit will then use these values to determine if there is a fault.

### Level

The edit boxes just below the [Set][Test] buttons are the test tone levels for each frequency. Typical values for these are in the -30 to -10 dB range (these are in dBu).

### All/No Frequency Selection Buttons

The buttons under “Frequency” such as “No 400Hz” and “All 20kHz” shown in the figure above are used to uncheck or check all test points for that particular frequency. The label on the button and therefore the action it executes toggles between “All” and “No”. Its state when some are selected is undefined and may be either one. These buttons are a useful way to quickly set or clear selections of test points.

### Schedule

Each frequency can be configured to run on a schedule. Scroll to the bottom of the results table to find the schedule configuration options as shown in Figure 12-25. For simplicity, only one schedule is shown as enabled. The start/stop times, day-of-week, and interval options for the other frequencies will appear if their boxes are checked.

Zone	Frequency	1	2	3	4	5	6	7	8	9	10
Zone 168	1kHz	?	?	?	?	?	?	?	?	?	?
	20kHz	?	?	?	?	?	?	?	?	?	?
Zone 169	400Hz	?	?	?	?	?	?	?	?	?	?
	1kHz	?	?	?	?	?	?	?	?	?	?
	20kHz	?	?	?	?	?	?	?	?	?	?

☐ Auto-test Enabled for 400Hz  
☐ Auto-test Enabled for 1kHz  
☒ Auto-test Enabled for 20kHz

Start Time: 00:00:00  
 Stop Time: 23:59:00  
 Interval: 5 mins

Days of Week: ☒ Sunday ☒ Monday ☒ Tuesday ☒ Wednesday ☒ Thursday ☒ Friday ☒ Saturday

Refresh Apply OK

**Figure 12-25: Test Schedules**

### Start/Stop Times

You can restrict the times that a test will run based on the times entered in these two fields. To run continuously, enter 12:00 AM as the start time and 11:59 PM as the stop time.

## Interval

Enter the time (in minutes) between each test.

*Note: If you only want the test to play once per day, you must enter an interval greater than the difference between the start and stop times. For example, you only want the 400Hz test to play at 3:00 AM when the building is empty. You could enter a start time of 3:00 AM, a stop time of 3:05 AM, with an interval of 15 minutes. This would cause the test to only run once at 3:00 AM*

## Amplifier Card Slots

Each T9160 mainframe has 9 slots for amplifier cards. Slots 1 through 8 contain the primary amplifier cards while slot 9 holds an optional backup amplifier card that will automatically take over for a failed card when configured to operate as such. Each slot has two output channels, thus consumes two zones that count towards the total number of zones in the software license, unless you disable them by choosing the correct amplifier card type.

### Amplifier Card Type

**None** – Select this type if the slot does not contain an amplifier card. This will disable both zones for that slot, thus removing them from the total zone count.

**Single Channel** – Select this type if the slot contains a single channel amplifier card such as the T6481, T6471, T6411, or T6441. This type will disable the zone for the second channel that is available in the slot, thus removing it from the total zone count.

**Dual Channel** – Select this type if the slot contains a dual channel amplifier card such as the T6482, T6472, T6412, or T6002.

### Backup Enabled

Check this box to enable the backup amplifier card switching for the channel. If the card fails, it will automatically switch to the backup amplifier card located in slot 9 of the unit.

### Match to First

Click this button to take the current settings for slot 1 and apply them to slots 2 through 8.

## Zones

This list allows you to configure each output zone in the device.

### Zone Number

This is the number that will be used to identify this output zone in the system. This number is calculated based on the values in the **Start Zone** and **Total Zones** fields. Each output channel in a T9160 is an individual zone.

### Description

Double-click on this field to edit a text descriptor for the zone.

### Levels

- **Overall** – This is the master output level control for the zone. Adjusting this level will change the levels of both announcements and BGM. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.

- **Emg** – This field defines an offset to the **Overall** level to use when an announcement is made with an announce class that has the **Emergency** flag set. This allows you to increase the level of the output for emergency announcements. The default value is 6dB. If you use this setting with an **Overall** setting of –20dB, then an emergency announcement will be played using an output level that is 6dB louder than normal announcements.
- **Night** – This field defines an offset to the **Overall** level to use when the night schedule is invoked as programmed in the **Day / Night Schedule** section of the **Configuration** tab. This allows you to decrease the level of the output based on the time of day for each day of the week. The default value is 0dB and is set by entering a value to turn the output down. For example, if you enter a value of 6, then the channel level will be turned down by 6dB when the Night schedule is placed in effect.
- **BGM** – This field sets the BGM level for the zone. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.
- **Duck** – This field controls how much the level of BGM will be reduced when an announcement is made to the zone. A value of –10 will reduce the BGM level by 10dB when an announcement is made. A value of –60 will effectively mute the BGM level when an announcement is made.

### Delay

Each output on the T9160 has signal delay that can be used for loudspeaker alignment. Enter a numerical value to represent the number of milliseconds (ms) to use for the delay.

### BGM Channel

This drop-down list allows you to select an individual channel to use as the zone BGM. The channels available are for the device selected in the **BGM Device** field and the local inputs on the back of the T9160 mainframe.

### Match to First

Click this button to take the three levels (Overall, BGM, and Duck) Delay and the BGM Channel selection of the first zone and copy them to the remaining zones in the device.

### 1–1 Input/Output

Click this button to route as analog input 1 to zone 1, input 2 to zone 2, etc. for the whole frame as the BGM Channel selection.

### EQ

Each channel has a nine-band parametric EQ available to adjust the signal as necessary to meet the needs of the loudspeakers and allow the system to be adjusted to maximize intelligibility in the acoustic space. Press the **EQ** button for a channel to open the EQ window as shown in Figure 12-26.



**Figure 12-26: EQ Settings Window**

### Type

Select a filter type in the drop-down list. The available options are:

- **Peaking** – A typical bandpass type filter
- **Notch** – Sharp bandpass cut-only filter
- **Hi Pass** – Filter for rolling off frequencies lower than the cutoff frequency
- **Lo Pass** – Filter for rolling off frequencies higher than the cutoff frequency
- **All Pass** – Filter used for phase adjustments near the center frequency
- **Disabled** – Turn this filter off

*Note: The options for the filter parameters will change slightly depending on the filter type selected.*

### Center Frequency

The center frequency (or cutoff frequency) of the filter is set by entering a numeric value in the edit box. Dragging the diamond icon in the graph laterally left or right can also change the frequency parameter.

### Gain (dB)

*This is only available for Peaking and Notch filter types.*

The filter gain is set by entering a numeric value (using + or – values for relative dB) in the edit box. The gain can also be changed by clicking and dragging the diamond icon for the filter up or down in the frequency response graph.

### Bandwidth (Oct.)

*This is only available for Peaking and Notch filter types.*



The filter bandwidth is set by entering a numeric value in the edit box. The value used is measured in Octaves. For example, if a 1/3 octave filter is required then a value of 0.333 would be used. The bandwidth can also be altered using vertical line icons located on each side of the diamond filter icon in the frequency response graph. Click a line and move the mouse laterally to change the bandwidth.

### Class

*This is only available for Hi Pass and Lo Pass filter types.*

The mathematical function used to calculate the filter is selected by picking an available type from the drop-down list box. There are three available class types listed below.

- Butterworth
- Bessel
- Linkwitz-Riley

### Slope (dB/Oct.)

This is only available for Hi Pass and Lo Pass filter types. This value determines the frequency roll-off rate for the filter in decibels per octave. Available values range from a shallow 6 dB/Octave to a very steep 48 dB/Octave.

### Bypass EQ

When checked, this removes the effects of all filter bands from the signal path without resetting the filters to a flat response curve. When the EQ is bypassed, the signal will pass through the object without any modifications to the frequency characteristics.

### Overall Gain

The EQ provides a small range of gain adjustment in order to compensate for the overall effect of the EQ curve and allow signal-to-noise ratio and dynamic range to be maximized. This gain is set by entering a value (in + or – relative dB) in the edit box. It should only be used within a range from 6dB of attenuation to 6dB of gain.

### Set Flat

This button resets all filters to a gain setting of 0dB (flat response) and disables all bands except for band 1.

### Show Phase

When checked, the phase response through the EQ will be shown as a red curve on the graph.

### Save To File

Click this button to save the EQ curve as an XML file. This allows you to archive the file as well as save it as a preset and load it into other channels.

### Load From File

Click this button to open a standard Windows file dialog window. From here, you can locate an XML file that has been stored with an EQ curve and load it into the frame.

### Get From Frame

Click this button to force the window to reload the current EQ settings from the frame.



### Copy

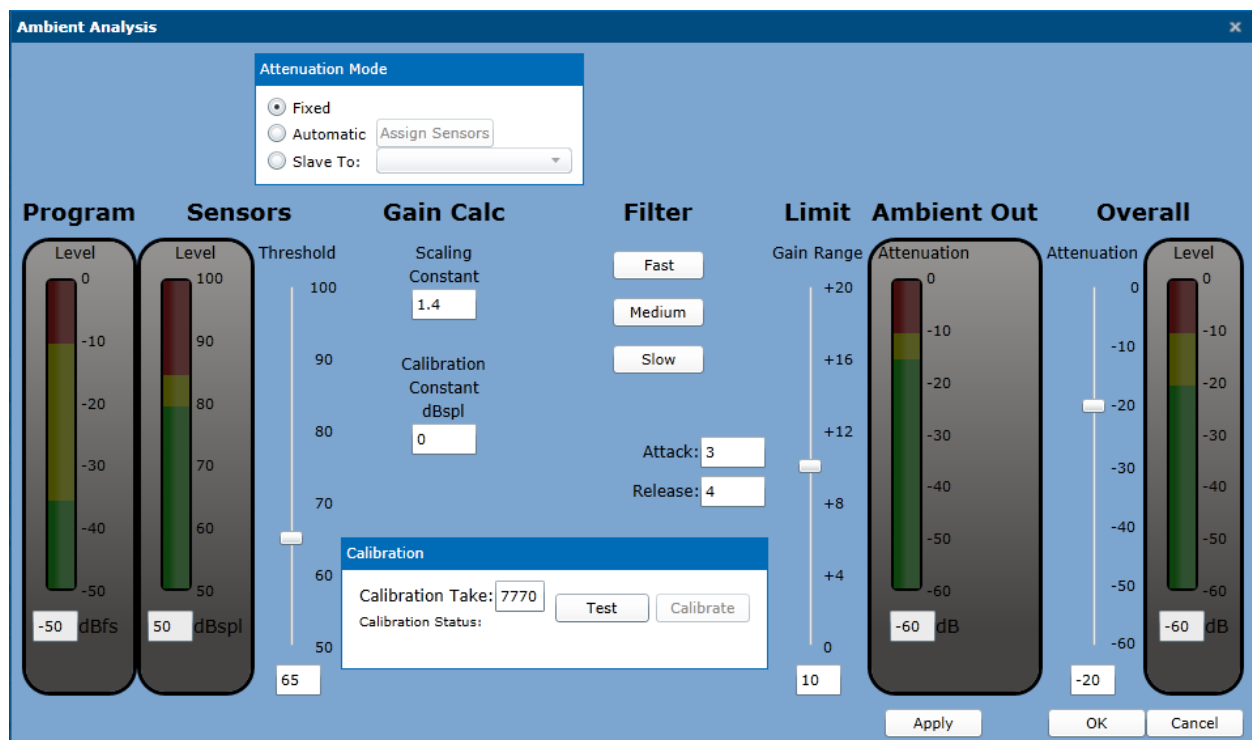
Click this button to copy all of the current EQ settings to the clipboard. You can then move to another channel and use the **Paste** button to copy settings between channels.

### Paste

Click this button to paste the EQ settings stored on the clipboard to the current channel. This button will be dimmed if there are no available EQ settings to paste from the clipboard.

### Ambient

Titan series amplifier frames are equipped with ambient noise compensation (Ambient Analysis) capabilities when paired with a noise sensor collector, such as a T9032NS. Ambient Analysis adjusts the output attenuation of a channel in response to ambient noise level measured in the area served by the channel. Anywhere from one (1) to four (4) ambient noise sensors can be assigned to each channel. Channels can also be slaved to other channels. Click the Ambient button for the channel you wish to configure to open a window such as that shown in Figure 12-27.



**Figure 12-27: Ambient Analysis**

### Attenuation Mode

Each channel can be set to one of three different possible attenuation modes as described below

- **Fixed**- This mode deactivates the ambient noise compensation for this channel. The channel output level will remain at the level set by the **Overall** attenuator.
- **Automatic**- This mode will allow the level of the channel to automatically adjust based on the ambient noise level as detected by the ambient sensor input. The level will increase above the **Overall** attenuator setting as the ambient noise sensor detects higher ambient noise levels. The level will increase by an

amount proportional to the detected level as determined by the **Scaling Constant**. The **Limit** slider determines the maximum level increase.

- **Slave**- This mode will cause the selected channel to follow the ambient noise compensation settings of another channel. Using this setting allows multiple outputs on the same T9160 frame to be adjusted by a single sensor or a gang of sensors. This setting is useful in very large spaces where multiple amplifier channels are required due to the power load requirements of the loudspeaker lines. Select the channel that this channel will be slaved to from the drop-down list.

*Note: A channel can only be slaved to a channel that is located in the same T9160 mainframe.*

### Program

This level meter displays the real-time audio signal level at the input of the Ambient Analysis object. This signal is post-EQ and post-delay but does not have the test signal.

### Sensors-Level

This level meter displays the real-time sound pressure level (SPL) from the ambient noise sensor.

*Note: This level is the sum of both the ambient noise in the space and the program audio from the system. The Ambient Analysis algorithm filters out the audio system's contribution to the overall level and provides a real value of ambient noise level to the system for processing.*

### Sensors-Threshold

The threshold determines the level at which the ambient noise compensation is suspended because the level at the sensor is too low. When the detected level from the ambient noise sensor rises above the threshold setting, then the system will actively operate. It will filter the system program audio component from the detected level to accurately adjust the output attenuation based on the calculated noise level. When the level is below the threshold, the system will stop actively adjusting the output attenuation and return to the maximum attenuation setting which is the base level setting as defined by the **Overall** attenuation control.

The threshold is set by adjusting the slider with the mouse or by manually typing a value in the edit box below the slider using a positive numerical value.

### Gain Calc- Scaling Constant

The **Scaling Constant** determines the amount of ambient noise level that will result in the output level to increase by 1dB. A scaling constant of 1 will result in the output level increasing by 1dB for each 1dB increase in ambient sensor level. Figure 12-27 shows a scaling constant of 1.4. With this setting, a 1.4dB increase in ambient sensor level will result in a 1dB increase in output level up to the point where the **Limit** has been reached.

### Gain Calc- Calibration Constant

This value is calculated and automatically entered during the channel calibration process. It can be manually adjusted by typing in a new value in the edit box.

*Caution: This value should only be manually adjusted after an automatic calibration has not been completely successful. Adjustments should be made in very small increments of 2 or 3 dB at a time.*

Use the following guidelines when adjusting the calibration constant if the system is not properly responding after an automatic calibration.

- If the system turns down as soon as an announcement is active, then the calibration constant is too high. It should be reduced in small increments until the system remains stable while an announcement is active.
- If the system gets louder as while an announcement is active, then the calibration constant is too low. It should be increased in small increments until the system remains stable while an announcement is active.

#### Filter –Attack

This value determines the rate at which the output level will increase when an increase in the ambient sensor level has been received. The value is in the number of seconds and can be directly entered in the box using the keyboard.

#### Filter-Release

This value determines the rate at which the output level will decrease when a decrease in the ambient sensor level has been received. The value is in the number of seconds and can be directly entered in the box using the keyboard.

#### Filter-Presets

- **Fast** – Preset where the attack time is 1 second and the release time is 2 seconds.
- **Medium** – Preset where the attack time is 3 seconds and the release time is 4 seconds.
- **Slow** – Preset where the attack time is 7 seconds and the release time is 10 seconds.

#### Limit

The limit sets the maximum amount of gain that can be applied through the ambient analysis compensation process. The amount of gain available is determined by the attenuator setting of the **Overall** attenuation slider. For example, if the channel out slider is set to –20dB as shown in Figure 12-25, then the maximum available setting for the Limit slider will be +20dB. Setting the Limit to +12dB will cause the output level to be increased by a maximum of 12dB above the setting of the **Overall** attenuation slider. Thus, with very loud ambient noise levels the output level will be effectively set to –8dB and reduced to –20dB when the ambient noise level is very low or has dropped below the threshold. The ambient noise compensation will be continually adjusted within this range as long as the noise level remains above the threshold but below the amount required to drive the system to maximum level.

*Note: The Ambient Analysis algorithm differentiates between program audio and ambient noise level detected by the ambient noise sensor. It is possible for the sensor level to be above the threshold with no ambient noise compensation applied when the level detected is program audio from the system.*

The limit is set by adjusting the slider with the mouse or by manually typing a value in the edit box below the slider using a positive numerical value.

#### Overall level

This slider controls the main output attenuator for paging, BGM, and program signals. The meter indicates the current signal level that is feeding the analog input of the power amplifier.

#### Assign sensors

Clicking on the **Assign Sensors** button will launch the Ambient Sensor Assignment window as shown in Figure 12-28. This is where one or more ambient sensors are directly assigned to control the currently selected channel. Each channel can have one (1) to four (4) ambient noise sensors assigned. When

multiple sensors are use, the system averages the signal levels from all assigned sensors to obtain an ambient noise level reading. There are three very critical rules related to using multiple ambient noise sensors in a single zone that are described below.

Rules for using multiple sensors for a single zone:

- All sensors must be connected to the same sensor collection unit.
- All sensors must be connected to the same input group on the collection unit.
- All sensors must be located in the same loudspeaker zone.



**Figure 12-28: Ambient Sensor Assignment**

To assign sensors, first select the appropriate collector device from the **Noise Sensor Device** drop-down list. Then select up to four (4) sensors to use for the channel.

*Note: Sensor inputs on collector units are sub-divided into groups of eight (8). All sensors for a single channel must reside on the same collector unit group. If a sensor is currently selected for a channel, then all other groups will be grayed out and not available for selection. To change to a sensor that is not located in the currently selected group, first un-check all sensor assignments, then any sensor group will be available for selection.*

#### Calibration Take

Enter the take number that you wish to play during the calibration if you wish to use something other than the default of 7770.

#### Calibrate

Press this button to start the calibration process. A calibration message will be played to the channel output.

*Caution: The ambient noise level in the area being calibrated needs to be at least 15dB below the sensor threshold level setting during calibration in order to yield a valid calibration.*

## Test

The **Test** button will play the calibration take to the selected channel. This is used after the calibration process is complete to see if the system correctly differentiates between program and ambient noise. When the test take is playing and the calibration has been successful, the level should not change. If the system turns up or down during the test playback, then either the calibration constant should be adjusted or a recalibration should be attempted.

## CobraNet Transmitters and Receivers

The CobraNet transmitters and receivers are automatically set by the system and the defaults are sufficient for most applications. The ability to override the defaults is provided here if it is required.

ID	Bundle Number	Type	Number of Channels
1	0	LocalOnly	1
2	2934	LocalOnly	1

ID	Bundle	Type	Number of Channels
1	0	LocalOnly	1
2	0	LocalOnly	1
3	0	LocalOnly	1
4	0	LocalOnly	1
5	0	LocalOnly	1
6	0	LocalOnly	1
7	0	LocalOnly	1
8	0	LocalOnly	1
9	0	LocalOnly	1
10	0	LocalOnly	1
11	0	LocalOnly	1

**Figure 12-29: T9160 CobraNet Transmitters and Receivers**

### OK /Cancel

Click the **OK** button to save any changes you made on this window. It will appear dimmed if there are no changes to save. Changes made to the EQ, Monitor/Test, or Ambient settings are saved when you close their respective windows. This **OK** button may appear grayed out even if you have made changes in those sub-systems.

Click the **CANCEL** button to discard any changes you have made to this screen. This will not undo any changes made to the EQ, Monitor/Test, or Ambient sub-systems.

### 4.5.3.2 T9116 Titan Zone Output Device

**T9116ZOP 2 Details**

T9116ZOP 2 Re-Initialize Device

T9116 Titan Zone Output Device Send Changes

Description:  Show Base Fields

Location:

IP Address:

Dev Handle: 16904

Frame Number:

Start Zone:

Total Zones:

Is BGM Source: ☐

# of Channels:

First BGM Input:

BGM Device:  X

Channel Descriptions:

Monitor Test: Monitor Test

Zones: Match To First 1-1 Input/Output

#	Description	Overall	Emg	Night	BGM	Duck	Delay	BGM Channel		
154		-20	6	0	-20	-20	0	None...	EQ	Ambient
155		-20	6	0	-20	-20	0	None...	EQ	Ambient
156		-20	6	0	-20	-20	0	None...	EQ	Ambient
157		-20	6	0	-20	-20	0	None...	EQ	Ambient
158		-20	6	0	-20	-20	0	None...	EQ	Ambient
159		-20	6	0	-20	-20	0	None...	EQ	Ambient
160		-20	6	0	-20	-20	0	None...	EQ	Ambient
161		-20	6	0	-20	-20	0	None...	EQ	Ambient
162		-20	6	0	-20	-20	0	None...	EQ	Ambient
163		-20	6	0	-20	-20	0	None...	EQ	Ambient

OK Cancel

**Figure 12-30: T9116 Titan Zone Output Device**

Fields on this form beyond the basics for all devices are as follows: IP Address

Enter the IP address for the device here.

#### Dev Handle

This is a software address used by the system. It is assigned by the system and provided here for reference if needed.

#### Frame Number

This is a unique ID number used to identify the Titan frames used in the system. When you add the device, the system will automatically assign the next available frame number.

## Start Zone

This is the zone number that represents the first zone in the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed. For example, you have a system that already has 32 zones. When you add a new T9116, the starting zone will be 33.

## Total Zones

This number represents the total number of zones that will be present on this device. A T9116 supports a total of 16 zones, but you may want to reduce the number if all 16 are not needed.

## Is BGM Source

When checked, the system will treat the device as a BGM source for the system. When configured as a BGM source, the device will appear as an available BGM source for output devices. The inputs defined using the **First BGM Input** and **# of Channels** fields will be routed over the audio network.

## # of Channels

This is the total number of channels that will be used as BGM inputs on the device. The input channels must be consecutive, so if you specify input 1 in the **First BGM Input** field and set a total number of channels at 4, then you will use inputs 1 through 4 as the BGM inputs.

## First BGM Input

This drop-down list allows you to select the first input channel on the device that will be used as a BGM input.

## BGM Device

Once you have defined one or more devices in the system as a BGM source, it is then available as an item in this drop-down list. You select the device from this list that will be used as the source device for the BGM. You can then select individual channels to be used for each zone output. You can click the **[X]** button to the right of the drop-down list to clear the selection.

## Channel Descriptions

This description is used to give a name to each BGM channel that will be sourced from this device. This name will appear in selection lists for devices when you are configuring outputs to receive BGM.

## Monitor Test

*Note: This button is not available when the **External Titan Monitor Test Configuration** checkbox is checked in the **My Controller** section.*

Click this button to open the Monitor Test window for the T9116 as shown in Figure 12-29. From here, you can configure the supervision parameters of the device, view the latest test results, or manually execute a test or set. The T9116 generates a test tone that is routed to each channel and then the level is measured at the analog output of each channel.

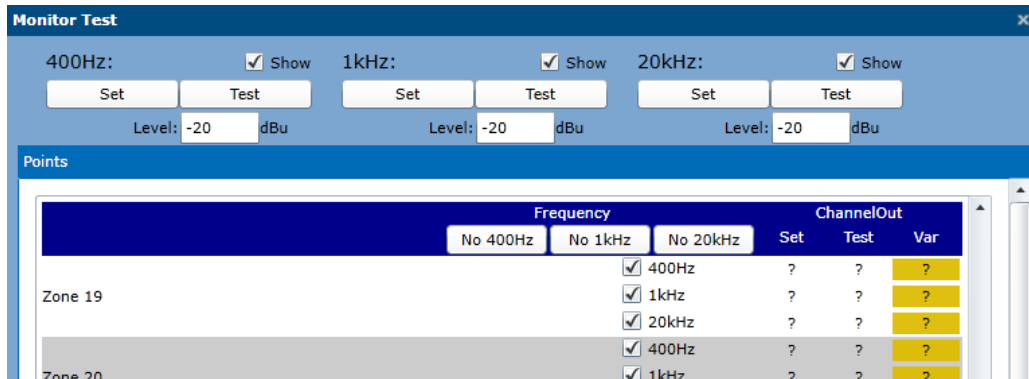
Three different test signals are provided.

- 400Hz – Ideal for full range cone-type loudspeakers.
- 1kHz – Ideal for horn-type loudspeakers.
- 20kHz – Ideal for periodic supervision since this frequency will be inaudible in most systems.

*Note: Clicking the OK button on this window will immediately send and save any changes to the device.*



The window contains checkboxes that allow you to enable or disable the test frequencies either globally or on a per-channel basis.



**Figure 12-31: T9116 Monitor Test Window**

*Caution: Clicking either the Test or Set buttons on the 400Hz or 1kHz will cause audible tones to be played through the system.*

#### Test

Click one of the test buttons to start a test for that frequency. Once completed, the results will be shown in the results table as shown in Figure 12-32.

ChannelOut		
Set	Test	Var
49.305	49.32	0.015
44.422	44.422	0
46.961	-22	-68.961
49.445	49.445	0
44.469	44.469	0
47.016	-22.594	-69.61

**Figure 12-32: Test Results Table**

The actual measured values at each point are displayed in the **Test** column for each test point. The unit compares the test values measured with the values stored when a system set was performed. Any variances in the level are displayed in the **Var** column of the table. Variances that are outside of the acceptable tolerance are shown in red. Items in red will generate a fault report that is sent to the system supervisor software.

#### Set

Click this button to execute a test for the selected frequency, but store the measured values as a baseline comparison for a system test of the same frequency. You should run a system set when you know the system is operating correctly. The unit will then use these values to determine if there is a fault.

#### Level

The edit boxes just below the [Set][Test] buttons are the test tone levels for each frequency. Typical values for these are in the -30 to -10 dB range (these are in dBu).



### All/No Frequency Selection Buttons

The buttons under “Frequency” such as “No 400Hz” and “All 20kHz” shown in the figure above are used to uncheck or check all test points for that particular frequency. The label on the button and therefore the action it executes toggles between “All” and “No”. Its state when some are selected is undefined and may be either one. These buttons are a useful way to quickly set or clear selections of test points.

### Schedule

Each frequency can be configured to run on a schedule. Scroll to the bottom of the results table to find the schedule configuration options as shown in Figure 12-33. For simplicity, only one schedule is shown as enabled. The start/stop times, day-of-week, and interval options for the other frequencies will appear if their boxes are checked.

**Monitor Test**

400Hz: Set Test 1kHz: Set Test 20kHz: Set Test

☒ Show ☒ Show ☒ Show

**Points**

Zone 193

☒ 1kHz ? ? ?

☒ 20kHz ? ? ?

☒ Auto-test Enabled for 400Hz

Start Time: 00:00:00

Stop Time: 23:59:00

Interval: 5 mins

Days of Week: ☒ Sunday ☒ Monday ☒ Tuesday ☒ Wednesday ☒ Thursday ☒ Friday ☒ Saturday

☐ Auto-test Enabled for 1kHz

☐ Auto-test Enabled for 20kHz

Refresh Apply OK

**Figure 12-33: Test Schedules**

### Start/Stop Times

You can restrict the times that a test will run based on the times entered in these two fields. To run continuously, enter 12:00 AM as the start time and 11:59 PM as the stop time.

### Interval

Enter the time (in minutes) between each test.

*Note: If you only want the test to play once per day, you must enter an interval greater than the difference between the start and stop times. For example, you only want the 400Hz test to play at 3:00 AM when the building is empty. You could enter a start time of 3:00 AM, a stop time of 3:05 AM, with an interval of 15 minutes. This would cause the test to only run once at 3:00 AM*

## Zones

This list allows you to configure each output zone in the device.

### Zone Number

This is the number that will be used to identify this output zone in the system. This number is calculated based on the values in the **Start Zone** and **Total Zones** fields. Each output channel in a T9116 is an individual zone.

### Description

Double-click on this field to edit a text descriptor for the zone.

### Levels

- **Overall** – This is the master output level control for the zone. Adjusting this level will change the levels of both announcements and BGM. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.
- **Emg** – This field defines an offset to the **Overall** level to use when an announcement is made with an announce class that has the **Emergency** flag set. This allows you to increase the level of the output for emergency announcements. The default value is 6dB. If you use this setting with an **Overall** setting of –20dB, then an emergency announcement will be played using an output level that is 6dB louder than normal announcements.
- **Night** – This field defines an offset to the **Overall** level to use when the night schedule is invoked as programmed in the **Day / Night Schedule** section of the **Configuration** tab. This allows you to decrease the level of the output based on the time of day for each day of the week. The default value is 0dB and is set by entering a value to turn the output down. For example, if you enter a value of 6, then the channel level will be turned down by 6dB when the Night schedule is placed in effect.
- **BGM** – This field sets the BGM level for the zone. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.
- **Duck** – This field controls how much the level of BGM will be reduced when an announcement is made to the zone. A value of –10 will reduce the BGM level by 10dB when an announcement is made. A value of –60 will effectively mute the BGM level when an announcement is made.

### Delay

Each output on the T9116 has signal delay that can be used for loudspeaker alignment. Enter a numerical value to represent the number of milliseconds (ms) to use for the delay.

### BGM Channel

This drop-down list allows you to select an individual channel to use as the zone BGM. The channels available are for the device selected in the **BGM Device** field.

### Match to First

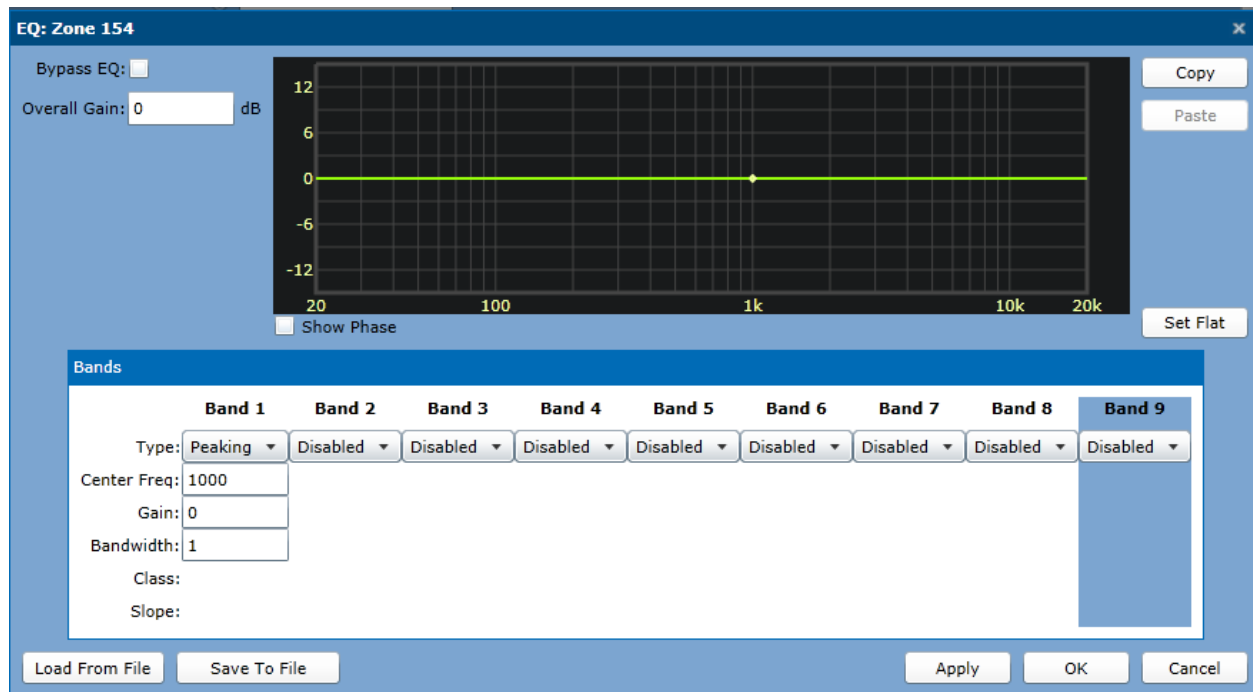
Click this button to take the three levels (Overall, Emg, BGM, and Duck), Delay and the BGM Channel selection of the first zone and copy them to the remaining zones in the device.

## Input/Output

Click this button to route as analog input 1 to zone 1, input 2 to zone 2, etc. for the whole frame as the BGM Channel selection.

## EQ

Each channel has a nine-band parametric EQ available to adjust the signal as necessary to meet the needs of the loudspeakers and allow the system to be adjusted to maximize intelligibility in the acoustic space. Press the **EQ** button for a channel to open the EQ window as shown in Figure 12-32.



**Figure 12-32: EQ Settings Window**

Bands are selected by clicking on one of the nine band names immediately below the frequency response curve graph. A specific band can be selected and then adjusted using the edit boxes below the names. It is also possible to select a filter and edit its frequency, gain and bandwidth directly in the Frequency Response display window using the mouse to drag the filter position, cut/boost, or bandwidth.

### Type

Select a filter type in the drop-down list. The available options are:

- **Peaking** – A typical bandpass type filter
- **Notch** – Sharp bandpass cut-only filter
- **Hi Pass** – Filter for rolling off frequencies lower than the cutoff frequency
- **Lo Pass** – Filter for rolling off frequencies higher than the cutoff frequency
- **All Pass** – Filter used for phase adjustments near the center frequency
- **Disabled** – Turn this filter off

*Note: The options for the filter parameters will change slightly depending on the filter type selected.*

### Center Frequency (Hz)

The center frequency (or cutoff frequency) of the filter is set by entering a numeric value in the edit box. The frequency parameter can also be changed by dragging the diamond icon in the graph laterally left or right.

### Gain (dB)

*This is only available for Peaking and Notch filter types.*

The filter gain is set by entering a numeric value (using + or - values for relative dB) in the edit box. The gain can also be changed by clicking and dragging the diamond icon for the filter up or down in the frequency response graph.

### Bandwidth (Oct.)

*This is only available for Peaking and Notch filter types.*

The filter bandwidth is set by entering a numeric value in the edit box. The value used is measured in Octaves. For example: If a 1/3 octave filter is required, then a value of 0.333 would be used. The bandwidth can also be altered using vertical line icons located on each side of the diamond filter icon in the frequency response graph. Click a line and move the mouse laterally to change the bandwidth.

### Class

*This is only available for Hi Pass and Lo Pass filter types.*

The mathematical function used to calculate the filter is selected by picking an available type from the drop-down list box. There are three available class types listed below.

- Butterworth
- Bessel
- Linkwitz-Riley

### Slope (dB/Oct.)

*This is only available for Hi Pass and Lo Pass filter types.*

This value determines the frequency roll-off rate for the filter in decibels per octave. Available values range from a shallow 6 dB/Octave to a very steep 48 dB/Octave.

### Bypass EQ

When checked, this removes the effects of all filter bands from the signal path without resetting the filters to a flat response curve. When the EQ is bypassed, the signal will pass through the object without any modifications to the frequency characteristics.

### Overall Gain

The EQ provides a small range of gain adjustment in order to compensate for the overall effect of the EQ curve and allow signal-to-noise ratio and dynamic range to be maximized. This gain is set by entering a value (in + or - relative dB) in the edit box. It should only be used within a range from 6dB of attenuation to 6dB of gain.

### Set Flat

This button resets all filters to a gain setting of 0dB (flat response) and disables all bands except for band 1.

### Show Phase

When checked, the phase response through the EQ will be shown as a red curve on the graph.

### Save To File

Click this button to save the EQ curve as an XML file. This allows you to archive the file as well as save it as a preset and load it into other channels.

### Load From File

Click this button to open a standard Windows file dialog window. From here, you can locate an XML file that has been stored with an EQ curve and load it into the frame.

### Get From Frame

Click this button to force the window to reload the current EQ settings from the frame.

### Copy

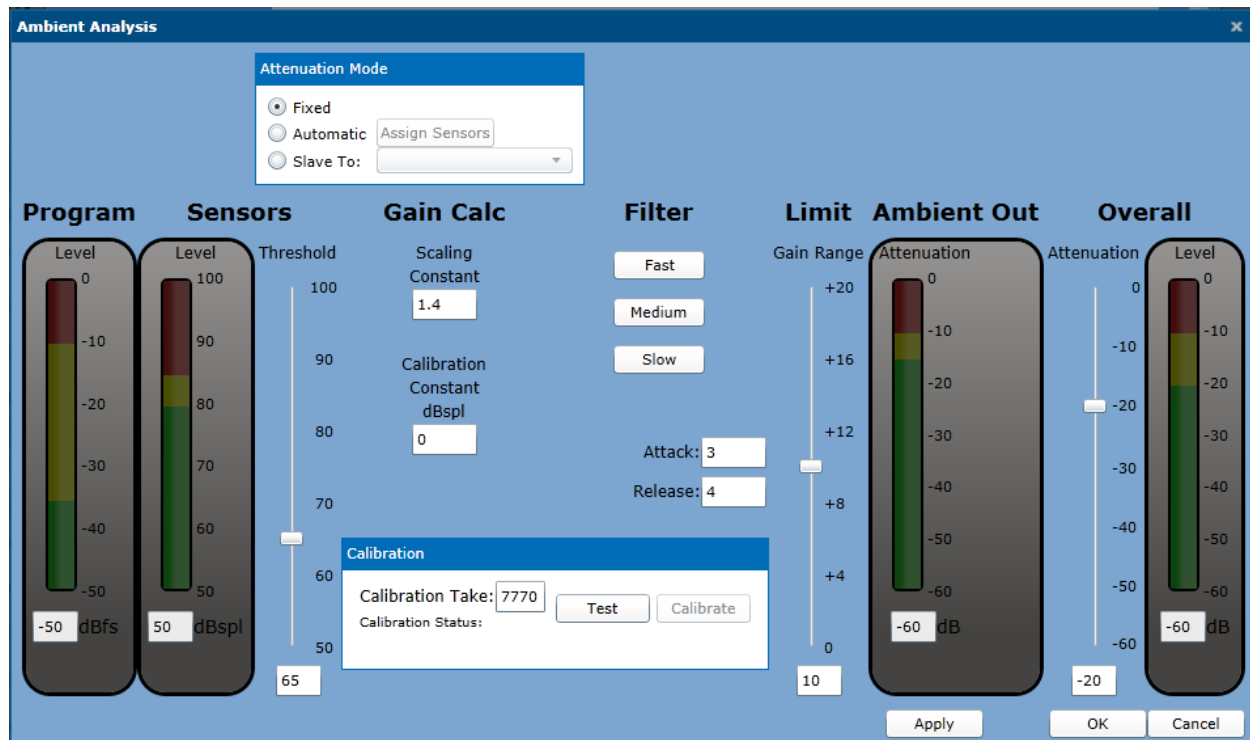
Click this button to copy all of the current EQ settings to the clipboard. You can then move to another channel and use the **Paste** button to copy settings between channels.

### Paste

Click this button to paste the EQ settings stored on the clipboard to the current channel. This button will be dimmed if there are no available EQ settings to paste from the clipboard.

## Ambient

Titan series T9116 frames are equipped with ambient noise compensation (Ambient Analysis) capabilities when paired with a noise sensor collector, such as a T9032NS. Ambient Analysis adjusts the output attenuation of a channel in response to ambient noise level measured in the area served by the channel. Anywhere from one (1) to four (4) ambient noise sensors can be assigned to each channel. Channels can also be slaved to other channels. Click the **Ambient** button for the channel you wish to configure to open a window such as that shown in Figure 12-33.



**Figure 12-33: Ambient Analysis**

#### Attenuation mode

Each channel can be set to one of three different possible attenuation modes as described below.

- **Fixed** – This mode deactivates the ambient noise compensation for this channel. The channel output level will remain at the level set by the **Overall** attenuator.
- **Automatic** – This mode will allow the level of the channel to automatically adjust based on the ambient noise level as detected by the ambient sensor input. The level will increase above the **Overall** attenuator setting as higher ambient noise levels are detected by the ambient noise sensor. The level will increase by an amount proportional to the detected level as determined by the **Scaling Constant**. The maximum level increase is determined by the **Limit** slider.
- **Slave** – This mode will cause the selected channel to follow the ambient noise compensation settings of another channel. Using this setting allows multiple outputs on the same T9116 frame to be adjusted by a single sensor or a gang of sensors. This setting is useful in very large spaces where multiple amplifier channels are required due to the power load requirements of the loudspeaker lines. Select the channel that this channel will be slaved to from the drop-down list.

*Note: A channel can only be slaved to a channel that is located in the same T9116 mainframe.*

#### Program

This level meter displays the real-time audio signal level at the input of the Ambient Analysis object. This signal is post-EQ and post-delay but does not have the test signal.

#### Sensors-Level

This level meter displays the real-time sound pressure level (SPL) from the ambient noise sensor.

*Note: This level is the sum of both the ambient noise in the space and the program audio from the system. The Ambient Analysis algorithm filters out the audio system's contribution to the overall level and provides a real value of ambient noise level to the system for processing.*

### Sensors-Threshold

The threshold determines the level at which the ambient noise compensation is suspended because the level at the sensor is too low. When the detected level from the ambient noise sensor rises above the threshold setting, then the system will actively operate. It will filter the system program audio component from the detected level to accurately adjust the output attenuation based on the calculated noise level. When the level is below the threshold, the system will stop actively adjusting the output attenuation and return to the maximum attenuation setting which is the base level setting as defined by the **Overall** attenuation control. The threshold is set by adjusting the slider with the mouse or by manually typing a value in the edit box below the slider using a positive numerical value.

### Gain Calc – Scaling Constant

The **Scaling Constant** determines the amount of ambient noise level that will result in the output level to increase by 1dB. A scaling constant of 1 will result in the output level increasing by 1dB for each 1dB increase in ambient sensor level. Figure 12-33 shows a scaling constant of 1.4. With this setting, a 1.4dB increase in ambient sensor level will result in a 1dB increase in output level up to the point where the **Limit** has been reached.

### Gain Calc – Calibration Constant

This value is calculated and automatically entered during the channel calibration process. It can be manually adjusted by typing in a new value in the edit box.

*Caution: This value should only be manually adjusted after an automatic calibration has not been completely successful. Adjustments should be made in very small increments of 2 or 3 dB at a time.*

Use the following guidelines when adjusting the calibration constant if the system is not properly responding after an automatic calibration.

- If the system turns down as soon as an announcement is active, then the calibration constant is too high. It should be reduced in small increments until the system remains stable while an announcement is active.
- If the system gets louder as while an announcement is active, then the calibration constant is too low. It should be increased in small increments until the system remains stable while an announcement is active.

### Filter – Attack

This value determines the rate at which the output level will increase when an increase in the ambient sensor level has been received. The value is in the number of seconds and can be directly entered in the box using the keyboard.

### Filter- Release

This value determines the rate at which the output level will decrease when a decrease in the ambient sensor level has been received. The value is in the number of seconds and can be directly entered in the box using the keyboard.



### Filter – Presets

- **Fast** – Preset where the attack time is 1 second and the release time is 2 seconds.
- **Medium** – Preset where the attack time is 3 seconds and the release time is 4 seconds.
- **Slow** – Preset where the attack time is 7 seconds and the release time is 10 seconds.

### Limit

The limit sets the maximum amount of gain that can be applied through the ambient analysis compensation process. The amount of gain available is determined by the attenuator setting of the **Overall** attenuation slider. For example, if the channel out slider is set to  $-20\text{dB}$  as shown in **Ambient Analysis**, then the maximum available setting for the Limit slider will be  $+20\text{dB}$ . Setting the Limit to  $+12\text{dB}$  will cause the output level to be increased by a maximum of  $12\text{dB}$  above the setting of the **Overall** attenuation slider. Thus, with very loud ambient noise levels the output level will be effectively set to  $-8\text{dB}$  and reduced to  $-20\text{dB}$  when the ambient noise level is very low or has dropped below the threshold. The ambient noise compensation will be continually adjusted within this range as long as the noise level remains above the threshold but below the amount required to drive the system to maximum level.

*Note: The Ambient Analysis algorithm differentiates between program audio and ambient noise level detected by the ambient noise sensor. It is possible for the sensor level to be above the threshold with no ambient noise compensation applied when the level detected is program audio from the system.*

### Overall Level

This slider controls the main output attenuator for paging, BGM, and program signals. The meter indicates the current signal level that is feeding the analog input of the power amplifier.

### Assign Sensors

Clicking on the **Assign Sensors** button will launch the Ambient Sensor Assignment window as shown in Figure 12-34. This is where one or more ambient sensors are directly assigned to control the currently selected channel. Each channel can have one (1) to four (4) ambient noise sensors assigned. When multiple sensors are used, the system averages the signal levels from all assigned sensors to obtain an ambient noise level reading. There are three very critical rules related to using multiple ambient noise sensors in a single zone that are described below.

Rules for using multiple sensors for a single zone:

- All sensors must be connected to the same sensor collection unit.
- All sensors must be connected to the same input group on the collection unit.
- All sensors must be located in the same loudspeaker zone.





**Figure 12-34: Ambient Sensor Assignment**

To assign sensors, first select the appropriate collector device from the **Noise Sensor Device** drop-down list. Then select up to four (4) sensors to use for the channel.

*Note: Sensor inputs on collector units are sub-divided into groups of eight (8). All sensors for a single channel must reside on the same collector unit group. If a sensor is currently selected for a channel, then all other groups will be grayed out and not available for selection. To change to a sensor that is not located in the currently selected group, first un-check all sensor assignments, then any sensor group will be available for selection.*

#### Calibration Take

Enter the take number that you wish to play during the calibration if you wish to use something other than the default of 7770.

#### Calibrate

Press this button to start the calibration process. A calibration message will be played to the channel output.

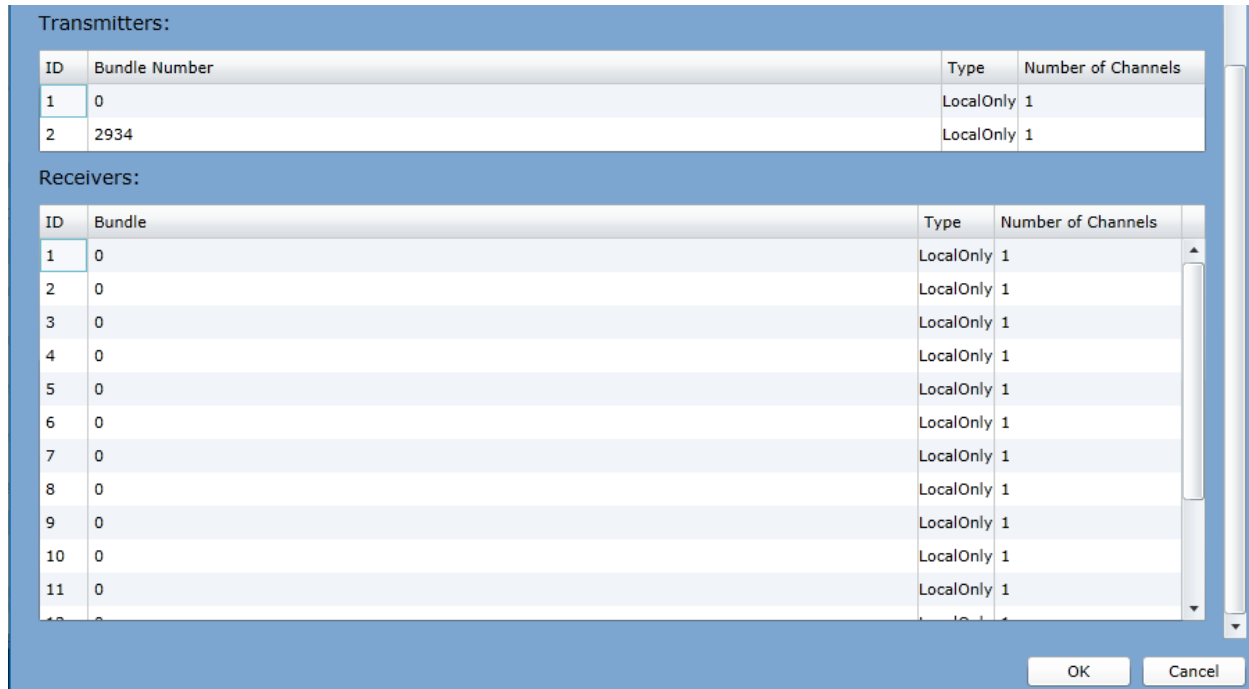
*Caution: The ambient noise level in the area being calibrated needs to be at least 15dB below the sensor threshold level setting during calibration in order to yield a valid calibration.*

#### Test

The **Test** button will play the calibration take to the selected channel. This is used after the calibration process is complete to see if the system correctly differentiates between program and ambient noise. When the test take is playing and the calibration has been successful, the level should not change. If the system turns up or down during the test playback, then either the calibration constant should be adjusted or a recalibration should be attempted.

## CobraNet Transmitters and Receivers

The CobraNet transmitters and receivers are automatically set by the system and the defaults are sufficient for most applications. The ability to override the defaults is provided here if it is required.



ID	Bundle Number	Type	Number of Channels
1	0	LocalOnly	1
2	2934	LocalOnly	1

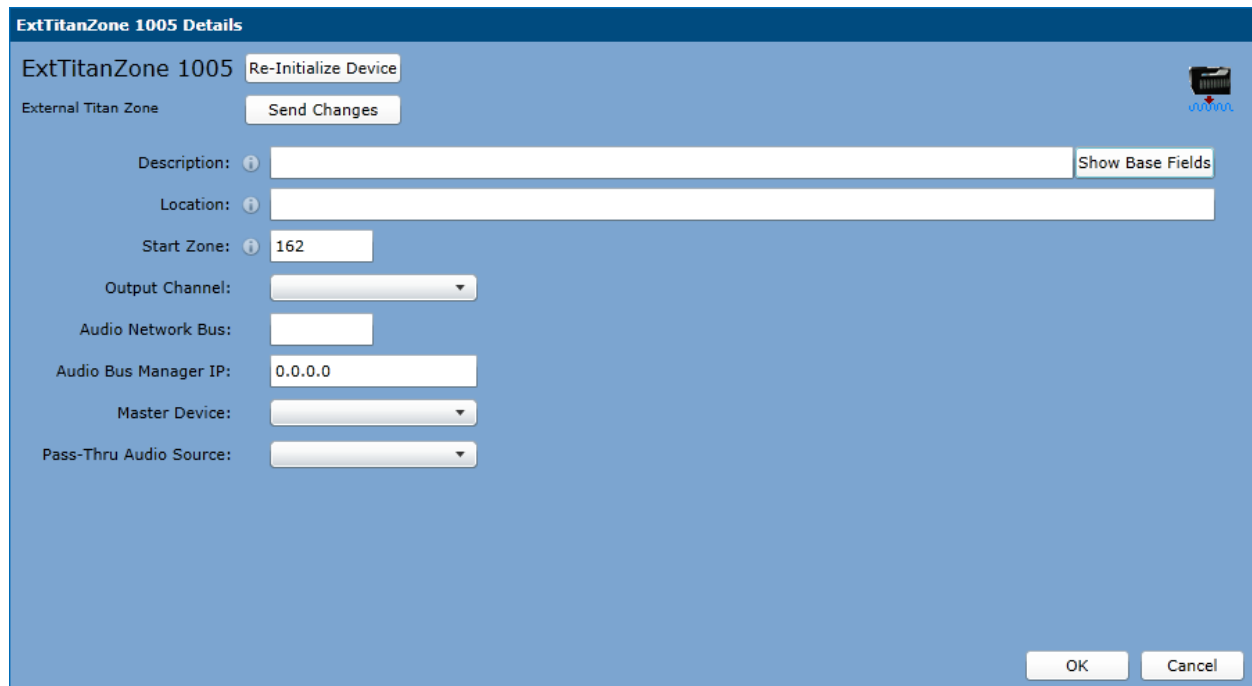
  

ID	Bundle	Type	Number of Channels
1	0	LocalOnly	1
2	0	LocalOnly	1
3	0	LocalOnly	1
4	0	LocalOnly	1
5	0	LocalOnly	1
6	0	LocalOnly	1
7	0	LocalOnly	1
8	0	LocalOnly	1
9	0	LocalOnly	1
10	0	LocalOnly	1
11	0	LocalOnly	1

**Figure 12-35: T9116 CobraNet Transmitters and Receivers**

### 4.5.3.3 External Titan Zone

This is a specialty device that is used when a Titan frame is used at a station in a transit application. This type of system utilizes a centralized command center that sends messages down to a series of stations using an audio network. Each station is capable of having a local source that gets overridden when an announcement is sent to the station from the command center. The audio is placed on a virtual audio bus on the network and then commands are sent to each station that is to route the audio bus to local zones.



**Figure 12-36: External Titan Zone Setup**

Fields on this form beyond the basics for all devices are as follows: IP Address

#### Start Zone

This is the zone number that represents this device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed. For example, you have a system that already has 32 zones. When you add a new External Titan Zone, the zone will be 33.

#### Output Channel

Select the output channel that will be used for this zone from the drop-down list.

#### Audio Network Bus

This field sets the audio bus number for installations that utilize networked audio busses that are typical of transit-type installations. This setting will be determined by the audio network configuration at the system head-end.

#### Audio Bus Manager

Enter the IP address of the network device that will be responsible for managing the audio bus.

## Master Device

Select the Titan frame from the drop-down list that contains this audio output.

## Pass-Thru Audio Source

If you have any other inputs on the Titan frame selected in the **Master Device** drop-down list defined as **External Titan Source**, then they will be available in this list as a source. The source selected will be routed directly to this output when the Audio Bus Manager is not transmitting announcements or messages. This allows for a local source to be used and then overridden by announcements or messages coming from the system head-end.

### 4.5.3.4 External Titan Source

This is a specialty device used for certain situations.

*Note, you cannot use this device if the Titan frame is also enabled for BGM, as the routings out to CobraNet will conflict.*

ExtTitanSource 5 Details

ExtTitanSource 5 Re-Initialize Device

External Titan Source Send Changes

Description:  Show Base Fields

Location:

Mic Number:

Input Channel:

Audio Network Bus:

Master Device:

Input Transmitter:

OK Cancel

**Figure 12-37: External Titan Source Setup**

## Description

Enter text here to give the device a descriptive name.

## Location

Enter text here to describe the physical location of the device.

## Mic Number

Each input on the device must have its own unique mic number. This is the number used to identify the input as a usable source within the announcement controller. When you add the device, each number is

automatically defined. It can be changed if needed. Once it has been defined here, it will appear as an available source when defining actions.

### Input Channel

Select the input channel from the drop-down list for this input. This corresponds to the physical input connector on the Titan frame where this input is connected.

### Audio Network Bus

This field sets the internal audio bus number that allows this input to be available for use as an audio source within the Titan frame. This number corresponds to the internal Tie Line number of which there are eight (8) available in each frame. If you are using more than one (1) External Titan Source input on a frame, each should have its own unique bus assignment (1-8).

### Master Device

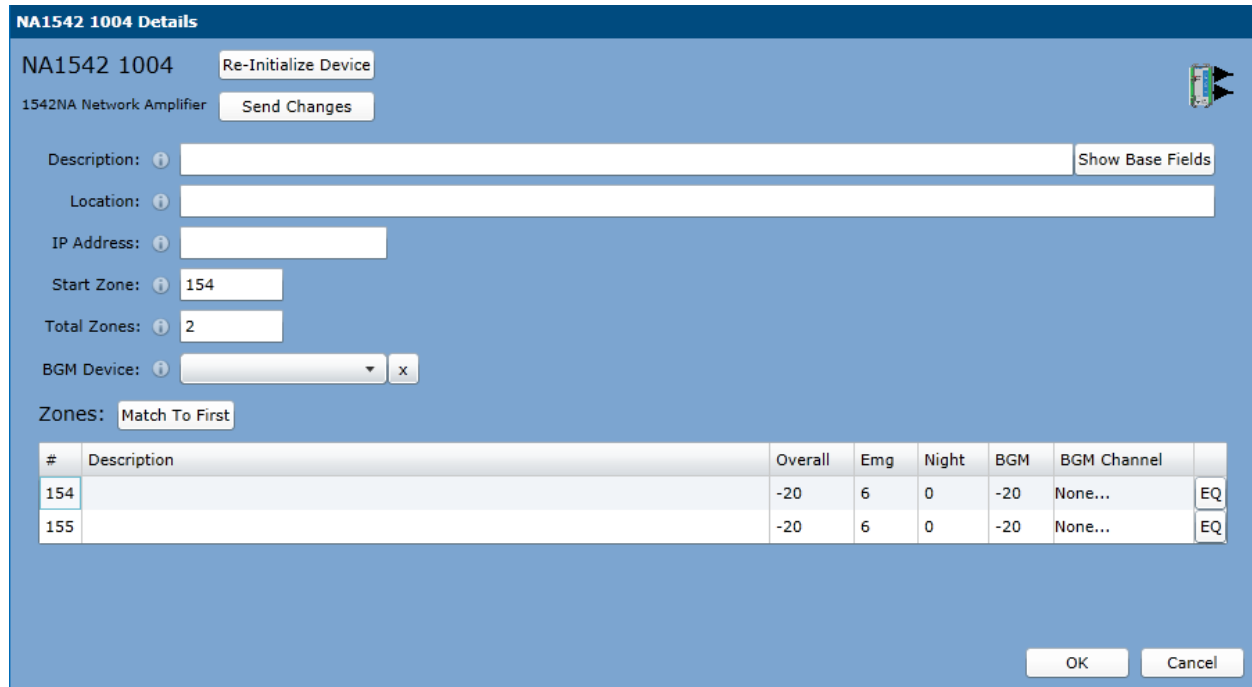
Select the Titan frame from the drop-down list that contains this audio input.

### Input Transmitter

This field sets the CobraNet transmitter that will be used for this input in order to route its audio to other devices over the network. Leave this field at the default value of 0 if the input will only be used locally within the frame. Setting it to 1 or 2 will place this input in one of the two available output transmitters. Normally transmitter 1 is used for BGM (when this frame serves as a BGM source for other devices or Titan frames) and transmitter 2 is used for monitoring audio at a remote location. One of these features/functions will have to be sacrificed when configuring an External Titan Source to use one of the CobraNet transmitters to reach other devices or Titan frames.

### 4.5.3.5 1542NA/1581NA Network Amplifiers

This device is a PoE (Power over Ethernet) amplifier that receives CobraNet digital audio and drives an 8 Ohm speaker. The two models provide either 2 channels of up to 4 Watts each (1542NA) or 1 channel of up to 8 Watts (1581NA).



**NA1542 1004 Details**

NA1542 1004

1542NA Network Amplifier

Description:

Location:

IP Address:

Start Zone:

Total Zones:

BGM Device:

Zones:

#	Description	Overall	Emg	Night	BGM	BGM Channel	
154		-20	6	0	-20	None...	EQ
155		-20	6	0	-20	None...	EQ

**Figure 12-38: 1542NA Configuration**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter the IP address for the device here.

#### Start Zone

This is the zone number that represents the first zone in the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed. For example, you have a system that already has 32 zones. When you add a new 1542NA, the starting zone will be 33.

#### Total Zones

This number represents the total number of zones that will be present on this device. A 1542NA supports a total of 2 zones and a 1581NA, one, but you may want to reduce the number if both are not needed. You will want to manage this because the software license has a total number of audio zones allowed.

#### BGM Device

Once you have defined one or more devices in the system as a BGM source, it is then available as an item in this drop-down list. You select the device from this list that will be used as the source device for the BGM. You can then select individual channels to be used for each zone output. You can click the **[X]** button to the right of the drop-down list to clear the selection.

## Zones

This list allows you to configure each output zone in the device.

### Zone Number

This is the number that will be used to identify this output zone in the system. This number is calculated based on the values in the **Start Zone** and **Total Zones** fields.

### Description

Double-click on this field to edit a text descriptor for the zone.

### Levels

- **Overall** – This is the master output level control for the zone. Adjusting this level will change the levels of both announcements and BGM. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.
- **Emg** – This field defines an offset to the **Overall** level to use when an announcement is made with an announce class that has the **Emergency** flag set. This allows you to increase the level of the output for emergency announcements. The default value is 6dB. If you use this setting with an **Overall** setting of –20dB, then an emergency announcement will be played using an output level that is 6dB louder than normal announcements.
- **Night** – This field defines an offset to the **Overall** level to use when the night schedule is invoked as programmed in the **Day / Night Schedule** section of the **Configuration** tab. This allows you to decrease the level of the output based on the time of day for each day of the week. The default value is 0dB and is set by entering a value to turn the output down. For example, if you enter a value of 6, then the channel level will be turned down by 6dB when the Night schedule is placed in effect.
- **BGM** – This field sets the BGM level for the zone. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.

### BGM Channel

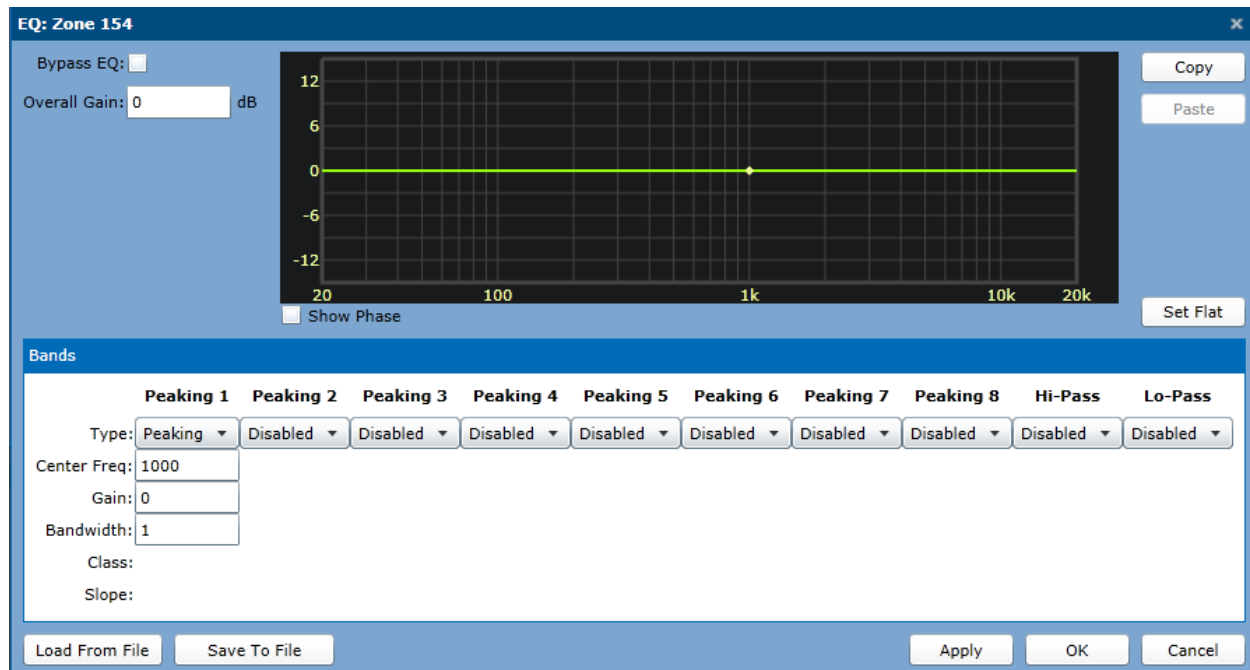
This drop-down list allows you to select an individual channel to use as the zone BGM. The channels available are for the device selected in the BGM Device field.

## Match to First

Click this button to take the three levels (Overall, BGM, and Duck) Delay and the BGM Channel selection of the first zone and copy them to the remaining zones in the device.

## EQ

Each channel has a ten-band parametric EQ available to adjust the signal as necessary to meet the needs of the loudspeakers and allow the system to be adjusted to maximize intelligibility in the acoustic space. Press the **EQ** button for a channel to open the EQ window as shown in Figure 12-39.



**Figure 12-39: EQ Settings Window**

Bands are selected by clicking on one of the ten band names immediately below the frequency response curve graph. A specific band can be selected and then adjusted using the edit boxes below the names. It is also possible to select a filter and edit its frequency, gain and bandwidth directly in the Frequency Response display window using the mouse to drag the filter position, cut/boost, or bandwidth.

#### Type

Select a filter type in the drop-down list. The available options for filters 1 through 7 are:

- **Peaking** – A typical bandpass type filter
- **Disabled** – Turn this filter off

The available options for the Hi-Pass and Lo-Pass filters are:

- **Hi Pass** – Filter for rolling off frequencies lower than the cutoff frequency
- **Lo Pass** – Filter for rolling off frequencies higher than the cutoff frequency
- **Disabled** – Turn this filter off

*Note: The options for the filter parameters will change slightly depending on the filter type selected.*

#### Center Frequency (Hz)

The center frequency (or cutoff frequency) of the filter is set by entering a numeric value in the edit box. The frequency parameter can also be changed by dragging the diamond icon in the graph laterally left or right.

#### Gain (dB)

*This is only available for Peaking filter type.*



The filter gain is set by entering a numeric value (using + or – values for relative dB) in the edit box. The gain can also be changed by clicking and dragging the diamond icon for the filter up or down in the frequency response graph.

#### Bandwidth (Oct.)

*This is only available for Peaking filter type.*

The filter bandwidth is set by entering a numeric value in the edit box. The value used is measured in Octaves. For example, if a 1/3 octave filter is required then a value of 0.333 would be used. The bandwidth can also be altered using vertical line icons located on each side of the diamond filter icon in the frequency response graph. Click a line and move the mouse laterally to change the bandwidth.

#### Class

*This is only available for Hi Pass and Lo Pass filter types.*

The mathematical function used to calculate the filter is selected by picking an available type from the drop-down list box. Currently, the only type of filter class available is the Butterworth type filter.

#### Slope (dB/Oct.)

*This is only available for Hi Pass and Lo Pass filter types.*

This value determines the frequency roll-off rate for the filter in decibels per octave. Available values range from 6 dB/Octave to 18 dB/Octave.

#### Set Flat

This button resets all filters to a gain setting of 0dB (flat response) and disables all bands except for band 1.

#### Show Phase

When checked, the phase response through the EQ will be shown as a red curve on the graph.

#### Bypass EQ

When checked, this removes the effects of all filter bands from the signal path without resetting the filters to a flat response curve. When the EQ is bypassed, the signal will pass through the object without any modifications to the frequency characteristics.

#### Overall Gain

The EQ provides a small range of gain adjustment in order to compensate for the overall effect of the EQ curve and allow signal-to-noise ratio and dynamic range to be maximized. This gain is set by entering a value (in + or - relative dB) in the edit box. It should only be used within a range from 6dB of attenuation to 6dB of gain.

#### Save To File

Click this button to save the EQ curve as an XML file. This allows you to archive the file as well as save it as a preset and load it into other channels.

#### Load From File

Click this button to open a standard Windows file dialog window. From here, you can locate an XML file that has been stored with an EQ curve and load it into the frame.

### Copy

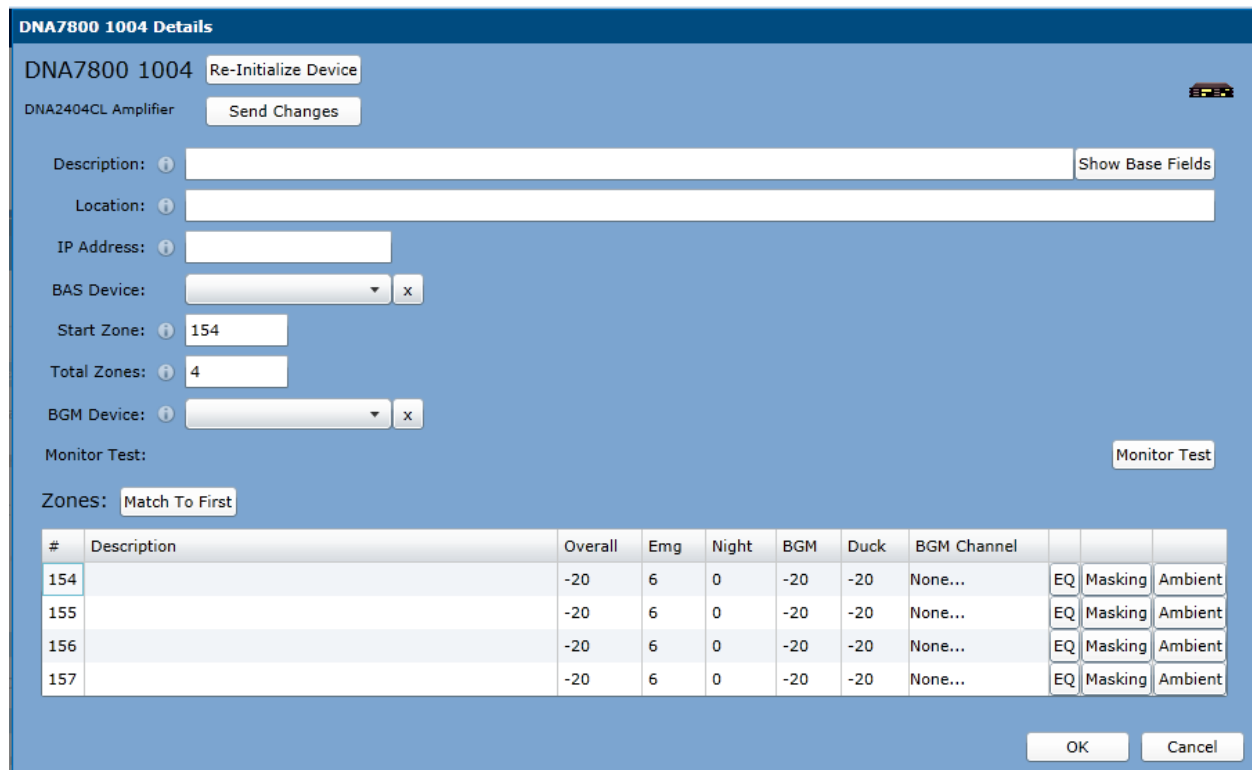
Click this button to copy all of the current EQ settings to the clipboard. You can then move to another channel and use the Paste button to copy settings between channels.

### Paste

Click this button to paste the EQ settings stored on the clipboard to the current channel. This button will be dimmed if there are no available EQ settings to paste from the clipboard.

## 4.5.3.6 DNA2404CL Amplifier

This amplifier also has DNA7800 part numbers for some markets. The settings are the same between the two.



**DNA7800 1004 Details**

DNA7800 1004

DNA2404CL Amplifier

Description:

Location:

IP Address:

BAS Device:

Start Zone:

Total Zones:

BGM Device:

Monitor Test:

Zones:

#	Description	Overall	Emg	Night	BGM	Duck	BGM Channel	EQ	Masking	Ambient
154		-20	6	0	-20	-20	None...	EQ	Masking	Ambient
155		-20	6	0	-20	-20	None...	EQ	Masking	Ambient
156		-20	6	0	-20	-20	None...	EQ	Masking	Ambient
157		-20	6	0	-20	-20	None...	EQ	Masking	Ambient

**Figure 12-40: DNA7800/2404C Series Amplifier Device**

Fields on this form beyond the basics for all devices are as follows:

### IP Address

Enter the IP address for the device here.

### BAS Device

Select the 1504BAS Backup Amplifier Switcher device that is associated with this DNA amplifier. This device switches the DNA amplifier's speaker loads over to a backup DNA amplifier should this device have faults.

### Start Zone

This is the zone number that represents the first zone in the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if

needed. For example, you have a system that already has 32 zones. When you add a new DNA7800, the starting zone will be 33.

### Total Zones

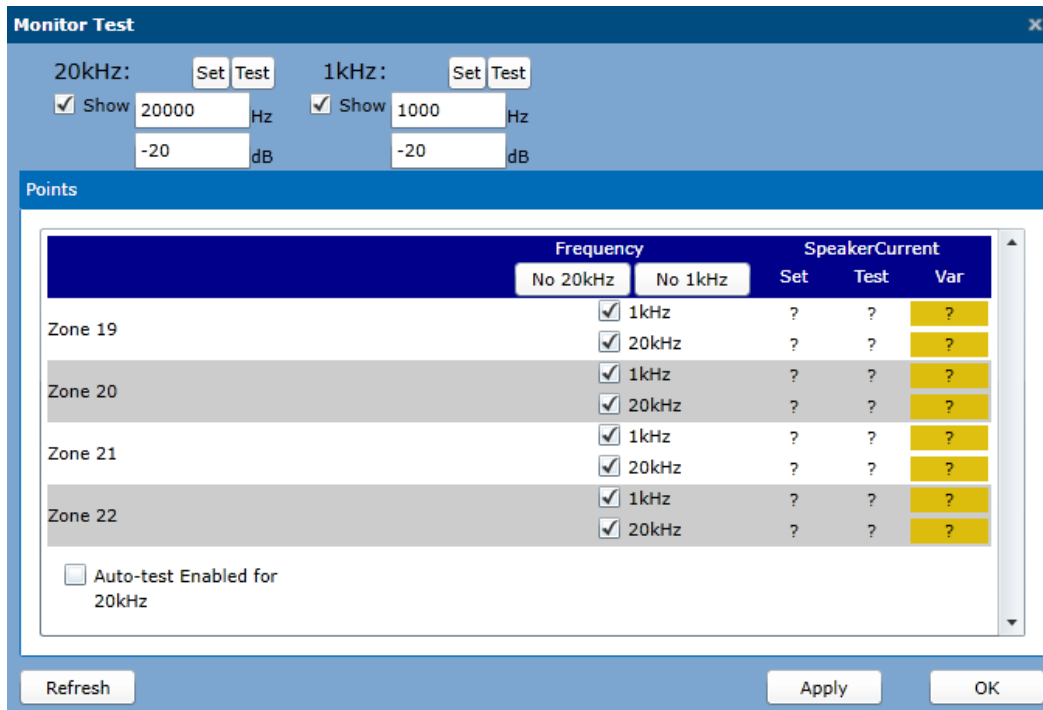
This number represents the total number of zones that will be present on this device. A DNA7800 supports a total of 4 zones, but you may want to set this to a lower number if you are not using all outputs. This will prevent the unused output from contributing to the total number of zones allowed with your software license.

### BGM Device

Once you have defined one or more devices in the system as a BGM source, it is then available as an item in this drop-down list. You select the device from this list that will be used as the source device for the BGM. You can then select individual channels to be used for each zone output. You can click the **[X]** button to the right of the drop-down list to clear the selection.

### Monitor Test

Click this button to open the automated test window for the DNA amplifier as shown in the following image. From here, you can view test results, initiate a test, calibrate the test points, and configure the automated testing functions.



**Monitor Test**

20kHz: ☐ Set ☐ Test ☒ Show 20000 Hz -20 dB

1kHz: ☐ Set ☐ Test ☒ Show 1000 Hz -20 dB

**Points**

	Frequency		SpeakerCurrent		
	No 20kHz	No 1kHz	Set	Test	Var
Zone 19	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	?	?	?
Zone 20	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	?	?	?
Zone 21	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	?	?	?
Zone 22	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	?	?	?

☐ Auto-test Enabled for 20kHz

Refresh Apply OK

**Figure 12-41: DNA Monitor Test Window**

### Show

The two checkboxes across the top of the window allow you to decide if you want to show or not show either the inaudible or audible test information for each channel. When the box is checked, the test will be visible for each channel. When it is not checked, the test will be hidden for each channel. This is useful if you are not using one of the available tests. You can suppress displaying information for a test that is not in use.

## Set/Test Buttons

There are two sets of **Test / Set** buttons at the top of the window. One set is for the inaudible test and the other for the audible test. Set is used to record the baseline values for each channel. You must perform a set once you have the system operational and all loudspeakers attached. The amplifier will store these channel values and compare them with the results obtained when performing a test. When test values do not match the set values, then a channel will be faulted.

*Note: Clicking on the **Test** or **Set** buttons for the audible test will result in tones played to all outputs of the amplifier.*

## Inaudible and Audible Test Frequencies and Level

20kHz:	<input type="button" value="Set"/>	<input type="button" value="Test"/>	1kHz:	<input type="button" value="Set"/>	<input type="button" value="Test"/>
<input checked="" type="checkbox"/> Show	<input type="text" value="20000"/>	Hz	<input checked="" type="checkbox"/> Show	<input type="text" value="1000"/>	Hz
	<input type="text" value="-20"/>	dB		<input type="text" value="-20"/>	dB

**Figure 12-42: Test Frequency and Level**

You can specify the frequency to be used for the inaudible and audible tests by typing it into the appropriate edit box. The output level of the test tone for each test is also adjustable. You change the output level by typing in the output level in the edit box. The valid range for the test tone is -100 to +3 where +3 will produce a tone just shy of driving the amplifier into clipping.

## Frequency

You have the option to individually enable or disable the audible and inaudible tests for each channel. When the checkbox for a test is checked, it will be performed for that channel when you click the Test or Set button for the test. If it is not checked, then it will not read a value for that channel. If the audible test is disabled for a channel, then the test tone will not be played to that channel.

## Speaker Current

These two columns display the actual results of the test. The **Set** column displays the reading that was recorded when you calibrated the test using the **Set** button. The **Var** column displays the difference between the recorded set level and the level measured during the most recent test. This level is the dB above (+) or below (–) the set value for the channel. When the measured value is beyond a +/- 3dB window, then the point is considered faulted and it will be displayed with a red background.

*Note: If a "?" is shown, it indicates that data was not available for that channel. This could be the case if the test has been disabled for a channel or if no set has been performed.*

## Auto-test Enabled for Inaudible

When this box is checked, the inaudible test will execute automatically at the interval specified in the **Interval** edit box. This allows for periodic testing of channels without any disruption in functionality.

Zone 22

☒ 20kHz ? ? ?

☒ Auto-test Enabled for Interval: 5 mins  
20kHz

Refresh Apply OK

### Interval

This entry box only appears when the **Auto-test Enabled for Inaudible** box is checked. Enter the time (in minutes) for the interval between periodic inaudible tests.

### Refresh

Click this button to reload the **Test / Set** values from the amplifier.

### Apply

Click this button to send the current settings to the amplifier frame without closing the window.

### OK

Click this button to send the current settings to the amplifier frame and close the window.

## Zones

This list allows you to configure each output zone in the device.

### Zone Number

This is the number that will be used to identify this output zone in the system. This number is calculated based on the values in the **Start Zone** and **Total Zones** fields. Each output channel is an individual zone.

### Description

Double-click on this field to edit a text descriptor for the zone.

### Levels

- **Overall** – This is the master output level control for the zone. Adjusting this level will change the levels of both announcements and BGM. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of –40.
- **Emg** – This field defines an offset to the **Overall** level to use when an announcement is made with an announce class that has the **Emergency** flag set. This allows you to increase the level of the output for emergency announcements. The default value is 6dB. If you use this setting with an **Overall** setting of –20dB, then an emergency announcement will be played using an output level that is 6dB louder than normal announcements.
- **Night** – This field defines an offset to the **Overall** level to use when the night schedule is invoked as programmed in the **Day / Night Schedule** section of the **Configuration** tab. This allows you to decrease the level of the output based on the time of day for each day of the week. The default value is 0dB and is set by entering a value to turn the output down. For example, if you enter a value of 6, then the channel level will be turned down by 6dB when the Night schedule is placed in effect.

- **BGM** – This field sets the BGM level for the zone. This number represents the amount of attenuation relative to 0dBFS. So a value of –30 will attenuate the level by 30dB. To reduce the level by an additional 10dB, you would enter a value of – 40.
- **Duck** – This field controls how much the level of BGM will be reduced when an announcement is made to the zone. A value of –10 will reduce the BGM level by 10dB when an announcement is made. A value of –60 will effectively mute the BGM level when an announcement is made.

### BGM Channel

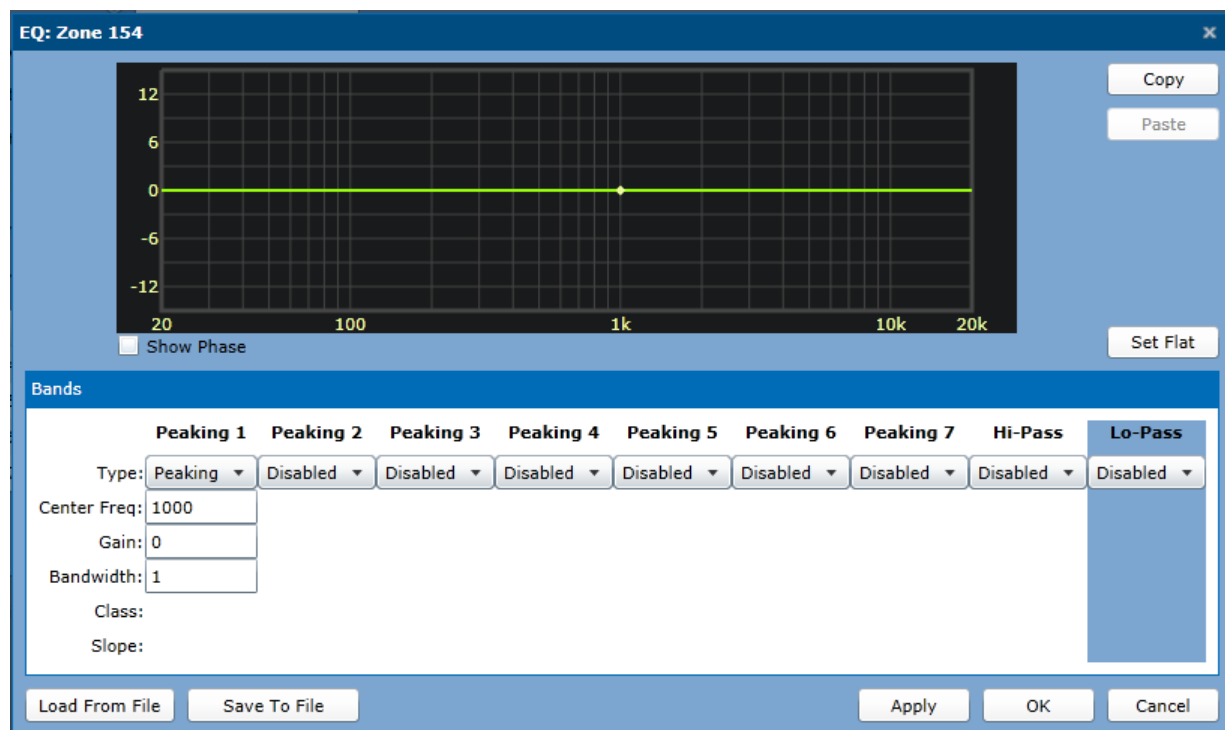
This drop-down list allows you to select an individual channel to use as the zone BGM. The channels available are for the device selected in the **BGM Device** field.

### Match to First

Click this button to take the three levels (Overall, Emg, Night, and BGM) and the BGM Channel selection and copy them to the remaining zones in the device.

### EQ

Each channel has an EQ module available to adjust the signal as necessary to meet the needs of the loudspeakers and allow the system to be adjusted to maximize intelligibility in the acoustic space. Press the EQ button for a channel to open the EQ window as shown in Figure 12-43.



**Figure 12-43: EQ Settings Window**

Bands are selected by clicking on one of the ten band names immediately below the frequency response curve graph. A specific band can be selected and then adjusted using the edit boxes below the names. It is also possible to select a filter and edit its frequency, gain and bandwidth directly in the Frequency Response display window using the mouse to drag the filter position, cut/boost, or bandwidth.

## Type

Select a filter type in the drop-down list. The available options for filters 1 through 7 are:

- **Peaking** – A typical band pass type filter
- **Disabled** – Turn this filter off

The available options for the Hi-Pass and Lo-Pass filters are:

- **Hi Pass** – Filter for rolling off frequencies lower than the cutoff frequency
- **Lo Pass** – Filter for rolling off frequencies higher than the cutoff frequency
- **Disabled** – Turn this filter off

*Note: The options for the filter parameters will change slightly depending on the filter type selected.*

## Center Frequency (Hz)

The center frequency (or cutoff frequency) of the filter is set by entering a numeric value in the edit box. The frequency parameter can also be changed by dragging the diamond icon in the graph laterally left or right.

## Gain (dB)

*This is only available for Peaking filter type.*

The filter gain is set by entering a numeric value (using + or – values for relative dB) in the edit box. The gain can also be changed by clicking and dragging the diamond icon for the filter up or down in the frequency response graph.

## Bandwidth (Oct.)

*This is only available for Peaking filter type.*

The filter bandwidth is set by entering a numeric value in the edit box. The value used is measured in Octaves. For example, if a 1/3 octave filter is required then a value of 0.333 would be used. The bandwidth can also be altered using vertical line icons located on each side of the diamond filter icon in the frequency response graph. Click a line and move the mouse laterally to change the bandwidth.

## Class

*This is only available for Hi Pass and Lo Pass filter types.*

The mathematical function used to calculate the filter is selected by picking an available type from the drop-down list box. Currently, the only type of filter class available is the Butterworth type filter.

## Slope (dB/Oct.)

*This is only available for Hi Pass and Lo Pass filter types.*

This value determines the frequency roll-off rate for the filter in decibels per octave. Available values range from 6 dB/Octave to 18 dB/Octave.

## Set Flat

This button resets all filters to a gain setting of 0dB (flat response) and disables all bands except for band 1.

## Show Phase

When checked, the phase response through the EQ will be shown as a red curve on the graph.

### Save to File

Click this button to save the EQ curve as an XML file. This allows you to archive the file as well as save it as a preset and load it into other channels.

### Load from File

Click this button to open a standard Windows file dialog window. From here, you can locate an XML file that has been stored with an EQ curve and load it into the frame.

### Apply

Click this button to send the current EQ settings to the frame.

### Copy

Click this button to copy all of the current EQ settings to the clipboard. You can then move to another channel and use the **Paste** button to copy settings between channels.

### Paste

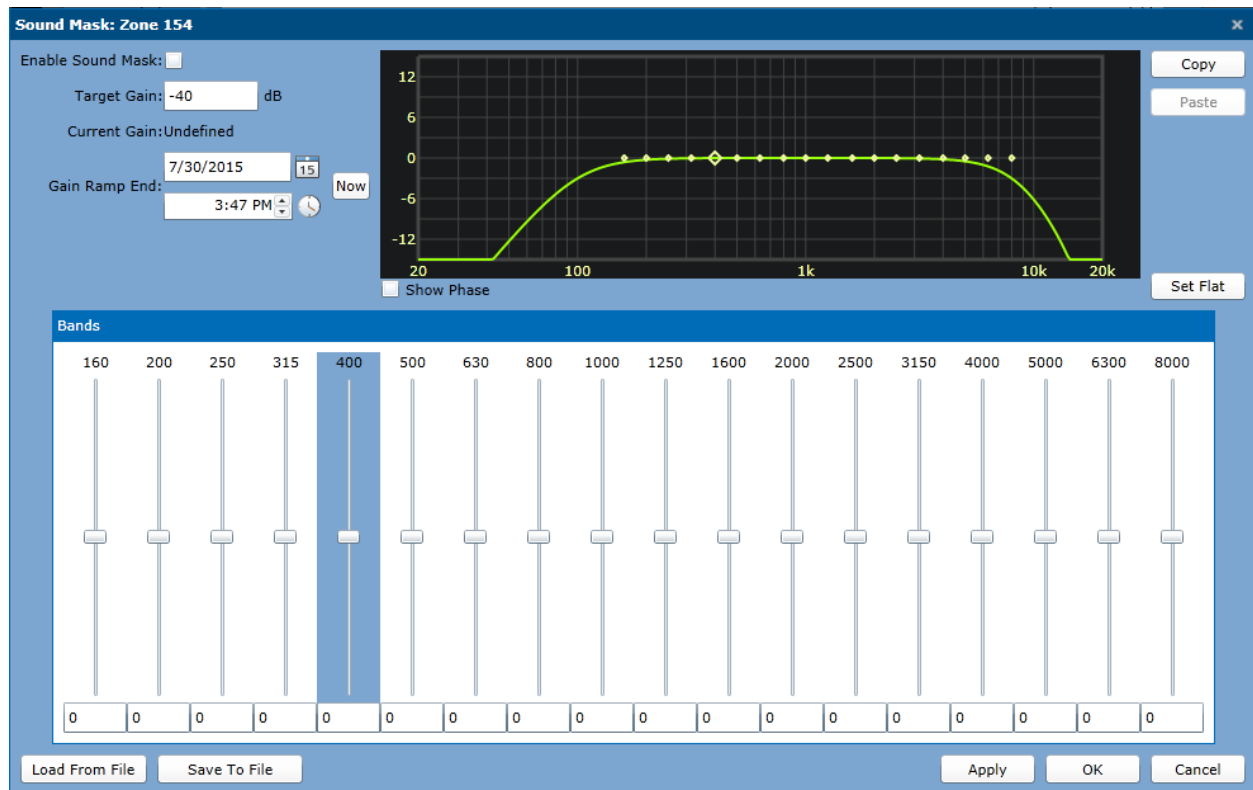
Click this button to paste the EQ settings stored on the clipboard to the current channel. This button will be dimmed if there are no available EQ settings to paste from the clipboard.

### Masking

The DNA2404C has the ability to provide noise or sound masking to its outputs in addition to BGM or paging audio. This is enabled and configured by clicking on the **Masking** button for a channel.

*Note: Earlier versions of DNA2404C firmware does not support the Masking feature.*





**Figure 12-44: Masking Configuration Window**

#### Enable Sound Mask

Check this box to enable sound masking for this channel.

#### Target Gain

Set the desired (final) gain level for the masking noise in this box.

#### Current Gain

This read-only field shows the current gain level, if any.

#### Gain Ramp End

It is common practice to introduce noise masking to a new facility in a gradual manner over hours or even days. By setting the date/time for the ramp end out in the future, the system will automatically ramp the gain from the current gain<sup>1</sup> up to the **Target Gain** over the time span between now and the date/time indicated here. One can either type in a new date and time value in the edit boxes or click on the icons to the right to bring up pickers like those shown in Figures 12-41 and 12-46. In addition, on the time entry box, one can place a cursor in a field (hours, minutes or AM/PM) and use the up/down arrows to increment/decrement the value.

<sup>1</sup> If Current Gain is not defined, e.g., masking isn't active yet for this channel, then the system will start the ramping from 30 dB below the Target Gain.

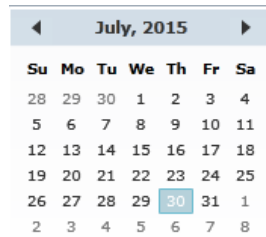


Figure 12-45: Date Picker Menu

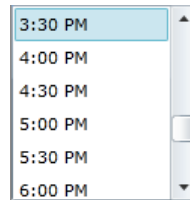


Figure 12-46: Time Picker Menu

#### Now button

Click this button to set the Gain Ramp End values to the current time, allowing one to hear the masking noise at the Target Gain and with all the other parameters when the **Apply** or **OK** buttons are pressed.

#### Show Phase

When checked, the plot of the phase of the equalization will be shown as well as the amplitude.

#### Set Flat

Set the middle portion of the equalization flat. The high and low frequency roll-offs shown in this graph are built into the pink noise source in the DNA amplifier.

#### Copy

Copy this EQ curve (settings) for use in another channel.

#### Paste

If an EQ curve has been copied to the clipboard, it can be pasted into the current channel by clicking on this button.

#### Bands

The bands are 1/3 octave EQ bands whose boost or cut values may be set either by moving the appropriate slider or by enter a value in the edit box below each. The center frequency in Hz is shown above each band's slider.

#### Load From File / Save To File

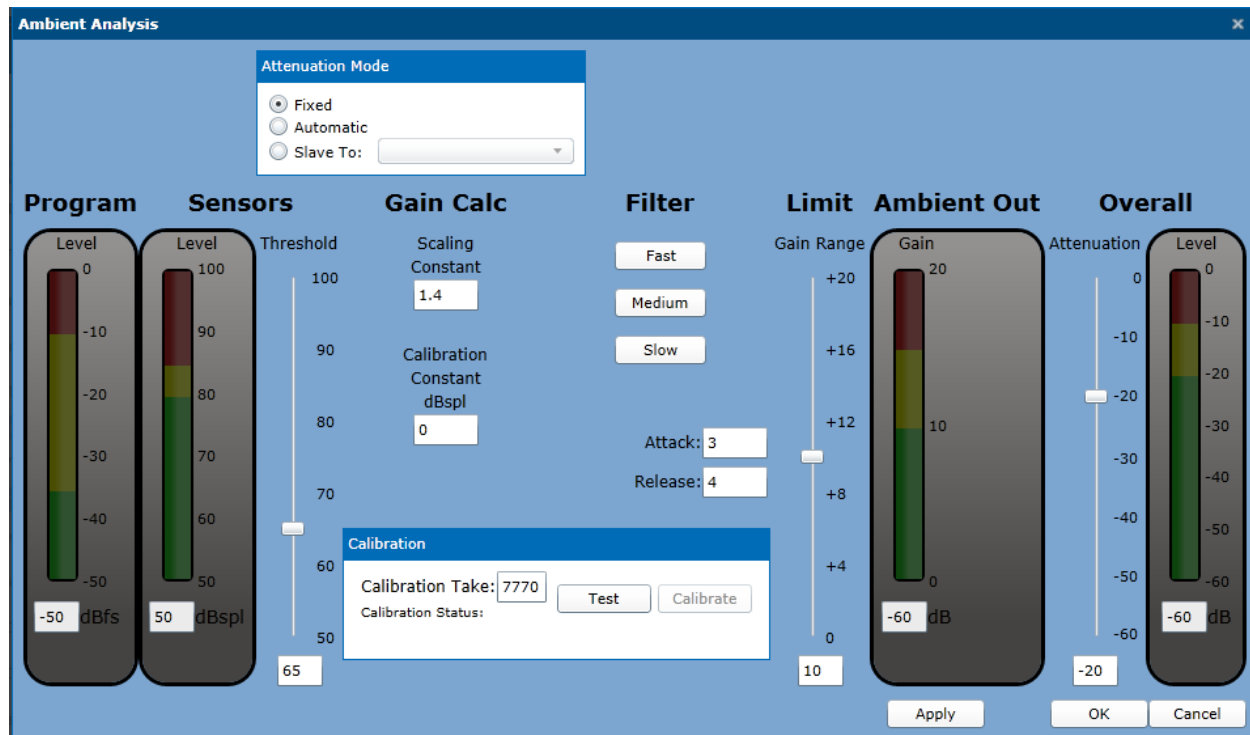
Similar to cut/paste to the clipboard, one may save an EQ curve to a file and recall it from the file on another channel.

#### Apply

Send all setting changes to the DNA amplifier immediately.

## Ambient

DNA series amplifier frames are equipped with ambient noise compensation (Ambient Analysis) capabilities utilizing the eight (8) built-in ambient sensor inputs. Ambient Analysis adjusts the output attenuation of a channel in response to ambient noise level measured in the area served by the channel. One (1) or two (2) ambient noise sensors can be used for each channel. Channels can also be slaved to other zones. Click the **Ambient** button for the channel you wish to configure to open a window such as that shown in Figure 12-47.



**Figure 12-47: Ambient Analysis**

### Attenuation Mode

Each channel can be set to one of three different possible attenuation modes as described below.

- **Fixed** – This mode deactivates the ambient noise compensation for this channel. The channel output level will remain at the level set by the **Overall** attenuator.
- **Automatic** – This mode will allow the level of the channel to automatically adjust based on the ambient noise level as detected by the ambient sensor input. The level will increase above the **Overall** attenuator setting as higher ambient noise levels are detected by the ambient noise sensor. The level will increase by an amount proportional to the detected level as determined by the **Scaling Constant**. The maximum level increase is determined by the **Limit** slider.
- **Slave** – This mode will cause the selected channel to follow the ambient noise compensation settings of another channel. Using this setting allows multiple outputs on the same DNA amplifier frame to be adjusted by a single sensor or a pair of sensors. This setting is useful in very large spaces where multiple amplifier channels are required due to the power load requirements of the loudspeaker lines. Select the channel that this channel will be slaved to from the drop-down list.

*Note: A channel can only be slaved to a channel that is located in the same DNA amplifier mainframe.*

## Program

This level meter displays the real-time audio signal level at the input of the Ambient Analysis object. This signal is post-EQ and post-delay but does not have the test signal.

## Sensors-Level

This level meter displays the real-time sound pressure level (SPL) from the ambient noise sensor.

*Note: This level is the sum of both the ambient noise in the space and the program audio from the system. The Ambient Analysis algorithm filters out the audio system's contribution to the overall level and provides a real value of ambient noise level to the system for processing.*

## Sensors-Threshold

The threshold determines the level at which the ambient noise compensation is suspended because the level at the sensor is too low. When the detected level from the ambient noise sensor rises above the threshold setting, then the system will actively operate. It will filter the system program audio component from the detected level to accurately adjust the output attenuation based on the calculated noise level. When the level is below the threshold, the system will stop actively adjusting the output attenuation and return to the maximum attenuation setting which is the base level setting as defined by the **Overall** attenuation control.

The threshold is set by adjusting the slider with the mouse or by manually typing a value in the edit box below the slider using a positive numerical value.

## Gain Calc-Scaling Constant

The **Scaling Constant** determines the amount of ambient noise level that will result in the output level to increase by 1dB. A scaling constant of 1 will result in the output level increasing by 1dB for each 1dB increase in ambient sensor level. Figure 12-43 shows a scaling constant of 1.4. With this setting, a 1.4dB increase in ambient sensor level will result in a 1dB increase in output level up to the point where the **Limit** has been reached.

## Gain Calc-Calibration Constant

This value is calculated and automatically entered during the channel calibration process. It can be manually adjusted by typing in a new value in the edit box.

*Caution: This value should only be manually adjusted after an automatic calibration has not been completely successful. Adjustments should be made in very small increments of 2 or 3 dB at a time.*

Use the following guidelines when adjusting the calibration constant if the system is not properly responding after an automatic calibration.

- If the system turns down as soon as an announcement is active, then the calibration constant is too high. It should be reduced in small increments until the system remains stable while an announcement is active.
- If the system gets louder as while an announcement is active, then the calibration constant is too low. It should be increased in small increments until the system remains stable while an announcement is active.

### Filter-Attack

This value determines the rate at which the output level will increase when an increase in the ambient sensor level has been received. The value is in the number of seconds and can be directly entered in the box using the keyboard.

### Filter-Release

This value determines the rate at which the output level will decrease when a decrease in the ambient sensor level has been received. The value is in the number of seconds and can be directly entered in the box using the keyboard.

### Filter-Presets

- **Fast** – Preset where the attack time is 1 second and the release time is 2 seconds.
- **Medium** – Preset where the attack time is 3 seconds and the release time is 4 seconds.
- **Slow** – Preset where the attack time is 7 seconds and the release time is 10 seconds.

### Limit

The limit sets the maximum amount of gain that can be applied through the ambient analysis compensation process. The amount of gain available is determined by the attenuator setting of the **Overall** attenuation slider. For example, if the channel out slider is set to  $-20\text{dB}$  as shown in Figure 12-43, then the maximum available setting for the Limit slider will be  $+20\text{dB}$ . Setting the Limit to  $+12\text{dB}$  will cause the output level to be increased by a maximum of  $12\text{dB}$  above the setting of the **Overall** attenuation slider. Thus, with very loud ambient noise levels the output level will be effectively set to  $-8\text{dB}$  and reduced to  $-20\text{dB}$  when the ambient noise level is very low or has dropped below the threshold. The ambient noise compensation will be continually adjusted within this range as long as the noise level remains above the threshold but below the amount required to drive the system to maximum level.

*Note: The Ambient Analysis algorithm differentiates between program audio and ambient noise level detected by the ambient noise sensor. It is possible for the sensor level to be above the threshold with no ambient noise compensation applied when the level detected is program audio from the system.*

The limit is set by adjusting the slider with the mouse or by manually typing a value in the edit box below the slider using a positive numerical value.

### Overall Level

This slider controls the main output attenuator for paging, BGM, and program signals. The meter indicates the current signal level that is feeding the analog input of the power amplifier.

### Sensor Assignments

Sensor assignments in the DNA amplifier are fixed as listed below. One or two sensors can be connected and will be averaged to control a channel. The amplifier will automatically configure itself to use two sensors if a second sensor is attached so there is no need to enable or disable a sensor.

Sensor inputs are assigned as follows:

- Sensor Inputs 1 and 2 are assigned to Channel 1A
- Sensor Inputs 3 and 4 are assigned to Channel 1B
- Sensor Inputs 5 and 6 are assigned to Channel 2A
- Sensor Inputs 7 and 8 are assigned to Channel 2B

### Calibration Takes

Enter the take number that you wish to play during the calibration if you wish to use something other than the default of 7055.

### Calibrate

Press this button to start the calibration process. A calibration message will be played to the channel output.

*Caution: The ambient noise level in the area being calibrated needs to be at least 15dB below the sensor threshold level setting during calibration in order to yield a valid calibration.*

### Test

The **Test** button will play the calibration take to the selected channel. This is used after the calibration process is complete to see if the system correctly differentiates between program and ambient noise. When the test take is playing and the calibration has been successful, the level should not change. If the system turns up or down during the test playback, then either the calibration constant should be adjusted or a recalibration should be attempted.

Fields on this form beyond the basics for all devices are as follows: IP Address

#### 4.5.3.7 Backup DNA2404CL Amplifier

A DNA7800 device that is designated as a backup has fewer configuration settings, since all of its other settings such as EQ and levels are dynamically set based on which (main) DNA amplifier it is currently backing up.

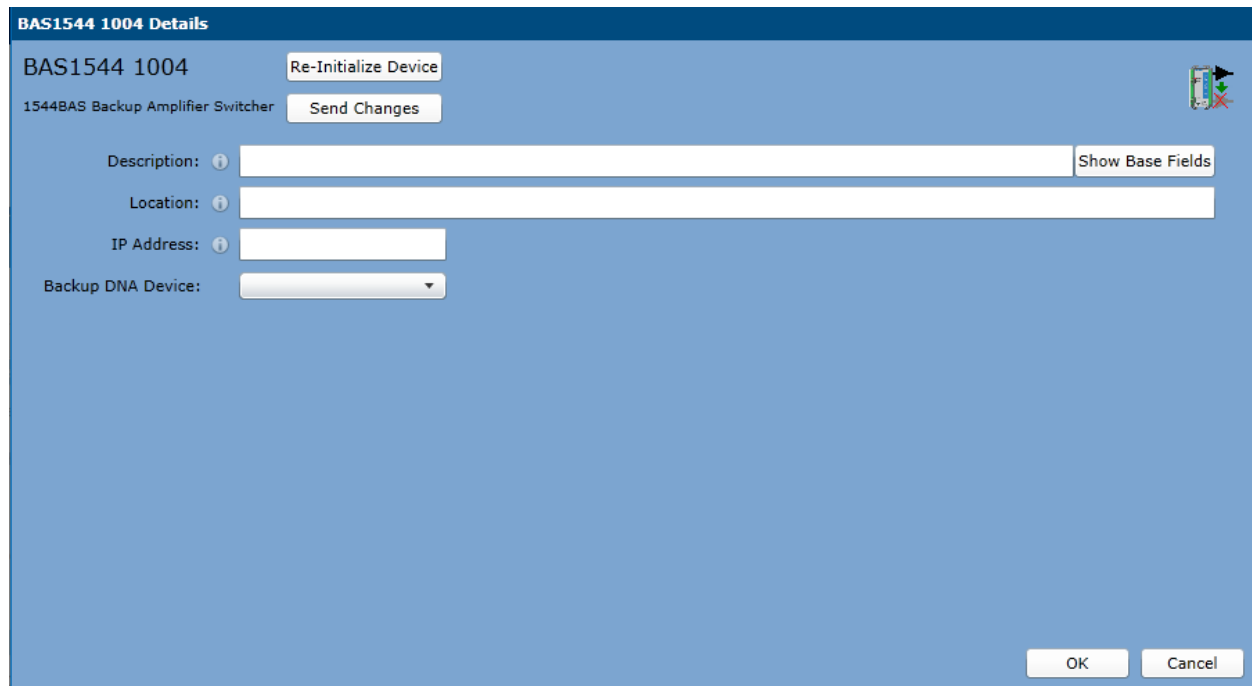
The screenshot shows a web-based configuration interface for a 'Backup DNA2404C Amplifier 10'. The title bar reads 'Backup DNA2404C Amplifier 10 Device Details:'. Below the title, the device name 'Backup DNA2404C Amplifier 10' is displayed next to a 'Re-Initialize Device' button. Underneath, the label 'Backup DNA2404C Amplifier' is shown next to a 'Send Changes' button. The form contains three input fields: 'Description:' with an information icon, 'Location:' with an information icon, and 'IP Address:' with an information icon and the value '0.0.0.0'. To the right of the 'Description' field is a 'Disabled' checkbox and a 'Show All Fields' button. At the bottom right of the form are 'OK' and 'Cancel' buttons.

**Figure 12-48: DNA Backup Configuration**

There are no fields on this form beyond the basics for all devices.

#### 4.5.3.8 1544BAS Backup Amplifier Switch

The 1544BAS is used to switch speaker line loads for DNA7800 amplifiers, allowing one DNA and 1544BAS pair to serve as a backup for any number of other (main) DNA/BAS pairs.



**Figure 12-49: 1544BAS Device Configuration**

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the device

##### Backup DNA Device

Use this field to select which DNA frame is attached to this 1544BAS. Each main DNA frame that is to be backed up must have its own 1544BAS to switch the high power speaker lines. The DNA devices must be added to the system first, so they can be selected here when adding the 1544BAS devices.

#### 4.5.3.9 T9032NS Titan Noise Sensor Device

These devices provide serve as ambient sensor collectors for Titan amplifiers.

ID	Description
1	Sensor 1
2	Sensor 2
3	Sensor 3
4	Sensor 4
5	Sensor 5
6	Sensor 6
7	Sensor 7
8	Sensor 8

**Figure 12-50: T9032NS Titan Noise Sensor Device Properties**

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the device here.

##### Dev Handle

This is a software address used by the system. It is assigned by the system and provided here for reference.

##### Frame Number

This is a unique ID number used to identify the Titan frames used in the system. When you add the device, the system will automatically assign the next available frame number.

##### Noise Sensor Descriptions

This list is used to assign your own descriptive names for each noise sensor. This is the name that will appear when you assign a sensor to a channel. It is recommended that you use a name that references the either the name or zone number where the sensor is located.

##### ID

This is a read-only field that matches the physical sensor input number on the T9040NLR device.

##### Description

Double-click on this field to edit the text used to describe/name the sensor.



## 4.5.4 CobraNet Mic Stations

Mic Station devices include the 528, the 524 and the 550CS mic stations. The Device properties for each of these are described below.

### 4.5.4.1 IED528 Graphical Paging Station

There are several varieties of 528 mic stations including vertical and horizontal mount, with hand-held or gooseneck mic, and even a rack mounted version with monitor speaker. All of these products are covered by this general 528 mic station device type.

**MS528 7 Details**

MS528 7 Re-Initialize Device

MS528 Graphical Paging Station Send Changes

Description:  Show Base Fields

Location:

IP Address:

Mic Model: VFM

User Group:  x

Mic Template:  x

Mic Local 1:  x

Mic Local 2:  x

Mic Local 3:  x

Mic Local 4:  x

Monitor Enabled: ☐

Test Mic Capsule: ☐

Language:  English x

Lock Enabled: ☐

Login Timeout:

Mic Number:  7

Sidekick 1:  None

Sidekick 2:  None

Sidekick 3:  None

OK Cancel

**Figure 12-51: IED528 Graphical Paging Station Properties**

Fields on this form beyond the basics for all devices are as follows:

## IP Address

Enter the IP address for the microphone station here. You can find the IP address of the station by pressing the **4** and **6** buttons simultaneously. This will bring up the information window on the station display. You can then use the **ENTER** button to cycle through the information and find the IP address.

## Mic Model

Select the appropriate version of the 528 used. Available selections are horizontal, vertical, or horizontal with a gooseneck microphone.

## User Group

Select the user group associated with the microphone station from the drop-down list. The list of available groups is defined in the **User Groups** tab of the software. The name will be displayed across the top of the microphone station display when the **Lock Enabled** box is not checked. When the **Lock Enabled** box is checked, the name on the display is determined by the “logged in” user as defined in the **Mic Passwords** tab. This field is optional unless you are using the microphone station in a system with the Flight Announcement System (FAS) software option.

You can clear the selection in this field by clicking on the **[X]** button to the right of the field.

## Mic Template

Select the graphical button template to use for the microphone station. Templates are defined in the **Mic Templates** tab of the software. This template will be used only when the **Lock Enabled** box is not checked. When that box is checked, the template used is determined by the one assigned to the user in the **Mic Passwords** tab. If no template is selected here, the station will use the one specified in the **Default Template** field in the **Controllers** tab.

You can clear the selection in this field by clicking on the **[X]** button to the right of the field.

## Mic Local

Each microphone station can have up to four (4) **Mic Local** zone groups assigned. **Mic Local** zone groups are a method of consistently assigning actions that have destinations that are relative to the location of the microphone station. Let's say you always want the push-to-talk (PTT) button on the microphone station to do a live page to the same zone where the microphone station is physically located. You would create a single action that has an entry code of 0 (0 is for the PTT or ANNC buttons) with a zone group destination of **Mic Local 1**. You would then assign the **Mic Local 1** field in the microphone station setup to correspond to a zone group programmed with the zone(s) local to that station. Each station can have a different zone group assigned to the **Mic Local 1** field. Since the action references that field as the destination, it will always go to the local zone group.

This logic can apply to all of the available **Mic Local** zone group assignments. **Mic Local 2** could be used for all immediately adjacent zones. **Mic Local 3** could apply to all zones within the local building. Using this feature allows you to create actions that function relative to the location of the microphone station that is used to launch the action.

You can clear the selection in this field by clicking on the **[X]** button to the right of the field.

## Monitor Enabled

Check this box when using a microphone station with an attached monitor speaker such as the IEDA528SRM.

## Test Mic Capsule

Check this box if the microphone station uses the 510HH handheld microphone. This optional model of microphone has a built-in oscillator used to test the function of the microphone element. Do not check this box if the microphone station has the standard 501HH handheld microphone.

## Language

Select the default language for the microphone station from the drop-down list. This selects the language used to display the various built-in prompts. Click the [X] button to the right of the field to clear the entry.

## Lock Enabled

When checked, users are required to login using a password that has been configured in the **Mic Passwords** tab. When enabled, the graphical template specified in the **Mic Template** field is ignored and the template is determined by the user password.

## Login Timeout

When microphone stations require user login, it will also automatically logout after the interval specified in this field. This value is in seconds and defaults to 15 minutes (900 seconds) if left blank. The maximum value is 4200 seconds (70 minutes).

## Mic Number

This is the number used to identify the microphone station within the announcement controller. It must be a unique number within the local announcement controller.

## Sidekick

Up to three (3) expansion stations can be used with a 528-series microphone station when equipped with an IEDA528E expansion board. Select the type of expansion station connected to each port using the appropriate drop-down list. Available selections are as follows:

- **None** – Expansion port is not used.
- **FME** – An IEDA520FME expansion station with PTT is used.
- **Sidekick** – An IEDA528SK Sidekick expansion station with 4-buttons and PTT is used.

The PTT on the expansion station will always launch the same action that is assigned to the PTT of the parent station.

### Sidekick Button Configuration

When you configure one of the types to Sidekick, you are presented with a new list like the one shown in Figure 12-13. This allows you to define actions for each of the 4 buttons available on the IEDA528SK expansion station. Select a button in the list and then the **Edit** button. This will open the Action Definition window for the highlighted button. From here, you define an action as described in the **Action Types** section of the documentation.

Sidekick 1: ⓘ	Button #	Description	Extra Info
	A	Unused (EC:32756)	Edit
	B	Unused (EC:32757)	Edit
	C	Unused (EC:32758)	Edit
	D	Unused (EC:32759)	Edit

**Figure 12-52: Sidekick Button Configuration**

## Actions

All microphone stations that are the MS528 type share the same set of actions. You can limit access to individual actions by simply not including them in the various graphical templates you create for the system. Figure 12-53 shows a list of actions defined for MS528 microphone stations. Refer to the **Action Types** section for information on configuring individual actions. Actions are added, deleted or Edited via the buttons at the top. Double-clicking a row also does the Edit function.

**Monitor Rack Mic 2 Actions**

Type	Description	Entry Code	Extra Info
Live Announcement	PTT(use Mic Local)	PTT	(Live Announcement) Pri: 6, AC: Medium Priority
Live Announcement	Mic Local 1	10	(Live Announcement) Pri: 6, AC: Medium Priority
Live Announcement	Mic Local 2	11	(Live Announcement) Pri: 6, AC: Medium Priority
Live Announcement	Mic Local 3	12	(Live Announcement) Pri: 6, AC: Medium Priority
Live Announcement	Mic Local 4	13	(Live Announcement) Pri: 6, AC: Medium Priority
Stop Announcement	Stop Delay from alt source 16	14	(Stop Announcement) Stop Action: Delayed from
Play Message	PDRP with VIS an	15	(Play Message) Pri: 6, AC: Medium Priority (Pri:6, Play Count: 1, Recorded Messa
Stop Announcement	Stop Live from Alt Src to ZG	17	(Stop Announcement) Stop Action: Live From Alt
Set Fault	Set 8 99 fault	18	(Set Fault) FaultType: 8, FaultNum: 99
Stop Announcement	Stop Delayed from Alt Src	19	(Stop Announcement) Stop Action: Delayed Fron
Fault Clear	Fault Clear 8 99	20	(Fault Clear) FaultType: 8, FaultNum: 99
Delayed Announcement	Delay with repeats	21	(Delayed Announcement) Pri: 6, AC: Medium Pri
Play Message	Test new take (can delete)	22	(Play Message) Pri: 6, AC: Medium Priority (Pri:6
Launch Event	Start event 10	26	(Launch Event

*Italics denotes default actions*

OK

**Figure 12-53: IED528 Actions**

The **Extra Info** column on the right will tell you if several things. Some abbreviations used in the **Extra Info** column are listed below:

- AC – Announcement Class
- ZG – Zone Group
- AV – This will say Audio, Visual, or Both to indicate the presence of audio and/or video takes.
- EC – Entry Code

#### 4.5.4.2 IED524 Four-Button Paging Station

The 524 mic station comes in only a hand-held version and is configured via the form below.

The screenshot shows a web-based configuration form titled "MS524 7 Details". At the top, it displays "MS524 7" and a "Re-Initialize Device" button. Below this, it says "MS524 4-Button Paging Station" and a "Send Changes" button. The form contains several input fields: "Description:" with a "Show Base Fields" button, "Location:", "IP Address:", and four "Mic Local" fields (1 through 4), each with a dropdown menu and a clear button (X). The "Mic Number:" field is set to "7". At the bottom right, there are "OK" and "Cancel" buttons.

**Figure 12-54: IED524 Four-Button Paging Station Properties**

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the microphone station here.

##### Mic Local

Each microphone station can have up to four (4) Mic Local zone groups assigned. Mic Local zone groups are a method of consistently assigning actions that have destinations that are relative to the location of the microphone station. Let's say you always want the push-to-talk (PTT) button on the microphone station to do a live page to the same zone where the microphone station is physically located. You would create a single action that has an entry code of 0 (0 is for the PTT or ANNC buttons) with a zone group destination of **Mic Local 1**. You would then assign the **Mic Local 1** field in the microphone station setup to correspond to a zone group programmed with the zone(s) local to that station. Each station can have a different zone group assigned to the **Mic Local 1** field. Since the action references that field as the destination, it will always go to the local zone group.

This logic can apply to all of the available Mic Local zone group assignments. **Mic Local 2** could be used for all immediately adjacent zones. **Mic Local 3** could apply to all zones within the local building. Using this feature allows you to create actions that function relative to the location of the microphone station that is used to launch the action.

You can clear the selection in this field by clicking on the [X] button to the right of the field.

## Mic Number

This is the number used to identify the microphone station within the announcement controller. It must be a unique number within the local announcement controller.

*Note: The 524 microphone station uses DIP switches to configure the Group Number and Mic Number on the hardware. They must be set to match the System Number and Mic Number in the software.*

## Actions

Actions for 524 microphone stations are divided into *Global* and *Device Specific* actions. *Global* actions will apply to all 524 microphone stations in the controller. This allows you to quickly define actions that will be common to all 524 stations. *Device Specific* actions are those that are only associated with an individual 524 microphone station. Each button on the microphone station allows you to edit or define either the *Global* or *Device Specific* actions. If you have a *Device Specific* action, then it will override the *Global* action on that specific microphone station.

Information Desk Actions			
+ - Edit			
Type	Description	Entry Code	Extra Info
<i>Delayed Announcement</i>	<i>Push To Talk</i>	<i>PTT</i>	<i>(Delayed Announcement) Pri: 6, AC: Medium Priority (Pri:6),</i>
<i>Play Message</i>	<i>Button A</i>	<i>A</i>	<i>(Play Message) Pri: 6, AC: Medium Priority (Pri:6), Play Count:</i>
<i>Play Message</i>	<i>Button B</i>	<i>B</i>	<i>(Play Message) Pri: 2, AC: Emergency (Pri:2), Play Count: 1,</i>
<i>Live Announcement</i>	<i>Button C</i>	<i>C</i>	<i>(Live Announcement) Pri: 2, AC: Emergency (Pri:2), AV: Audi</i>
<i>Delayed Announcement</i>	<i>Button D</i>	<i>D</i>	<i>(Delayed Announcement) Pri: 6, AC: Medium Priority (Pri:6),</i>
<i>Italics denotes default actions</i>			
			OK

**Figure 12-55: 524 Actions**

Figure 12-55 shows the action definition window for a 524 microphone station. The top of the window will display the name of the station, which in this case is "Information Desk" to indicate that the station is located at the information desk. This window allows you to assign an action to each of the available buttons on the 524, or edit *Default Actions* that apply to all 524 microphone stations in the controller.

The **Extra Info** column on the right will tell you if several things.

- If neither a *Default* or *Device Specific* action have been defined, this field will be blank.
- If the button is using a *Default* action, it will appear in italics as shown for button A in Figure 12-16.
- If the button is using a *Device Specific* action and there is no *Default* action defined, then it will appear in regular text as shown for button B in Figure 12-16.
- If the button is using a *Device Specific* action and there is a *Default* action defined, then you will see both listed as shown for the PTT button in Figure 12-16. An icon is also displayed indicating that a *Device Specific* action is overriding the *Default* action. Since both are displayed, it will show you what the button will do if you choose to delete the *Device Specific* action, or if you need to edit the *Default* action.

Some abbreviations used in the **Extra Info** column are listed below:

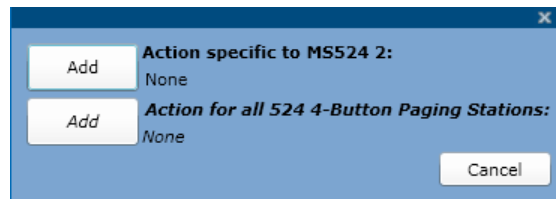
- **AC** – Announcement Class
- **ZG** – Zone Group
- **AV** – This will say Audio, Visual, or Both to indicate the presence of audio and/or video takes.

- **EC – Entry Code**

You can edit a button by selecting (single click) it in the list and then clicking one of the appropriate icons located at the top of the window. You can also double-click on the button in the list to edit it.

*Note: Any time you attempt to add, edit, or delete a button action, you will be prompted to select either the Device Specific or Default action with a dialog box similar to the one shown in Figure 12-56.*

Figure 12-56 shows the prompt that will appear if you selected to Add or Edit a button that does not have either a *Device Specific* or *Default* action assigned. Note that you can select to **Add** either type of action to the button by clicking on the appropriate button. This will take you to the standard action definition window. Refer to the **Action Types** section of the documentation for information on defining individual actions. Click the **Cancel** button to close the prompt without making any changes.

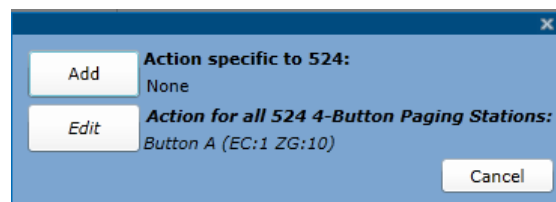


**Figure 12-56: Add New 524 Action**

*Note: If you add, edit or delete a Default action on any 524 microphone station, then those changes will apply to all 524 microphone stations.*

Figure 12-57 shows the prompt that will appear if you selected to Add or Edit a button that already has a *Default* action defined but does not have a *Device Specific* action defined. Notice that since a *Default* action is already defined, you now have an **Edit** button that will allow you to edit the *Default Action*. Since a *Device Specific* action has not been defined for this button, the prompt gives you the option to add one using the **Add** button.

If you had selected a button that has both defined, then you would be presented with an **Edit** button for each type of action.

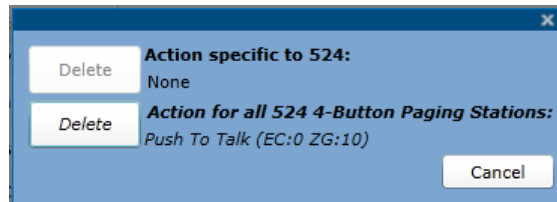


**Figure 12-57: Add Specific or Edit Default 524 Action**

Figure 12-58 shows the prompt that will appear if you first select a button and then click the **Delete** icon. You will be prompted to delete either the *Device Specific* action for the button or the *Default* action. If only one type is defined, then the **Delete** button will be grayed out as you cannot delete something that has not been defined.

*Note: If you have a Device Specific action defined for a button and you wish to revert to the Default action, simply delete the Device Specific action associated with that button.*





**Figure 12-58: Delete MS524 Action**

#### 4.5.4.3 IED550CS Touch Panel Mic Station

The 550CS Touch Screen mic station is configured a little differently from the other mic stations. Instead of defining actions to assign to buttons or templates, the 550CS templates themselves contain all the action information. The basic properties for the 550CS are as shown below in Figure 12-59.

**550CS Paging Station 6 Device Details:**

550CS Paging Station 6 Re-Initialize Device

550CS Paging Station Send Changes

Description:  Show Base Fields

Location:

IP Address:

CobraNet IP:

User Group:  x

Mic Template:  x

Mic Local 1:  x

Mic Local 2:  x

Mic Local 3:  x

Mic Local 4:  x

Monitor Enabled: ☐

Language:  x

Lock Enabled: ☐

Login Timeout:

Mic Number:

Line Input: ☐ Is BGM Source ☐ OR Mic # for Alternate Source Actions

Channel Descriptions:

Transmitters:

ID	Bundle Number	Type	Number of Channels
1	2006	LocalOnly	1
2	2007	LocalOnly	1


OK Cancel

**Figure 12-59: 550CS Touch Screen Paging Station Properties**

Fields on this form beyond the basics for all devices are as follows:



## IP Address

Enter the IP address for the controller part of the microphone station here. This information is available on the settings page of the 550CS (accessed by pressing the  icon).

## CobraNet IP

The IP address of the CobraNet module inside the 550CS. Unlike the 528 and 524 mic stations, the 550CS has separate network nodes for the control and CobraNet audio connections.

## User Group

Select the user group associated with the microphone station from the drop-down list. The list of available groups is defined in the **User Groups** tab of the software. The name will be displayed across the top of the microphone station display when the **Lock Enabled** box is not checked. When the **Lock Enabled** box is checked, the name on the display is determined by the “logged in” user as defined in the **Mic Passwords** tab. This field is optional.

You can clear the selection in this field by clicking on the **[X]** button to the right of the field.

## Mic Template

Select the graphical button template to use for the microphone station. Templates are defined in the **Mic Templates** tab of the software. This template will be used only when the **Lock Enabled** box is not checked. When that box is checked, the template used is determined by the one assigned to the user in the **Mic Passwords** tab. If no template is selected here, the station will use the one specified in the **Default Template** field in the **Controllers** tab.

You can clear the selection in this field by clicking on the **[X]** button to the right of the field.

## Mic Local

Each microphone station can have up to four (4) *Mic Local* zone groups assigned. *Mic Local* zone groups are a method of consistently assigning actions that have destinations that are relative to the location of the microphone station. Let's say you always want the push-to-talk (PTT) button on the microphone station to do a live page to the same zone where the microphone station is physically located. You would create a single action that has an entry code of 0 (0 is for the PTT or ANNC buttons) with a zone group destination of **Mic Local 1**. You would then assign the **Mic Local 1** field in the microphone station setup to correspond to a zone group programmed with the zone(s) local to that station. Each station can have a different zone group assigned to the **Mic Local 1** field. Since the action references that field as the destination, it will always go to the local zone group.

This logic can apply to all of the available *Mic Local* zone group assignments. **Mic Local 2** could be used for all immediately adjacent zones. **Mic Local 3** could apply to all zones within the local building. Using this feature allows you to create actions that function relative to the location of the microphone station that is used to launch the action.

You can clear the selection in this field by clicking on the **[X]** button to the right of the field.

## Monitor Enabled

Check this box when using a microphone station with an attached monitor speaker.

## Test Mic Capsule

Check this box to check the microphone connected to the station. Unlike the 528 mic station, this function works with any handheld or gooseneck model of microphone. If enabled, this will generate a fault if the microphone is disconnected from the station base or the mic capsule or pre-amp portions of the microphone fail.

## Language

Select the default language for the microphone station from the drop-down list. This selects the language used to display the various built-in prompts. Click the [X] button to the right of the field to clear the entry.

## Lock Enabled

When checked, users are required to login using a password that has been configured in the **Mic Passwords** tab. When enabled, the graphical template specified in the **Mic Template** field is ignored and the template is determined by the user password.

## Login Timeout

When microphone stations require user login, it will also automatically logout after the interval specified in this field. This value is in seconds and defaults to 15 minutes (900 seconds) if left blank. The maximum value is 4200 seconds (70 minutes).

## Mic Number

This is the number used to identify the microphone station within the announcement controller. It must be a unique number within the local announcement controller.

## Line Input is BGM Source or Mic #

The 550CS has a line input connection on the back that can be used for either a BGM source or a second paging source, such as for Live from Alternate Source type actions. If not BGM source, then a second Mic # must be provided in the edit box here.

## CobraNet Transmitters

The CobraNet transmitters are automatically set by the system and the defaults are sufficient for most applications. The ability to override the defaults is provided here if it is required.

## 4.5.5 Logic/Relay Devices

Auxiliary I/O devices include the T9032LVIO Titan Logic/Voltage I/O device, 1200LIR (device built into 1200CPU), T9040NLR Titan Noise Sensor/Logic/Relay device, T9016RY/T9032RY Titan Relay devices, 1522LR Logic/Relay Module, and 1516LI Logic Input device. The Device properties for each of these are described below.

### 4.5.5.1 T9032LVIO Titan Logic /Voltage I/O

The IEDT9032LVIO is a logic input/output device with 32 channels that are configured as either inputs or outputs. The type of each channel, input or output, is determined in groups of eight (8) so the following combinations are possible.

- 32 OUT / 0 IN
- 24 OUT / 8 IN
- 16 OUT / 16 IN
- 8 OUT / 24 IN
- 0 OUT / 32 IN

The I/O configuration of the device is determined by the value entered in the **Total Relays** field. The channels are configured with outputs first and then inputs. If you decide to use eight (8) channels for logic outputs, then you would enter a value of 8 in the **Total Relays** field. This would configure the device with channels 1 through 8 as logic outputs and 9 through 32 would then be available as logic inputs and available to launch actions. If you entered a value of 16 in the **Total Relays** field, then channels 1 through 16 would be logic outputs and 17 through 32 would be inputs.

To configure the device as all logic inputs, just leave the **Total Relays** field blank. Figure 12-60 shows the setup properties of a device with eight (8) channels configured as outputs.

**LVIO 1 Details**

LVIO 1 Re-Initialize Device

T9032LVIO Titan Logic/Voltage I/O Send Changes

Description:  Show Base Fields

Location:

IP Address:

Dev Handle: 25088

Frame Number:

Mic Number:

Pullup Resistor: ☒

Start Relay Zone #:

Total Relays:

Zones: Match To First

#	Description	Triggers	Activation Type	Reverse Polarity
---	-------------	----------	-----------------	------------------

OK Cancel

**Figure 12-60: T9032LVIO Logic/Voltage I/O Setup**

*Note: You can configure a device with a number of outputs that are not a multiple of 8. However, doing this will block the remaining channels of that group from use. For example, you only want to use channels 1 through 4 as outputs. This will block 5 through 8 from use and the first available action source will be input 9.*

Fields on this form beyond the basics for all devices are as follows:

### IP Address

Enter the IP address for the device

### Dev Handle

This is a software address used by the system. It is assigned by the system and provided here for reference if needed.

### Frame Number

This is a unique ID number used to identify the Titan frames used in the system. When you add the device, the system will automatically assign the next available frame number.

### Mic Number

This is the number used to identify the device as an input device within the announcement controller. It must be a unique number within the local announcement controller. This number is automatically assigned when you add the device, but can be edited if necessary.

### Pullup Resistor

When checked, the input will detect dry contact closures between the input and the ground reference on the device. When not checked, the input will activate when it receives a voltage above a certain threshold.

### Start Relay Zone #

This is the zone number that represents the first output logic zone on the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed.

### Total Relays

This number represents the total number of output logic zones that will be present on this device. Each output is numbered sequentially based on the start zone entered in the **Start Relay Zone #** field.

*Note: You may be wondering why the term "Relays" is used here when we are talking about logic outputs. The system treats relays and logic outputs in the same manner. The difference is in the physical hardware and the software really does not care about the physical hardware interface. For programming simplicity, the term has been re-used.*

### Zones

#### Match To First

This button has no function for this device.

#### Zone Number

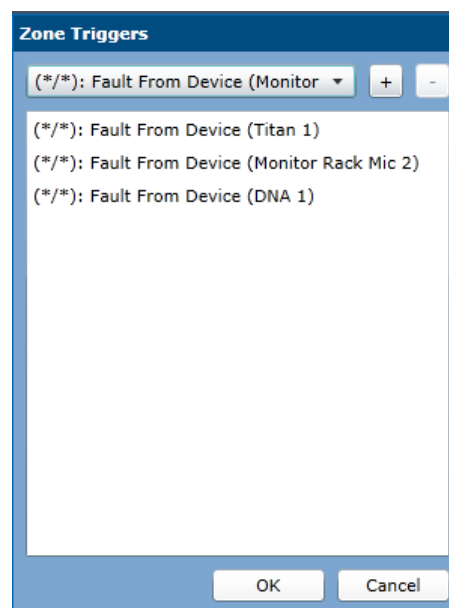
This is the zone number that will be associated with this logic output. This is calculated based on the values entered in the **Start Relay Zone #** and **Total Relays** fields.

## Description

This is a text field used to describe the output function or connection. To edit, double-click on the field.

## Triggers

If a logic output zone is used as part of a zone map in an announcement, then the output will energize for the duration of the announcement. It will function this way as long as no triggers are defined for the output. The **Trigger** field is used to associate the output with faults that are reported as part of the *System Supervision* module. Click the **Edit** button to assign a trigger to the output. This will open the assignment window as shown in Figure 12-61. From here, select a specific fault from the drop-down list and click the **[+]** button. This will add the selected fault to the list. To remove a fault, select the fault with the mouse and then click the **[X]** button. You can stack multiple faults on a single output. The output will activate as determined by the setting in the **Activation Type** field when any of the assigned faults are reported.

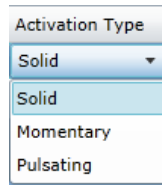


**Figure 12-61: T9032LVIO Triggers**

## Activation Type

The **Activation Type** applies only to outputs that function as fault indicators and have definitions in the **Triggers** field.

- **Solid** – The output will activate while the fault condition is present and deactivate once the fault condition has cleared.
- **Momentary** – The output will activate for approximately 1 second and then deactivate.
- **Pulsating** – The output will cycle between active and inactive states at a rate of approximately 1 second on and 1 second off.



**Figure 12-62: T9032LVIO Activation Types**

### Reverse Polarity

Check this box to reverse the operating polarity of the relay. Normally, a relay is in its de-energized state until it is triggered. When this box is checked, it will normally energize and will de-energize when triggered. This is most useful when a relay is used to indicate a fault to an external system or indicator panel. That way a fault condition will be triggered if the unit loses power.

### Actions

When you open the *Actions* for a logic device, you will notice that there are two actions for each logic input. One is associated with the activation of the input and the other with the deactivation of the input. You can differentiate between the two by looking for **On** or **Off** in the **Logic State** field in the **Extra Info** column. This allows you to create an action that will remain active while a contact closure is held. To do this, you must define an action to start the announcement and then a separate action to stop it using the other logic state.

*Note: The T9032LVIO operates slightly different from the 1200LIR in that it has a reference voltage available in addition to a ground. To control an action using a contact closure, you must wire the closure between the input and the ground reference on the terminal connector. When a closure is present between the input and ground, it will trigger the action programmed for the **On** logic state. When the closure is removed, it will trigger the action programmed for the **Off** logic state. If you wire between the input and the reference voltage, the logic is reversed. It is recommended that you only use the ground terminal and NOT use the voltage reference terminal.*

The number in the Entry Code field corresponds to the physical input on the device. Note that the first available input is not 1 in Figure 12-66. This is because 1 through 8 were defined to be outputs. The starting input number is determined by the value placed in the **Total Relays** field of the device setup.

To edit an action, select the action and then click the edit icon located at the top of the window. You can also double-click on a row in the **Type** column to open the editor. Refer to the **Action Types** section for information on configuring actions.

LVIO 3 Actions			
+ - Edit			
Type	Description	Entry Code	Extra Info
Unused	Logic Input 1 ON	1	
Unused	Logic Input 1 OFF	1	
Unused	Logic Input 2 ON	2	
Unused	Logic Input 2 OFF	2	
Unused	Logic Input 3 ON	3	
Unused	Logic Input 3 OFF	3	
Unused	Logic Input 4 ON	4	
Unused	Logic Input 4 OFF	4	
Unused	Logic Input 5 ON	5	
Unused	Logic Input 5 OFF	5	
Unused	Logic Input 6 ON	6	
Unused	Logic Input 6 OFF	6	
Unused	Logic Input 7 ON	7	
Unused	Logic Input 7 OFF	7	
Unused	Logic Input 8 ON	8	
Unused	Logic Input 8 OFF	8	
Unused	Logic Input 9 ON	9	

*Italics denotes default actions*

OK

**Figure 12-63: T9032LVIO Actions**

#### 4.5.5.2 1200LIR Logic Input/Relay Output

This is the configuration for the 1200LIR card that is installed in the 1200ACS and 1200MSG controllers. This device has eight (8) logic inputs capable of sensing contact closures or logic voltages. It also has eight (8) form C relay outputs for interfacing with external devices. You can assign actions to each of the logic inputs. The relay outputs can either be used as output zones that close while announcements are in progress or they may be tied to the *System Supervision* module to indicate faults.

*Note: Relay 8 on the 1200LIR board will ALWAYS momentary close when the unit powers up or is restarted. Care should be taken to not use this relay as an output to trigger emergency conditions to an external device such as a fire alarm system.*

**LIR 257 Details**

LIR 257 Re-Initialize Device

1200LIR Logic Input/Relay Output Send Changes

Description:  Show Base Fields

Location:

IP Address:

Mic Number:

Start Relay Zone #:

Total Relays:

Poll Rate:

Zones: Match To First

#	Description	Triggers	Activation Type	Reverse Polarity
154		None... <span>Edit</span>	<input type="text"/>	<input type="checkbox"/>
155		None... <span>Edit</span>	<input type="text"/>	<input type="checkbox"/>
156		None... <span>Edit</span>	<input type="text"/>	<input type="checkbox"/>
157		None... <span>Edit</span>	<input type="text"/>	<input type="checkbox"/>
158		None... <span>Edit</span>	<input type="text"/>	<input type="checkbox"/>
159		None... <span>Edit</span>	<input type="text"/>	<input type="checkbox"/>
160		None... <span>Edit</span>	<input type="text"/>	<input type="checkbox"/>
161		None... <span>Edit</span>	<input type="text"/>	<input type="checkbox"/>

OK Cancel

**Figure 12-64: 1200 Logic Input/Relay Output Setup**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter the IP address for the device that contains the 1200LIR card. If the device is installed in the local controller, then you will use the address of the local controller. That address can be found in the lower left corner of the *System Management Center* window. If the device is installed in an external 1200MSG Message Server, then you will need to use the IP address of that device.

#### Mic Number

This is the number used to identify the device as an input device within the announcement controller. It must be a unique number within the local announcement controller. This number is automatically assigned when you add the device, but can be edited if necessary.

#### Start Relay Zone #

This is the zone number that represents the first relay zone in the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed.

#### Total Relays

This number represents the total number of relay zones that will be present on this device. The device has eight (8) relays that will function as zones and this is the default number when adding the device. Since relay



zones do not count towards the total number of zones used in the software license, this should always be set to 8.

### Poll Rate

The device will automatically transmit any changes of input states to the system as they occur. The **Poll Rate** is a backup in the event that a change message is missed. The system will poll the device for the status of all inputs at the rate entered here. This time is in seconds and the default is 30 seconds.

### Zones

#### Match To First

This button has no function for this device.

#### Zone Number

This is the zone number that will be associated with this relay output. This is calculated based on the values entered in the **Start Relay Zone #** and **Total Relays** fields.

#### Description

This is a text field used to describe the relay function or connection. To edit, double-click on the field.

#### Triggers

If a relay zone is used as part of a zone map in an announcement, then the relay will energize for the duration of the announcement. It will function this way as long as no triggers are defined for the relay. The **Trigger** field is used to associate the relay with faults that are reported as part of the *System Supervision* module. Click the **Edit** button to assign a trigger to the relay. This will open the assignment window as shown in Figure 12-65. From here, select a specific fault from the drop-down list and click the **[+]** button. This will add the selected fault to the list. To remove a fault, select the fault with the mouse and then click the **[-]** button. You can stack multiple faults on a single relay. The relay will activate as determined by the setting in the **Activation Type** field when any of the assigned faults are reported.

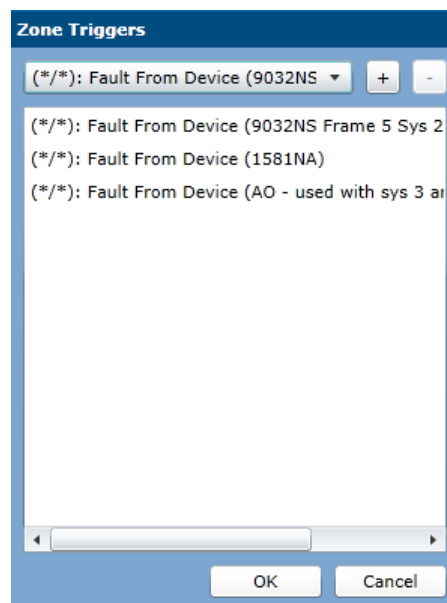
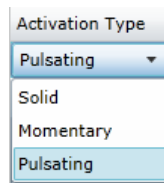


Figure 12-65: 1200LIR Triggers

### Activation Type

The **Activation Type** applies only to relays that function as fault relays and have definitions in the **Triggers** field.

- **Solid** – The relay will activate while the fault condition is present and deactivate once the fault condition has cleared.
- **Momentary** – The relay will activate for approximately 1 second and then deactivate.
- **Pulsating** – The relay will cycle between active and inactive states at a rate of approximately 1 second on and 1 second off.



**Figure 12-66: 1200LIR Activation Types**

### Reverse Polarity

Check this box to reverse the operating polarity of the relay. Normally, a relay is in its de-energized state until it is triggered. When this box is checked, it will normally energize and will de-energize when triggered. This is most useful when a relay is used to indicate a fault to an external system or indicator panel. That way a fault condition will be triggered if the unit loses power.

### Actions

When you open the Actions for a logic device, you will notice that there are two actions for each logic input. One is associated with the activation of the input and the other with the deactivation of the input. You can differentiate between the two by looking for **On** or **Off** in the **Logic State** field in the **Extra Info** column. This allows you to create an action that will remain active while a contact closure is held. To do this, you must define an action to start the announcement and then a separate action to stop it using the other logic state.

The number in the **Entry Code** field corresponds to the physical input on the device. To edit an action, select the action and then click the edit icon located at the top of the window. You can also double-click on a row in the **Type** column to open the editor. Refer to the **Action Types** section for information on configuring actions.

**LIR 260 Actions**

+ - Edit

Type	Description	Entry Code	Extra Info
Unused	Logic Input 1 ON	1	
Unused	Logic Input 1 OFF	1	
Unused	Logic Input 2 ON	2	
Unused	Logic Input 2 OFF	2	
Unused	Logic Input 3 ON	3	
Unused	Logic Input 3 OFF	3	
Unused	Logic Input 4 ON	4	
Unused	Logic Input 4 OFF	4	
Unused	Logic Input 5 ON	5	
Unused	Logic Input 5 OFF	5	
Unused	Logic Input 6 ON	6	
Unused	Logic Input 6 OFF	6	
Unused	Logic Input 7 ON	7	
Unused	Logic Input 7 OFF	7	
Unused	Logic Input 8 ON	8	
Unused	Logic Input 8 OFF	8	

*Italics denotes default actions*

OK

**Figure 12-67: 1200LIR Actions**

#### 4.5.5.3 T9040NLR Titan Noise, Logic & Relay Device

The T9040NLR is a device that combines ambient noise sensor inputs, logic inputs, and relay outputs into a single device. It has the following capacities:

- 16 ambient noise sensor inputs
- 16 logic inputs
- 8 form C relay outputs

**T9040NLR 1 Details**

T9040NLR 1 Re-Initialize Device

T9040NLR Titan Noise, Logic & Relay Device Send Changes

Description:  Show Base Fields

Location:

IP Address:

Dev Handle: 25088

Frame Number:

Mic Number:

Pullup Resistor: ☒

Start Relay Zone #:

Total Relays:

Zones: Match To First

#	Description	Triggers	Activation Type	Reverse Polarity
154		None... Edit	<input type="text"/>	<input type="checkbox"/>
155		None... Edit	<input type="text"/>	<input type="checkbox"/>
156		None... Edit	<input type="text"/>	<input type="checkbox"/>
157		None... Edit	<input type="text"/>	<input type="checkbox"/>
158		None... Edit	<input type="text"/>	<input type="checkbox"/>
159		None... Edit	<input type="text"/>	<input type="checkbox"/>
160		None... Edit	<input type="text"/>	<input type="checkbox"/>
161		None... Edit	<input type="text"/>	<input type="checkbox"/>

Noise Sensor Descriptions:

ID	Description
1	Sensor 1
2	Sensor 2
3	Sensor 3
4	Sensor 4

OK Cancel

**Figure 12-68: T9040NLR Noise, Logic, & Relay Device Setup**

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the device.

### Dev Handle

This is a software address used by the system. It is assigned by the system and provided here for reference if needed.

### Frame Number

This is a unique ID number used to identify the Titan frames used in the system. When you add the device, the system will automatically assign the next available frame number.

### Mic Number

This is the number used to identify the device as an input device within the announcement controller. It must be a unique number within the local announcement controller. This number is automatically assigned when you add the device, but can be edited if necessary.

### Pullup Resistor

When checked, the input will detect dry contact closures between the input and the ground reference on the device. When not checked, the input will activate when it receives a voltage above a certain threshold.

### Start Relay Zone #

This is the zone number that represents the first relay zone on the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed.

### Total Relays

This number represents the total number of relay zones that will be present on this device. Each output is numbered sequentially based on the start zone entered in the **Start Relay Zone #** field. The T9040NLR can have a total of 8 relay zones defined. Fewer can be defined if necessary.

### Zones

#### Match To First

This button has no function for this device.

#### Zone Number

This is the zone number that will be associated with this relay output. This is calculated based on the values entered in the **Start Relay Zone #** and **Total Relays** fields.

#### Description

This is a text field used to describe the output function or connection. To edit, double-click on the field.

#### Triggers

If a relay zone is used as part of a zone map in an announcement, then the relay will energize for the duration of the announcement. It will function this way as long as no triggers are defined for the relay. The **Trigger** field is used to associate the relay with faults that are reported as part of the *System Supervision* module. Click the **Edit** button to assign a trigger to the relay. This will open the assignment window as shown in Figure 12-69. From here, select a specific fault from the drop-down list and click the **[+]** button. This will add the selected fault to the list. To remove a fault, select the fault with the mouse and then click the **[-]** button. You can stack multiple faults on a single relay. The relay will activate as determined by the setting in the **Activation Type** field when any of the assigned faults are reported.

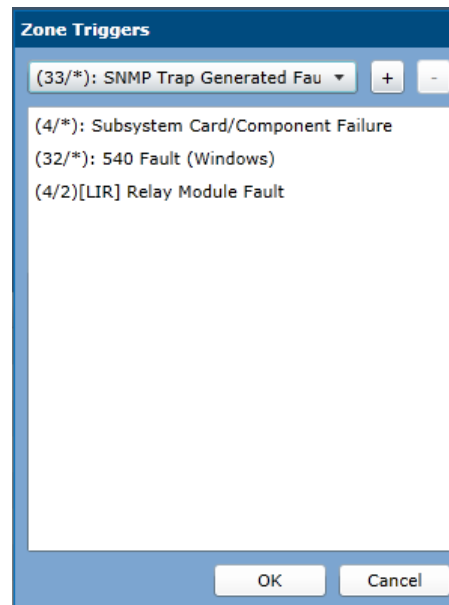


Figure 12-69: T9040NLR Triggers

#### Activation Type

The **Activation Type** applies only to outputs that function as fault indicators and have definitions in the **Triggers** field.

- **Solid** – The relay will activate while the fault condition is present and deactivate once the fault condition has cleared.
- **Momentary** – The relay will activate for approximately 1 second and then deactivate.
- **Pulsating** – The relay will cycle between active and inactive states at a rate of approximately 1 second on and 1 second off.

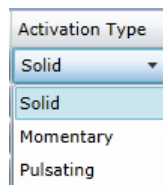


Figure 12-70: T9040NLR Activation Types

#### Reverse Polarity

Check this box to reverse the operating polarity of the relay. Normally, a relay is in its de-energized state until it is triggered. When this box is checked, it will normally energize and will de-energize when triggered. This is most useful when a relay is used to indicate a fault to an external system or indicator panel. That way a fault condition will be triggered if the unit loses power.

#### Noise Sensor Descriptions

This list is used to assign your own descriptive names for each noise sensor. This is the name that will appear when you assign a sensor to a channel. It is recommended that you use a name that references the either the name or zone number where the sensor is located.

## ID

This is a read-only field that matches the physical sensor input number on the back of the T9040NLR device.

## Description

Double-click on this field to edit the text used to describe/name the sensor.

## Actions

Actions are available for the 16 logic inputs on the device. When you open the Actions for the device, you will notice that there are two actions for each logic input. One is associated with the activation of the input and the other with the deactivation of the input. You can differentiate between the two by looking for **On** or **Off** in the **Logic State** field in the **Extra Info** column. This allows you to create an action that will remain active while a contact closure is held. To do this, you must define an action to start the announcement and then a separate action to stop it using the other logic state.

*Note: The T9040NLR operates slightly different from the 1200LIR in that it has a reference voltage available in addition to a ground. To control an action using a contact closure, you must wire the closure between the input and the ground reference on the terminal connector. When a closure is present between the input and ground, it will trigger the action programmed for the **On** logic state. When the closure is removed, it will trigger the action programmed for the **Off** logic state. Make sure you use the ground terminal and NOT the voltage reference terminal.*

To edit an action, select the action and then click the edit icon located at the top of the window. You can also double-click on a row in the **Type** column to open the editor. Refer to the **Action Types** section for information on configuring actions.

NLR 1 Actions			
+ - Edit			
Type	Description	Entry Code	Extra Info
Unused	Logic Input 17 ON	17	
Unused	Logic Input 17 OFF	17	
Unused	Logic Input 18 ON	18	
Unused	Logic Input 18 OFF	18	
Unused	Logic Input 19 ON	19	
Unused	Logic Input 19 OFF	19	
Unused	Logic Input 20 ON	20	
Unused	Logic Input 20 OFF	20	
Unused	Logic Input 21 ON	21	
Unused	Logic Input 21 OFF	21	
Unused	Logic Input 22 ON	22	
Unused	Logic Input 22 OFF	22	
Unused	Logic Input 23 ON	23	
Unused	Logic Input 23 OFF	23	
Unused	Logic Input 24 ON	24	
Unused	Logic Input 24 OFF	24	
Unused	Logic Input 25 ON	25	

*Italics denotes default actions*

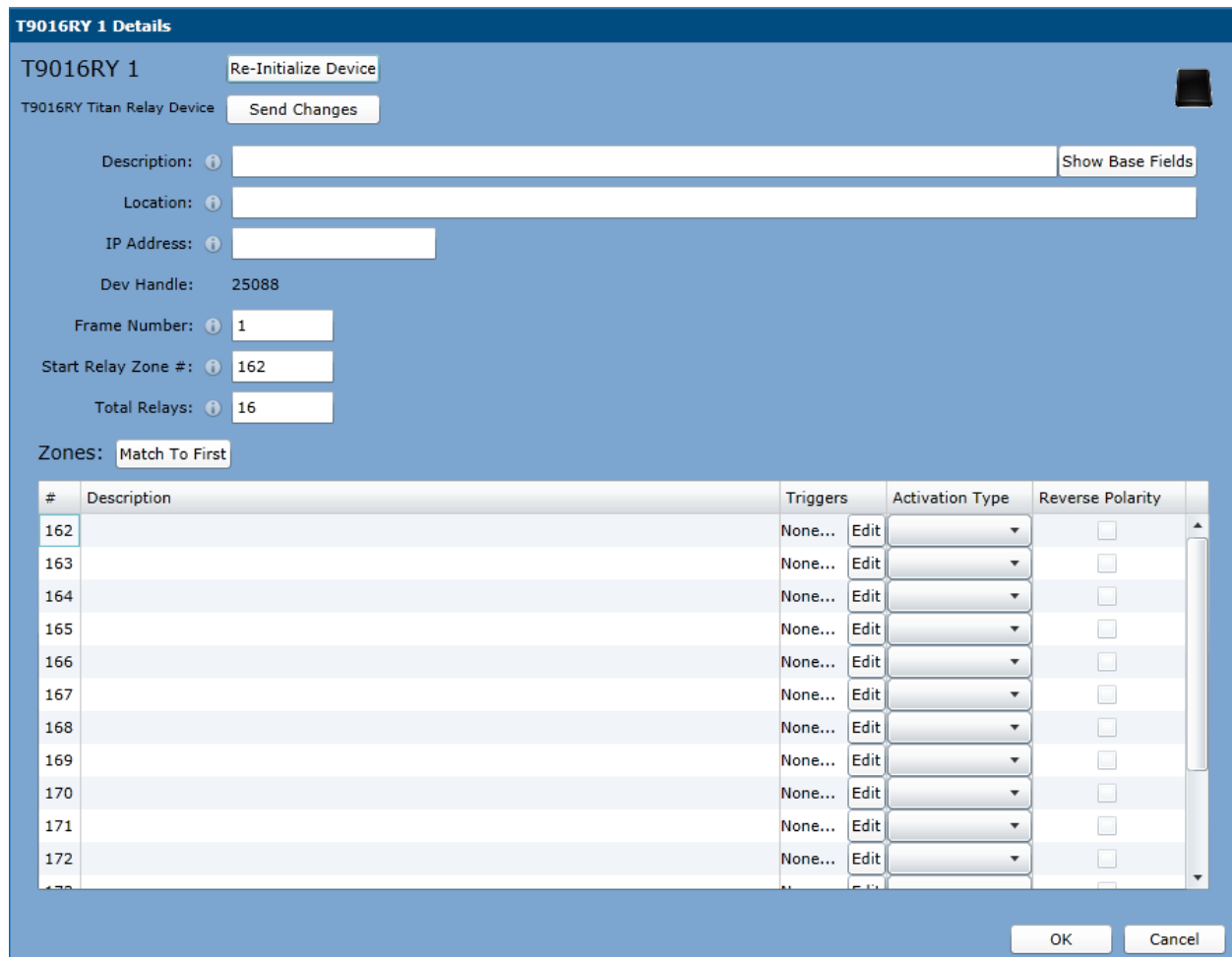
OK

**Figure 12-71: T9040NLR Actions**



#### 4.5.5.4 T9016RY/T9032RY Titan Relay Device

The Titan relay boxes come in two sizes 16 form-C relays and 32 form-C relays, T9016RY and T9032RY respectively. The form to configured these in SMC is shown below in Figure 12-72



#	Description	Triggers	Activation Type	Reverse Polarity
162		None...	Edit	<input type="checkbox"/>
163		None...	Edit	<input type="checkbox"/>
164		None...	Edit	<input type="checkbox"/>
165		None...	Edit	<input type="checkbox"/>
166		None...	Edit	<input type="checkbox"/>
167		None...	Edit	<input type="checkbox"/>
168		None...	Edit	<input type="checkbox"/>
169		None...	Edit	<input type="checkbox"/>
170		None...	Edit	<input type="checkbox"/>
171		None...	Edit	<input type="checkbox"/>
172		None...	Edit	<input type="checkbox"/>

**Figure 12-72: T9016RY Titan Relay Device Setup**

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the device.

##### Dev Handle

This is a software address used by the system. It is assigned by the system and provided here for reference if needed.

##### Frame Number

This is a unique ID number used to identify the Titan frames used in the system. When you add the device, the system will automatically assign the next available frame number.

## Start Relay Zone #

This is the zone number that represents the first relay zone on the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed.

## Total Relays

This number represents the total number of relay zones that will be present on this device. Each output is numbered sequentially based on the start zone entered in the **Start Relay Zone #** field. The T9016RY can have a total of 16 relay zones defined and the T9032RY can have a total of 32. Fewer can be defined if necessary.

## Zones

### Match To First

This button has no function for this device.

### Zone Number

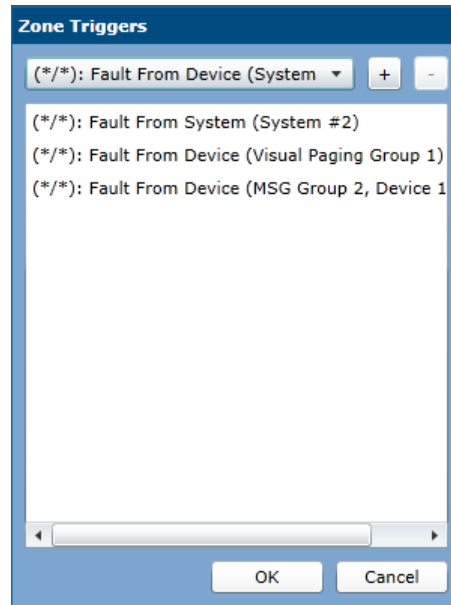
This is the zone number that will be associated with this relay output. This is calculated based on the value entered in the **Start Relay Zone #** and the relay output number. The T9016RY has 16 relays and the T9032RY has 32 relays.

### Description

This is a text field used to describe the output function or connection. To edit, double-click on the field.

### Triggers

If a relay zone is used as part of a zone map in an announcement, then the relay will energize for the duration of the announcement. It will function this way as long as no triggers are defined for the relay. The **Trigger** field is used to associate the relay with faults that are reported as part of the *System Supervision* module. Click the **Edit** button to assign a trigger to the relay. This will open the assignment window as shown in Figure 12-73. From here, select a specific fault from the drop-down list and click the **[+] button**. This will add the selected fault to the list. To remove a fault, select the fault with the mouse and then click the **[-] button**. You can stack multiple faults on a single relay. The relay will activate as determined by the setting in the **Action Type** field when any of the assigned faults are reported.

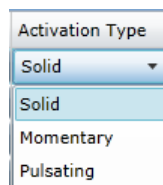


**Figure 12-73: T9016RY Triggers**

#### Activation Type

The **Activation Type** applies only to outputs that function as fault indicators and have definitions in the **Triggers** field.

- **Solid** – The relay will activate while the fault condition is present and deactivate once the fault condition has cleared.
- **Momentary** – The relay will activate for approximately 1 second and then deactivate.
- **Pulsating** – The relay will cycle between active and inactive states at a rate of approximately 1 second on and 1 second off.



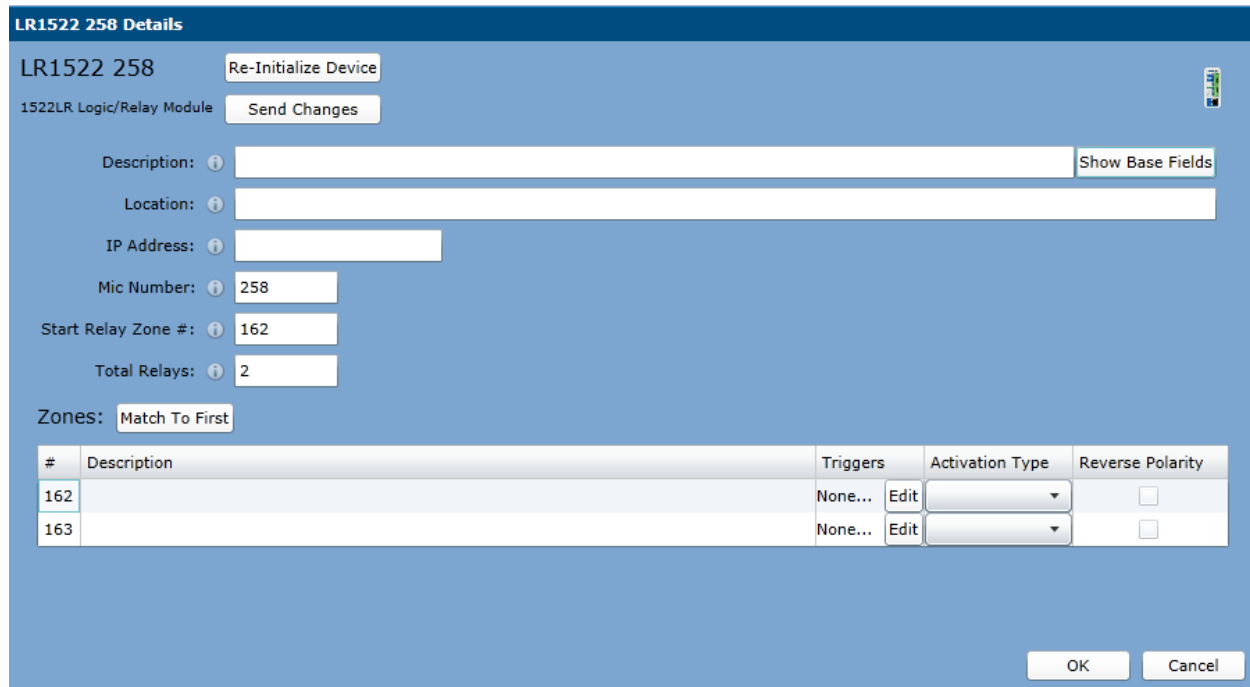
**Figure 12-74: T9016RY Activation Types**

#### Reverse Polarity

Check this box to reverse the operating polarity of the relay. Normally, a relay is in its de-energized state until it is triggered. When this box is checked, it will normally energize and will de-energize when triggered. This is most useful when a relay is used to indicate a fault to an external system or indicator panel. That way a fault condition will be triggered if the unit loses power.

#### 4.5.5.5 1522LR Logic/Relay Module

This device has two (2) logic inputs capable of sensing contact closures or logic voltages. It also has two (2) form-C relay outputs for interfacing with external devices. You can assign actions to each of the logic inputs. The relay outputs can either be used as output zones that close while announcements are in progress or they may be tied to the *System Supervision* module to indicate faults.



**LR1522 258 Details**

LR1522 258 Re-Initialize Device

1522LR Logic/Relay Module Send Changes

Description:  Show Base Fields

Location:

IP Address:

Mic Number:

Start Relay Zone #:

Total Relays:

Zones: Match To First

#	Description	Triggers	Activation Type	Reverse Polarity
162		None... <span>Edit</span>	<input type="text"/>	<input type="checkbox"/>
163		None... <span>Edit</span>	<input type="text"/>	<input type="checkbox"/>

OK Cancel

**Figure 12-75: 1522LR Logic/Relay Module Device Setup**

*Note: The 1522LR is not automatically discovered by the system. You must manually create it by adding it as a new device in the **Devices** section.*

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the device.

##### Mic Number

This is the number used to identify the device as an input device within the announcement controller. It must be a unique number within the local announcement controller. This number is automatically assigned when you add the device, but can be edited if necessary.

##### Start Relay Zone #

This is the zone number that represents the first relay zone on the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed.

## Total Relays

This number represents the total number of relay zones that will be present on this device. Each output is numbered sequentially based on the start zone entered in the **Start Relay Zone #** field. The 1522LR can have a total of 2 relay zones defined. The total number of relay zones can be reduced to one if necessary.

## Zones

### Match To First

This button has no function for this device.

### Zone Number

This is the zone number that will be associated with this relay output. This is calculated based on the values entered in the **Start Relay Zone #** and **Total Relays** fields.

### Descriptions

This is a text field used to describe the output function or connection. To edit, double-click on the field.

## Triggers

If a relay zone is used as part of a zone map in an announcement, then the relay will energize for the duration of the announcement. It will function this way as long as no triggers are defined for the relay. The **Trigger** field is used to associate the relay with faults that are reported as part of the *System Supervision* module. Click the **Edit** button to assign a trigger to the relay. This will open the assignment window as shown in Fig 12-76. From here, select a specific fault from the drop-down list and click the **[+]** button. This will add the selected fault to the list. To remove a fault, select the fault with the mouse and then click the **[-]** button. You can stack multiple faults on a single relay. The relay will activate as determined by the setting in the **Activation Type** field when any of the assigned faults are reported.

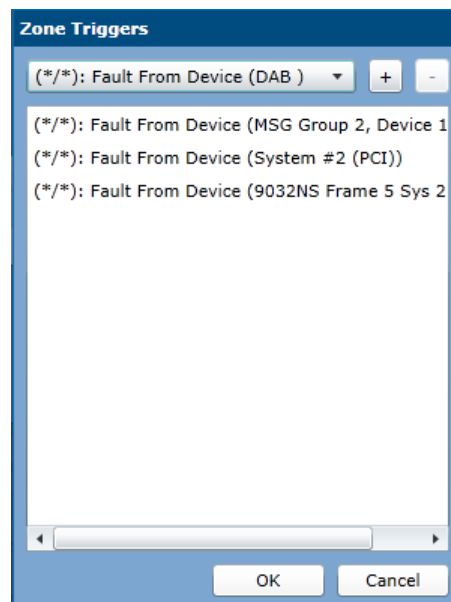
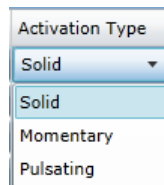


Figure 12-76: 1522LR Triggers

### Activation Type

The **Activation Type** applies only to outputs that function as fault indicators and that have definitions in the **Triggers** field.

- **Solid** – The relay will activate while the fault condition is present and deactivate once the fault condition has cleared.
- **Momentary** – The relay will activate for approximately 1 second and then deactivate.
- **Pulsating** – The relay will cycle between active and inactive states at a rate of approximately 1 second on and 1 second off.



**Figure 12-77: 1522LR Activation Type**

### Reverse Polarity

Check this box to reverse the operating polarity of the relay. Normally, a relay is in its de-energized state until it is triggered. When this box is checked, it will normally energize and will de-energize when triggered. This is most useful when a relay is used to indicate a fault to an external system or indicator panel. That way a fault condition will be triggered if the unit loses power.

### Actions

Actions are available for the two logic inputs on the device. When you open the Actions for the device, you will notice that there are two actions for each logic input. One is associated with the activation of the input and the other with the deactivation of the input. You can differentiate between the two by looking for **On** or **Off** in the **Logic State** field in the **Extra Info** column. This allows you to create an action that will remain active while a contact closure is held. To do this, you must define an action to start the announcement and then a separate action to stop it using the other logic state.

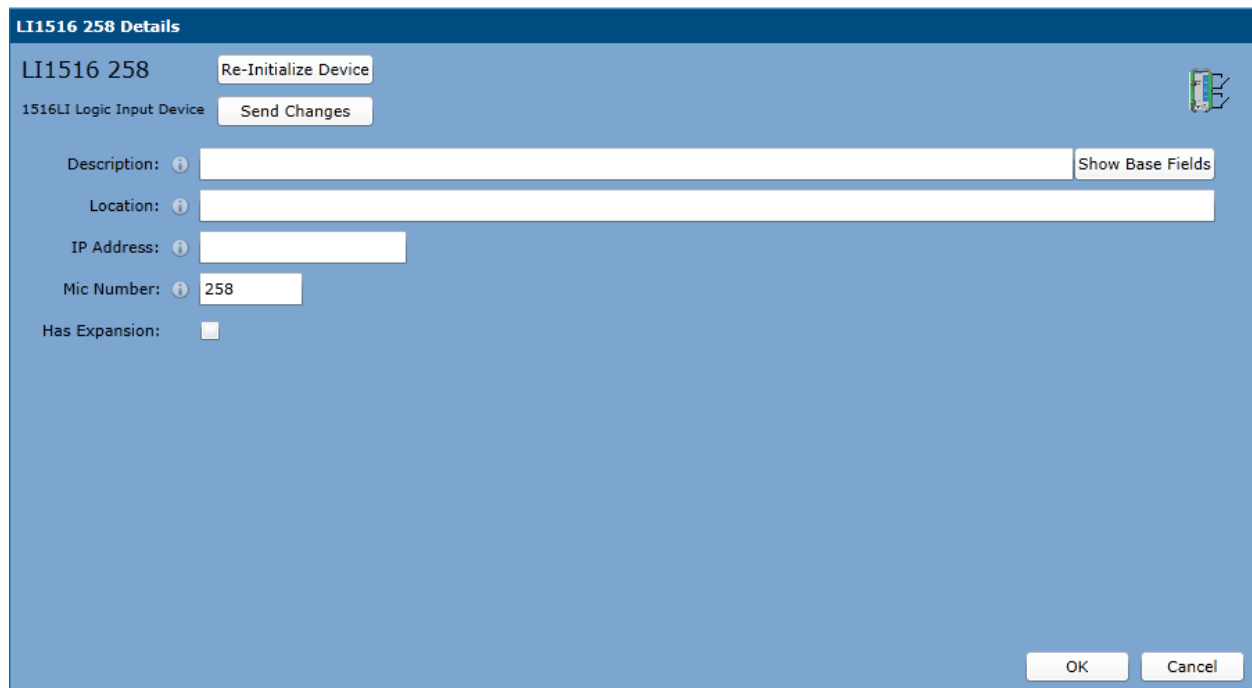
To edit an action, select the action and then click the edit icon located at the top of the window. You can also double-click on a row in the **Type** column to open the editor. Refer to the **Action Types** section for information on configuring actions.



**Figure 12-78: 1522LR Actions**

#### 4.5.5.6 1516LI Logic Input Device

This device has 16 logic inputs and with the addition of one 1516LI-E expansion module, 32 logic inputs that can be used to trigger actions in the GLOBALCOM system.



**Figure 12-79: 1516LI Logic Input Device Setup**

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the device.

##### Mic Number

This is the number used to identify the device as an input device within the announcement controller. It must be a unique number within the local announcement controller. This number is automatically assigned when you add the device, but can be edited if necessary.

##### Has Expansion

Check this box if a 1516LI-E expansion is attached to this device to expand the inputs from 16 to 32 available.

## 4.5.6 Endpoint Groups (and Endpoint Devices)

There are three kinds of Groups: Display Group, CobraNet Group and IP Endpoint Group. The Display Group owns individual Display Devices while the other two groups own either CobraNet or IP audio type endpoints, such as intercom devices, IP Speakers and Zone Controllers. The Device properties for each of the groups and devices owned by them are described below.

### 4.5.6.1 Display Zone Controller

Use this device type to define a group of displays for visual paging. When you are using a text-to-speech (TTS) or prerecorded message, the display will show text that is synchronized to the audible message. Each display will appear as an available zone in the **Zone Group** setup and individual **Action** configuration.

This allows you to define a group of displays that will be addressed using a broadcast IP address. For situations where you must individually configure each display, you must add a **Display** device type for each individual display that is required. This would be the case if you must configure displays to show other content when idle or if they are used for wayfinding.

The screenshot shows the 'SignGroup 1004 Details' configuration window. At the top, it says 'SignGroup 1004' with a 'Re-Initialize Device' button. Below that, it says 'Display Zone Controller' with a 'Send Changes' button. The form includes several input fields: 'Description' (with a 'Show Base Fields' button), 'Location', 'IP Address', 'Start Sign' (set to 154), 'Total Signs', and 'Plain Text' (a checkbox). There is a 'Zones' dropdown menu set to 'Match To First'. Below these is a table with columns '#', 'Description', and 'Devices'. The 'Devices' section has '+', '-', and 'Edit' buttons. At the bottom, there is a table with columns 'Type', 'Description', 'Location', 'Actions', and 'Extra Info'. The 'OK' and 'Cancel' buttons are at the bottom right.

**Figure 12-80: Display Zone Controller Setup**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter an appropriate *broadcast* (or unicast) IP address that will reach the display(s). For example, an address of 10.2.128.255 will include all displays with an IP address in the range from 10.2.128.1 through 10.2.128.253 if the controller's subnet mask is 255.255.255.0.

#### Start Sign

This is the sign number that represents the first sign in the group. The sign number is treated like the zone number for audio zones and included in the same list. The system will automatically use the next available



zone number as the starting zone number when you add a new device. It can be edited here if needed. For example, you have a system that already has 32 zones. When you add a new Display Zone Controller, the starting zone will be 33.

### Total Signs

This number represents the total number of signs that will be present in this group. Sign zones do not count towards the total number of zones allowed by the software license.

*Note: The system allows you to use display zone numbers that match audio zone numbers. This is useful when you have displays that match up with audio zones and you always want to include the visual display in any actions that include the corresponding audio zone. For example, if you have an audio zone 10 and a display zone 10, you only need to select zone 10 in the zone group and both the display and audio zone will be used.*

### Plain Text

Check this box when this Display Zone Controller will be used to broadcast visual paging data to a non-IED system. This will cause the visual paging text to be sent without the formatting and queuing tags used by the IED VisDID Visual Display application.

### Zones

This list allows you to configure associate each sign in the group with a logical name.

#

This is the number that will be used to identify this sign in the system. This number is calculated based on the values in the **Start Sign** and **Total Signs** fields. Each sign will appear as an individual zone.

### Description

Double-click on this field to edit a text descriptor for the display.

### Match To First

This button has no function for this device.

### Devices

This list is used to add individual displays to the Display Zone Controller. Refer to the **Display** device section of the help for information on configuring each device.



Click this icon to add a new Display device to the Display Zone Controller. A new window will appear as shown in Figure 12-48 in the Display section of this documentation.



Click this icon to delete the currently selected display.

### Edit

Click this icon to edit the properties for the currently selected display. Refer to the **Display** section for more information on how to configure an individual display.

### 4.5.6.2 Display

This device type is used to configure individual displays. From here, you can configure the content that will be shown when the display is idle and you can specify which image to show for a visual alert or wayfinding event.

Display 1004 Details

Display 1004

Display

Description:

Location:

IP Address:

Screens:

Sign	Zone	Display	Top	Left	Height	Width	Messages	Visual Alerts
------	------	---------	-----	------	--------	-------	----------	---------------

**Figure 12-81: Display Setup**

#### Description

Enter text here to give the display a descriptive name.

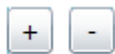
#### Location

Enter text here to describe the physical location of the display.

#### IP Address

Enter an appropriate *broadcast* (or multicast) IP address that will reach the endpoints. For example, an address of 10.2.128.255 will includes all endpoints with an IP address in the range from 10.2.128.1 through 10.2.128.253, if the controller's subnet mask is 255.255.255.0.

#### Screens



Click the **[+]** button to add a new screen to the list. Click the **[-]** button to delete the currently highlighted screen from the list.

#### Sign

This ID number is used to identify the control processor (internal or external) that is driving the sign. Some signs have built-in processors. This ID is used to identify the sign to the system server for content display.

## Zone

This number corresponds to the actual zone number that will be used by the announcement controller to send visual pages to the display.

## Display

This ID number is used to identify the video output that drives this display. For a single display, this ID will always be 1. For a processor that is driving multiple displays, this ID will correspond to the monitor output as defined in the Windows setup. This ID is used to identify the sign to the system server for content display.

## Top / Left

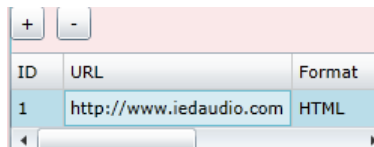
The top and left pixel values for the screen (typically 0/0 if only one screen on a Display device). If there is a second or third screen on the device, then this depends on graphics settings, but usually means the left value is incremented by the width of the previous screen(s) to make it logically to the right of the previous screen.

## Height / Width

This is the height and width of the screen in pixels. Typically for a one screen Display device, this is the height and width of the device's display.

## Messages



This is a list of content that will be shown on the display when a visual page is not in progress. A message in the list actually points to either a file or an HTML page that is either stored on the local machine, or on a server. The display will cycle through the list in the order based on the ID field.



ID	URL	Format
1	http://www.iedaudio.com	HTML

**Figure 12-82: Display Messages**

To edit the messages, you will need to double-click on the **Messages** field in the table for the display. This will open a new table that you can edit as shown in Figure 12-82. Use the scroll bar at the bottom to access the individual message fields. The behavior of each message is configured using the following fields in the table.

-   Click the **[+]** button to add a new message to the list. Click the **[-]** button to delete the currently highlighted message from the list.
- **URL** – This can be either a link pointing to an HTML page or a media file.
- **Format** – Enter **HTML** to identify this message as an HTML page. Enter **FILE** if the link points to a media file. Valid media file types are .mpg, .mpeg, .wmv, .avi, .mov, .mp4, .jpg, .jpeg, .gif, .bmp, .png, and .swf.
- **Count** – This is the number of times this message will play before moving on to the next message in the list.
- **Priority** – This field is currently not implemented.

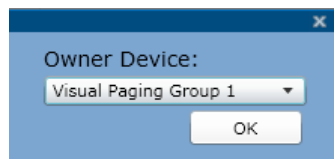
- **Hold Time** – This is the amount of time that this message will stay on the screen before moving on to the next message. This value is in 60ths of a second. A value of 300 will hold the image on the display for 5 seconds.
- **Refresh** – This is the interval, in seconds, between refreshes of the HTML page. This property has no function when the **Format** is set to **FILE**.

### Visual Alerts

**Visual Alerts** are defined as described in the **Visual Alerts and Wayfinding** section. There you will create individual alerts and upload the images that will be available for use in each alert. You will see a list of the available alerts in this field. Select an image for each alert from the drop-down list. Click the **[X]** button to clear an image selection.

### Owner Device

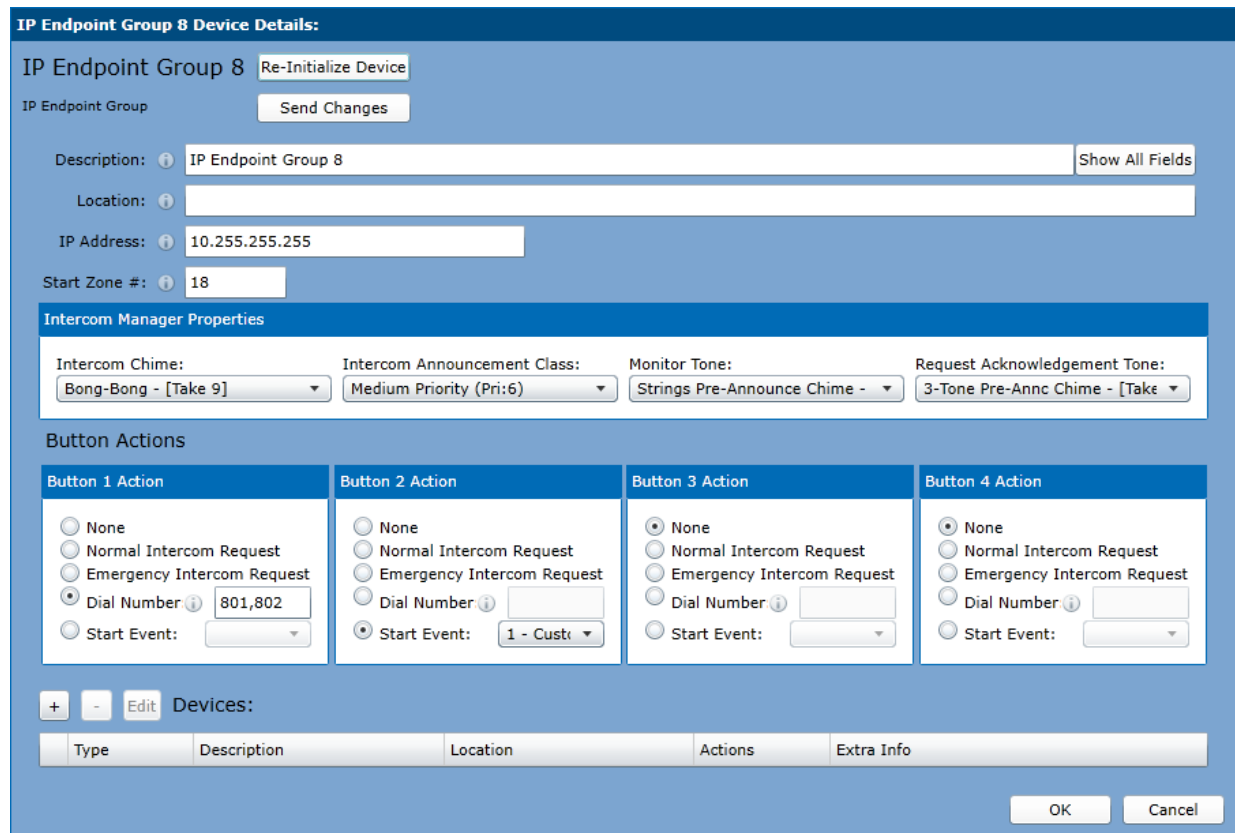
A Display device must be associated with an owner Display Zone Controller device. You can either add a new display from the **Devices** list or from within the configuration window of an individual **Display Zone Controller**. If you add a new Display directly from the **Devices** list, then you will be prompted to add the new Display to an Owner Device when you exit the properties window as shown in Figure 12-83. Select the appropriate device from the dropdown list and then press the **OK** button. The Display will now be available for editing from within the configuration of the owner device.



**Figure 12-83: Owner Device Prompt**

### 4.5.6.3 CobraNet or IP Endpoint Group

In order to define behaviors like tones and dial-out numbers, every intercom device and similar technology endpoints belongs to a group. There are two types of groups: one for CobraNet devices like the SRM and ICM and one type for IP audio (RTP protocol) devices like the Atlas IP Speakers. Their device properties window looks very similar between the two



**Figure 12-84: Endpoint Group Setup**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter the IP address for the device

#### Start Zone #

This is the zone number that represents the first zone in the device (zone of the first intercom device). The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed.

#### Intercom Chime

This drop list allows for selection of a pre-announce tone from the Chime library to play at the start of intercom connections to devices in this group, when initiated from the Intercom Manager client application.

## Intercom Announcement Class

This drop list allows for selection of a priority to for the intercom connection announcements, when initiated from the Intercom Manager client application.

## Monitor Tone

This drop list allows for selection of a monitoring tone (notification that room is being listened to via the intercom device) from the Chime library and how often it plays, when initiated from the Intercom Manager client application.

## Request Acknowledgement Tone

This drop list allows for selection of a tone from the Chime library to play in order to acknowledge to the user that their button push on the intercom device has been noticed and is being acted upon, when initiated from the Intercom Manager client application.

## Button Actions

This area is used to configure what, if anything, should happen when buttons 1 – 4 is pressed on any intercom device in this group.

- **None** – Do nothing. Ignore the press.
- **Normal Intercom Request** – Post an intercom request to the Intercom Manager software. It is up to a staff person to notice the request and make the connection.
- **Emergency Intercom Request** – Post an emergency (urgent) intercom request to the Intercom Manager software.
- **Dial Number** – Dial out to the number indicated in the edit box and prompt the person who picks up to press a button to initiate an intercom connection to the requesting intercom device.

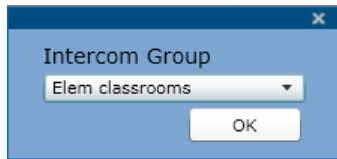
Starting with GCK Version 3.0, one can enter multiple phone numbers or “hunt groups” into this edit box. Phone numbers separated by commas are dialed sequentially, i.e., try the first number, if no answer move on to the second number, etc. Phone numbers separated by vertical bars (“|” or pipe characters) are dialed simultaneously. After the first line is answered, the other calls are dropped. These two features can be combined into one call plan, such as the numbers “101|102,103” will dial 101 and 102 simultaneously and if neither answer, move on to dial 103.

*When using the IP+ loudspeaker or ZCM-V2+ as a part of a GLOBALCOM.IP system, connect the device you want to define in the configuration as “Button 1” to GPI 2 and connect the device you want to define as “Button 2” to GPI 1*

## Devices

This is a list of intercom devices in this group. These can be added with the **[+]** and **[-]** buttons, but a better way is to discover them on the network and add them from the **Available Devices** section of the Overview Tab. If added from

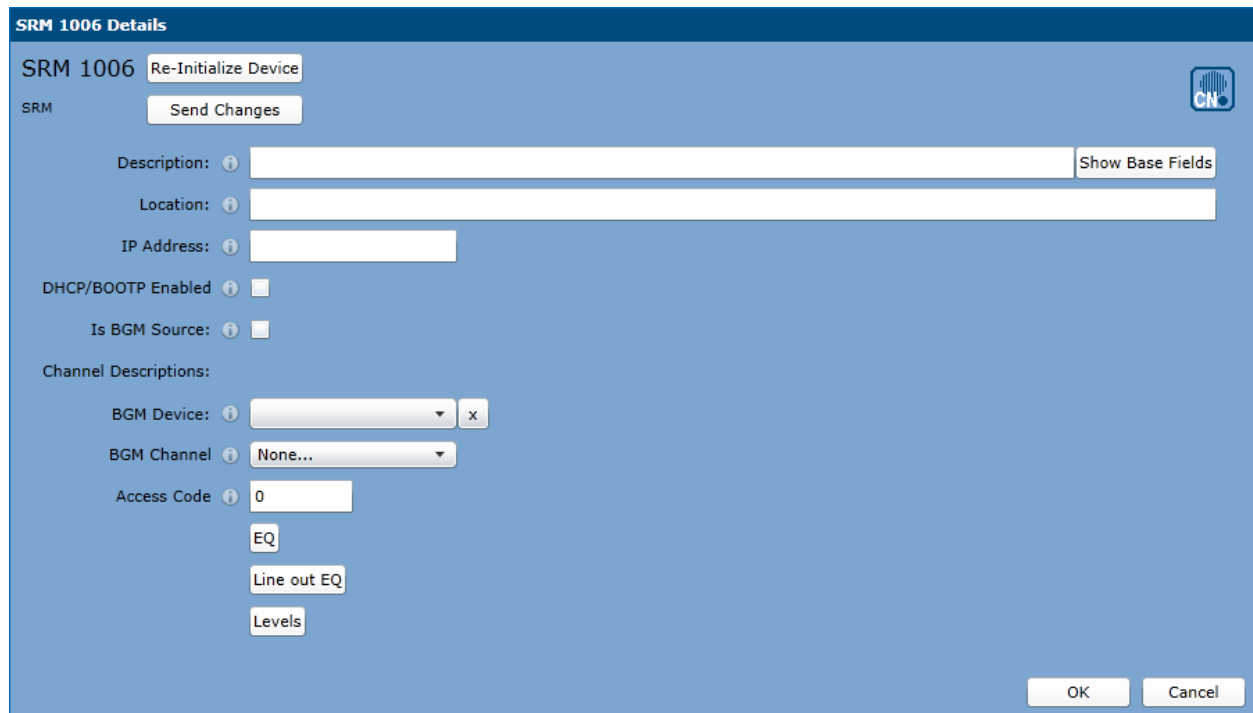
If you add a new Intercom device directly from the **Devices** list, then you will be prompted to add the new Intercom to an Owner Device when you exit the properties window as shown in Figure 12-85. Select the appropriate device from the dropdown list and then press the **OK** button. The Intercom device will now be available for editing from within the configuration of the owner device. If no intercom group (of the right digital audio type) exists yet, an error pop-up will be displayed notifying you of this condition.



**Figure 12-85: Owner Device Prompt**

#### 4.5.6.4 SRM

The LC372SR is referred to in SMC as the SRM (Sound Reinforcement Module). This is an endpoint device that can do intercom and paging functions, but also includes a sound reinforcement mixer and amplifier for classroom inputs, including infrared microphones. The configuration is done via the form below.



**Figure 12-86: SRM Intercom Setup**

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the device if using fixed addressing.

##### DHCP/BOOTP Enabled

If using dynamic addressing of intercom devices rather than fixed, check this box to enable it for this device.

##### Is BGM Source

When checked, the system will treat the device as a BGM source for the system. When configured as a BGM source, the device will appear as an available BGM source for output devices. This is one way to allow routing room audio (IR mic user's voice or line input from a source) to other rooms, e.g., combine classrooms for a lecture.

## Channel Descriptions

This description is used to give a name to each BGM channel that will be sourced from this device. This name will appear in selection lists for devices when you are configuring outputs to receive BGM.

## BGM Device

Once you have defined one or more devices in the system as a BGM source, it is then available as an item in this drop-down list. You select the device from this list that will be used as the source device for the BGM. You can then select individual channels to be used for each zone output. You can click the **X** icon to the right of the drop-down list to clear the selection.

## BGM Channel

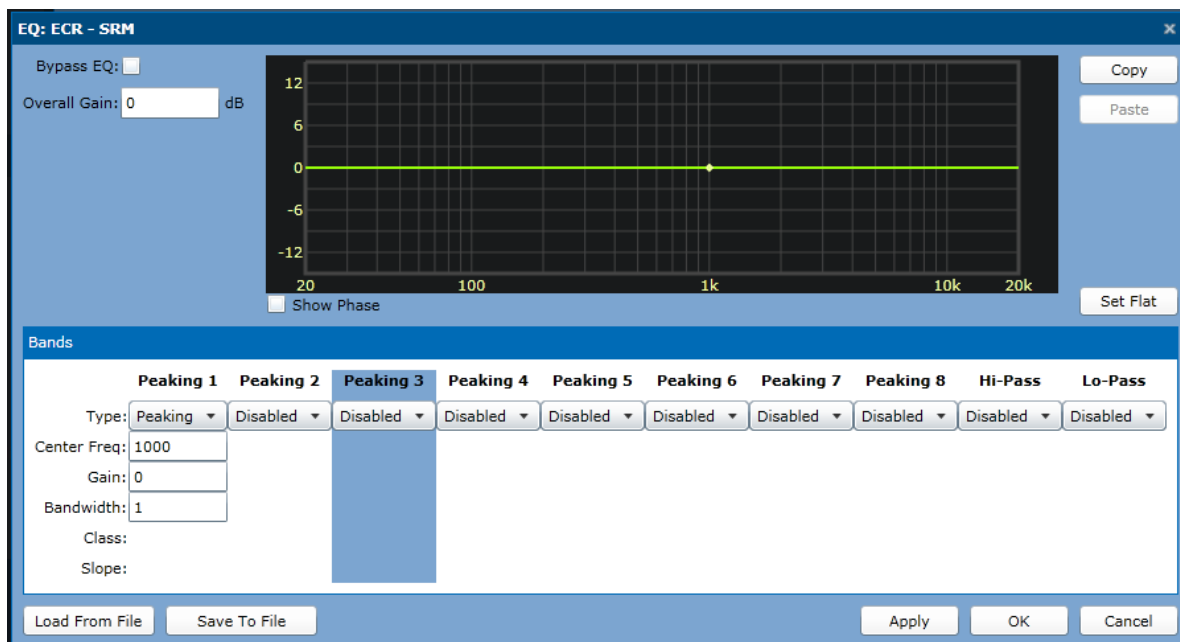
This drop-down list allows you to select an individual channel to use as the zone BGM. The channels available are for the device selected in the **BGM Device** field.

## Access Code

Enter a value to be used for accessing this intercom device from a mic station or telephone prompt (e.g., the "room number").

## EQ

Each channel has a nine-band parametric EQ available to adjust the signal as necessary to meet the needs of the loudspeakers and allow the system to be adjusted to maximize intelligibility in the acoustic space. Press the EQ button for a channel to open the EQ window as shown in Figure 12-87.



**Figure 12-87: SRM EQ Settings Window**

Bands are selected by clicking on one of the ten band names immediately below the frequency response curve graph. A specific band can be selected and then adjusted using the edit boxes below the names. It is also possible to select a filter and edit its frequency, gain and bandwidth directly in the Frequency Response display window using the mouse to drag the filter position, cut/boost, or bandwidth.



## Type

For the Peaking bands 1 – 7, the options are Peaking or Disabled. For the Hi-Pass/Lo-Pass bands, the options are Hi-Pass/Lo-Pass or Disabled. Basically, this selector only enables the band or not.

## Center Frequency (Hz)

The center frequency (or cutoff frequency) of the filter is set by entering a numeric value in the edit box. The frequency parameter can also be changed by dragging the diamond icon in the graph laterally left or right.

## Gain (dB)

*This is only available for Peaking filter type.*

The filter gain is set by entering a numeric value (using + or – values for relative dB) in the edit box. The gain can also be changed by clicking and dragging the diamond icon for the filter up or down in the frequency response graph.

## Bandwidth (Oct.)

*This is only available for Peaking filter type.*

The filter bandwidth is set by entering a numeric value in the edit box. The value used is measured in Octaves. For example, if a 1/3 octave filter is required then a value of 0.333 would be used. The bandwidth can also be altered using vertical line icons located on each side of the diamond filter icon in the frequency response graph. Click a line and move the mouse laterally to change the bandwidth.

## Class

*This is only available for Hi Pass and Lo Pass filter types.*

This value determines the frequency roll-off rate for the filter in decibels per octave. Available values range from 6 dB/Octave to 18 dB/Octave.

## Slope (dB/Oct.0

*This is only available for Hi Pass and Lo Pass filter types.*

This value determines the frequency roll-off rate for the filter in decibels per octave. Available values range from 6 dB/Octave to 18 dB/Octave.

## Set Flat

This button resets all filters to a gain setting of 0dB (flat response) and disables all bands except for band 1.

## Show Phase

When checked, the phase response through the EQ will be shown as a red curve on the graph.

## Save To File

Click this button to save the EQ curve as an XML file. This allows you to archive the file as well as save it as a preset and load it into other channels.

## Load From File

Click this button to open a standard Windows file dialog window. From here, you can locate an XML file that has been stored with an EQ curve and load it into the frame.

### Bypass EQ

When checked, this removes the effects of all filter bands from the signal path without resetting the filters to a flat response curve. When the EQ is bypassed, the signal will pass through the object without any modifications to the frequency characteristics.

### Overall Gain

The EQ provides a small range of gain adjustment in order to compensate for the overall effect of the EQ curve and allow signal-to-noise ratio and dynamic range to be maximized. This gain is set by entering a value (in + or – relative dB) in the edit box. It should only be used within a range from 6dB of attenuation to 6dB of gain.

### Copy

Click this button to copy all of the current EQ settings to the clipboard. You can then move to another channel and use the **Paste** button to copy settings between channels.

### Paste

Click this button to paste the EQ settings stored on the clipboard to the current channel. This button will be dimmed if there are no available EQ settings to paste from the clipboard.

### Apply

Click this button to send the current EQ settings to the frame.

### Line Out EQ

In addition to the powered amplifier output, this device has a line level output that could be used, for example, to connect to a higher power amplifier for large spaces. This output can be EQ much like the main amplifier output.



**Figure 12-88: SRM Line Out EQ Settings Window**

## Type

For the Peaking bands 1 – 7, the options are Peaking or Disabled. For the Hi-Pass/Lo-Pass bands, the options are Hi-Pass/Lo-Pass or Disabled. Basically, this selector only enables the band or not.

## Center Frequency (Hz)

The center frequency (or cutoff frequency) of the filter is set by entering a numeric value in the edit box. Dragging the diamond icon in the graph laterally left or right can also change the frequency parameter.

## Gain (db)

*This is only available for Peaking filter type.*

The filter gain is set by entering a numeric value (using + or – values for relative dB) in the edit box. The gain can also be changed by clicking and dragging the diamond icon for the filter up or down in the frequency response graph.

## Bandwidth (Oct.)

*This is only available for Peaking filter type.*

Entering a numeric value in the edit box sets the filter bandwidth. The value used is measured in Octaves. For example, if a 1/3 octave filter is required then a value of 0.333 would be used. The bandwidth can also be altered using vertical line icons located on each side of the diamond filter icon in the frequency response graph. Click a line and move the mouse laterally to change the bandwidth.

## Class

*This is only available for Hi Pass and Lo Pass filter types.*

The mathematical function used to calculate the filter is selected by picking an available type from the drop-down list box. Currently, the only type of filter class available is the Butterworth type filter.

## Slope (dB/Oct.)

*This is only available for Hi Pass and Lo Pass filter types.*

This value determines the frequency roll-off rate for the filter in decibels per octave. Available values range from 6 dB/Octave to 18 dB/Octave.

## Set Flat

This button resets all filters to a gain setting of 0dB (flat response) and disables all bands except for band 1.

## Show Phase

When checked, the phase response through the EQ will be shown as a red curve on the graph.

## Save To File

Click this button to save the EQ curve as an XML file. This allows you to archive the file as well as save it as a preset and load it into other channels.

## Load From File

Click this button to open a standard Windows file dialog window. From here, you can locate an XML file that has been stored with an EQ curve and load it into the frame.

### Apply

Click this button to send the current EQ settings to the frame.

### Copy

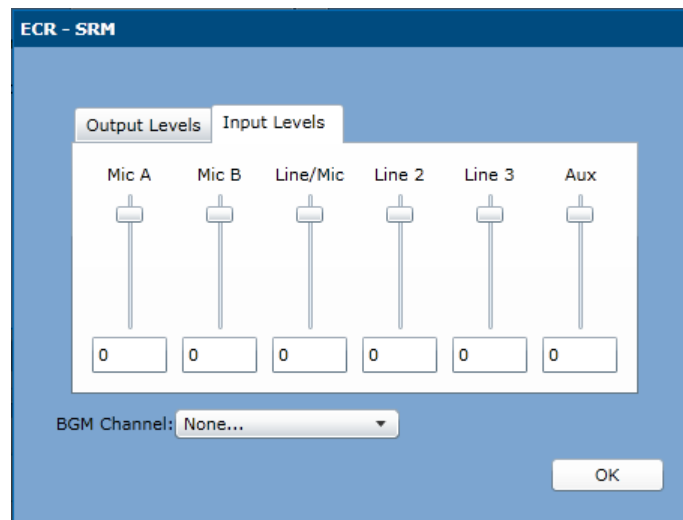
Click this button to copy all of the current EQ settings to the clipboard. You can then move to another channel and use the Paste button to copy settings between channels.

### Paste

Click this button to paste the EQ settings stored on the clipboard to the current channel. This button will be dimmed if there are no available EQ settings to paste from the clipboard.

## Levels

Pressing this button brings up a form for setting the levels on this intercom device as shown in Figures 12-89 and 12-91. There are two tabs, one for setting the input levels (inputs to the built-in mixer) and one for the output levels for the different receivers (which are used logically for different operations such as normal paging, emergency paging, background music and tones).



**Figure 12-89: SRM Input Levels Setting Window**

### Input Level Controls

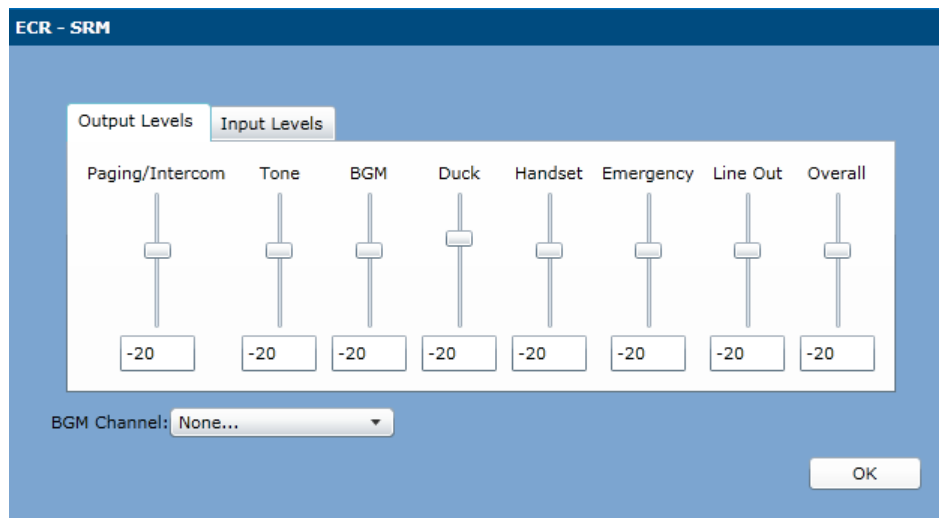
The levels can be set by either moving the “thumb” on a slider or by typing a value (in dB) in the edit box below the appropriate slider. The available sliders are:

- **Mic A/Mic B** – These are the two Infrared (IR) microphone channel inputs (set by switches on the microphones).
- **Line/Mic** – The input labeled Line/Mic on the Audio Input plate (LC372AI)
- **Line 2/Line 3** – The inputs labeled Line 2/Line 3 on the Audio Input plate
- **Aux** – The additional auxiliary audio input available on the LC372SR, typically to connect to a co-located device like a projector.

The Audio Input plate (LC372AI) is a two-gang mountable plate with audio jacks labeled with the inputs above. It appears as in Figure 12-90.



**Figure 12-90: The Audio Input LC372AI Plate**



**Figure 12-91: SRM Output Levels Setting Window**

#### Output Level Controls

The levels can be set by either moving the “thumb” on a slider or by typing a value (in dB) in the edit box below the appropriate slider. The available sliders are:

- **Paging/Intercom** – The CobraNet receiver for (live) audio for these functions.
- **Tone** – The CobraNet receiver for pre-announce tones, intercom chimes and other pre-recorded sounds like bells or shift-change tones from the day schedule.
- **BGM** – The CobraNet receiver for background music input.
- **Duck** – The amount to duck BGM when a page or intercom occurs.
- **Handset** – The audio level of the earpiece on the optional telephone-style handset (LC21HS).
- **Emergency** – The CobraNet receiver for emergency paging .
- **Line Out** – The overall level to the non-amplified line level output.
- **Overall** – The overall level for the built-in amplifier.

## BGM Channel

Use this control to select a BGM source for this device.

### 4.5.6.5 ICM

The LC331IC is referred to in SMC as the ICM (InterCom Module). It is configured via the form below.

The screenshot shows the 'ICM 1006 Details' configuration window. At the top, there's a title bar 'ICM 1006 Details'. Below it, the 'ICM 1006' label is followed by a 'Re-Initialize Device' button. Under the 'ICM' label is a 'Send Changes' button. The form contains several input fields: 'Description' with a 'Show Base Fields' button, 'Location', 'IP Address', 'DHCP/BOOTP Enabled' (a checkbox), 'BGM Device' (a dropdown menu with an 'x' icon), 'BGM Channel' (a dropdown menu showing 'None...'), and 'Access Code' (a text box with '0'). Below these are 'EQ' and 'Levels' buttons. At the bottom right are 'OK' and 'Cancel' buttons.

**Figure 12-92: ICM Intercom Setup**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter the IP address for the device

#### DHCP/BOOTP Enabled

If using dynamic addressing of intercom devices rather than fixed, check this box to enable it for this device.

#### BGM Device

Once you have defined one or more devices in the system as a BGM source, it is then available as an item in this drop-down list. You select the device from this list that will be used as the source device for the BGM. You can then select individual channels to be used for each zone output. You can click the **X** icon to the right of the drop-down list to clear the selection.

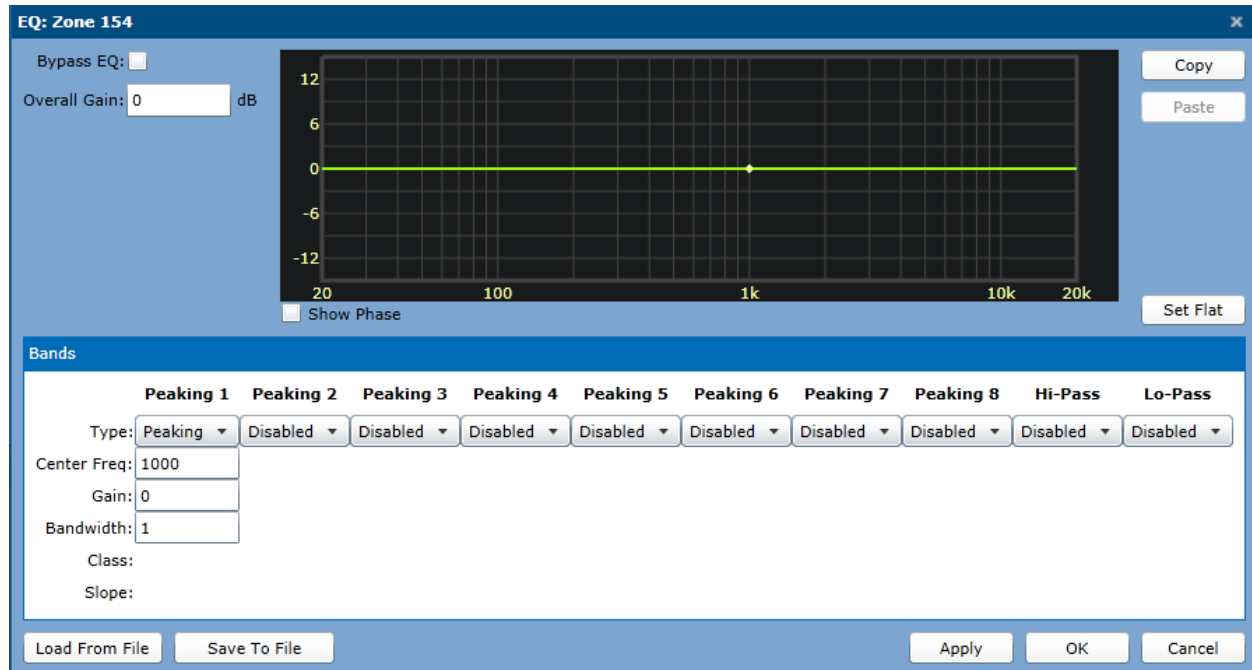
#### BGM Channel

This drop-down list allows you to select an individual channel to use as the zone BGM. The channels available are for the device selected in the **BGM Device** field.

## Access Code

Enter a value to be used for accessing this intercom device from a mic station or telephone prompt (e.g., the “room number”).

## EQ



**Figure 12-93: ICM EQ Settings Window**

### Type

For the Peaking bands 1 – 7, the options are Peaking or Disabled. For the Hi-Pass/Lo-Pass bands, the options are Hi-Pass/Lo-Pass or Disabled. Basically, this selector only enables the band or not.

### Center Frequency (Hz)

The center frequency (or cutoff frequency) of the filter is set by entering a numeric value in the edit box. The frequency parameter can also be changed by dragging the diamond icon in the graph laterally left or right.

### Gain (db)

*This is only available for Peaking filter type.*

The filter gain is set by entering a numeric value (using + or – values for relative dB) in the edit box. The gain can also be changed by clicking and dragging the diamond icon for the filter up or down in the frequency response graph.

### Bandwidth (Oct.)

*This is only available for Peaking filter type.*

The filter bandwidth is set by entering a numeric value in the edit box. The value used is measured in Octaves. For example, if a 1/3 octave filter is required then a value of 0.333 would be used. The

bandwidth can also be altered using vertical line icons located on each side of the diamond filter icon in the frequency response graph. Click a line and move the mouse laterally to change the bandwidth.

#### Class

*This is only available for Hi Pass and Lo Pass filter types.*

The mathematical function used to calculate the filter is selected by picking an available type from the drop-down list box. Currently, the only type of filter class available is the Butterworth type filter.

#### Slope (dB/Oct.)

*This is only available for Hi Pass and Lo Pass filter types.*

This value determines the frequency roll-off rate for the filter in decibels per octave. Available values range from 6 dB/Octave to 18 dB/Octave.

#### Set Flat

This button resets all filters to a gain setting of 0dB (flat response) and disables all bands except for band 1.

#### Show Phase

When checked, the phase response through the EQ will be shown as a red curve on the graph.

#### Save To File

Click this button to save the EQ curve as an XML file. This allows you to archive the file as well as save it as a preset and load it into other channels.

#### Load From File

Click this button to open a standard Windows file dialog window. From here, you can locate an XML file that has been stored with an EQ curve and load it into the frame.

#### Apply

Click this button to send the current EQ settings to the frame.

#### Copy

Click this button to copy all of the current EQ settings to the clipboard. You can then move to another channel and use the Paste button to copy settings between channels.

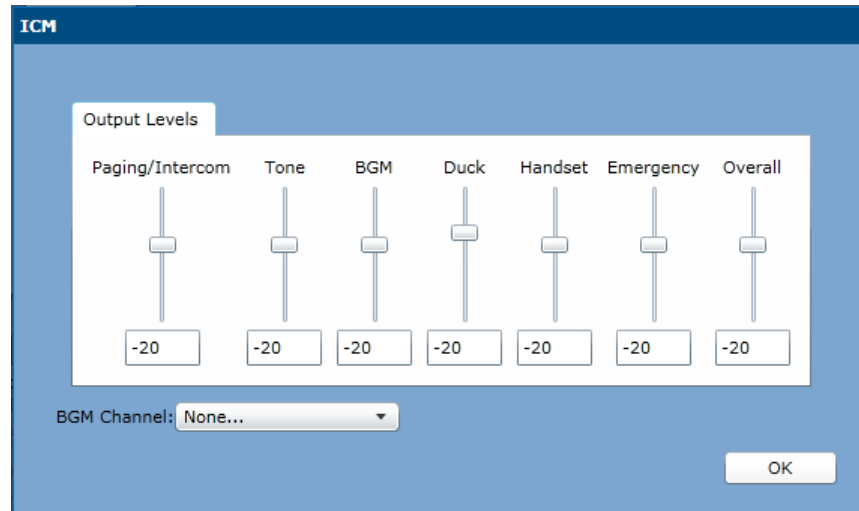
#### Paste

Click this button to paste the EQ settings stored on the clipboard to the current channel. This button will be dimmed if there are no available EQ settings to paste from the clipboard.

#### Levels

Pressing this button brings up a form for setting the levels on this intercom device as shown in Figure 12-94.





**Figure 12-94: ICM Level Setting Window**

#### Output Level Controls

The levels can be set by either moving the “thumb” on a slider or by typing a value (in dB) in the edit box below the appropriate slider. The available sliders are:

- **Paging/Intercom** – The CobraNet receiver for (live) audio for these functions.
- **Tone** – The CobraNet receiver for pre-announce tones, intercom chimes and other pre-recorded sounds like bells or shift-change tones from the day schedule.
- **BGM** – The CobraNet receiver for background music input.
- **Duck** – The amount to duck BGM when a page or intercom occurs.
- **Handset** – The audio level of the earpiece on the optional telephone-style handset (LC21HS).
- **Emergency** – The CobraNet receiver for emergency paging.
- **Overall** – The overall level for the built-in amplifier.

#### BGM Channel

Use this control to select a BGM source for this device.

#### 4.5.6.6 Atlas IP Speaker

There are several models of IP Speakers and Zone Controllers that include a speaker or line output to an amplifier, microphone, clock/display, and strobe that are all covered under the umbrella “Atlas IP Speaker” device in SMC. These devices are configured via the form below.

**Figure 12-95: Atlas IP Speaker Setup**

Fields on this form beyond the basics for all devices are as follows:

*Note: There is no IP Address or DHCP Enable field for this device as these devices are ALWAYS managed with dynamic addressing.*

##### Access Code

Enter a value to be used for accessing this intercom device from a mic station or telephone prompt (e.g., the “room number”).

##### Levels

Pressing this button brings up a form for setting the levels on this intercom device as shown in Figure 12-96.

**Figure 12-96: IP Speaker Level Setting Window**

##### Output Levels Controls

The levels can be set by either moving the “thumb” on a slider or by typing a value (in dB) in the edit box below the appropriate slider. The available sliders are:

- **Paging/Intercom** – The IP audio receiver for (live) audio for these functions.

- **Tone** – The IP audio receiver for pre-announce tones, intercom chimes and other pre-recorded sounds like bells or shift-change tones from the day schedule.
- **Emergency** – The IP Audio receiver for emergency paging.

#### Input Levels Controls

The levels can be set by either moving the “thumb” on a slider or by typing a value (in dB) in the edit box below the appropriate slider. The available sliders are:

- **Mic** – Adjusts the gain of the microphone level to the network audio

## 4.5.7 Third Party Devices

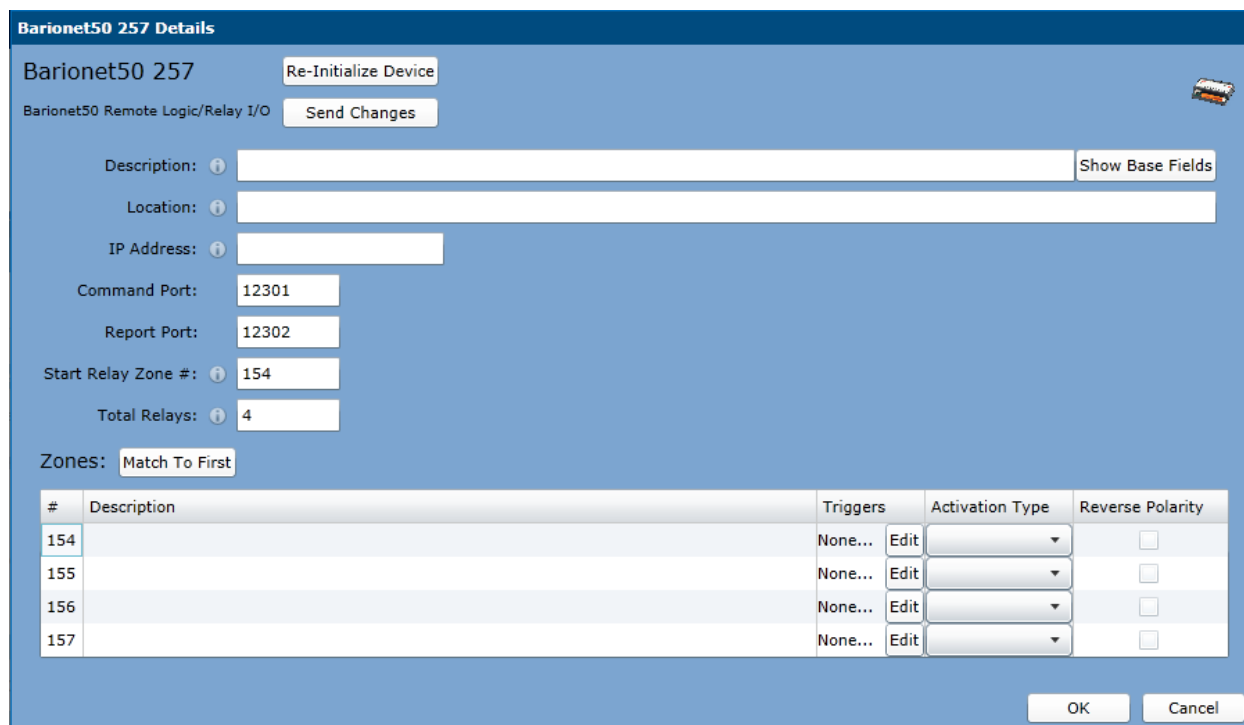
Auxiliary I/O devices include the Barionet 50 Logic/Relay I/O device, Annuncicom 100 device, Generic CobraNet Audio Source, and the External Supervised device. The Device properties for each of these are described below.

### 4.5.7.1 Barionet50 Remote Logic/Relay I/O

The Barionet 50 is a hardware device manufactured by *Barix AG* and is natively supported by the vACS as a remote logic I/O device. The device is has four (4) logic inputs and four (4) relay outputs.

The Barionet 50 must be configured using its own built-in web server configuration pages. Consult the **Barionet Family Product Manual** available for download at [www.barix.com](http://www.barix.com).

*Note: The RS-485 and RS-232 features of the Barionet 50 are not supported.*



**Barionet50 257 Details**

Barionet50 257 Re-Initialize Device

Barionet50 Remote Logic/Relay I/O Send Changes

Description:  Show Base Fields

Location:

IP Address:

Command Port:

Report Port:

Start Relay Zone #:

Total Relays:

Zones: Match To First

#	Description	Triggers	Activation Type	Reverse Polarity
154		None... <span>Edit</span>	<input type="text" value="v"/>	<input type="checkbox"/>
155		None... <span>Edit</span>	<input type="text" value="v"/>	<input type="checkbox"/>
156		None... <span>Edit</span>	<input type="text" value="v"/>	<input type="checkbox"/>
157		None... <span>Edit</span>	<input type="text" value="v"/>	<input type="checkbox"/>

OK Cancel

**Figure 12-97: Barionet50 Remote Logic/Relay I/O Setup**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter the IP address for the device.

#### Command Port

This is the port that the vACS will use to communicate with the Barionet 50. It must match the **UDP Command Port** number in the Barionet 50 setup.

## Report Port

This is the port that the Barionet 50 will use to send logic input state change messages to the vACS. It must match the **UDP Destination Port** in the Barionet 50 setup. You must also put the IP address of the vACS in the **UDP Send Info Address** field in the Barionet 50 setup.

## Start Relay Zone #

This is the zone number that represents the first output relay on the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed.

## Total Relays

This number represents the total number of relay zones that will be present on this device. Each output is numbered sequentially based on the start zone entered in the **Start Relay Zone #** field. The default is four (4), but you can define fewer if needed.

## Zones

### Match To First

This button has no function for this device.

### Zone Number

This is the zone number that will be associated with relay. This is calculated based on the values entered in the **Start Relay Zone #** and **Total Relays** fields.

### Description

This is a text field used to describe the output function or connection. To edit, double-click on the field.

### Triggers

If a relay is used as part of a zone map in an announcement, then it will energize for the duration of the announcement. It will function this way as long as no triggers are defined for the relay. The **Trigger** field is used to associate the relay with faults that are reported as part of the *System Supervision* module. Click the **Edit** button to assign a trigger to the output. This will open the assignment window as shown in Figure 12-68. From here, select a specific fault from the drop-down list and click the **[+] button**. This will add the selected fault to the list. To remove a fault, select the fault with the mouse and then click the **[-] button**. You can stack multiple faults on a single output. The output will activate as determined by the setting in the **Activation Type** field when any of the assigned faults are reported.

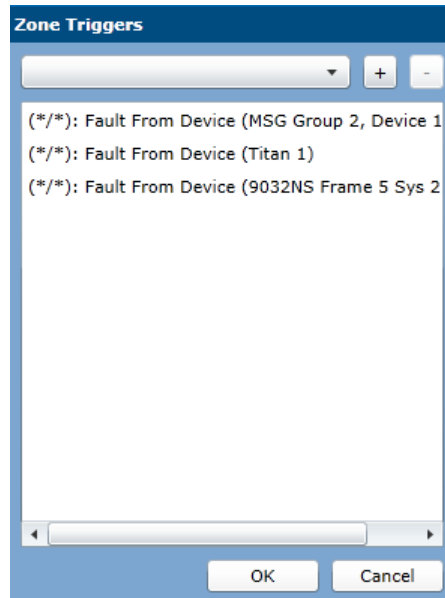


Figure 12-98: Barionet50 Triggers

#### Activation Type

The **Activation Type** applies only to relays that function as fault indicators and have definitions in the **Triggers** field.

- **Solid** – The relay will activate while the fault condition is present and deactivate once the fault condition has cleared.
- **Momentary** – The relay will activate for approximately 1 second and then deactivate.
- **Pulsating** – The relay will cycle between active and inactive states at a rate of approximately 1 second on and 1 second off.

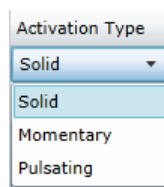


Figure 12-99: Barionet50 Activation Types

#### Reverse Polarity

Check this box to reverse the operating polarity of the relay. Normally, a relay is in its de-energized state until it is triggered. When this box is checked, it will normally energize and will de-energize when triggered. This is most useful when a relay is used to indicate a fault to an external system or indicator panel. That way a fault condition will be triggered if the unit loses power.

#### Actions

When you open the Actions for the Barionet 50 device, you will notice that there are two actions for each logic input. One is associated with the activation of the input and the other with the deactivation of the input. You can differentiate between the two by looking for **On** or **Off** in the **Logic State** field in the **Extra Info** column.

This allows you to create an action that will remain active while a contact closure is held. To do this, you must define an action to start the announcement and then a separate action to stop it using the other logic state.

The number in the **Entry Code** field corresponds to the physical input on the device. To edit an action, select the action and then click the edit icon located at the top of the window. You can also double-click on a row in the **Type** column to open the editor. Refer to the **Action Types** section for information on configuring actions.

**Barionet50 259 Actions**

+ - Edit

Type	Description	Entry Code	Extra Info
Unused	Logic Input 1 ON	1	
Unused	Logic Input 1 OFF	1	
Unused	Logic Input 2 ON	2	
Unused	Logic Input 2 OFF	2	
Unused	Logic Input 3 ON	3	
Unused	Logic Input 3 OFF	3	
Unused	Logic Input 4 ON	4	
Unused	Logic Input 4 OFF	4	

*Italics denotes default actions*

OK

**Figure 12-100: Barionet50 Remote Logic/Relay I/O Actions**

### 4.5.7.2 Annunicom 100 Device

The Annunicom 100 is a hardware device manufactured by Barix AG and is natively supported by the vACS as a remote device. The Annunicom 100 must be configured using its own built-in web server configuration pages. Consult the **Annunicom Product Manual** available for download at [www.barix.com](http://www.barix.com).

*Note: The serial communications and logic I/O features of the Annunicom 100 are not supported.*

Annunicom100 258 Details

Annunicom100 258

Annunicom 100 Device

Description:

Location:

IP Address:

Mic Number:

Start Zone:

Total Zones:

Local Receive Port:

Destination Port:

Time Slice (msec):

RTP Mode: ☐

Codec:

Sample Rate:

**Figure 12-101: Annunicom 100 Device Setup**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter the IP address for the device here.

#### Mic Number

Each input on the device must have its own unique mic number. This is the number used to identify the input as a usable source within the announcement controller. When you add the device, each number is automatically defined. It can be changed if needed. Once it has been defined here, it will appear as an available source when defining actions.

#### Start Zone

This is the zone number that represents the first zone in the device. The system will automatically use the next available zone number as the starting zone number when you add a new device. It can be edited here if needed. For example, you have a system that already has 32 zones. When you add a new Annunicom 100, the starting zone will be 33.



## Total Zones

This number represents the total number of zones that will be present on this device. An Annunicom 100 supports a total of 2 zones, but you may want to set this to 1 if you are only using one output. This will prevent the unused output from contributing to the total number of zones allowed with your software license.

## Local Receive Port

This is the port number that the vACS will use to receive audio from the Annunicom 100. It must match the destination port in the Annunicom 100 setup. The default port setting is 3030 and can be left at that for most applications.

## Destination Report

This is the port number that the vACS will use to transmit audio to the Annunicom 100. It must match the UDP Interface Port set in the Annunicom 100 setup. The default port setting is 12301 and can be left at that for most applications.

## Time Slice (msec)

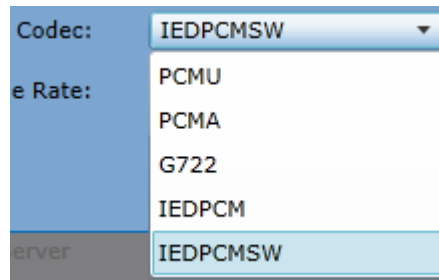
This value determines the sampling window for the audio to be included in each network packet. Larger values increase latency while smaller values may lead to disruptions in the real-time audio. The default value of 20msec is acceptable in most applications.

## RTP Mode

When checked, the data packets will include RTP headers instead of raw data packets. This setting must match the settings in the Annunicom 100 setup.

## Codec

The codec selection determines the sample size (number of bits) and compression used for the audio data. This setting must match the setting in the Annunicom 100 setup.



**Figure 12-102: Annunicom 100 Codec Types**

Available codecs are as follows...

- **PCMU** – PCM  $\mu$ -Law, 8 bit samples
- **PCMA** – PCM a-Law, 8 bit samples
- **G722** – G.722, 16 bit samples
- **IEDPCM** – Raw PCM, 16 bit samples
- **IEDPCMSW** – Raw PCM, 16 bit samples, reversed byte order

## Sample Rate

This number defines the number of samples per second used to digitize the audio. This setting will affect packet size and the network bandwidth used by the audio data. Typical values for each codec type are listed below. This must match the setting in the Annunicom 100 setup.

- PCMU or PCMA – 8000
- G722 – 16000
- IEDPCM or IEDPCMSW – 16000 or higher.

### 4.5.7.3 Generic CobraNet Audio Source

This device type is used to configure the system to accept a non-IED CobraNet device as a BGM source.

*Note: The Generic CobraNet Audio Source is not automatically discovered by the system. You must manually create it by adding it as a new device in the **Devices** section. The physical device must be manually configured with the appropriate settings using other utilities such as **CobraNet Discovery**.*

GenericCobraNetAudioSource 1005 Details

GenericCobraNetAudioSource 1005 Re-Initialize Device

Generic CobraNet Audio Source Send Changes

Description:  Show Base Fields

Location:

IP Address:

Is BGM Source: ☒

# of Channels:

Channel Descriptions:

- Channel 1
- Channel 2
- Channel 3
- Channel 4
- Channel 5
- Channel 6
- Channel 7
- Channel 8

Transmitters:

ID	Bundle Number	Type	Number of Channels
1	2801	BGM	8

OK Cancel

**Figure 12-103: Generic CobraNet Audio Source Setup**

Fields on this form beyond the basics for all devices are as follows:

#### IP Address

Enter the IP address for the device.

### Is BGM Source

This box is checked by default, and must be so to allow the system to treat the device as a BGM source for the system. The device will appear as an available BGM source for output devices.

### # of Channels

This is the total number of channels that will be used as BGM inputs on the device. (Maximum of 8 channels)

*Note: If you are using a device that has more than one (1) transmitter for more than eight (8) channels, then you must configure two or more of the Generic CobraNet Device, one for each transmitter used.*

### Channel Descriptions

This description is used to give a name to each BGM channel that will be sourced from this device. This name will appear in selection lists for devices when you are configuring outputs to receive BGM.

### Transmitters

This section is where you specify the CobraNet information for the transmitter used by the device. The settings here must match the settings on the device.

#### ID

This is an index number used to identify the transmitter in the list. It will be fixed at 1 for this device and cannot be changed.

#### Bundle Number

Click to edit the bundle number for the device. You must use the bundle number that matches the one used by the device.

#### Type

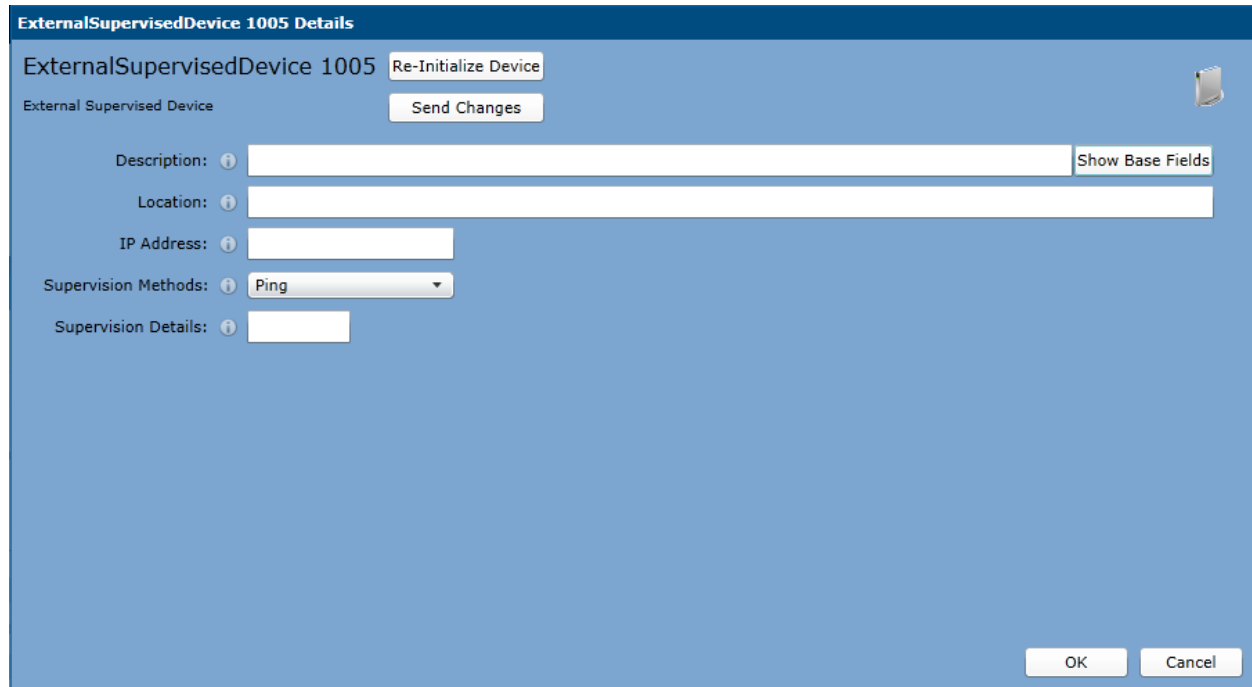
This should always be set to BGM.

#### Number of Channels

Enter the number of channels that will be received from the transmitting device here. If you are not using all eight (8) channels defined in the **# of Channels** field, you should change this number to match the number of channels actually being used.

#### 4.5.7.4 External Supervised Device

In some installations, it is necessary for the IED Supervision function within GLOBALCOM to monitor other equipment on the network and report problems as faults. These network devices are defined as being one of these kinds of devices.



**Figure 12-104: External Supervised Device Setup**

Fields on this form beyond the basics for all devices are as follows:

##### IP Address

Enter the IP address for the device.

##### Supervision Methods

How to communicate with and supervise the device. The options are:

- **Ping** – use standard ICMP packet to determine that the device is on/off-line
- **IEDnet** – Use IEDnet fault polling messages to query the device for faults.
- **SNMP** – Use Simple Network Management Protocol to query the device for properties which indicate fault/status conditions on the device. How to interpret these SNMP properties and map them to IED faults is defined in the associated Supervision Details file described below.

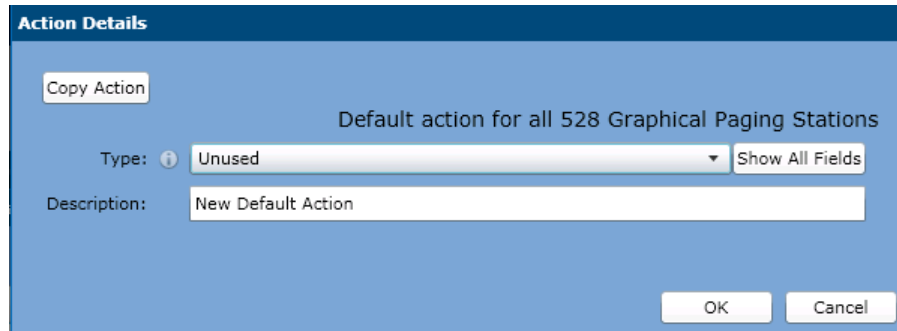
##### Supervision Details

Link a file which contains a list of one or more SNMP properties and how to interpret values returned as IED faults. If more than one property is provided, then an SNMP Multi-GET command is used; otherwise a simple GET command is used. If the device does not support the SNMP v2 Multi-GET command, then one should only define one SNMP property in this file.

This file defines the SNMP properties in an XML document format.

## 4.6 Action Types

An action is a system response that is performed as a result of a stimulus. The action type determines the response of the action. Examples of actions are live pages, pre-recorded messages, SMS notifications, text-to-speech messages, etc. The system supports a wide variety of stimuli capable of triggering actions. The most common stimulus is a button or entry code from a microphone station. Contact closures, time-of-day, and network messages from other systems are all examples of stimuli available to trigger actions. Adding an action brings up a new action form such as that shown below.



Each action requires different parameters to be defined before the action can be used. These parameters differ for each action type, but there are some common items related to the Action Definition window as defined below.

### Type

This drop-down list contains all of the available action types available for use. Select the desired action type and the remaining fields on the form will change appropriately. Each of these types is explained in subsections that follow.

### Copy Action Button

This button is used to copy all parameters for the currently selected action to the clipboard. It is used to quickly configure new actions based on one that has already been defined.

### Paste Action Button

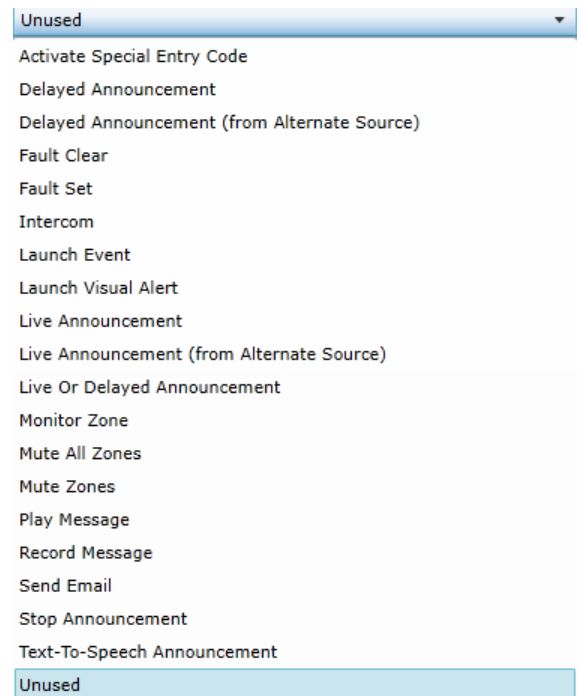
This button only appears when there is information stored on the clipboard by using the **Copy Action** button. Pressing this button will take the action parameters from the clipboard and apply them to the currently open action, overwriting any previous settings. Once pasted, the action can be modified to be different than the original source action.

### Description

This is a free text field used to give a logical description to the action.

### Show All Fields Button

When an action is selected, only the most commonly used data fields relevant to that action type are displayed. Press this button to display all available parameters for the selected action type. This provides



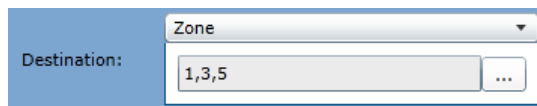
access to the other fields for more advanced configuration situations and will not be needed for most applications.

### Show Base Fields Button

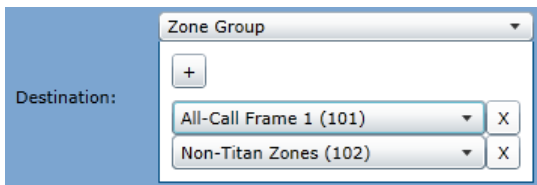
The **Show All Fields** button changes to the **Show Base Fields** button once it has been selected to reveal all parameter fields. Press the **Show Base Fields** button to hide the parameters that are not required for most applications.

### Destination

Many action types require the definition of the destination for the action, such as the zones to route audio to. There are several ways to designate destinations in the GLOBALCOM system: by Zone numbers, by Zone Group numbers and by Access Code<sup>1</sup>. Not all action types support all destination designations. The Destination control on each action that has it, consists at a minimum of a drop list box with the available destination designations. Possible destination designations are: Zone, Prompt for Zone, Zone Group, Prompt for Zone Group and Prompt for Access Code. Depending on which is selected, additional controls may appear as shown below.



additional zones, such as the one shown at right. One clicks on the [...] button to bring up a dialog box in which one can select



the [X] buttons to the right of each Zone Group selector.

For the three prompt choices, there are no additional controls shown as the value for Zone, Zone Group or Access Code is entered from the user interface device (mic station or telephone interface).

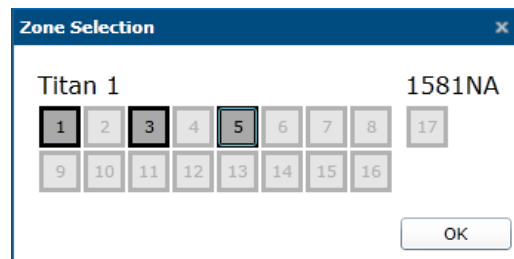
### Logic ID (logic input devices only)

For actions on logic input devices (IEDT9032LVIO, IEDT9040NLR, 1200LIR), this corresponds to the logic input on the device used to trigger the action.

### Logic State (logic input devices only)

For actions on logic input devices (IEDT9032LVIO, IEDT9040NLR, 1200LIR), this corresponds to the logic state on logic input that will trigger the action. When set to **ON**, the action will trigger when the logic input is activated. When set to **OFF**, it will trigger when the input is deactivated.

The Zone option brings up an edit box that shows the selected zones separated by commas. One clicks on the [...] button to bring up a dialog box in which one can select



right. One their selection. the example.

The Zone Group option brings up an

Add [+] button and an area with Zone Group drop list selectors. One can open each drop list added and select the desired Zone Group. Extra Zone Groups can be deleted via

<sup>1</sup> Access Codes are numbers separate from zone numbers that identify system endpoints, such as IP speakers and intercom devices. For example, an IP speaker may be located in classroom A101, but to the system it is zone 11. The installer could assign an Access Code of 1101 to this device, so it can be used on the telephone interface when prompted.

## OK

Select **OK** to store the changes and close the window. Note that this does not save or apply the changes to the system. That must be done using the **Save** option at the top-right of SMC before moving to another tab.

## Cancel

Select **Cancel** to discard the edits and close the window.

### 4.6.1 Unused Action

The unused action type is the default action type that appears when a new action is created. While it has no functional use, it is the starting place for creating a new action by either selecting a new action type or using the **Past Action** command. This type also allows a placeholder action to be defined and reserve an **Entry Code** for future use.

The screenshot shows the 'Action Details' window. At the top, there is a 'Copy Action' button. Below it, the text 'Default action for all 528 Graphical Paging Stations' is displayed. The 'Type' field is set to 'Unused' with a dropdown arrow and a 'Show All Fields' button. The 'Description' field contains the text 'New Default Action'. At the bottom right, there are 'OK' and 'Cancel' buttons.

Figure 13-1: Unused Action Type

### 4.6.2 Activate Special Entry Code

This action type is exclusively used to assign specific Flight Announcement System (FAS) actions to 524 series 4-button paging stations, 528SK 4-button expansion paging stations, or logic closures. In many airport applications using the FAS, the initial flight sequence is loaded using the 528-series paging station located at the ticket counter, or automatically through the FAS database. The 528-series station provides you with a graphic display along with selection buttons that allow you to select messages to play easily while managing a flight at the gate. However, 4-button stations are often installed near the jetway door as they typically do not require the full feature set available in a 528 series station. This action type allows you to continue interacting with the FAS system while boarding a flight without moving back to the 528 series station installed at the counter.

The screenshot shows the 'Action Details' window. At the top, there is a 'Copy Action' button. Below it, the text 'Default action for all 528 Graphical Paging Stations' is displayed. The 'Type' field is set to 'Activate Special Entry Code' with a dropdown arrow and a 'Show All Fields' button. The 'Description' field contains the text 'New Default Action'. Below the description, there is an 'Activated Entry Code' field with a dropdown arrow and a text input box. At the bottom right, there are 'OK' and 'Cancel' buttons.

Figure 13-2: Activate Special Entry Code

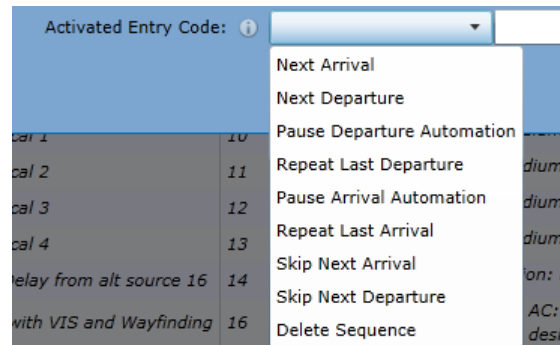


## Activated Entry Code

This drop-down list allows you to select the FAS action to be triggered with the action. If you are using a non-standard FAS code, you can manually type it into the edit box immediately to the right of the drop-down list.

*Caution: Only use manually entered codes when directed by IED support personnel.*

*Note: This action will not work with any FAS messages that require prompting for information or multiple sequence operations. A full-featured 528 series microphone station is required for these operations.*



**Figure 13-3: Activated Entry Code Selection**

The meanings of these entry code selections are as follows:

- **Next Arrival** – Immediately play the next arrival message in the sequence.
- **Next Departure** – Immediately play the next departure message in the sequence.
- **Pause Departure Automation** – If any timers are used in the sequence to automatically play the sequence of departure messages, this will pause the playback of the sequence. It is resumed when the **Next Departure** entry code is activated.
- **Repeat Last Departure** – This will immediately replay the most recently played departure message.
- **Pause Arrival Automation** – If any timers are used in the sequence to automatically play the sequence of arrival messages, this will pause the playback of the sequence. It is resumed when the **Next Arrival** entry code is activated.
- **Repeat Last Arrival** – This will immediately replay the most recently played arrival message.
- **Skip Next Arrival** – This will immediately skip over the next arrival message in the sequence and play the subsequent message.
- **Skip Next Departure** – This will immediately skip over the next departure message in the sequence and play the subsequent message.
- **Delete Sequence** – This will remove the active sequence from the queue and it will no longer be available at the microphone station.

### 4.6.3 Delayed Announcement

A delayed announcement is one that is recorded into the system from a microphone station and is immediately played back once the push-to-talk (PTT) switch is released. If the zones are busy, then the message will be held in queue until the zones are available for playback of the message.



The screenshot shows a dialog box titled "Action Details" with a blue header. Inside, there is a "Copy Action" button at the top left. The main title is "Default action for all 528 Graphical Paging Stations". The "Type" is set to "Delayed Announcement" with a dropdown arrow and a "Show All Fields" button. The "Description" field contains "New Default Action". The "Announcement Class" is a dropdown menu. The "Destination" is a dropdown menu with a "..." button. The "Play Count" is a text box with the value "1". The "Repeat Interval" is an empty text box. At the bottom right are "OK" and "Cancel" buttons.

**Figure 13-4: Delayed Announcement Action Type**

#### Announcement Class

Select the appropriate announcement class for the action. The announcement class determines the announcement priority relative to other announcements as well as various other behaviors as defined for each announcement class.

#### Destination

See explanation under Action Types, Section [4.6](#).

#### Play Count

A delayed message can be played multiple times. Enter the total number of times to play the message once it has been recorded. All messages must play at least once, thus requiring at least a 1 to be in this field.

#### Repeat Interval

This is the time between successive message playbacks. Positive numbers are used to designate an interval in minutes while negative numbers are used to designate an interval in seconds (5 would be 5 minutes, -30 would be 30 seconds). This time is from the start of the first playback to the start of the next one. If the interval is set to 30 seconds and the message is 10 seconds in duration, then there will be approximately 20 seconds between playbacks.

## Delayed Announcement – Advanced Properties

The following properties will only be visible after selecting the **Show All Fields** button.

The screenshot shows a software window titled "Action Details" with a blue header. Inside, there's a "Copy Action" button at the top left. Below it, a text label reads "Default action for all 528 Graphical Paging Stations". The main form contains several fields: "Type" is a dropdown menu set to "Delayed Announcement" with a "Show Base Fields" button to its right; "Description" is a text box containing "New Default Action"; "Announcement Class" is a dropdown menu; "Destination" is a text box with a selection button "..."; "Mute Zone Group" is a dropdown menu with a clear button "x"; "E-Mail Body" is a large text box; "E-Mail Lists" is a button with a "+" sign; "Pre-Announce Tone" is a dropdown menu with a clear button "x"; "Visual Alert" is a dropdown menu with a clear button "x"; "Sign Text" is a text box; "Play Count" is a text box with the value "1"; and "Repeat Interval" is a text box. At the bottom right are "OK" and "Cancel" buttons.

**Figure 13-5: Delayed Action Type – Show All Fields**

### Mute Zone Group

Select the zone group to use as a blanking zone group from the drop-down list box. The zone group selected will effectively be muted when this action is executed. Blanking zone groups are typically used to mute areas that are adjacent to where the announcement will be made to prevent other announcements, messages, or background music from interfering with the delivery of an announcement. Click the **[X]** button to clear the selection from the list.

### E-Mail Body

Enter the text that will be sent as the message body of the e-mail message.

### E-mail Lists

One adds list slots via the **[+]** button and then selects an E-mail List for each slot from the drop-down selection list to receive the message. Multiple E-mail Lists can be added by clicking the **[+]** button to add more slots, each with its own drop-down selection list. Click the **[-]** button to remove it from the action. Once defined, the message will be sent to all device numbers in the selected E-mail Lists.

*Note: E-mail Messaging requires an Internet connection or access to an in-house e-mail server.*

## Pre-Announce Tone

Select one of the WAV files from the Chime Library to play as a pre-announcement tone. Leave this field blank if you do not want to play a pre-announce tone.

## Visual Alert

Select one of the pre-defined visual alerts to display on any visual displays included in the assigned zone group. Visual alerts are displayed after the completion of the visual message, if defined, and remain on the displays until cleared. Visual alerts can also be used without any sign text.

Use the **\*\*Clear Alert\*\*** item if this action is used to end the alert.

## Sign Text

Type in the text to be shown on any visual displays included in the assigned zone group. Sign text can be used as an alternative to visual takes to define a visual message to accompany a delayed announcement.

### 4.6.4 Delayed Announcement (From Alternate Source)

When an action is triggered from a microphone station, the audio input source for the announcement is the microphone station. The *Delayed Announcement (From Alternate Source)* action type is used to activate an announcement using an audio source different from the activating device. For example, you may have a paging output on a telephone system that provides a line level output and contact closure. When the system senses the closure, it will record the audio until the closure is released, after which it is played back once the zones are available. Closures are detected using devices that are not directly associated with an audio input, therefore they must be defined using a *Delayed Announcement (From Alternate Source)* action type if they are to route any audio signals. In such cases, the source will be the logic device and the **Alternate Source** will be the audio input.

**Action Details**

Copy Action

Default action for all 528 Graphical Paging Stations

Type: Delayed Announcement (from Alternate Source) Show Base Fields

Description:

Announcement Class:

Alternate Source:

Destination:  ...

Play Count:

Repeat Interval:

OK Cancel

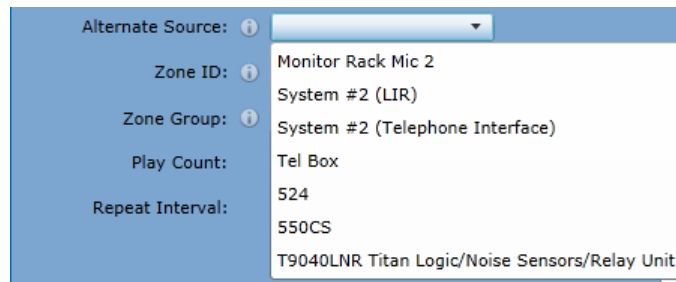
**Figure 13-6: Delayed Announcement (From Alternate Source) Type**

## Announcement Class

Select the appropriate announcement class for the action. The announcement class determines the announcement priority relative to other announcements as well as various other behaviors as defined for each announcement class.

## Alternate Source

This drop-down list box displays all the available sources in the system. Select the appropriate input source that will be routed as a result of this action.



Alternate Source:	Monitor Rack Mic 2
Zone ID:	System #2 (LIR)
Zone Group:	System #2 (Telephone Interface)
Play Count:	Tel Box
Repeat Interval:	524
	550CS
	T9040LNR Titan Logic/Noise Sensors/Relay Unit

**Figure 13-7: Alternate Source Selection**

## Destination

See explanation under Action Types, Section [4.6](#).

## Play Count

A delayed message can be played multiple times. Enter the total number of times to play the message once it has been recorded. All messages must play at least once, thus requiring at least a 1 to be in this field.

## Repeat Interval

This is the time between successive message playbacks. Positive numbers are used to designate an interval in minutes while negative numbers are used to designate an interval in seconds (5 would be 5 minutes, -30 would be 30 seconds). This time is from the start of the first playback to the start of the next one. If the interval is set to 30 seconds and the message is 10 seconds in duration, then there will be approximately 20 seconds between playbacks.

## DelayedFromAlternateSource – Advanced Properties

The following properties will only be visible after selecting the **Show All Fields** button.

**Action Details**

Copy Action

Default action for all 528 Graphical Paging Stations

Type: Delayed Announcement (from Alternate Source) Show Base Fields

Description:

Announcement Class:

Alternate Source:

Destination:  ...

Mute Zone Group:  X

E-Mail Body:

E-Mail Lists: +

Pre-Announce Tone:  X

Visual Alert:  X

Sign Text:

Play Count:

Repeat Interval:

OK Cancel

**Figure 13-10: Delayed Announcement (From Alternate Source) Action Type – Show All Fields**

### Mute Zone Group

Select the zone group to use as a blanking zone group from the drop-down list box. The zone group selected will effectively be muted when this action is executed. Blanking zone groups are typically used to mute areas that are adjacent to where the announcement will be made to prevent other announcements, messages, or background music from interfering with the delivery of an announcement. Click the **[X]** button to clear the selection from the list.

### E-Mail Body

Enter the text that will be sent as the message body of the e-mail message.

### E-mail Lists

One adds list slots via the **[+]** button and then selects an E-mail List for each slot from the drop-down selection list to receive the message. Multiple E-mail Lists can be added by clicking the **[+]** button to add more slots, each with its own drop-down selection list. Click the **[-]** button to remove it from the action. Once defined, the message will be sent to all device numbers in the selected E-mail Lists.

*Note: E-mail Messaging requires an Internet connection or access to an in-house e-mail server.*

## Pre-Announce Tone

Select one of the WAV files from the Chime Library to play as a pre-announcement tone. Leave this field blank if you do not want to play a pre-announce tone.

## Visual Alert

Select one of the pre-defined visual alerts to display on any visual displays included in the assigned zone group. Visual alerts are displayed after the completion of the visual message, if defined, and remain on the displays until cleared. Visual alerts can also be used without any sign text.

Use the **\*\*Clear Alert\*\*** item if this action is used to end the alert.

## Sign Text

Type in the text to be shown on any visual displays included in the assigned zone group. Sign text can be used as an alternative to visual takes to define a visual message to accompany a live message.

### 4.6.5 Launch Event

Events are used when multiple actions must be performed at the same time as a result of a common stimulus. See the **Events** section to learn more about creating events. After you create an Event, then you create an action to launch it.

The screenshot shows a software window titled "Action Details" with a blue header. Inside, there is a "Copy Action" button in the top left. The main area has a subtitle "Default action for all 528 Graphical Paging Stations". Below this, the "Type:" field is a dropdown menu set to "Launch Event", with an information icon to its left and a "Show All Fields" button to its right. The "Description:" field is a text box containing "New Default Action". The "Event:" field is a dropdown menu with an information icon to its left and a small "x" button to its right. At the bottom right are "OK" and "Cancel" buttons.

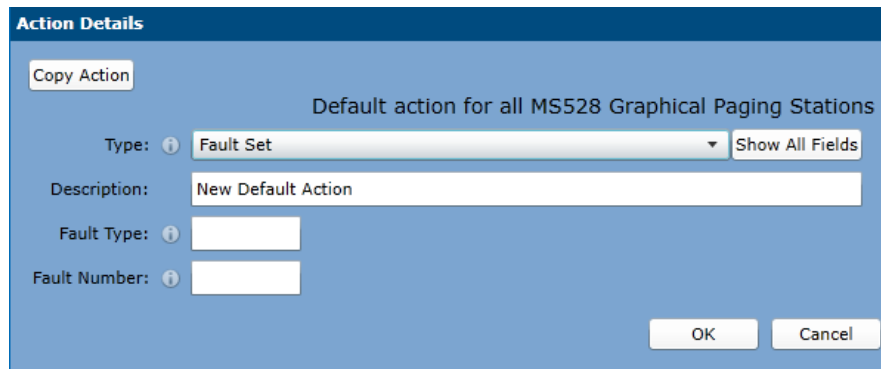
Figure 13-11: Launch Event Action Type

## Event

Select the event to be triggered by this action from the drop-down list. Selecting the **[X]** button will clear the selected event from the field.

#### 4.6.6 Fault Set

This action type will activate the specified system fault. Once activated, the fault can be viewed in the status viewer. This action type is typically used with system logic inputs to monitor external events, such as UPS failures, rack door switches, environmental system failures, etc. *Set Fault* actions are reported and logged with all other system faults or events and stored in the **Windows System Log**. Refer to the **System Supervision** section for more information on fault reporting and logging.



**Figure 13-12: Fault Set Action Type**

*Note: In order to use this feature, a fault must first be defined in the **Device Specific Fault Descriptions** section of the System Supervision configuration.*

##### Fault Type

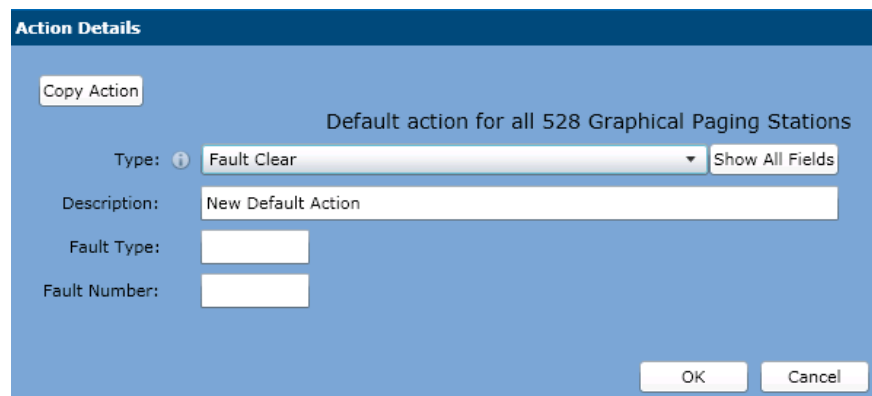
Enter the fault type that matches the fault to be set.

##### Fault Number

Enter the fault number that matches the fault to be set.

#### 4.6.7 Fault Clear

This action type is used to clear a fault that was triggered by using the *Set Fault* action.



**Figure 13-13: Fault Clear Action Type**

### Fault Type

Enter the fault type that matches the fault to be cleared.

### Fault Number

Enter the fault number that matches the fault to be cleared.

## 4.6.8 Intercom

The *Intercom* action type is reserved only for hardware devices that support 2-way communications. You must have a room module or sound reinforcement module or IP Speaker with microphone located in the zone to be monitored. The microphone station that initiates the action must also support 2-way communications. This action will route bi-directional audio: (1) mic station audio to the room speaker and (2) the microphone signal from the room to the speaker or earpiece located at the mic station. It can also be configured to play a pre-announce tone when the intercom action is started as well as providing a periodic tone to indicate that the room is being monitored.

The screenshot shows a software window titled "Action Details". At the top left is a button labeled "Copy Action". Below it, the text "Default action for all 528 Graphical Paging Stations" is displayed. The "Type:" field is a dropdown menu currently set to "Intercom", with a "Show All Fields" button to its right. The "Description:" field contains the text "New Default Action". Below that, the "Announcement Class:" field is a dropdown menu. The "Destination:" field is a text box with a small "..." button to its right. At the bottom right of the window are "OK" and "Cancel" buttons.

**Figure 13-14: Intercom Action Type**

### Destination

See explanation under Action Types, Section 4.6. Note, Intercoms can only have Zone, Prompt for Zone and Prompt for Access Code as their destination choices, since intercoms are done to single endpoints, not a multi-point destination such as a Zone Group.



## Intercom – Advanced Properties

The following properties will only be visible after selecting the Show All Fields button.

The screenshot shows the 'Action Details' dialog box. At the top, there is a 'Copy Action' button. Below it, the title is 'Default action for all 528 Graphical Paging Stations'. The 'Type' is set to 'Intercom' with a dropdown arrow, and a 'Show Base Fields' button is to its right. The 'Description' field contains 'New Default Action'. Below that are two empty dropdown menus for 'Announcement Class' and 'Destination'. The 'Destination' dropdown has a small '...' button to its right. Below these are two more dropdown menus for 'Pre-Announce Tone' and 'Monitoring Tone'. The 'Pre-Announce Tone' dropdown has a small 'x' button to its right. At the bottom, there is a text input field for 'Monitoring Tone Interval'. The dialog has 'OK' and 'Cancel' buttons at the bottom right.

**Figure 13-15: Intercom Action Type – Show All Fields**

### Pre-Announce Tone

Select one of the WAV files from the Chime Library to play as a pre-announcement tone. Leave this field blank if you do not want to play a pre-announce tone.

### Monitoring Tone

Select one of the WAV files from the Chime Library to play as a monitoring tone (periodic audible notification that the microphone in the room is being listened to). Leave this field blank if you do not want to play a monitoring tone.

### Monitoring Tone Interval

Select how often (in seconds) to play the Monitoring Tone.

### 4.6.9 Live Announcement

A live message is one that is immediately routed from the microphone station to the zones included in the programmed zone map. If the announcement cannot be made due to zone availability, then the microphone station will indicate **BUSY**. The microphone station will indicate **READY** when the zones are available.

The screenshot shows a software window titled "Action Details" with a blue header. Inside, there is a "Copy Action" button in the top left. The main area is titled "Default action for all 528 Graphical Paging Stations". It contains several fields: "Type:" with a dropdown menu set to "Live Announcement" and a "Show All Fields" button; "Description:" with a text box containing "New Default Action"; "Announcement Class:" with a dropdown menu; and "Destination:" with a text box and a button with three dots. At the bottom right are "OK" and "Cancel" buttons.

**Figure 13-16: Live Announcement Action Type**

#### Announcement Class

Select the appropriate announcement class for the action. The announcement class determines the announcement priority relative to other announcements as well as various other behaviors as defined for each announcement class.

#### Destination

See explanation under Action Types, Section [4.6](#).

## Live Announcement – Advanced Properties

The following properties will only be visible after selecting the **Show All Fields** button.

**Action Details**

Copy Action

Default action for all 528 Graphical Paging Stations

Type: Live Announcement Show Base Fields

Description:

Announcement Class:

Destination:  ...

Mute Zone Group:  x

E-Mail Body:

E-Mail Lists: +

Pre-Announce Tone:  x

Visual Alert:  x

Sign Text:

OK Cancel

**Figure 13-20: Live Announcement Action Type – Show All Fields**

### Mute Zone Group

Select the zone group to use as a blanking zone group from the drop-down list box. The zone group selected will effectively be muted when this action is executed. Blanking zone groups are typically used to mute areas that are adjacent to where the announcement will be made to prevent other announcements, messages, or background music from interfering with the delivery of the announcement. Click the **[X]** button to clear the selection from the list.

### E-Mail Body

Enter the text that will be sent as the message body of the e-mail message.

### E-mail Lists

One adds list slots via the **[+]** button and then selects an E-mail List for each slot from the drop-down selection list to receive the message. Multiple E-mail Lists can be added by clicking the **[+]** button to add more slots, each with its own drop-down selection list. Click the **[-]** button to remove it from the action. Once defined, the message will be sent to all device numbers in the selected E-mail Lists.

*Note: E-mail Messaging requires an Internet connection or access to an in-house e-mail server.*

### Pre-Announce Tone

Select one of the WAV files from the Chime Library to play as a pre-announcement tone. Leave this field blank if you do not want to play a pre-announce tone.

## Visual Alert

Select one of the pre-defined visual alerts to display on any visual displays included in the assigned zone group. Visual alerts are displayed after the completion of the visual message, if defined, and remain on the displays until cleared. Visual alerts can also be used without any sign text.

Use the **\*\*Clear Alert\*\*** item if this action is used to end the alert.

## Sign Text

Type in the text to be shown on any visual displays included in the assigned zone group. Sign text can be used as an alternative to visual takes to define a visual message to accompany a live message.

### 4.6.10 Live Announcement (From Alternate Source)

When a live action is triggered from a microphone station, the audio input source for the announcement is the microphone station. The *Live Announcement (From Alternate Source)* action type is used to activate an announcement using an audio source different from the activating device. For example, you may have a fire alarm system where the audio must be routed to a zone group when a dry contact closure is tripped. When the system senses the closure, it must route the audio input associated with the fire alarm system. Closures are detected using devices that are not directly associated with an audio input, therefore they must be defined using a *Live Announcement (From Alternate Source)* action type if they are to route any audio signals. In such cases, the source will be the logic device and the Alternate Source will be the audio input.

The screenshot shows a software window titled "Action Details" with a blue header. Inside, there is a "Copy Action" button at the top left. Below it, a text label reads "Default action for all 528 Graphical Paging Stations". The "Type:" field is a dropdown menu currently showing "Live Announcement (from Alternate Source)", with a "Show All Fields" button to its right. The "Description:" field contains the text "New Default Action". Below this are three more dropdown menus: "Announcement Class:", "Alternate Source:", and "Destination:". The "Destination:" field has a small "..." button to its right. At the bottom right of the window are "OK" and "Cancel" buttons.

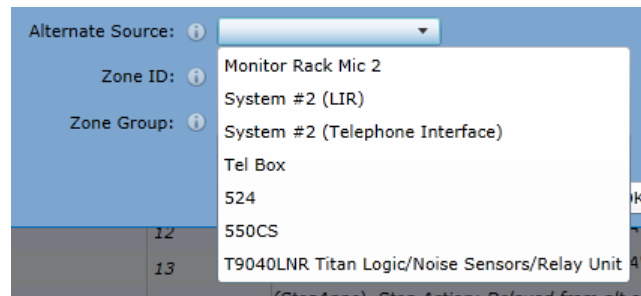
**Figure 13-21: Live Announcement (From Alternate Source) Action**

## Announcement Class

Select the appropriate announcement class for the action. The announcement class determines the announcement priority relative to other announcements as well as various other behaviors as defined for each announcement class.

## Alternate Source

This drop-down list box displays all the available sources in the system. Select the appropriate input source that will be routed as a result of this action.



**Figure 13-22: Alternate Source Selection**

### Destination

See explanation under Action Types, Section [4.6](#).

### Live Announcement (From Alternate Source) – Advanced Properties

The following properties will only be visible after selecting the **Show All Fields** button.

**Figure 13-25: Live Announcement (From Alternate Source) Action Type – Show All Fields**

### Mute Zone Group

Select the zone group to use as a blanking zone group from the drop-down list box. The zone group selected will effectively be muted when this action is executed. Blanking zone groups are typically used to mute areas that are adjacent to where the announcement will be made to prevent other announcements, messages, or

background music from interfering with the delivery of an announcement. Click the **[X]** button to clear the selection from the list.

### E-Mail Body

Enter the text that will be sent as the message body of the e-mail message.

### E-mail Lists

One adds list slots via the **[+]** button and then selects an E-mail List for each slot from the drop-down selection list to receive the message. Multiple E-mail Lists can be added by clicking the **[+]** button to add more slots, each with its own drop-down selection list. Click the **[-]** button to remove it from the action. Once defined, the message will be sent to all device numbers in the selected E-mail Lists.

*Note: E-mail Messaging requires an Internet connection or access to an in-house e-mail server.*

### Pre-Announce Tone

Select one of the WAV files from the Chime Library to play as a pre-announcement tone. Leave this field blank if you do not want to play a pre-announce tone.

### Visual Alert

Select one of the pre-defined visual alerts to display on any visual displays included in the assigned zone group. Visual alerts are displayed after the completion of the visual message, if defined, and remain on the displays until cleared. Visual alerts can also be used without any sign text.

Use the **\*\*Clear Alert\*\*** item if this action is used to end the alert.

### Sign Text

Type in the text to be shown on any visual displays included in the assigned zone group. Sign text can be used as an alternative to visual takes to define a visual message to accompany a live message.

## 4.6.11 Live Or Delayed Announcement

This type of action will initiate a live announcement if the defined zones are available for the announcement. If they are not available, then a delayed announcement will be initiated. The available setup parameters for this action type are identical to those of a **Live** action type.

The screenshot shows a dialog box titled "Action Details" with a blue header. Inside, there is a "Copy Action" button in the top left. The main title is "Default action for all 528 Graphical Paging Stations". Below this, the "Type:" is set to "Live Or Delayed Announcement" with a dropdown arrow and a "Show All Fields" button. The "Description:" field contains "New Default Action". The "Announcement Class:" field has a dropdown arrow. The "Destination:" field has a text input box and a dropdown arrow. At the bottom right are "OK" and "Cancel" buttons.

**Figure 13-26: Live Or Delayed Action Type**

## Announcement Class

Select the appropriate announcement class for the action. The announcement class determines the announcement priority relative to other announcement as well as various other behaviors as defined for each announcement class.

## Destination

See explanation under Action Types, Section [4.6](#).

## Live Or Delayed – Advanced Properties

The following properties will only be visible after selecting the **Show All Fields** button.

The screenshot shows a dialog box titled "Action Details" with a "Copy Action" button at the top left. Below it, the text "Default action for all 528 Graphical Paging Stations" is displayed. The "Type" is set to "Live Or Delayed Announcement" with a "Show Base Fields" button next to it. The "Description" field contains "New Default Action". The "Announcement Class" is a dropdown menu. The "Destination" is a text field with a selection button "...". The "Mute Zone Group" is a dropdown menu with an "x" button to clear the selection. The "Pre-Announce Tone" is a dropdown menu with an "x" button. The "Visual Alert" is a dropdown menu with an "x" button. The "Sign Text" is a text field. At the bottom right are "OK" and "Cancel" buttons.

**Figure 13-27: Live Or Delayed Action Type – Show All Fields**

## Mute Zone Group

Select the zone group to use as a blanking zone group from the drop-down list box. The zone group selected will effectively be muted when this action is executed. Blanking zone groups are typically used to mute areas that are adjacent to where the announcement will be made to prevent other announcements, messages, or background music from interfering with the delivery of an announcement. Click the [X] button to clear the selection from the list.

## E-Mail Body

Enter the text that will be sent as the message body of the e-mail message.

## E-mail Lists

One adds list slots via the **[+]** button and then selects an E-mail List for each slot from the drop-down selection list to receive the message. Multiple E-mail Lists can be added by clicking the **[+]** button to add more slots, each with its own drop-down selection list. Click the **[-]** button to remove it from the action. Once defined, the message will be sent to all device numbers in the selected E-mail Lists.

*Note: E-mail Messaging requires an Internet connection or access to an in-house e-mail server.*

### Pre-Announce Tone

Select one of the WAV files from the Chime Library to play as a pre-announcement tone. Leave this field blank if you do not want to play a pre-announce tone.

### Visual Alert

Select one of the pre-defined visual alerts to display on any visual displays included in the assigned zone group. Visual alerts are displayed after the completion of the visual message, if defined, and remain on the displays until cleared. Visual alerts can also be used without any sign text.

Use the **\*\*Clear Alert\*\*** item if this action is used to end the alert.

### Sign Text

Type in the text to be shown on any visual displays included in the assigned zone group. Sign text can be used as an alternative to visual takes to define a visual message to accompany an announcement.

## 4.6.12 Monitor Zone

The *Monitor Zone* action type is reserved only for hardware devices that support 2-way communications. You must have a room module or sound reinforcement module located in the zone to be monitored. The microphone station that initiates the action must also support 2-way communications. This action will route the microphone signal from the room to the speaker or earpiece located at the monitoring device. It can also be configured to play a pre-announce tone when the monitor action is started as well as providing a periodic tone to indicate that the room is being monitored.

The screenshot shows a software window titled "Action Details". At the top left is a "Copy Action" button. Below it, the text "Default action for all 528 Graphical Paging Stations" is displayed. The "Type:" field is a dropdown menu currently set to "Monitor Zone", with a "Show All Fields" button to its right. The "Description:" field contains the text "New Default Action". Below this are two stacked dropdown menus for "Announcement Class:". The "Destination:" field is a text box with a small "..." button to its right. At the bottom right are "OK" and "Cancel" buttons.

**Figure 13-28: Monitor Zone Action Type**

### Announcement Class

Select the appropriate announcement class for the action. The announcement class determines the announcement priority relative to other announcements as well as various other behaviors as defined for each announcement class.

### Destination

See explanation under Action Types, Section [4.6](#).



## Monitor Zone – Advanced Properties

The following properties will only be visible after selecting the **Show All Fields** button.

The screenshot shows a dialog box titled "Action Details" with a blue header. Inside, there is a "Copy Action" button at the top left. The main content area is titled "Default action for all 528 Graphical Paging Stations". It contains several fields: "Type" is a dropdown menu set to "Monitor Zone" with a "Show Base Fields" button to its right; "Description" is a text box containing "New Default Action"; "Announcement Class" is a dropdown menu; "Destination" is a text box with a browse button "..."; "Pre-Announce Tone" is a dropdown menu with a close button "x"; "Monitoring Tone" is a dropdown menu; and "Monitoring Tone Interval" is a text box. At the bottom right are "OK" and "Cancel" buttons.

**Figure 13-30: Monitor Zone Action Type – Show All Fields**

### Pre-Announce Tone

Select one of the WAV files from the Chime Library to play as a pre-announcement tone. Leave this field blank if you do not want to play a pre-announce tone.

### Monitoring Tone

Enter the take number to be played approximately at the Monitoring Tone Interval (e.g., every 30 to 45 seconds) to alert occupants that the room is being monitored. Leave this field blank if you do not want to play a periodic monitoring tone.

### Monitoring Tone Interval

How often to play the monitoring tone in seconds.

### 4.6.13 Mute Zones

The *Mute Zones* action type is used to mute selected zone groups or individual zones. It does this by activating an announcement that does not have an input source, thus effectively blanking out other announcements in the specified areas. Because the system treats a mute as an announcement, it is also assigned a priority. This allows a mute action to be overridden by higher priority announcements if needed.

The screenshot shows the 'Action Details' dialog box. At the top left is a 'Copy Action' button. Below it, the text 'Default action for all 528 Graphical Paging Stations' is displayed. The 'Type:' field is a dropdown menu set to 'Mute Zones', with a 'Show All Fields' button to its right. The 'Description:' field contains the text 'New Default Action'. The 'Announcement Class:' field is a dropdown menu. The 'Destination:' field consists of a text input box followed by a button with three dots. At the bottom right are 'OK' and 'Cancel' buttons.

**Figure 13-31: Mute Zones Action Type**

#### Announcement Class

Select the appropriate announcement class for the action. The announcement class determines the mute priority relative to other announcement as well as various other behaviors as defined for each announcement class.

#### Destination

See explanation under Action Types, Section [4.6](#).

## Mute Zones – Advanced Properties

The following properties will only be visible after selecting the **Show All Fields** button.

The screenshot shows the 'Action Details' dialog box for the 'Mute Zones' action type. The dialog has a title bar 'Action Details' and a 'Copy Action' button. Below the title bar, it says 'Default action for all 528 Graphical Paging Stations'. The 'Type' is set to 'Mute Zones' with a 'Show Base Fields' button next to it. The 'Description' field contains 'New Default Action'. There are two empty dropdown menus for 'Announcement Class'. The 'Destination' field is empty with a button to the right. The 'E-Mail Body' field is empty. The 'E-Mail Lists' field has a '+' button. The 'Visual Alert' field is empty with a dropdown arrow and an 'x' button. The 'Sign Text' field is empty. At the bottom right are 'OK' and 'Cancel' buttons.

**Figure 13-33: Mute Zones Action Type – Show All Fields**

### E-Mail Body

Enter the text that will be sent as the message body of the e-mail message.

### E-mail Lists

One adds list slots via the **[+]** button and then selects an E-mail List for each slot from the drop-down selection list to receive the message. Multiple E-mail Lists can be added by clicking the **[+]** button to add more slots, each with its own drop-down selection list. Click the **[-]** button to remove it from the action. Once defined, the message will be sent to all device numbers in the selected E-mail Lists.

*Note: E-mail Messaging requires an Internet connection or access to an in-house e-mail server.*

### Visual Alert

Select one of the pre-defined visual alerts to display on any visual displays included in the assigned zone group. Visual alerts are displayed after the completion of the visual message, if defined, and remain on the displays until cleared. Visual alerts can also be used without any sign text.

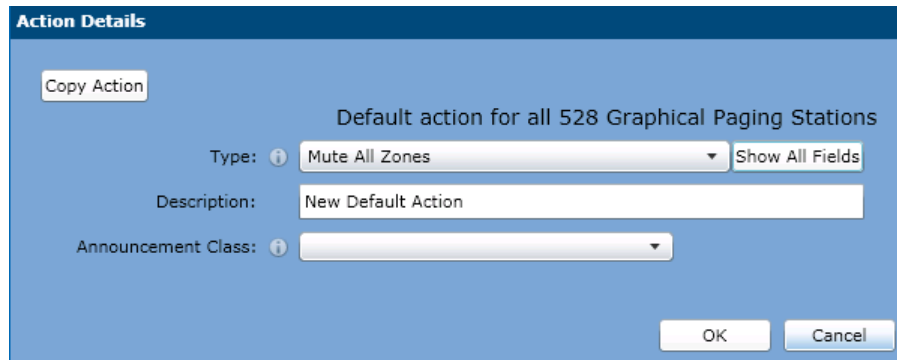
Use the **\*\*Clear Alert\*\*** item if this action is used to end the alert.

### Sign Text

Type in the text to be shown on any visual displays included in the assigned zone group. Sign text can be used as an alternative to visual takes to define a visual message to accompany a live message.

## 4.6.14 Mute All Zones

This action type is used to mute the entire system. The action is given an Announcement Class that determines what, if any, other actions can override the mute. For example, if a mute all zones action is given a medium priority (priority 6) announcement class, then any actions with high (priority 4) or emergency (priority 2) announcement class will override the mute and be allowed to go active. This example outlines a case where perhaps background music and general low priority announcements are blocked due to a special event. High priority and emergency announcements will still be allowed.

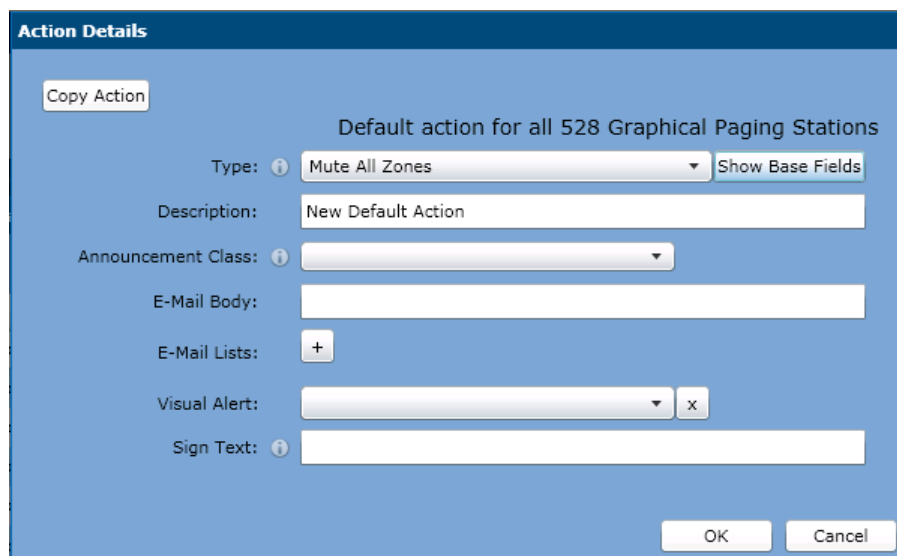


**Figure 13-34: Action All Zones Types – MuteAll**

Figure 13-34 shows the most common use of the MuteAll action type. By using an Emergency (priority 2) announcement class, all other announcement functions will be blocked. This example is common when the system must be muted entirely while the fire alarm system takes over the distribution of emergency messages and/or alert tones.

### Mute All Zones – Advanced Properties

The following properties will only be visible after selecting the **Show All Fields** button.



**Figure 13-35: Mute All Zones Action Type – Show All Fields**

## E-Mail Body

Enter the text that will be sent as the message body of the e-mail message.

## E-mail Lists

One adds list slots via the **[+]** button and then selects an E-mail List for each slot from the drop-down selection list to receive the message. Multiple E-mail Lists can be added by clicking the **[+]** button to add more slots, each with its own drop-down selection list. Click the **[-]** button to remove it from the action. Once defined, the message will be sent to all device numbers in the selected E-mail Lists.

*Note: E-mail Messaging requires an Internet connection or access to an in-house e-mail server.*

## Visual Alert

Select one of the pre-defined visual alerts to display on any visual displays included in the assigned zone group. Visual alerts are displayed after the completion of the visual message, if defined, and remain on the displays until cleared. Visual alerts can also be used without any sign text.

Use the **\*\*Clear Alert\*\*** item if this action is used to end the alert.

## Sign Text

Type in the text to be shown on any visual displays included in the assigned zone group. Sign text can be used as an alternative to visual takes to define a visual message while a mute is in progress.

## 4.6.15 Play Message

This action type is used to playback any recorded message from the library, optionally with a pre-announcement tone.

The screenshot shows the 'Action Details' dialog box for the 'Play Message' action type. The dialog has a title bar 'Action Details' and a 'Copy Action' button. Below the title bar, it says 'Default action for all MS528 Graphical Paging Stations'. The 'Type' is set to 'Play Message' with a 'Show All Fields' button. The 'Description' field contains 'New Default Action'. The 'Announcement Class' is a dropdown menu. The 'Destination' is a dropdown menu with 'Zone Group' selected, and it has 'X' and '+' buttons. The 'Recorded Message' is a dropdown menu with 'X' and '+' buttons. The 'Play Count' is set to '1' with an 'Indefinite' checkbox. The 'Repeat Interval' is a text field. At the bottom right are 'OK' and 'Cancel' buttons.

Figure 13-36: Play Message Action Type

## Announcement Class

Select the appropriate announcement class for the action. The announcement class determines the announcement priority relative to other announcements as well as various other behaviors as defined for each announcement class.

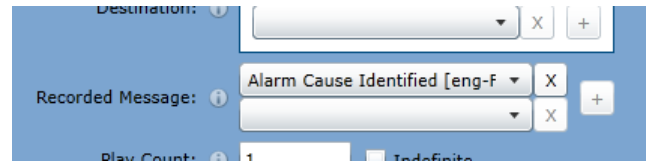
## Destination

See explanation under Action Types, Section [4.6](#).

## Recorded Message

The actual WAV file to play is selected in this drop list that shows all defined Recorded Messages in the library. The [X] button to the right is used to delete any previous selection (although a message *must* be defined or the action will not work).

The [+] button to the right is used to add additional messages that will be concatenated together at play time. This feature is often called “message assembly”. After one recorded message is selected in the drop list box, this button becomes enabled allowing addition of an additional message. Pressing this button creates another drop list box at the after the last one, allowing a user to select an additional message to append.



Prerecorded messages allow for repeats to be defined as part of the message by using the following three fields.

## Play Count

A message can be played multiple times. Enter the total number of times to play the message once it has been launched. All messages must play at least once, thus requiring at least a 1 to be in this field.

## Indefinite

When checked, the **Play Count** edit box disappears. This will allow the message to play continuously at the specified **Repeat Interval** until it is stopped using a **StopAnnc** action type programmed to stop this action.

## Repeat Interval

This is the time between successive message playbacks. Positive numbers are used to designate an interval in minutes while negative numbers are used to designate an interval in seconds (5 would be 5 minutes, -30 would be 30 seconds). This time is from the start of the first playback to the start of the next one. If the interval is set to 30 seconds and the message is 10 seconds in duration, then there will be approximately 20 seconds between playbacks.

## Play Message – Advanced Properties

The following properties will only be visible after selecting the **Show All Fields** button.

**Action Details**

Copy Action

Default action for all 528 Graphical Paging Stations

Type:  Show Base Fields

Description:

Announcement Class:

Destination:

Default Zone Group:  X

Mute Zone Group:  X

E-Mail Body:

E-Mail Lists:

Recorded Message:  X

Pre-Announce Tone:  X

Visual Alert:  X

Sign Text:

Play Count:  Indefinite

Repeat Interval:

Audio/Visual:

OK Cancel

**Figure 13-37: Play Message Action Type – Show All Fields**

### Default Zone Group

When the Use Prompt option is checked, then the action on a graphical mic station will prompt the user for the zone group to use. If the user does not supply one and the action has a default zone group, then the default will be used.

### Mute Zone Group

Select the zone group to use as a blanking zone group from the drop-down list box. The zone group selected will effectively be muted when this action is executed. Blanking zone groups are typically used to mute areas that are adjacent to where the announcement will be made to prevent other announcements, messages, or background music from interfering with the delivery of an announcement. Click the **[X]** button to clear the selection from the list.

### E-Mail Body

Enter the text that will be sent as the message body of the e-mail message.

## E-mail Lists

One adds list slots via the **[+]** button and then selects an E-mail List for each slot from the drop-down selection list to receive the message. Multiple E-mail Lists can be added by clicking the **[+]** button to add more slots, each with its own drop-down selection list. Click the **[-]** button to remove it from the action. Once defined, the message will be sent to all device numbers in the selected E-mail Lists.

*Note: E-mail Messaging requires an Internet connection or access to an in-house e-mail server.*

## Pre-Announce Tone

Select one of the WAV files from the Chime Library to play as a pre-announcement tone. Leave this field blank if you do not want to play a pre-announce tone.

## Visual Alert

Select one of the pre-defined visual alerts to display on any visual displays included in the assigned zone group. Visual alerts are displayed after the completion of the visual message, if defined, and remain on the displays until cleared. Visual alerts can also be used without any sign text.

Use the **\*\*Clear Alert\*\*** choice if this action is used to end the alert.

## Sign Text

Type in the text to be shown on any visual displays included in the assigned zone group. Sign text can be used as an alternative to the text that is defined with the recorded message in the library to accompany a prerecorded message.

## Audio Visual

A flag whether this action is audio-only, visual-only or both audio and visual.

### 4.6.16 Record Message

This action type allows a message take to be recorded and stored on the system using the specified take number. It can then be used in a pre-recorded action type for playback. The Record Take must be one of the Recorded Messages that are defined in that section of SMC. Note, you do not have to upload a WAV file for a "slot" that is to be used only for Record Message actions. One can create the message with the **[+]** button, give it a description, but do not upload a WAV file for it. (Optionally, one can enter sign text like "Now an important message from Customer Service" or the like.)

The screenshot shows a dialog box titled "Action Details" with a blue header. Inside, there is a "Copy Action" button in the top left. The main area has a title "Default action for all 528 Graphical Paging Stations". Below this, the "Type:" is set to "Record Message" with a dropdown arrow and a "Show Base Fields" button. The "Description:" field contains "New Default Action". The "Announcement Class:" is a dropdown menu. The "Record Take:" is a dropdown menu. At the bottom right are "OK" and "Cancel" buttons.

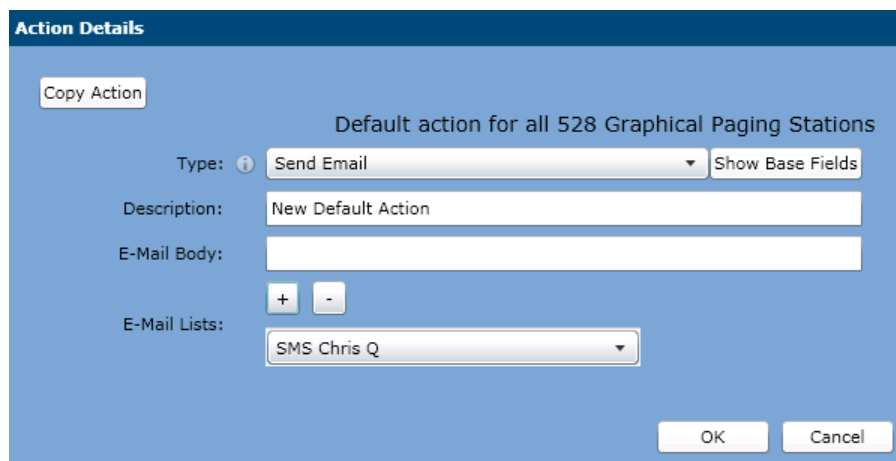
**Figure 13-38: Record Message Action Type**



*Note: When multiple playback devices are used such as 1100MSG devices, it may take up to one (1) minute for recorded takes to be transferred to all other playback devices in the system.*

#### 4.6.17 Send Email

The *Send Email* action type allows the system to send text messages to one or more e-mail recipients, including mobile devices. (Most mobile providers allow e-mail messages that are automatically converted to SMS or text messages to mobile phones.) Once an Email list has been defined in the system, the *Send Email* action type can be used to alert individuals of system events or issues. Refer to the **E-Mail Lists** section for information on adding lists to a system.



**Figure 13-39: Send E-mail Action Type**

##### E-Mail Body

Enter the text that will be sent as the message body of the e-mail message.

##### E-mail Lists

One adds list slots via the **[+]** button and then selects an E-mail List for each slot from the drop-down selection list to receive the message. Multiple E-mail Lists can be added by clicking the **[+]** button to add more slots, each with its own drop-down selection list. Click the **[-]** button to remove it from the action. Once defined, the message will be sent to all device numbers in the selected E-mail Lists.

*Note: E-mail Messaging requires an Internet connection or access to an in-house e-mail server.*

## 4.6.18 Stop Announcement

The *Stop Announcement* action type is used to stop active announcements or messages from any further activity. For example, a message is created with the **Indefinite** checkbox checked so the message will play continuously at the defined **Play Interval**. A separate action is then created to stop that specific message. A stop announcement action is defined as shown in Figure 13-40.

The screenshot shows a dialog box titled "Action Details" with a blue header. Inside, there is a "Copy Action" button in the top left. Below it, the text "Default action for all 528 Graphical Paging Stations" is displayed. The "Type:" field is a dropdown menu set to "Stop Announcement", with a "Show Base Fields" button to its right. The "Description:" field contains the text "New Default Action". Below this are two fields: "Stop Mic:" and "Stop Action:", each with a dropdown menu and a small "x" button to its right. At the bottom right of the dialog are "OK" and "Cancel" buttons.

**Figure 13-40: Stop Announcement Action Type**

### Stop Mic

This drop-down list box lists all available microphone stations currently programmed in the system. Selecting a station from this list will allow the action to stop any and all active announcements that were initiated from that station.

Click the **[X]** button to clear the selection.

### Stop Action

This drop-down list box lists all available actions currently programmed in the system. Selecting an action from this list will allow the action to stop the selected action, regardless of the source that triggered the announcement.

Click the **[X]** button to clear the selection.

*Note: Specify either a **Stop Mic** or a **Stop Action** for most applications. Selecting both a **Stop Mic** and **Stop Action** will limit the action where it will only stop an action that was started from a specific microphone station. Specifying both is typically used to stop actions that were started from logic input devices.*

## 4.6.19 Text-to-Speech Announcement

Text-to-speech (TTS) Announcement action type allows the user to type in the text of the desired message and the optional TTS engine will generate the human-like speech for the message. The system supports multiple voices and multiple languages, but only one voice per language can be used.

**Action Details**

Copy Action

Default action for all 528 Graphical Paging Stations

Type: Text-To-Speech Announcement Show All Fields

Description: New Default Action

Announcement Class:

Destination:

TTS Text:

Play Count: 1 Indefinite

Repeat Interval:

OK Cancel

**Figure 13-41: Text-to-Speech Announcement Action Type**

### Announcement Class

Select the appropriate announcement class for the action. The announcement class determines the announcement priority relative to other announcements as well as various other behaviors as defined for each announcement class.

The Zone ID or Zone Group fields determine the destination for the announcement. These parameters are mutually exclusive, thus only one zone destination method may be used.

### Zone ID

The **Zone ID** field specifies one (1) or more system zones as the destination for the announcement. Zones are entered either by directly typing them into the entry box (e.g., 1,2,3, 7,18) or by opening the Zone Selector by clicking the button immediately to the right of the entry box. Click on an individual zone to add or remove it from the action. To add a range of zones in the same device, select the first zone and then the last zone in the range while holding down the **SHIFT** key.

### Zone Group

A zone group is assigned to the action by selecting one of the previously defined zone groups from the drop-down list. Multiple zone groups can be assigned to an action by clicking the **[+]** button to add more fields, each with its own drop-down selection list. Click the **[-]** button to remove a zone group field. Once defined, the message will play cumulatively for all zones included in the selected zone groups.

### Use Prompt

This feature requires a graphical paging station such as the IEDA528 series microphone station. When checked, this action will prompt the station user for either the zone code or zone group code for the action.

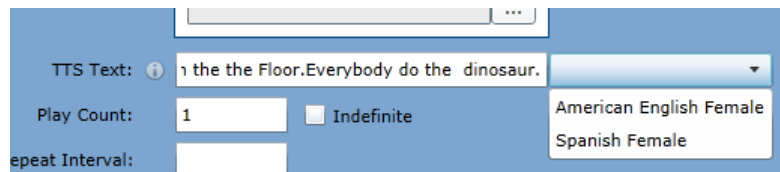
This gives the operator flexibility to choose the mute destination at the time of launch. This requires the microphone station operator to know a valid **Zone ID** or **Zone Group** that is available for use.

### TTS Text

Type in the text that will be used to generate the message.

### Voice Selection

Select the appropriate voice from this drop-down list box that will be used to generate the message. The names and number of voices available on the system will vary based on the options that are installed.



The screenshot shows a configuration window for Text-to-Speech (TTS). It includes a text input field containing "the the Floor.Everybody do the dinosaur.", a "Play Count" field set to "1", an "Indefinite" checkbox, and a voice selection dropdown menu. The dropdown menu is open, showing two options: "American English Female" and "Spanish Female".

**Figure 13-42: Text-to-Speech Announcement Voice Selection**

### Play Count

A message can be played multiple times. Enter the total number of times to play the message once it has been recorded. All messages must play at least once, thus requiring at least a 1 to be in this field.

### Indefinite

When checked, the **Play Count** edit box disappears. This will allow the message to play continuously at the specified **Repeat Interval** until it is stopped using a **StopAnnc** action type programmed to stop this action.

### Repeat Interval

This is the time between successive message playbacks. Positive numbers are used to designate an interval in minutes while negative numbers are used to designate an interval in seconds (5 would be 5 minutes, -30 would be 30 seconds). This time is from the start of the first playback to the start of the next one. If the interval is set to 30 seconds and the message is 10 seconds in duration, then there will be approximately 20 seconds between playbacks.

## Text-to-Speech Announcement – Advanced Properties

The following properties will only be visible after selecting the **Show All Fields** button.

**Action Details**

Copy Action

Default action for all 528 Graphical Paging Stations

Type: Text-To-Speech Announcement Show Base Fields

Description: New Default Action

Announcement Class:

Destination:  ...

Mute Zone Group:  x

E-Mail Body:

E-Mail Lists: + - SMS Chris Q

Pre-Announce Tone:  x

Visual Alert:  x

Sign Text:

TTS Text:

Play Count: 1 ☐ Indefinite

Repeat Interval:

OK Cancel

**Figure 13-43: Text-to-Speech Announcement Type – Show All Fields**

### Mute Zone Group

Select the zone group to use as a blanking zone group from the drop-down list box. The zone group selected will effectively be muted when this action is executed. Blanking zone groups are typically used to mute areas that are adjacent to where the announcement will be made to prevent other announcements, messages, or background music from interfering with the delivery of an announcement. Click the **[X]** button to clear the selection from the list.

### E-Mail Body

Enter the text that will be sent as the message body of the e-mail message.

### E-mail Lists

One adds list slots via the **[+]** button and then selects an E-mail List for each slot from the drop-down selection list to receive the message. Multiple E-mail Lists can be added by clicking the **[+]** button to add more slots, each with its own drop-down selection list. Click the **[-]** button to remove it from the action. Once defined, the message will be sent to all device numbers in the selected E-mail Lists.

**Note:** E-mail Messaging requires an Internet connection or access to an in-house e-mail server.

### Pre-Announce Tone

Select one of the WAV files from the Chime Library to play as a pre-announcement tone. Leave this field blank if you do not want to play a pre-announce tone.

### Visual Alert

Select one of the pre-defined visual alerts to display on any visual displays included in the assigned zone group. Visual alerts are displayed after the completion of the visual message, if defined, and remain on the displays until cleared. Visual alerts can also be used without any sign text.

Use the **\*\*Clear Alert\*\*** item if this action is used to end the alert.

### Sign Text

Type in the text to be shown on any visual displays included in the assigned zone group. For most TTS uses, the sign text will be identical to the TTS text. Two fields are provided for cases where special phonetic spellings are necessary to get the TTS engine to correctly pronounce a word.

## 4.6.20 Launch Visual Alert

This action type is used for cases where you want to start or stop a visual alert (e.g., wayfinding screen on displays) when not including it with any other type of action. A common use is to start a visual alert at the end of a prerecorded message and then clear it when you play a different prerecorded message. This action type is provided for situations where you want the visual alert to operate independently of any other actions.

The screenshot shows a software interface titled "Action Details". At the top left is a "Copy Action" button. Below it, the text "Default action for all 528 Graphical Paging Stations" is displayed. The "Type:" field is a dropdown menu currently showing "Launch Visual Alert", with a "Show All Fields" button to its right. The "Description:" field contains the text "New Default Action". Below this is a "Destination:" field with a text input box and a button with three dots "...". The "Visual Alert:" field is a dropdown menu with an "x" button to its right. At the bottom right are "OK" and "Cancel" buttons.

**Figure 13-44: Launch Visual Alert Action Type**

### Destination

See explanation under Action Types, Section [4.6](#).

### Visual Alert

Select one of the pre-defined visual alerts to display on any visual displays included in the assigned zone group. Visual alerts remain on the displays until cleared.

Use the **\*\*Clear Alert\*\*** item if this action is used to end the alert.

## 4.7 Announcement Classes

Announcement classes are used to define specific behaviors for the actions in the system. Most, but not all, actions require the assignment of an announcement class. This determines how the action will interact with other actions in the system as they start and stop.

ID	Description	Priority ▲	Ready Time	Warn Time	Max Time	Partial Activation	Partial Continuous	Preempt All	Preempt Kill	Recover Zones	Emergency
9	30 second mut	1	5	0	30	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	Emergency	2	5	0	0	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2	High Priority	4	5	5	120	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
5	Emergency Mu	5	5	0	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
255	Telephone Inte	5	5	5	60	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	Medium Priority	6	5	5	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
112	FAS Local	6	5	55	60	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	Low Priority	8	5	5	60	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	T-CAS	8	5	55	60	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	t-cas without p	8	5	55	60	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	Low Priority M	8	5	0	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

**Figure 14-1: Announcement Classes**



Click this button to add a new announcement class to the list.



Click this button to delete the highlighted announcement class from the list.

### ID

This is a positive whole number used to identify the announcement class. Each announcement class defined must have a unique ID number. This number is primarily used for external control from paging applications over the network or multi-controller announcements.

### Description

This is a text description for the announcement class. Double-click on the field to edit the text.

### Priority

Each announcement class must have a priority level. Lower numbers designate a higher priority over larger numbers. Announcement classes with a higher priority (lower number) will override announcements of a lower

priority (higher number) in most cases. The exceptions are any announcement classes with the Pre-empt All selected.

## Ready Time

When an announcement is initiated from a microphone station with a push-to-talk switch or button, a green **READY** light will flash along with a chime. This indicates to the user that the system is ready for the and they should key the microphone and make the announcement. The **Ready Time** specifies how long the system will wait (in seconds) for the user before killing the announcement request. A typical value for this setting is five (5) seconds.

## Warn Time

The system will warn the user that the maximum time limit for the announcement has almost been reached. It does so by flashing the **READY** light on the microphone station. Enter the time (in seconds) to issue the warning before the end of the announcement.

## Max Time

This is the maximum time (in seconds) that an announcement can be made from the time the user keys the microphone. After this time has elapsed, the announcement will be automatically killed by the system. Typical values for most applications range from 60 (1 minute) to 120 (2 minutes). For no time restrictions, enter a value of 0.

## Partial Activation

This parameter determines what the announcement will do if some of the zones required are busy with announcements of equal or higher priority. When enabled, the announcement will proceed and activate only those zones that are available or are busy with lower priority announcements. When disabled, the announcement will indicate that the system is busy and the user must wait to make the announcement. In the case of delayed or pre-recorded messages, the system will wait until all zones are available and then play the message.

Lower priority announcements and general informational messages typically allow for partial activation. This allows scheduled messages to continue at their designated playback interval while allowing higher priority announcements and messages to continue as needed.

## Partial Continuous

This parameter determines what happens when an announcement of higher priority, or one with **Pre-empt All** enabled, takes over some of the zones of an active announcement. When enabled, the announcement will proceed with only the zones that are available. When disabled, the entire announcement will be terminated and the user will need to restart the announcement. In the case of delayed and pre-recorded messages, the message will be killed and placed into a busy state. It will play back from the beginning once the zones are available.

## Preempt All

When enabled, the announcement will always take priority over any other active announcements, acquiring all needed resources such as zones and playback channels. After the announcement has started, its priority level is then used to determine what other announcements may have priority over it.



## Preempt Kill

When an announcement is overridden by one of a higher priority, this parameter will determine what happens to that announcement. If it is enabled, the announcement will be killed and not attempt to re-start. If disabled, the announcement will return to a busy state and attempt to re-start once the needed zones and other resources are available.

## Recover Zones

When either **Partial Activation** or **Partial Continuation** is enabled, then an announcement may start or continue with some of its needed zones unavailable. This parameter determines what happens to those zones that are either not available at the time the announcement is started or are taken away by one of a higher priority while it is active. When enabled, the zones that were taken over by another announcement will be immediately added back to the active announcement. When disabled, those zones will remain excluded for the duration of the announcement.

## Emergency

Devices with audio outputs have a configurable emergency gain offset used to increase the output level by the defined amount when an emergency announcement is made. When this box is checked, any announcements or messages that use this announcement class will be played using the higher gain amount.

## 4.8 Zone Groups

The term **zone** is a rather broad term that generically refers to the outputs of several different types of devices. An output channel on a Titan T9160 amplifier channel is a zone. A relay output on a T9016RY or internal 1200LIR is a zone. Visual displays are also treated as an output zone.

Zone groups are collections of individual zones that share a common purpose or logical area. Individual zones can be included in multiple zone groups as needed. Most systems will include an *All Call* zone group that is made up of all output zones in the system. You can program individual zone groups in a way that best suits your facility. For example, all zones in a building could be a zone group for building-wide pages. Zones for each floor of a building could be grouped together to allow quick access to one or more floors of a building. This flexibility makes programming actions much easier as you only need to specify one or more zone groups in an action and you will get all of the system output zones that are associated with that area, providing that the zone groups have been configured correctly.

Zone Groups			
<div> <div>+</div> <div>-</div> </div>			
ID	Description	Zone Count	Remote ZoneGroups
10	All call	52	None...
11	vACS to vACS	0	System #3:10
12	vACS to ACS	0	System 1 (ACS):10
13	To ACS offline zones only	0	System 1 (ACS):13
14	Local and ACS offline zones	0	System 1 (ACS):13
15	Test to Sys 1	0	System 1 (ACS):11
16	ZG 16	0	None...

**Figure 15-1: Zone Groups**

Figure 15-1 shows a very simple system with only five (5) zone groups. Zone groups are added to the list by using the **[+]** button. Once a new one has been added, you must configure an ID, description, and select the zones to be included in the group. Optionally, you can configure zone groups in other announcement controllers when part of a multi-controller system.

When a zone group is selected with the mouse, it will appear highlighted in the list and the zone editor window for that group will be displayed below the list as shown in Figure 15-2. Use the check box for each zone to determine if it will be included in the zone group. Available zones are grouped according to the device that contains the zones. Each group contains a **Select All** and **Clear All** button to quickly select or clear all available zones within that device.

Clicking on the **[-]** button will delete the currently selected zone group.

*The "Built-In All-Call" Zone Group does not appear on this configuration screen, as it is automatically maintained. It will always contain every audio and visual zone defined in the system (not relays). Similarly, the Mic Local Zone Groups will not appear in this list.*

**Zone Groups**

ID	Description	Zone Count	Remote ZoneGroups
10	All call	52	None...
11	vACS to vACS	0	System #3:10
12	vACS to ACS	0	System 1 (ACS):10
13	To ACS offline zones only	0	System 1 (ACS):13
14	Local and ACS offline zones	0	System 1 (ACS):13
15	Test to Sys 1	0	System 1 (ACS):11
16	ZG 16	0	None...

**Titan 1**

☒ 17: Zone 1
 ☒ 18: Zone 2  
☒ 19: Zone 3
 ☒ 20: Zone 4  
☒ 21: Zone 5
 ☒ 22: Zone 6  
☒ 23: Zone 7
 ☒ 24: Zone 8  
☒ 25: Zone 9
 ☒ 26: Zone 10  
☐  
☐  
☐

**Visual Paging Group 1**

☒ 33: Sign Zone 33
 ☒ 34: Sign Zone 34  
☒ 35: Sign Zone 35
 ☒ 36: Sign Zone 36  
☒ 37: Sign Zone 37
 ☒ 38: Sign Zone 38  
☒ 39: Sign Zone 39
 ☒ 40: Sign Zone 40  
☒ 41: Sign Zone 41
 ☒ 42: Sign Zone 42  
☒ 43: Sign Zone 43
 ☒ 44: Sign Zone 44  
☒ 45: Sign Zone 45
 ☒ 46: Sign Zone 46  
☒ 47: Sign Zone 47
 ☒ 48: Sign Zone 48

**System 2 (LIR)**

☒ 57: Relay Zone 1  
☒ 58: Relay Zone 2  
☒ 59: Relay Zone 3  
☒ 60: Relay Zone 4  
☒ 61: Relay Zone 5  
☒ 62: Relay Zone 6  
☒ 63: Relay Zone 7  
☒ 64: Relay Zone 8

**Figure 15-2: Editing Zone Groups**



Select this icon to add a new zone group to the list. You may then edit the **ID**, **Description**, or **Remote Zone Groups** as needed.



Select this icon to delete the currently selected zone group from the list.

## ID

This is a zone group ID number that is used by actions in the local system or from remote systems to reference the zone group used. This number must be unique within the system, but may be reused in other remote systems. For example, an ID of 101 may be used in multiple announcement controllers to define an *All Call* zone group in each frame.

Double-click on this field in order to edit the ID number.

## Description

This is a text field used to logically describe the zone group. Double-click on the field in order to edit. This description should provide a user with sufficient information to be able to understand the general areas within the facility that are included in the zone group.

## Zone Count

This field provides a quick reference of the total number of zones included in the zone group. This field is calculated by the system and cannot be edited. This number only counts zones that are part of the local system. It does not include any remote zone groups.

## Remote Zone Groups

A zone group can include one or more zone groups that are located in other announcement controllers within a multi-controller system. You make announcements or launch messages to zones that are owned by other controllers by including them in the **Remote ZoneGroups** field of a local zone group.

When an action includes a zone group with a remote zone group defined, it will send an announcement request to the other systems using the same priority as the one specified in the action definition in the source controller. The behavior of the action is controlled by the source controller and the zones in the remote controllers are treated as live zones off of the source controller. Thus, when a delayed message is recorded on System A, it will open a live path to the zones included on System B when it plays back. Prerecorded messages are also played on the source controller while routed live to the remote controller's zones that are available.

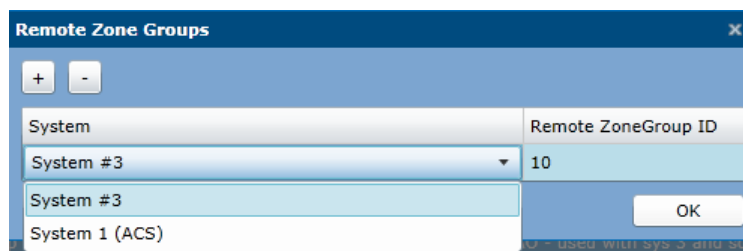
The source controller will check zone availability on any remote controllers and respond with a **BUSY** response if the announcement cannot play in any of the remote controllers. If partial activation is allowed, the announcement will proceed with those zones that are available.

To add a new remote zone group, double-click in the **Remote ZoneGroups** field of the zone group that you wish to edit. This changes the field to display a button as shown in Figure 15-3. Once it is visible, click the button to open the editor as shown in Figure 15-4.

13	To ACS offline zones only	0	System 1 (ACS):13
----	---------------------------	---	-------------------

**Figure 15-3: Remote Zone Groups**

From here, you can add one or more references to zone groups located in other systems. Click the **[+]** button to add a new item to the list. Then, select the appropriate system from the drop-down list in the **System** column. Remote systems must first be configured as a **Remote Controller** in the **My Systems** tab of the software. Once you have selected a controller, enter the desired zone group ID in the **Remote ZoneGroup ID** field. This field is edited by double-clicking on the field and then typing in the appropriate number. The selected item in the list can be deleted by clicking on the **[-]** button.

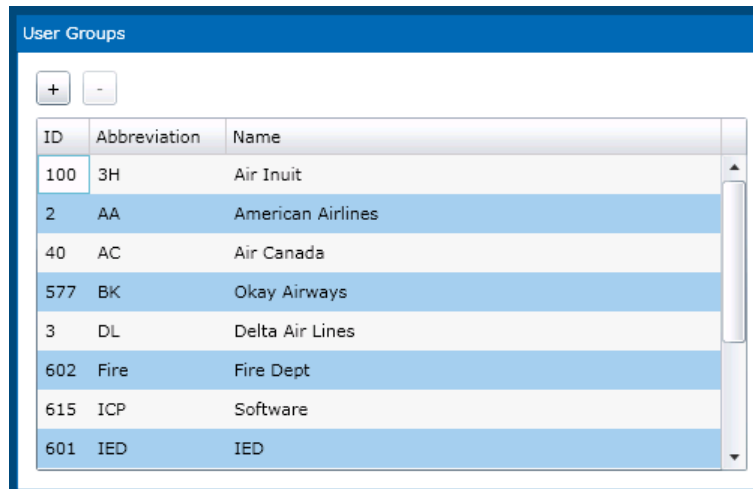


**Figure 15-4: Adding Remote Zone Groups**

## 4.9 User Groups

*Note: IP Only SMC will not show this configuration section.*

User Groups are used to assign individual microphone station users and/or microphones to a group such as a company or service entity. For many systems, this provides identification text to go along with the graphical paging station displays.



ID	Abbreviation	Name
100	3H	Air Inuit
2	AA	American Airlines
40	AC	Air Canada
577	BK	Okay Airways
3	DL	Delta Air Lines
602	Fire	Fire Dept
615	ICP	Software
601	IED	IED

**Figure 16-1: User Groups**

When a microphone station is assigned to a specific user group, then the text from the **Name** field will appear at the top of the station display. Figure 16-2 shows the setup screen for a *528 Graphical Paging Station* type device. The drop-down list for the **User Group** field is populated from the **User Groups** list. In this example, IED will appear at the top of the microphone station display.

**MS528 5 Details**

MS528 5 Re-Initialize Device

MS528 Graphical Paging Station Send Changes

Description:  Show Base Fields

Location:

IP Address:

Mic Model: VFM

User Group: X

Mic Template: X

Mic Local 1: X

Mic Local 2: X

Mic Local 3: X

Mic Local 4: X

Monitor Enabled: X

Test Mic Capsule: X

Language: X

Lock Enabled: X

OK Cancel

**Figure 16-2: Setting User Group on 528 Paging Station**

If a station is locked and requires user logins, then a user group can be associated with the user from the **User Group** field in the **Mic Passwords** tab as shown in Figure 16-3. In this case, the user name as entered in the **Name** field will display at the top of the graphical display, indicating who is currently logged into the station.

**Mic Passwords**

ID	Name	User Group	528 Template	550 Template	Phone Template	Caller IDs	Accept Phone Login	Password
1	IED	IED: IED	Test Mic Template	Default Mic Template	Default Telephone Template	101	<input checked="" type="checkbox"/>	1111
2	UA	UA: United Airlines	Test Mic Template	Default Mic Template	Default Telephone Template	102	<input checked="" type="checkbox"/>	8200
3	AA	AA: American Airlines	Test Mic Template	Default Mic Template	Default Telephone Template		<input checked="" type="checkbox"/>	2200

**Figure 16-3: Mic Passwords**

User Groups become more critical in systems that utilize the optional *Flight Announcement System (FAS)* or other automated systems. In the case of the FAS, members of one group cannot launch flight messages that belong to a different user group.



Click this icon to add a new user group to the list. It will add a new row to the list as shown in Figure 16-4. You can then type in an abbreviation and a name in the appropriate fields.

616	Test	Test
1	UA	United Airlines
619	SEC	Security
1 Error		
Must provide a Name		

**Figure 16-4: Add a New User Group**



Click this icon to delete the highlighted item from the list.

## ID

This is a system assigned index number for the user group. This field cannot be edited.

## Abbreviation

This field is used to display an abbreviation of the user group or company name. Double-click on this field to edit the text.

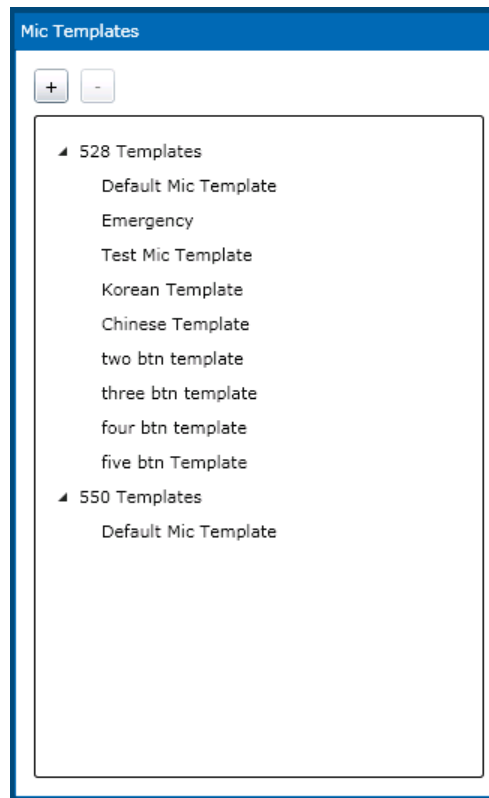
## Name

This is a text field for the name of the group or company. Double-click on this field to edit the text.

## 4.10 Mic Templates

*Note: IP Only SMC will not show this configuration section.*

Templates are used to create buttons on graphical paging stations such as the 528 series of microphone stations or the 550CS touch screen communication stations. The two types of mic stations get different types of templates. So, in this section of SMC, there is a list area with two categories, such as is shown below. Creating and editing each type of template is described in sections 4.10.2 and 4.10.3. The next section covers how templates are employed in SMC.



**Figure 17-1: Mic Templates List Box**



These icons are used to add or delete templates from the list. Click the **[+]** button to add a new template. The template is added to the section currently selected or in which a template of that type is selected. Clicking the **[-]** button will delete the currently-selected template.

### 4.10.1 Using Templates in SMC

You begin defining a template based on the functional needs, such as those of an information center user, a security office user, the fire department, a ticket agent, etc. Once a template has been created, you then have two methods for deploying its use.

For microphone stations that do not require user login, you specify the template in the microphone station properties accessed from the **Devices** tab as shown in Figure 17-2a. Note that the **Lock Enabled** box is not checked; therefore, the station will be accessible without a login.



**Monitor Rack Mic 2 Details**


Monitor Rack Mic 2 Re-Initialize Device

MS528 Graphical Paging Station Send Changes

Description:  Show All Fields

Location:

IP Address:

Mic Model: 

User Group:  x

Mic Template:  x

Test Mic Capsule: ☐

Language:  x

Lock Enabled: ☐

Mic Number:

OK Cancel

**Figure 17-2a: Mic Template Selection When Logins Are Disabled**

For microphone stations that require user login, you associate a template with a user in the **Mic Passwords** section. This is done by selecting the appropriate template from the drop-down list in the **Template** column as shown in Figure 17-2b.

ID	Name	User Group	Template	Phone Template	Phone Numbers	Accept Phone Login	Password
1	IED	IED: IED	Test Mic Template	Default Telephone Template	101	<input type="checkbox"/>	1111
			Default Mic Template		Permissions		
			Emergency				
2	UA	UA: United Airlines	Test Mic Template	Default Telephone Template	101	<input type="checkbox"/>	8200
			Korean Template				
			Chinese Template				

**Figure 17-2b: Mic Template Selection When Logins Are Enabled**

The flexibility of using templates assigned to different users allows you to program a system that is very easy to operate and secure from unauthorized users. A user will have the same access as they move between different microphone stations. This allows you to grant general users access to page pre-determined areas and launch specific messages while blocking them from emergency messages, such as a building evacuation. You could grant such emergency messages to security and facility management personnel and even give login information to emergency personnel such as the fire and police departments.

Using templates without logins allows you to define what announcements and messages will be available at each station. You could program a microphone station in the security office with access to launch specific security-related messages and make general and emergency announcements. You program other microphone stations where they can only make announcements and launch messages to local areas while blocking facility-wide pages.

Using various combinations of templates with microphone station logins provides you with nearly limitless combinations. You can configure the system where some microphone stations are locked and others are not. This allows you to tailor the system to meet the needs of the facility by locations or by individual users.

#### 4.10.2 528 Mic Template Editor

When you first open the Mic Templates tab, you will see a list of templates currently programmed for use as shown back in Figure 17-1. Clicking on one of these shows information about that template to the right of the edit box as shown below in Figure 17-3.

Action	EC	Button	Text	Caption Line 1	Caption Line 2	Scrollbox	Is Logout
Init Fire Event (EC:49 Ev			Init	Fire	Open Editor		
Clear Fire event (EC:50 I			Clear	Fire	Open Editor		
Init weather event (EC:5			Init	Weather	Open Editor		
clear weather event (EC:			Clear	Weather	Open Editor		
High Pri Live (EC:1706)			Live		Open Editor		

**Figure 17-3: 528 Mic Template Editor**

##### Description

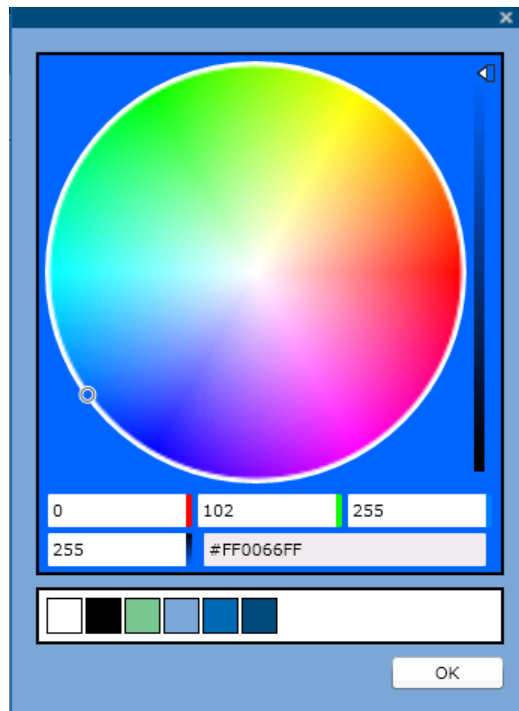
This is a text field used to name and describe the template. You can edit it by double-clicking on the field and then typing in a new description. The template named Default Template is automatically included in a new system. For simple systems, you can simply modify this template if all microphone stations will have the same template. Use a description that will allow you to easily identify the template such as, Security, Fire Department, Information, Gate Agent, etc.

##### Background Color / Button Text Color

When you add new buttons to the template, they are created using these *default* colors. You can always edit the individual button colors afterwards, but this speeds up the process and allows you to define your color scheme before creating the buttons. When you click on the color button, the color selection window appears as shown in Figure 17-4. Simply click on the color that you want to use in the color wheel, or enter RGB (Red, Green, Blue) values in the edit boxes or the 32-bit computer expression of this in the box with the hash mark (#).

*Note, this general color picker also has Alpha channel (transparency setting) setting, although this feature is not supported in the 528 mic stations.*

The color picker window provides a row of the most recently used colors along the bottom of the window. This allows you to pick consistent colors when designing templates.



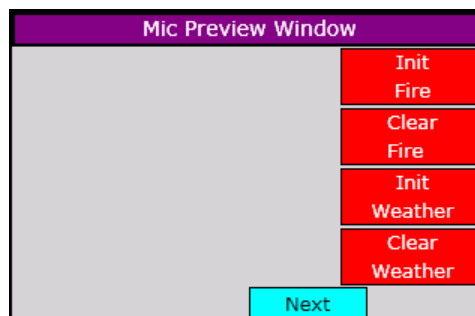
**Figure 17-4: Button Color Selection**

#### Button Width

You can adjust the width of all buttons in the template by adjusting this number. The default button width is 96 pixels. You can increase the width of the buttons if your button labels do not fit using the default setting. The maximum width is 255 pixels.

#### 528 Mic Preview Window

This view at upper right shows an approximation to how the template will appear, such as in Figure 17-5. If **Next** and **Prev** buttons are shown, they may be clicked just like on the 528 to see additional buttons that may be defined in the template.

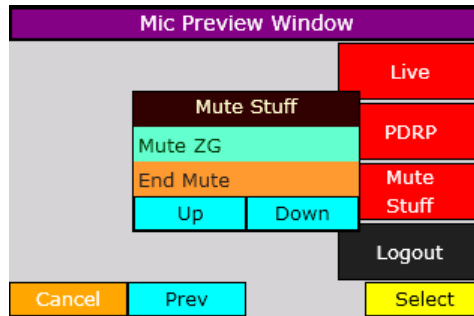


**Figure 17-5: 528 Mic Preview Window**

If you click on a button that has an action assigned to it, the action that would be initiated is shown in a pop-up box at the top of SMC, such as the example below:

This will launch action: clear weather event  
(EC:52 Evt:5 - Clear Weather Alert)

If instead, the button brings up a Scrollbox, then the scroll box will be displayed along with Up/Down buttons to navigate as shown below in Figure 17-6. One may scroll down to an entry and click **Select** to simulate triggering the action, yielding a pop-up such as above.



**Figure 17-6: 528 Mic Preview w/ Scrollbox**

### Text Table

This table contains the text for the prompts that are used by the microphone station. You can edit the text in the **Text** column for each prompt, such as to translate to a local language.

Text Entries (Default Mic Template)		
ID	Default Text	Text
1	IED 528 Mic Station	IED 528 Mic Station
2	Cancel	Cancel
3	Up	Up
4	Down	Down
5	Select	Select
6	Previous	Previous
7	More	More
8	[2190]	[2190]
9	[2192]	[2192]
10	Back Sp	Back Sp
11	Mic Number Not Assigned	Mic Number Not Assigned
12	Waiting For Host	Waiting For Host
13	Press Mic Switch	Press Mic Switch
14	Press Announce(0) Button	Press Announce(0) Button
15	Release Mic Switch	Release Mic Switch
16	Release Announce(0) Button	Release Announce(0) Button
17	Entry Code	Entry Code
18	Error! Invalid Code!	Error! Invalid Code!
19	Enter Zone Code	Enter Zone Code
20	Error! Invalid Zone Code!	Error! Invalid Zone Code!
21	Enter Numeric Selection (3)	Enter Numeric Selection (3)
22	Error! Invalid Entry!	Error! Invalid Entry!
23	Enter Arrival Flight Number	Enter Arrival Flight Number
24	Error! Invalid Flight Number!	Error! Invalid Flight Number!

**Figure 17-7: Text Table**

## 528 Mic Template Button Editor

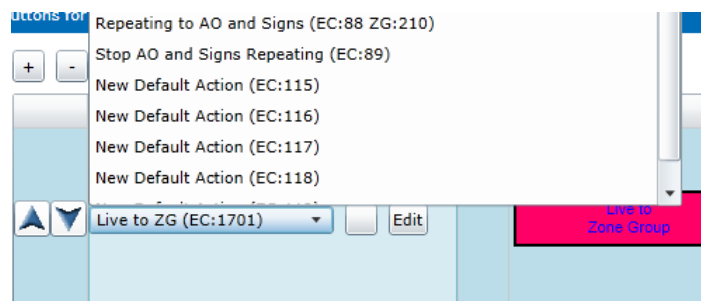
When you select a 528 template from the list, it will open a list of the buttons contained within that template. Figure 17-8 shows a template with several buttons. You use the **[+]** and **[-]** buttons shown in the figure to add and delete buttons. The up/down arrows located on the left side of each row are used to change the position of the button in the list. The order in the list is the order in which they will appear down the right side of the microphone station display.

Emergency Buttons:								
+ -								
	Action	EC	Button	Text	Caption Line 1	Caption Line 2	Scrollbar	Is Logout
▲ ▼	Init Fire Event (EC:49 Ev				Init	Fire	Open Editor	<input type="checkbox"/>
▲ ▼	Clear Fire event (EC:50 I				Clear	Fire	Open Editor	<input type="checkbox"/>
▲ ▼	Init weather event (EC:5				Init	Weather	Open Editor	<input type="checkbox"/>
▲ ▼	clear weather event (EC:				Clear	Weather	Open Editor	<input type="checkbox"/>
▲ ▼	High Pri Live (EC:1706)				Live		Open Editor	<input type="checkbox"/>

**Figure 17-8: Mic Template Buttons**

### Action

Buttons are used to trigger actions that have already been defined for the 528 type microphone stations. When you double-click on the **Actions** field for a button, a drop-down list appears as shown in Figure 17-9. Select the action that this button will launch. You can click on the Edit button immediately to the right of the list to open the editor window for the selected action. You can delete the action assignment from the button by clicking the **[-]** button.



**Figure 17-9: Assign an Action to a Button**

### EC (Entry Code)

You can directly type in the numeric entry code in this field. Typically, you will select actions from the drop-down list, but in some special situations you must use this field when the microphone station is launching actions that are not part of the local system. For example, this might be the case when you are using the optional Flight Announcement System (FAS) that utilizes the *IED Enterprise* software suite with an external SQL database.

## Button Color / Text Color

New buttons are created using the colors selected at the template level. You can use the fields here to change the individual button colors. Clicking the buttons in the middle of the color bars in each cell brings up the color picker such as the one shown in Figure 17-4 above.

## Caption Line 1 / Caption Line 2

Each button supports a maximum of two (2) lines of text for the button caption. If the text entered in the **Caption Line 1** field is too wide for the button, it will automatically scroll to the next line. However, it will probably not separate the way you want, so two fields are provided so you can specify exactly what you want to appear on each line.



**Figure 17-10: Single and 2-Line Button Captions**

## Scroll Box

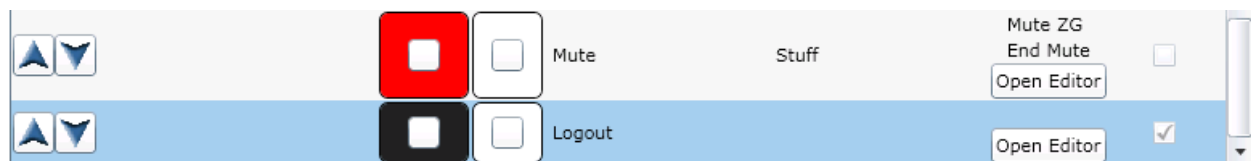
This field displays a list of the items contained within the scroll box if the button is defined as a scroll box button. Double-click this field and you will see an **Open Editor** button appear. Click this button to open the scroll box editor. Refer to the **Scroll Boxes** section that follows for more information on creating scroll boxes.

## Is Logout

When checked, the button will only be used to log the user out of the microphone station. It will only appear if the microphone station is configured to use logins. If the button is defined, but the lock feature is disabled in the microphone station setup, then the button will not be visible.

## Scroll Boxes

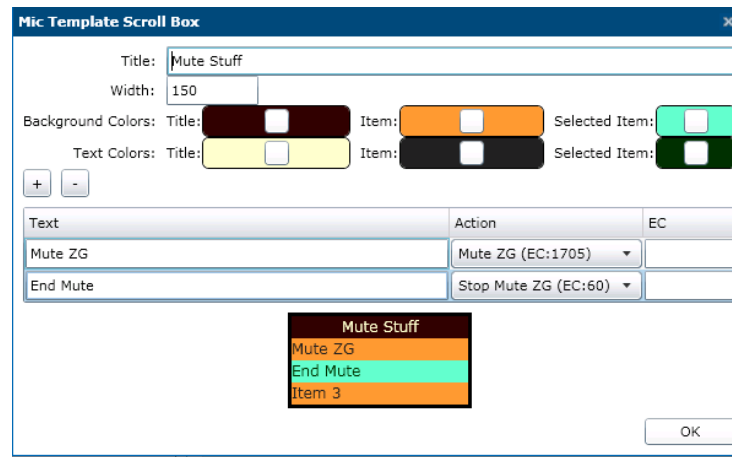
Scroll boxes allow you to create a list of items from which you scroll through and select. Each item in the list is then associated with an action or entry code. When a button has a scroll box defined for it, pressing the button will result in opening the scroll box. You then simply scroll up and down on the microphone station to select the item you wish to use.



**Figure 17-11: Buttons with Scroll Boxes**

Figure 17-11 shows a template that has a button with a scroll box. You can see a list of the items in the **Scrollbox** column. To create a scroll box for a button or edit an existing one, simply click on the **Open Editor**.

Figure 17-121 shows the scroll box editor. From here, you can edit the appearance of the scroll box and add or remove items from the list. You will see a preview of the scroll box at the bottom of the window. This is used to help you set the colors for the scroll box. The preview is limited to show only the first three items in the list and the width setting will not affect the width of the preview. Click the **OK** button to save changes and close the window.



**Figure 17-12: Scroll Box Editor**

### Title

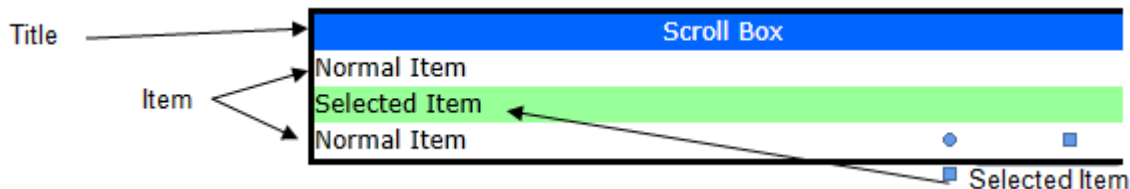
This is the text that will appear at the top of the scroll box when it is open.

### Width

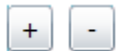
This is the width (in pixels) of the scroll box as it will appear on the microphone station. A value of 250 is a good width for most applications with a maximum width of 320.

### Background Colors / Text Colors

This group of buttons allows you to select the background and text colors of the three different types of items in a scroll box. Figure 17-13 points out where each type of item will appear in the scroll box. The selected item will move as you scroll through the list.



**Figure 17-13: Scroll Box Item Colors**



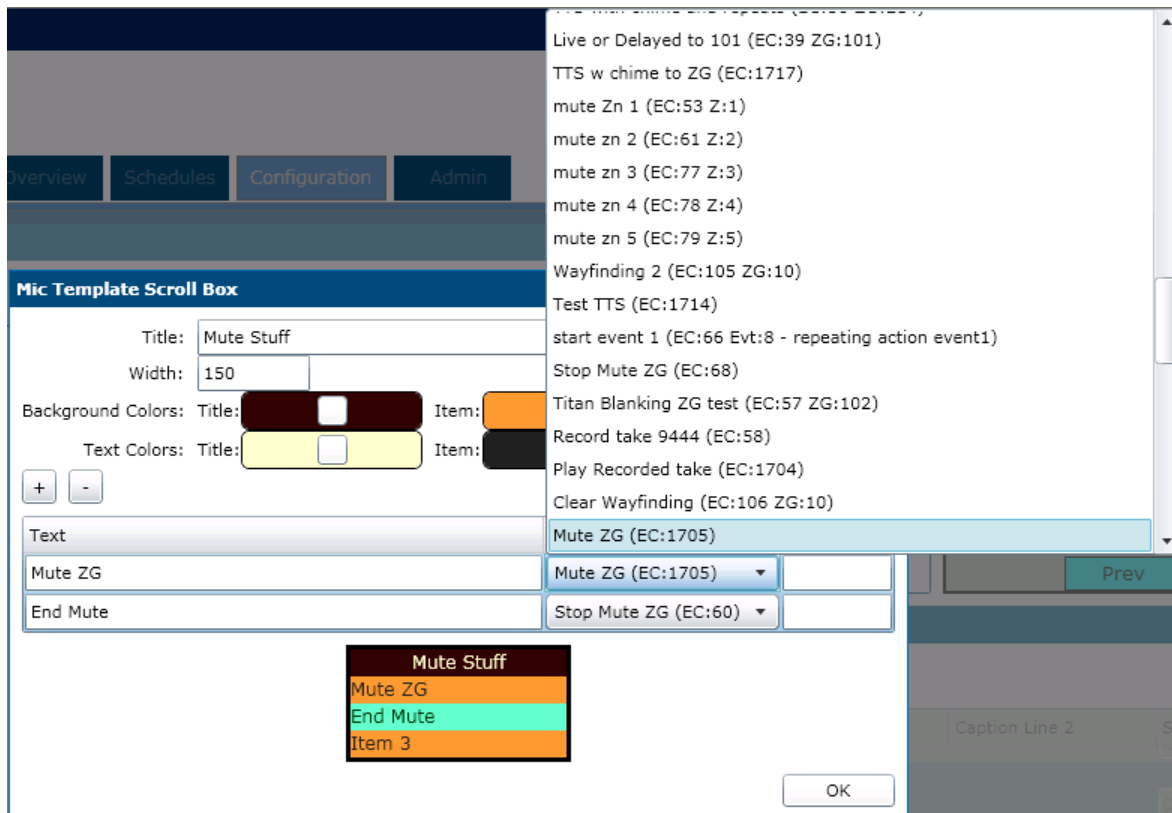
These icons are used to add or delete items in the list. Click the **[+]** button to add a new item. Clicking the **[-]** button will delete the currently-selected item.

### Text

This is the text that will appear in the scroll box item list. Double-click this field and type in a name for the item.

### Action

To assign an action to a scroll box item, click in the **Action** column to open a drop-down list of available actions. Select the appropriate action from the list as shown in Figure 17-14.



**Figure 17-14: Scroll Box Item Action Selection**

### EC (Entry Code)

You can directly type in the numeric entry code in this field. Typically, you will select the action from the drop-down list, but you must use this field when the microphone station is launching actions that are not part of the local system. This is the case when you are using the optional Flight Announcement System (FAS) that utilizes the *IED Enterprise* software suite with an external SQL database.



### 4.10.3 550CS Template Editor

A 550CS template is a set of one or more pages of the designer's choosing. The basic template editor appears as the example in Figure 17-15.

**Figure 17-15: 550CS Template Editor**

At the top of the editor are a few properties that apply to the whole template:

#### Description

The name of this template, as it will appear in other parts of SMC for selection.

#### Language

The language to display built-in status screens in. For example, when the mic station is ready, busy or active, there is a status screen that appears on the mic station. This setting controls the language of the text on this screen and its buttons.

#### Header

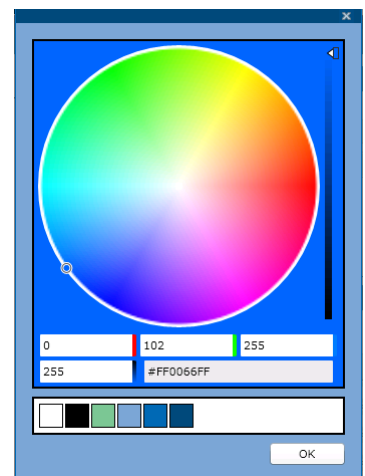
The background color of the header bar at the top of the screen. Clicking the button in the middle of the color bar brings up color picker.

#### Title

The text color of the header bar text. Clicking the button in the middle of the color bar brings up the color picker.

#### Background

The color of the background behind the buttons and other controls below the header bar. Clicking the button in the middle of the color bar brings up the



color picker.

## Image

Click to load a background image to go in place of the solid background defined by the **Background** selection. The image will be stretched or shrunk to fit the 800 x 424 pixel area below the header bar. For best results, you may want to design for and/or scale your graphic file using image editing software to fit the 800x424 area, rather than rely on the automatic scaling done.

## Reset

Clicking on this clears any previously loaded background image, and resets the template colors to the default blue scheme. If there was an image previously selected, SMC will do a Yes/No confirmation prompt before resetting.

Below the template-level properties are the template pages area. This area shows previews of all the configured pages along with the following buttons:



Add a new template page. Calls up the Add Page Selector pop-up as shown in Figure 17-16. Note, there are currently six styles of pages available (more may be provided in future releases) as shown slightly larger in 17-17 and listed below:

- **2, 4, 8 and 16 button pages** – These pages have N buttons on a page that can be individually configured.
- **Icon page** – This page has slots for 40 icons which may be configured as web camera feed displays or generic web page displays, such as to access additional functions in a system.
- **Zone picker page** – This page has a scrollable list of zones or zone groups on the left and found buttons on the right, which can be configured as alarms or actions to the selected destination zones from the picker on the left.
- **Intercom/Monitor page** – This page has a scrollable list of intercom devices (e.g., IP speakers) on the left and Intercom/Monitor action buttons on the right. As an alternative to selecting from the list, it also has an edit box for entering the Access Code for the desired device.



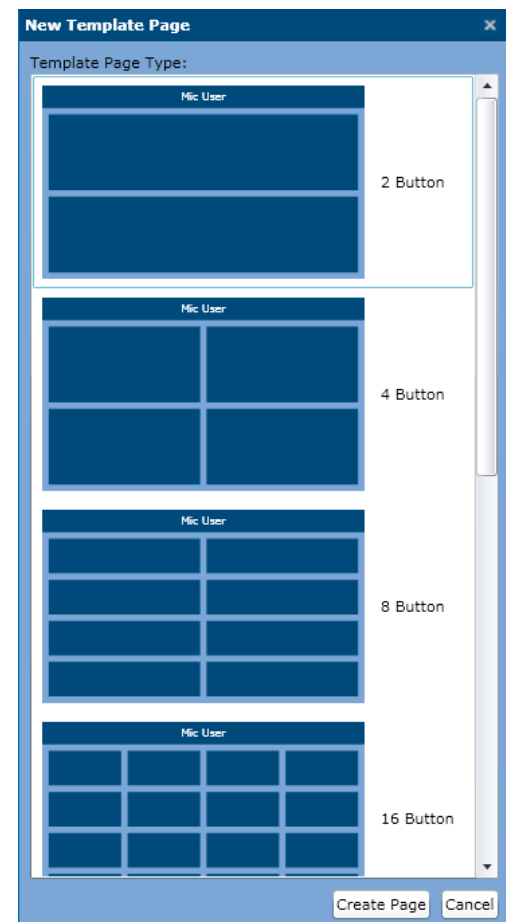
Delete the currently selected template page



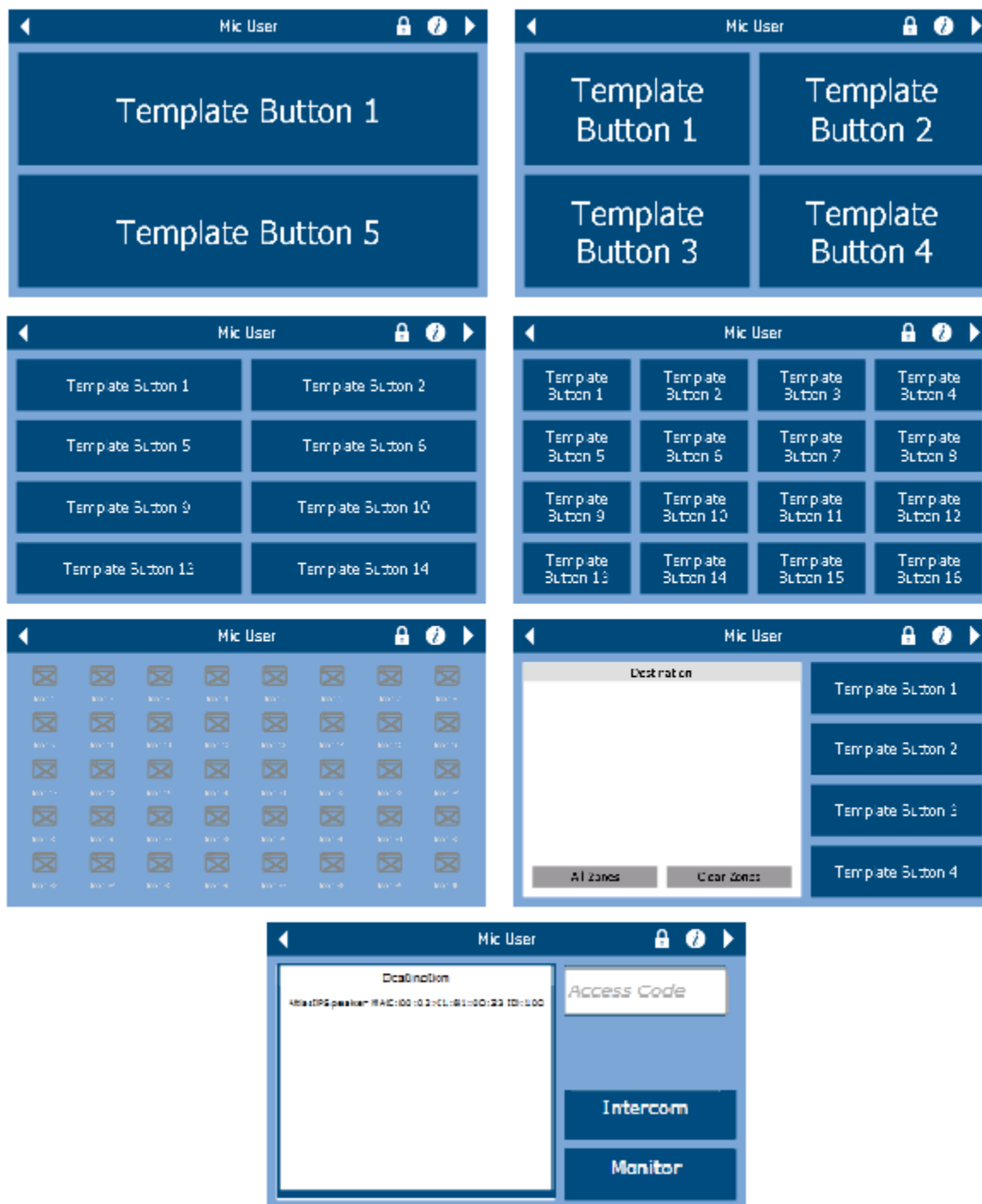
Move the template page left in the page order.



Move the template page right in the page order.



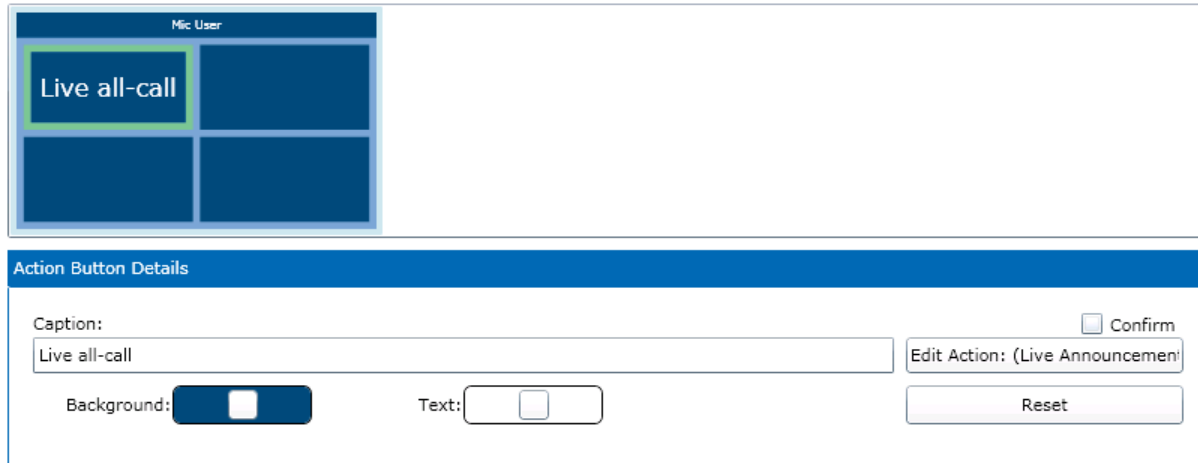
**Figure 17-16: Add Page Pop-up**



**Figure 17-17: 550CS Template Page Options**

## Buttons Template Page Type

To Edit a button in any of the 2, 4, 8 or 16 button template pages, one clicks on the button in the page depiction. This selects the button and turns it to a green outline and brings up the button details area below it such as shown in Figure 17-18.



**Figure 17-18: 550CS Template Button Details**

Some of the properties/controls shown will vary depending on choices made in Button Results and Action Type controls. The properties available include:

### Caption

The label for the button. The caption will auto-wrap to fit the left-right space of the button. However, if one wishes to break lines in other places, the two-character new-line sequence of “\n” may be used. For example. If one simply types in the caption “High Five”, it will appear on one line centered in the button on most buttons sizes. If one types in the caption “High\nFive”, then “High” and “Five” will appear on two lines.

### Confirm

Flag indicating that the paging station user should be presented with a Yes/No prompt, and have to answer “Yes” before the action is initiated. For example, one may wish to put this kind of confirmation on initiation of emergency messages.

### Edit Action button

Click on this button to bring up an Action Details form. The action can then be editing just like any other action for other devices in SMC. See the chapter on Actions for more details.

### Background

Set the color of the button background via the pop-up color picker (as shown above). Note, this is the one place where the Alpha channel (transparency) setting may be of good use. One can make the button background partially or fully transparent to allow the background image to show through.

### Text

Set the color of the button text via the pop-up color picker (as shown above).

## Reset

Clicking on this resets the button to the default color scheme.

## Icons Template Page Type

To configure the **Icons Page**, one clicks on one of the 40 icons on the page. This changes its background to green and brings up the icon details below it as shown in Figure 17-19.

**Figure 17-19: 550CS Template Icon Details**

## Icon Type

The choices in this control are:

- **(None)** – This icon is not used and will be blanked on the paging station. If one of the other types is selected, pressing the [X] button will restore the icon to this state.
- **Generic Web Page** – Call up a web page as defined in the Target URL.
- **Security Camera Feed** – Call up the images from a web camera that resides on the same network as the system. Optionally, the icon can be configured to do a live page to the area that the camera is viewing.

## Target URL

This is the web address of the Generic Web Page to call up when this icon is pressed. This should be a complete properly formed URL (Uniform Resource Locator) address, including any protocol preface such as "http://".

## Security Camera Feed URL

This is the Uniform Resource Locator address to the security camera from which to pull the feed.

## Refresh Time (ms)

How often to pull a new image from the security camera. Suggested values are 250 ms or higher. The 550CS cannot support real high frame frames.

## Associated Zone

If configured, then there will be a mic station icon appear overlayed on the security (as shown at right). This configures and enables a Live Announcement action to this the announcement class defined in the next field.



camera feed zone, using

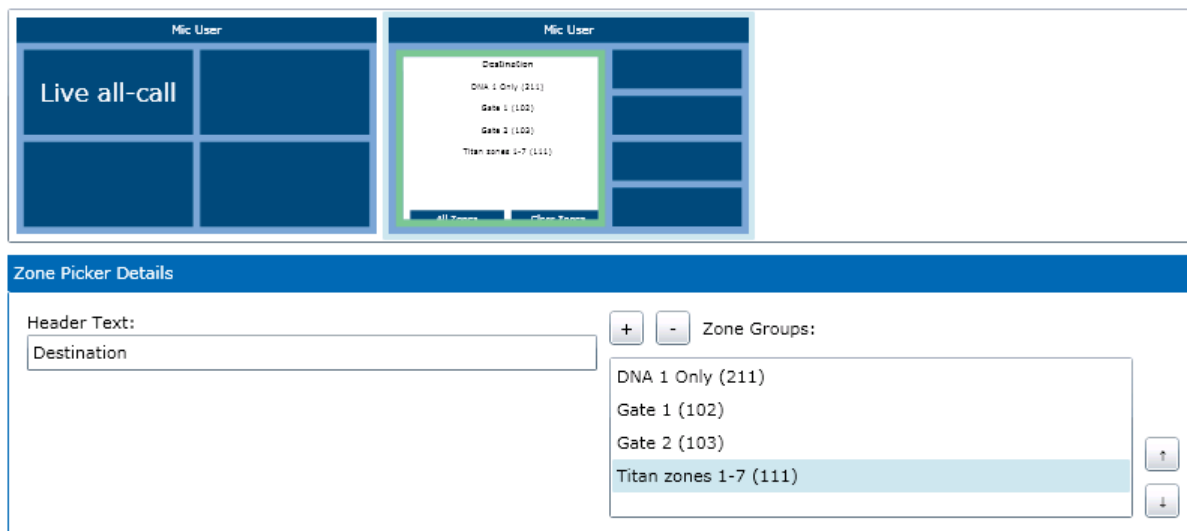
## Announcement Class

The announcement class (priority and other properties) for the Live Announcement to the **Associated Zone** if clicked by the 550CS operator.

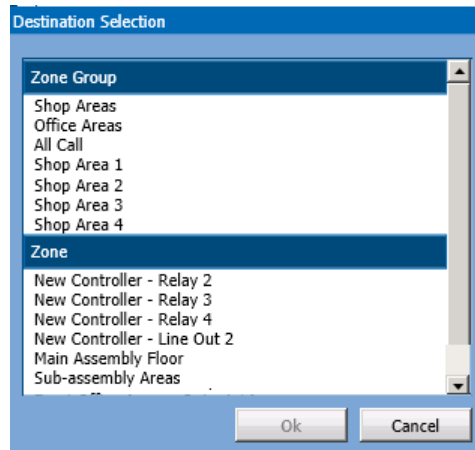
## Zone Picker Template Page Type

To configure the **Zone Picker** page, one must configure both what destinations are on the picker list and what actions are on the four buttons on the right. The four buttons on the right are configured similarly to the buttons on the button template page types, as described above. The only difference is that no zone or zone group is defined for the action, since this information comes from the zone picker list on the left.

To configure the zone picker list, one clicks on the list area on the left, which highlights it with a green border and brings up a details section as shown in Figure 17-20. In this area, one can enter the text to appear at the top of the list (by default the word “Destination” as shown in the figure), and create the list to choose from. One clicks on the [+] button to call up the zone group selector window (see Figure 17-21) to add a zone group to the list. The zone groups can be rearranged (re-ordered top to bottom) by selecting a group and pressing the up/down ([↑]/[↓]) buttons to move the entry in the list.



**Figure 17-20: Zone Picker List Details**

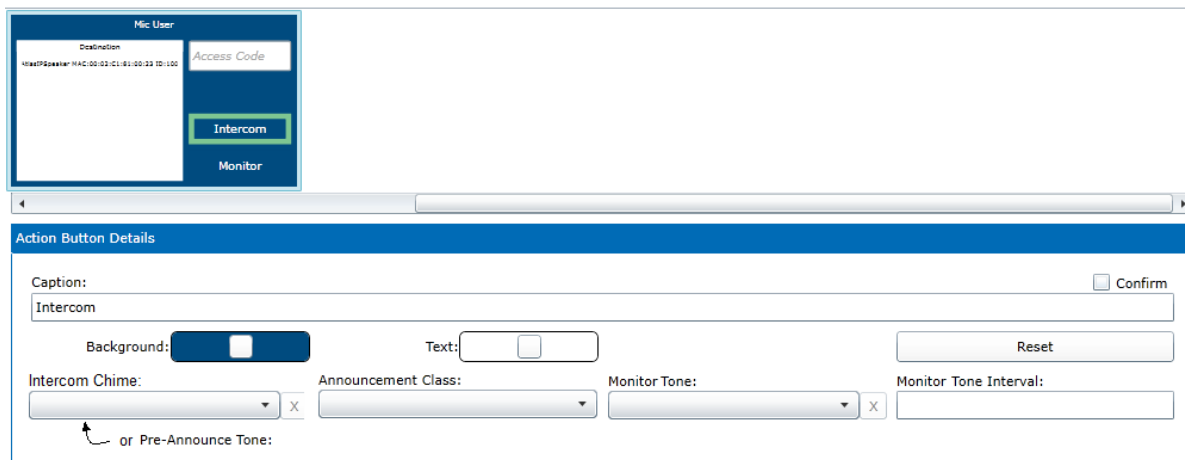


**Figure 17-21: Zone Group Selector**

### Intercom/Monitor Template Page Type

To configure the **Intercom/Monitor** page, one has minimal configuration to do. They can define the caption over the list of destinations (e.g., IP Speakers) and the caption in the access code edit box. The actions for the two buttons Intercom and Monitor are defined, but the user can select some of the properties for the actions, such as the announcement class (priority) and pre-announcement/monitor tones to play.

To configure either the Intercom or Monitor actions, one clicks on the appropriate button as shown in Figure 17-22 and edits the properties shown below it.



**Figure 17-22: Intercom/Monitor Action Button Details**

The fields to be edited are listed below.

#### Caption

The label for the button. The caption will auto-wrap to fit the left-right space of the button. However, if one wishes to break lines in other places, the two-character new-line sequence of “\n” may be used. For example. If one simply types in the caption “High Five”, it will appear on one line centered in the button on most buttons sizes. If one types in the caption “High\nFive”, then “High” and “Five” will appear on two lines.

## Confirm

Flag indicating that the paging station user should be presented with a Yes/No prompt, and have to answer “Yes” before the action is initiated. For example, one may wish to put this kind of confirmation on initiation of emergency messages.

## Background

Set the color of the button background via the pop-up color picker (as shown above). Note, this is the one place where the Alpha channel (transparency) setting may be of good use. One can make the button background partially or fully transparent to allow the background image to show through.

## Text

Set the color of the button text via the pop-up color picker (as shown above).

## Reset

Clicking on this resets the button to the default color scheme.

## Announcement Class

The announcement class (priority and other properties) for the intercom or monitor action.

## Intercom Chime / Pre-Announcement Tone

This drop list allows for selection of a pre-announce tone from the Chime library to play at the start of intercom or monitor connection.

## Monitor Tone

This drop list allows for selection of a monitoring tone (notification that room is being listened to via the intercom device) from the Chime library. This tone is used on both intercom and monitor type actions.

## Monitor Tone Interval

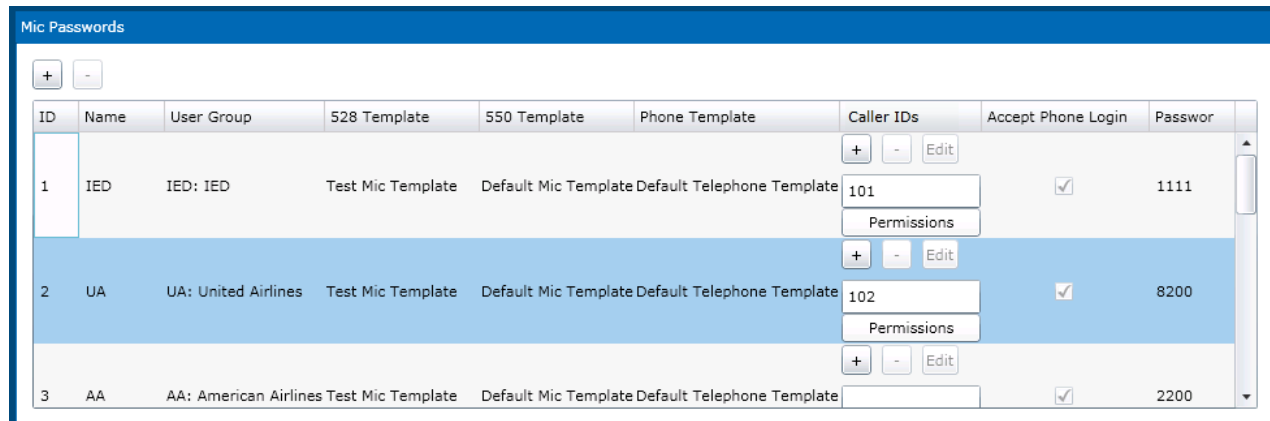
This is the time in **seconds** between plays of the Monitor Tone.



## 4.11 Mic Passwords

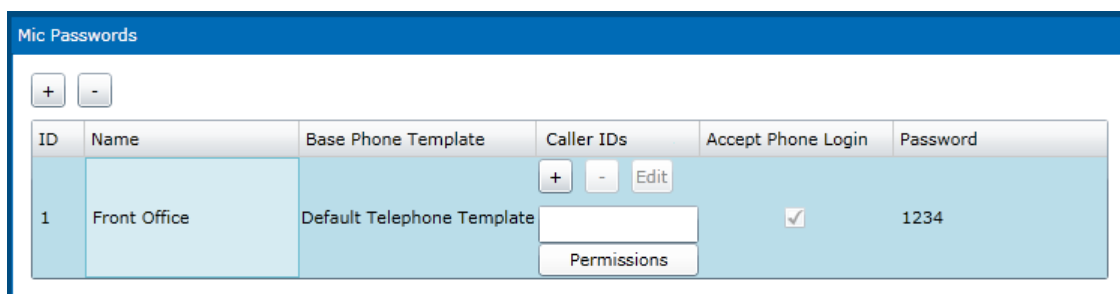
This section is used to configure user access to microphone stations that have the Lock Enabled box checked in the microphone station setup.

*Note: IP Only SMC will not show this Mic Passwords in Figure 18-1b, i.e., without the User Group, 528 Template and 550 Template columns.*



ID	Name	User Group	528 Template	550 Template	Phone Template	Caller IDs	Accept Phone Login	Passwor
1	IED	IED: IED	Test Mic Template	Default Mic Template	Default Telephone Template	101 Permissions	<input checked="" type="checkbox"/>	1111
2	UA	UA: United Airlines	Test Mic Template	Default Mic Template	Default Telephone Template	102 Permissions	<input checked="" type="checkbox"/>	8200
3	AA	AA: American Airlines	Test Mic Template	Default Mic Template	Default Telephone Template	 Permissions	<input checked="" type="checkbox"/>	2200

**Figure 18-1a: Mic Passwords**



ID	Name	Base Phone Template	Caller IDs	Accept Phone Login	Password
1	Front Office	Default Telephone Template	 Permissions	<input checked="" type="checkbox"/>	1234

**Figure 18-1b: Mic Password (IP Only SMC)**



Click this icon to add a new user to the list.



Click this icon to delete the highlighted item from the list.

### ID

This is an index number used to identify the user. It is system assigned and cannot be edited.

### Name

This is a text field used to describe the user. It could be an individual name, department, or other entity. Double-click this field to edit the text.

## User Group

This will associate the user with a user group. Double-click this field to open a dropdown list that is populated with the information in the **User Groups** tab.

## 528 Template

Use this field to assign a graphical template to a user when they log into a 528 mic station. This is how you will control what announcements a user can access from a graphical paging station. When logins are enabled, a user must enter their password to gain access to the microphone station. The graphical template that appears when they access the station is determined by the selection specified in this field. Double-click the field to open the dropdown list.

User Group	528 Template	550 Template	P
IED: IED	Test Mic Template Default Mic Template Emergency	Default Mic Template D	
UA: United Airlines	Test Mic Template Korean Template Chinese Template two btn template	Default Mic Template D	
AA: American Airlines	three btn template four btn template	Default Mic Template D	

**Figure 18-2: 528 Template Selection**

## 550 Template

Use this field to assign a graphical template to a user when they log into a 550CS mic station. This is how you will control what announcements a user can access from that type of mic station. When logins are enabled, a user must enter their password to gain access to the microphone station. The graphical template that appears when they access the station is determined by the selection specified in this field. Double-click the field to open the dropdown list.

## Phone Template

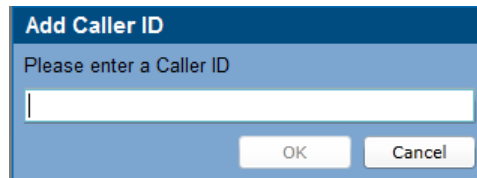
Use this field to assign a telephone-prompting template to a user. This is how this user will interact via telephone dial-in – modified by the Permissions setting described below.

Phone Template	Caller IDs	Acc
Default Telephone Template Default Telephone Template User Template Admin Template Template based on password	+ - Edit 101 Permissions + - Edit 102 Permissions + - Edit	

**Figure 18-3: Phone Template Selection**

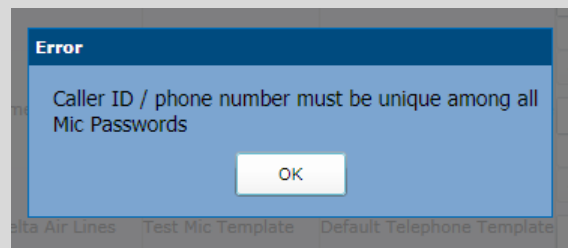
## Caller IDs

When a telephone number or phone extension name (e.g., VoIP phone systems) is in this list and Caller ID is enabled for the phone extensions, the system will automatically login this user when the caller ID for the incoming call matches. This allows users from certain offices/phones to access the telephone interface without having to enter a password. Use the **[+]** button to add a new Caller ID to the currently-selected user. You can then type in the number/name in the window as shown in Figure 18-4. This same window appears when you select the edit icon. Select the **[-]** button to delete the highlighted number from the list.

A dialog box titled "Add Caller ID" with a blue header. Below the header, it says "Please enter a Caller ID" above a text input field. At the bottom right, there are two buttons: "OK" and "Cancel".

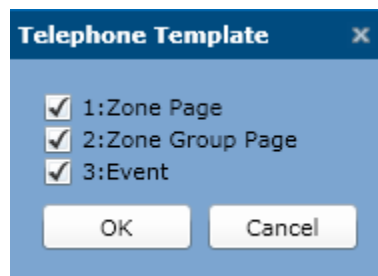
**Figure 18-4: Add a Caller ID**

*Note: Just like mic passwords, telephone extensions must be unique across all users (in order to uniquely define the user). When the same extension is assigned to multiple mic passwords, the user will be warned in a pop-up messages such as the one below.*

An error dialog box with a blue header titled "Error". The message inside says "Caller ID / phone number must be unique among all Mic Passwords". There is an "OK" button at the bottom center. The dialog box is overlaid on a background that shows a list of templates: "Delta Air Lines", "Test Mic Template", and "Default Telephone Template".

## Permissions

This button calls up a pop-up window, as shown in Figure 18-5, that is used to define what types of functions this user can do on the telephone interface. The maximum number of functions is defined by the **Telephone Template** selected in that column. This field allows you to assign a subset of those possible functions to this particular mic password. Telephone functions include paging to a zone group, making intercom calls, monitoring rooms, etc.

A dialog box titled "Telephone Template" with a blue header and a close button (X) in the top right corner. It contains a list of three items, each with a checked checkbox: "1:Zone Page", "2:Zone Group Page", and "3:Event". At the bottom, there are two buttons: "OK" and "Cancel".

**Figure 18-5: Telephone Permissions Pop-up Window**

## Accept Phone Login

When checked, this user with this Mic Password will have the ability to access the system from the VoIP telephone interface. Leaving this unchecked will block a user from accessing the system via the telephone while still allowing them access using a microphone station.

## Password

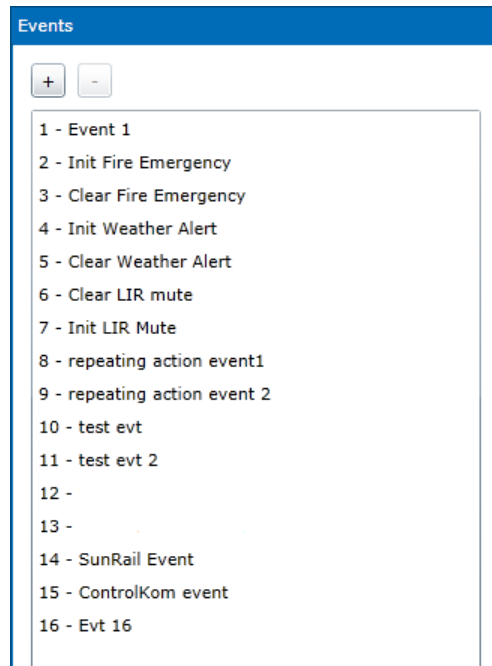
This is a numeric password to be used for login. This password can be used from either a microphone station or telephone interface if enabled. It is used for manual entry on the telephone interface when the caller ID does not match a phone number for any user.

## 4.12 Events

### Events

Events allow you to trigger multiple actions from a common stimulus and create items to be launched from the Paging Console. Each event is made up of multiple actions that are defined specifically for each event. In addition to the basic action definition properties, each action within the event has an additional property that allows the action to be launched at a predefined time interval after the initial launch of the action. Events are launched by programming actions for microphone stations, logic inputs, or from the SMC Paging Console.

Events are ideal for handling complex emergency situations where you need to deliver different instructions to different areas of the facility, or even different buildings. An event allows you to play an evacuation message to one area while issuing a warning message to the rest of the facility instructing occupants to stay in place until the situation has been resolved. This can be combined with visual alerts to direct occupants to the nearest exit.



**Figure 19-1: Events**

Programmed events will appear in the events list as shown in Figure 19-1. When an event is highlighted by selecting it with the mouse, the view is expanded to show the details of the event as shown in Figure 19-2. This expanded view shows the individual actions assigned to the event and a play schedule that shows when each action will be triggered within the event.

Events

1 - Custodian  
2 - Pledge of Allegiance  
3 - Earthquake Drill  
4 - Call to Prayer

3 - Earthquake Drill Details

Description:  ☒ Show on Paging Console  
☒ Requires Acknowledgement

ID:

Actions:

Type	Description	Start Delay	Play Count	Interval
Play Message	Earthquake Drill	0	1	

Event Schedule:  
(00:00:00) : Earthquake Drill (ZG:100)

**Figure 19-2: Event Details**

Click this icon to add a new event to the list.



Click this icon to delete the currently selected event from the list.

### Description

Enter a text descriptor for the event. This text is displayed in the event list to name the event.

### Show on Paging Console

Checking this checkbox will make this event appear in the SMC Paging Console. This also enables a control for setting the 128x128 pixel icon that appears with the event on the console. By default, the SMC generates an icon of a letter in a circle, such as in the example. (SMC auto-selects the letter from the Description.) However, the user can select an icon of their choosing by clicking on the **Browse** button and selecting an icon file. Most of the common graphic file formats are supported. SMC will attempt to auto-scale to 128x128, but you may want to make an icon with that size in mind or manually scale it before importing it.

2 - Init Fire Emergency Details

Description:  ☒ Show on Paging Console  
☒ Requires Acknowledgement

Actions:

**Figure 19-3: Paging Console Icon**

## Requires Acknowledgement

If this event should prompt building occupants to press a button on room intercoms, mic stations or other devices to acknowledge that they have heard the announcement and have complied (e.g., lock down a classroom or proceed to evacuate the area). Viewing the acknowledgements requires a separate web page application as detailed in Appendix G.

## Actions

Actions are added, removed, or modified from the actions list using the icons shown in Figure 19-4.



**Figure 19-4: Action Icons**



Click this button to add a new action to the event. This will automatically open the action definition window. Once an action has been added, it is configured identically to actions that are used by devices, *except that repeats are not handled in the action, but at the Event level via the Play Count and Play Interval columns in the Event's Action grid.*

### Edit

This button is used to edit the highlighted action. This will open the action definition window for the highlighted action.



Click this button to delete the highlighted action, thus removing it from the event.

The actions list displays the actions that are currently programmed for the event. Figure 19-5 shows an event with two emergency prerecorded messages to be played to two different areas (zone groups).

Type	Description	Start Delay	Play Count	Play Interval
Play Message	Evacuate Bldg 48A	0	1	0
Play Message	Play Warning to Other Bldgs	0	1	0
Send E-mail	Notify Security	0		

**Figure 19-5: Actions List**

### Type

This displays the action type that has been selected for the action. You must open the action definition window to edit this property.

### Description

This displays the description for the action. You must open the action definition window to edit this property.

## Start Delay

This is the time (in minutes) that the system will wait to launch the action after the event has started. This field is edited directly in the list by double-clicking on the field and typing in the value.

## Play Count

This is the number of times to launch the action within the event. It is edited by double-clicking on the field and typing in a new value. A value of 0 indicates that the action will repeat continuously until it is stopped by an appropriate action.

## Play Interval

This is the time between successive playbacks of the action. Positive numbers are used to designate an interval in minutes while negative numbers are used to designate an interval in seconds (5 would be 5 minutes, -30 would be 30 seconds). This time is from the start of the first playback to the start of the next one. If the interval is set to 30 seconds and the message is 10 seconds in duration, then there will be one 20 seconds between playbacks. It is edited by double-clicking on the field and typing in a new value.

## Event Schedule

The event schedule shows a time line for the event. It will show you at what point each action will be launched after the event has been launched. Figure 19-6 shows an example event schedule. You can see that the first action plays five times, once every minute. Then, after 10 minutes the second event plays five times, once every minute. It also shows the zone or zone group for the action.

Type	Description	Start Delay	Play Count	Play Interval
Prerecorded	repeating evt 2 action 1	0	5	1
Prerecorded	repeat event 2 action 2	10	5	1

### Event Schedule:

(00:00:00) : repeating evt 2 action 1 (Z:3)  
(00:01:00) : repeating evt 2 action 1 (Z:3)  
(00:02:00) : repeating evt 2 action 1 (Z:3)  
(00:03:00) : repeating evt 2 action 1 (Z:3)  
(00:04:00) : repeating evt 2 action 1 (Z:3)  
(00:10:00) : repeat event 2 action 2 (Z:4)  
(00:11:00) : repeat event 2 action 2 (Z:4)  
(00:12:00) : repeat event 2 action 2 (Z:4)  
(00:13:00) : repeat event 2 action 2 (Z:4)  
(00:14:00) : repeat event 2 action 2 (Z:4)

**Figure 19-6: Event Schedule**

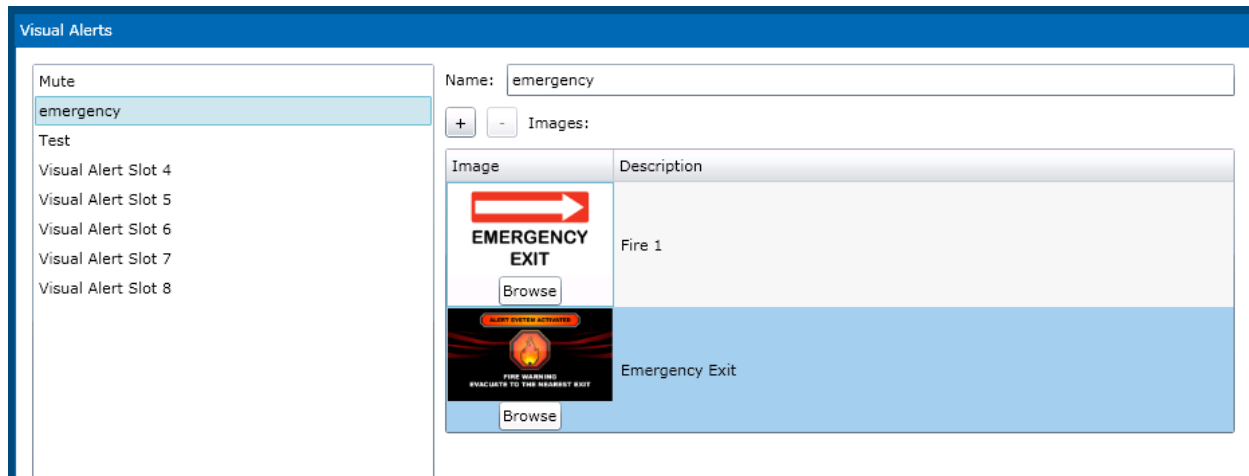


## 4.13 Visual Alerts and Wayfinding

### Visual Alerts and Wayfinding

Visual Alerts allow you to display graphical images on visual displays to provide situational information to occupants in the facility. Visual Alerts are activated within certain action types and will remain on the displays until cleared. You can create simple scenarios that display a single static image on the displays to inform occupants of a certain condition such as a fire or a weather alert. The system supports more complex scenarios such as displaying directional arrows to guide people to the nearest emergency exit or to sheltered areas of the facility. In this case, each display is configured to display a situation-appropriate graphical image.

An action can trigger a single Visual Alert. Within each alert, you can have one or more images to be shown on displays while the alert is active. In the configuration of each display, you select the specific image to use for each visual alert.



**Figure 20-1: Visual Alerts and Wayfinding**

There are eight available slots that can each be setup for a different scenario. To add a new scenario to an empty slot, simply highlight it and begin making changes in the options that appear to the right.

#### Name

Input the Visual Alert scenario name here.



Click this icon to add a new image to the selected Visual Alert scenario.



Click this icon to delete the currently selected image.

#### Image

This is a small thumbnail preview of the image file selected.

## Browse

Click this button to choose the image file to use. This will open a standard Windows open file dialog window as shown in Figure 20-2. From here, you should locate and open the file that you wish to use. Once complete, a preview of the file will appear in the **Preview** field of the image list.



**Figure 20-2: Load Image File**

## Description

Use this field to enter a text description of the image. Double-click the field to enter/edit the text.

## Visual Alert Usage

Figure 20-3 shows the Visual Alert field as it appears when defining an action. You can see that the eight scenarios in Visual Alerts and Wayfinding are available for selection. An additional item, **\*\*Clear Alert\*\***, is used for an action that will clear an active alert. Refer to the Action Types section for more details on configuring system actions.

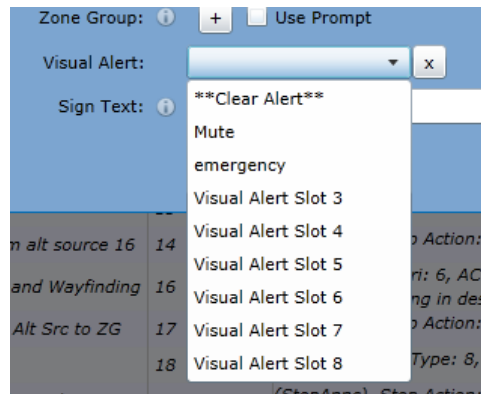
**Figure 20-3: Visual Alert Usage**

Figure 20-4 shows the configuration screen for a display device. Here, you see that there is a dropdown selection list for each alert scenario in the **Visual Alerts and Wayfinding** list. Refer to the **Devices** section for more information on configuring displays in the system. From this list, you select which image this display will use when each alert is activated.

**First Display Device Details:**

First Display:

Display:

Description:

Location:

IP Address:

Screens:

Sign	Zone	Display	Top	Left	Height	Width	Messages	Visual Alerts
1	1	1	0	0	768	1360	<a href="http://www.iedaudio.com">http://www.iedaudio.com</a>	<div>Mute: <input type="button" value="IED Banner"/> <input type="button" value="x"/></div> <div>emergency: <input type="button" value="Emergency Exit"/> <input type="button" value="x"/></div> <div>Test: <input type="button" value="Kentucky"/> <input type="button" value="x"/></div> <div>Visual Alert Slot 4: <input type="button" value=""/></div> <div>Visual Alert Slot 5: <input type="button" value=""/></div> <div>Visual Alert Slot 6: <input type="button" value=""/></div> <div>Visual Alert Slot 7: <input type="button" value=""/></div> <div>Visual Alert Slot 8: <input type="button" value=""/></div>

**Figure 20-4: Visual Display Configuration**

## 4.14 E-mail Lists

E-mail Lists allows the system to send text messages to one or more e-mail accounts. Using e-mail portals provided by most mobile phone providers, SMS (Text) messaging to mobile devices can be sent this way as well. E-mail lists are used as destinations in actions (e.g., when an emergency message is triggered) or as a place to report faults in the system.

*Note: E-mail Messaging requires a connection to an E-mail server via the network.*

The screenshot shows a web interface for configuring email settings. The top section, titled 'E-Mail Settings', contains five input fields: 'SMTP Server:', 'SMTP Port:' (with '25' entered), 'From E-Mail Address:', 'Username:', and 'Password:'. The bottom section, titled 'E-Mail Lists', features a table with columns 'ID', 'Description', 'Fault Notify', and 'Email Addresses'. There are two rows in the table. The first row, ID 1, is for 'SMS to Chris and Hunter' and has a checkbox for 'Fault Notify' that is unchecked. It lists two email addresses: '5021234567@txt.att.net' and '8591234567@vtext.net'. The second row, ID 2, is for 'Tech Support' and has a checked checkbox for 'Fault Notify'. It lists one email address: 'support@joesaudio.com'. Plus and minus buttons are present for adding and removing entries in the email lists.

ID	Description	Fault Notify	Email Addresses
1	SMS to Chris and Hunter	<input type="checkbox"/>	<div>+ -</div> <div>Address</div> <div>5021234567@txt.att.net</div> <div>8591234567@vtext.net</div>
2	Tech Support	<input checked="" type="checkbox"/>	<div>+ -</div> <div>Address</div> <div>support@joesaudio.com</div>

**Figure 21-1: E-mail Lists**

The areas on this page are as described below. The top section of this page are how to access and log into the SMTP (e-mail) server. This information should be provided by the local network or IT support. It is how GLOBALCOM will log-in to the e-mail server to send its e-mail messages. The lower portion is a set of E-mail lists. Each (big) row is one “list” which can contain one or more Email Addresses. In the example above, the first list has two SMS message entries (one to ATT mobile and the other to Verizon). The second list is simply one e-mail address, such as one that might be used to report faults.

### SMTP Server

This is the e-mail server address, such as “gmail.com” or “mycompany.net”.

### SMTP Port

This is the port used for SMTP (Simple Mail Transfer Protocol) messages. The default is 25, but some facilities use a non-standard port, such as for added security.

## From E-Mail Address

This is the account name that GLOBALCOM will send the e-mail from. That is, when recipients get the message they will see this in the “From” portion of the message (e.g., Bldg48PAsystem@mycompany.net)

## Username

This is the username for logging into the server in order to send the e-mail.

## Password

This is the password for logging into the server in order to send the e-mail.



Click this icon to add a new e-mail list (row to the table). Once added, you can edit the Description field by double-clicking on the field, and use the controls in the Email Addresses column to build the list.



Click this icon to delete the currently selected list.

## ID

This is an index number used to reference the list. It is generated by the system and cannot be edited.

## Description

Use this field to enter a descriptive name for the list. This is the name that will be used in the drop-down lists in other areas of the SMC where you select e-mail lists.

## Fault Notify

When checked, members of the list will receive e-mail notifications when there is a system fault.

## Email Addresses

In this column, there are [+] and [-] buttons to add or delete rows in the Address table. Each table entry is free-form text where e-mail addresses may be entered. Note, for using this feature to send SMS (Text) messages to mobile devices in the United States, one enters special e-mail addresses which are usually the full 10-digit phone number, and @ sign and then a special e-mail server address provided by the mobile provider. (Outside the US, there are similar arrangements. Check with your local carriers for details.) The flyover help for the address edit box provides the special addressing for the top-5 US mobile carriers, as is shown in Figure 21-2.

SMS Messages can be sent using the following E-Mail Addresses:

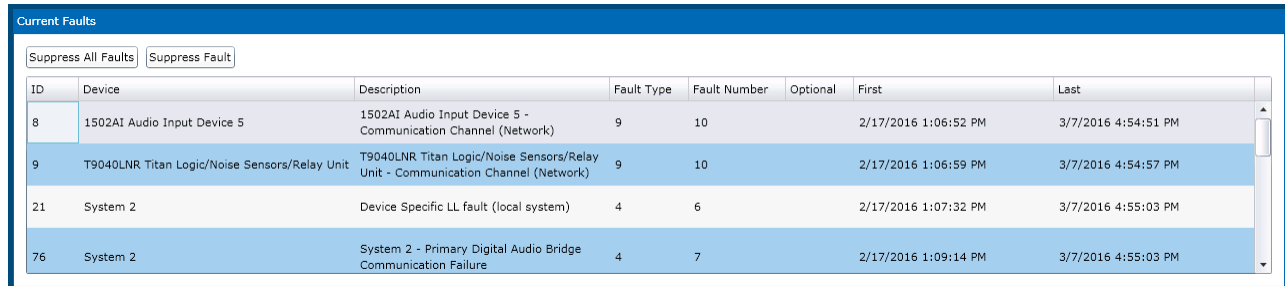
AT&T:	TenDigitPhoneNumber@txt.att.net
Sprint:	TenDigitPhoneNumber@sprintpcs.net
T-Mobile:	TenDigitPhoneNumber@tmomail.net
US Cellular:	TenDigitPhoneNumber@email.uscc.net
Verizon:	TenDigitPhoneNumber@vtext.net

**Figure 21-2: Common SMS**

## 4.15 System Supervision

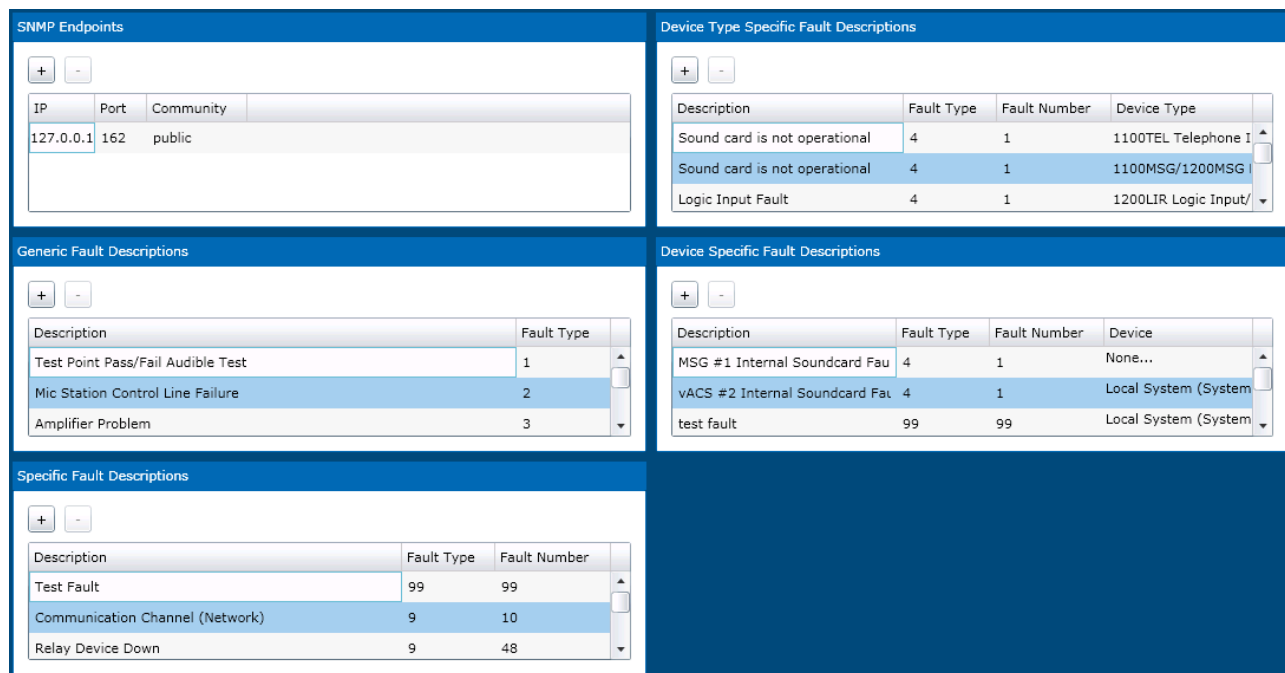
The system constantly polls all of the programmed devices for their current status and will report a fault if a device fails to respond. Titan series amplifier frames also monitor the analog audio outputs and loudspeaker lines and will report a fault if the tested audio level is out of tolerance. Each controller is responsible for monitoring its own devices and will report any faults on the **Faults** section located in the **Overview** tab of the *System Management Center* application as shown in Figure 22-1. In this example, we have a Titan frame with an amplifier card that has failed.

Fault history is recorded in the *IED Fault Log* which can be viewed under the Admin section of SMC or from a stand-alone fault viewer application. For larger networked systems where you need the ability to view the faults from all controllers from a central location, you can create an SNMP Endpoint to receive fault messages from all controllers.



ID	Device	Description	Fault Type	Fault Number	Optional	First	Last
8	1502AI Audio Input Device 5	1502AI Audio Input Device 5 - Communication Channel (Network)	9	10		2/17/2016 1:06:52 PM	3/7/2016 4:54:51 PM
9	T9040LNR Titan Logic/Noise Sensors/Relay Unit	T9040LNR Titan Logic/Noise Sensors/Relay Unit - Communication Channel (Network)	9	10		2/17/2016 1:06:59 PM	3/7/2016 4:54:57 PM
21	System 2	Device Specific LL fault (local system)	4	6		2/17/2016 1:07:32 PM	3/7/2016 4:55:03 PM
76	System 2	System 2 - Primary Digital Audio Bridge Communication Failure	4	7		2/17/2016 1:09:14 PM	3/7/2016 4:55:03 PM

Figure 22-1: Faults



IP	Port	Community
127.0.0.1	162	public

Description	Fault Type
Test Point Pass/Fail Audible Test	1
Mic Station Control Line Failure	2
Amplifier Problem	3

Description	Fault Type	Fault Number
Test Fault	99	99
Communication Channel (Network)	9	10
Relay Device Down	9	48

Description	Fault Type	Fault Number	Device Type
Sound card is not operational	4	1	1100TEL Telephone I
Sound card is not operational	4	1	1100MSG/1200MSG
Logic Input Fault	4	1	1200LIR Logic Input/

Description	Fault Type	Fault Number	Device
MSG #1 Internal Soundcard Fau	4	1	None...
vACS #2 Internal Soundcard Fal	4	1	Local System (System
test fault	99	99	Local System (System

Figure 22-2: System Supervision

As you can see from Figure 22-2, there are several individual lists in the **System Supervision** section. With the exception of the **SNMP Endpoints** list, they are used to associate a textual description to a fault message reported from a device. The three lists **Generic Fault Descriptions**, **Specific Fault Descriptions** and **Device Type Specific Fault Descriptions**, are configured with the necessary information for nearly all applications. However, you do have the ability

to edit the descriptions if the installation requires it. The last list, **Device Specific Fault Descriptions**, will give you a method to define your own faults based on the usage of specific devices installed in your system.

## SNMP Endpoints

The system will send out SNMP messages when faults are detected and when they clear. This allows you to use a third party SNMP monitoring application to monitor the audio system along with other network devices within the facility. This also allows a system composed of multiple vACS units to be monitored using a centralized software monitoring application, often referred to as an SNMP Trap.

IP	Port	Community
127.0.0.1	162	public

**Figure 22-3: SNMP Endpoints**



Click this icon to add a new SNMP Endpoint to the list.



Click this icon to delete the currently selected SNMP Endpoint from the list.

### IP

Enter the destination IP address for the SNMP Endpoint.

### Port

Enter the port number that will be used to send SNMP messages from this controller to the SNMP Endpoint.

### Community

Enter the community name that will be used to send SNMP messages from this controller to the SNMP Endpoint.

## Fault Descriptions

### Generic Fault Descriptions

This list is used to describe system faults with an associated device. You will notice that this list does not contain a **Fault Number** field. That number is somewhat dependent on the type of fault, but often associated with the number associated with the device. For example, if microphone station 8 failed, you would see a fault reported with a **Fault Type** of 2 and a **Fault Number** of 8.

### Specific Fault Descriptions

This list provides more detailed descriptions of specific types of faults.

## Device Type Specific Fault Descriptions

This list is used for breaking out faults that occur within an individual device. Currently, this is used to provide descriptions of the various faults that are detected within a T9160 amplifier mainframe.

### Device Specific Fault Descriptions

This section is where you define faults that will be set and cleared by programming Action **Types** on a device. While it is possible to program a fault from any device using the **FaultSet** and **FaultClear** action types, the most common application is using logic inputs on a 1200LIR, T9032LVIO, or T9040NLR to monitor external equipment. You can use the logic inputs to monitor a fault relay on a UPS so any failure gets reported. You could monitor a door switch so there is a record of any time that the equipment room (or rack) door was accessed. In Figure 22-4, we have defined a fault to indicate a failure in the system UPS. In this example, we have not yet assigned it to a device.

Device Type Specific Fault Descriptions			
<div><div>+</div><div>-</div></div>			
Description	Fault Type	Fault Number	Device Type
Sound card is not operational	4	1	1100TEL Telephone I
Sound card is not operational	4	1	1100MSG/1200MSG
Logic Input Fault	4	1	1200LIR Logic Input/

**Figure 22-4: Device Specific Fault Descriptions**



Click this icon to add a new item to the list.



Click this icon to delete the currently selected item from the list.

### Description

Enter a textual description for the fault.

### Fault Type

Assign a number to categorize the type of this fault. This is useful if you are monitoring different types of devices with logic inputs. For example, you could assign all UPS failures to be a type 1 while having door sensors assigned to type 12. This is one of the parameters that you will need to enter when defining an action to set or clear the fault.

### Fault Number

This, combined with the Fault Type, will provide you with a unique ID number for the fault. This is one of the parameters that you will need to enter when defining an action to set or clear the fault.



Select the device that will be reporting this fault as shown in Figure 22-5. In this example, we are using a logic input on a 1200LIR to detect and report the fault.

Description	Fault Type	Fault ID	Fault Name
Sound card is not operational	4	1542NA	1581NA
		Tel Box	Tel Box (PC1)
		First Display	524
		550CS	T9040LNR Titan Logic/Noise Sensors/Relay Unit

+

-

Description	Fault Type	Fault ID	Fault Name
MSG #1 Internal Soundcard Fault	4	1	MSG Group 2, De

### Figure 22-5: Device Selection

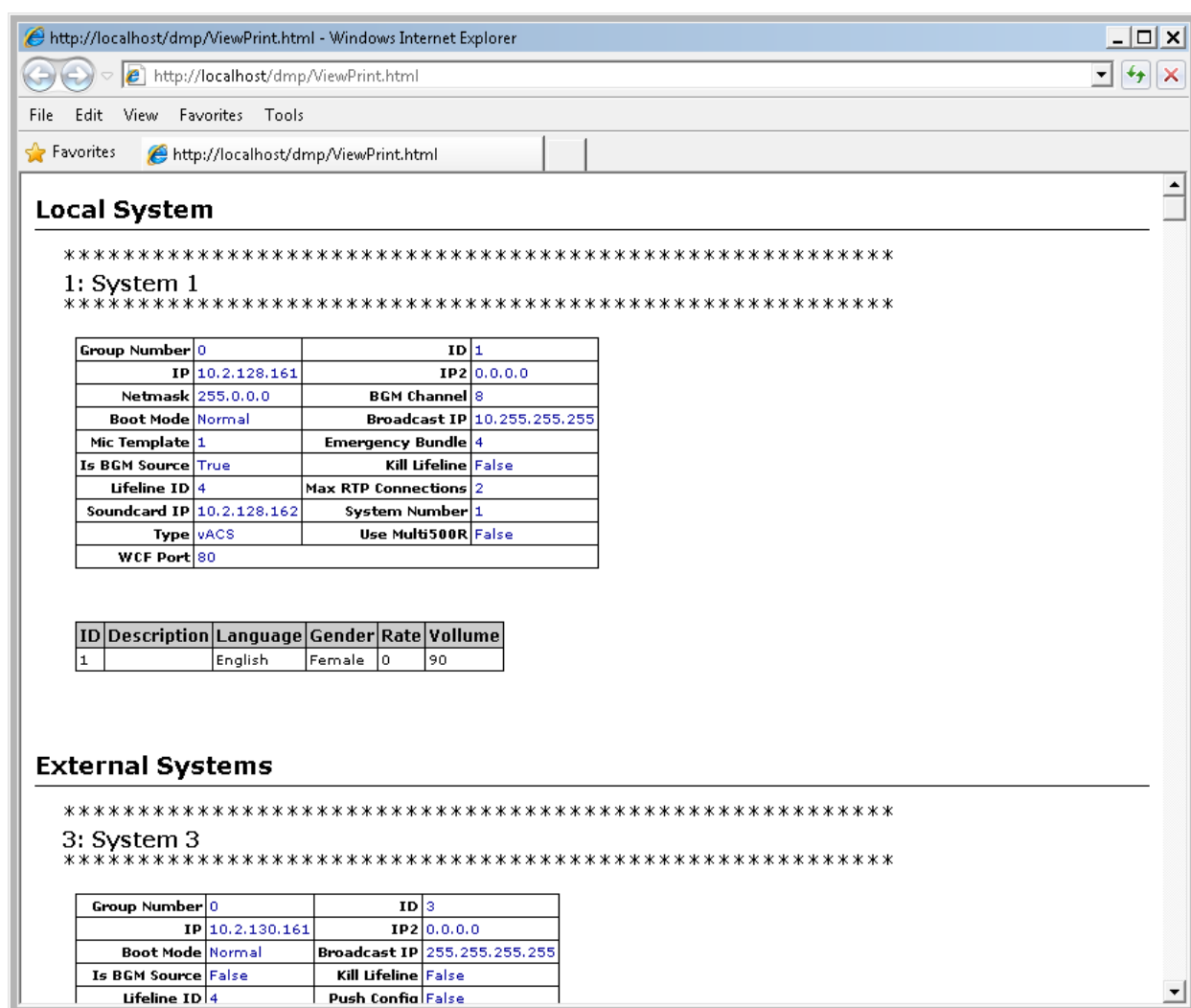
## 4.16 Print Configuration

The system will generate a report that contains a list of all system settings necessary to document a configuration. You can use this report to store a paper copy for system documentation or as a backup should you ever need to re-build the system from scratch. The report is generated as an .HTML file that can be printed or saved as a file. The print icon appears at the top of the *System Management Center* (SMC) window as shown in Figure 23-1 only if one is viewing the **Configuration** tab.

A blue rectangular button with the word "Print" in white text.

**Figure 23-1: Print Configuration Icon**

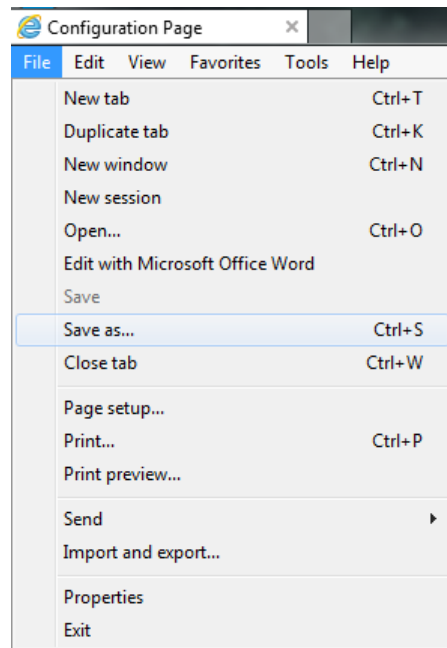
Clicking on the Print icon brings up an additional browser window such as the one in Figure 23-2, which shows an example of the first part of the generated configuration report.



**Figure 23-2: Configuration Output File**

To print the report, choose the **Print** option from the **File** menu of the browser. If you wish to save the file, choose the **Save As...** option. Saving this file only saves the printable report. It does not save the data to be used as a backup file. To

store a file backup that *can be restored*, you must use the **Backup/Restore** feature located in the **Admin** section of the software.



**Figure 23-3: Windows Internet Explorer File Menu**

## 5. SMC Admin Tab

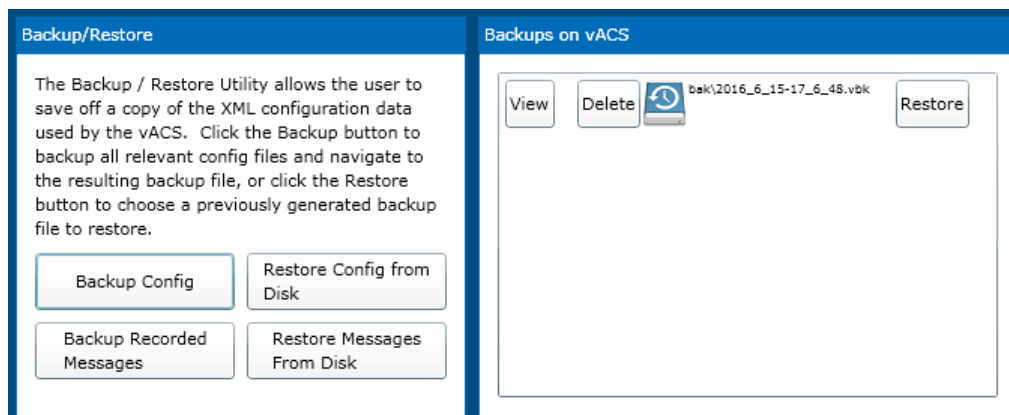
This tab is available only to those with administrator privileges and is used for such things as editing SMC user accounts, updating software, viewing logs and performing debug operations on the system. The pages in this tab area are:

- **Backup/Restore** – Make backup copies of the local system configuration, or restore a previously created backup.
- **Software Update** – Update the system software via a service pack or hot fix release package.
- **Reboot** – Restart the services running on the controller (e.g., to attempt to clear a problem).
- **Role Mapping** – Manage the mapping of Windows (Active Directory) user groups to GCK SMC Roles (permission sets)
- **View Logs** – View any of three logs: fault history, announcement history and user activity history.
- **File Management** – View files on the controller.
- **Command Shell** – Access a command line interface into the controller for debug or special operations.
- **Netmon** – An interface to monitor IEDnet traffic on the controller
- **Debug Messages** – An interface to monitor activity of the announcement controller via the messages it generates as it conducts its operations.

Each of these pages is described in one of the sections which follow.

### 5.1 Backup/Restore

This section allows you to create a backup of the current system configuration. The configuration is automatically saved as a .VBK file type on the local system. It also gives you the option of saving it to a different location or to your local machine if you are accessing the *System Management Center* from a remote location. Clicking the appropriate **Restore** button will restore a locally-stored backup file or you can load a backup file from a disk or other removable storage device.



**Figure 24-1: Backup/Restore**

#### Backup Config

Click this button to create a new backup configuration file. A local backup will automatically be saved and a new browser window will appear with the contents of the backup configuration file as shown in Figure 24-2.

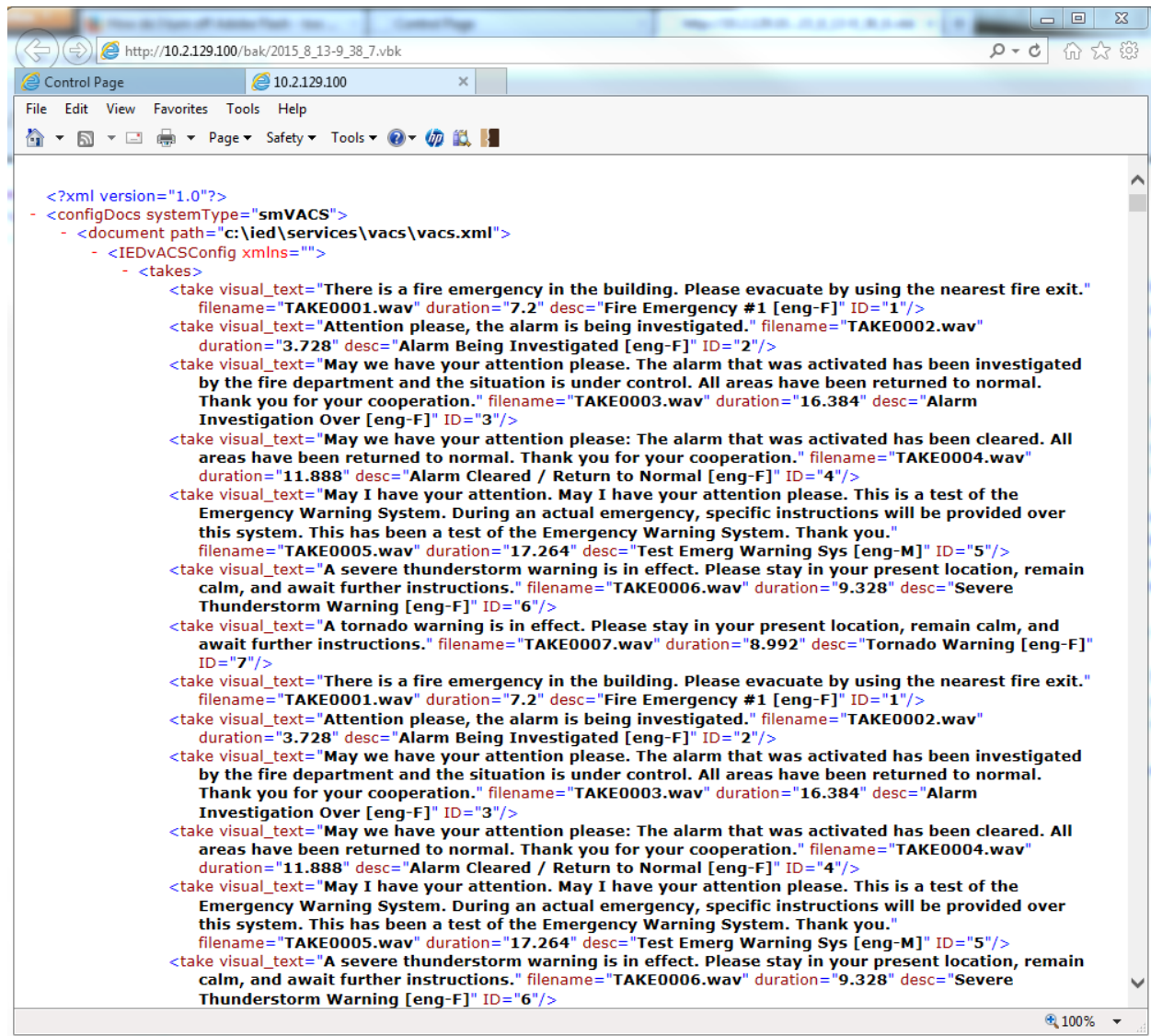
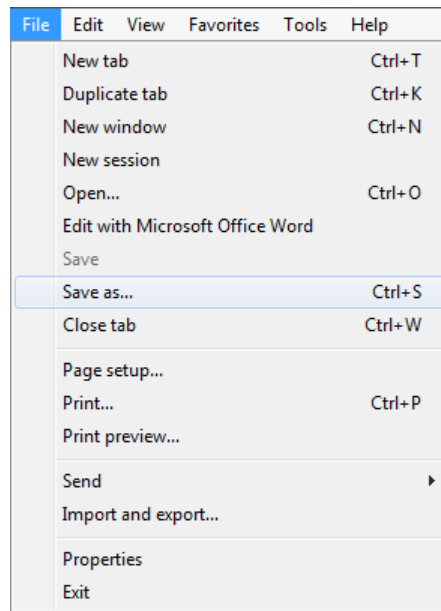


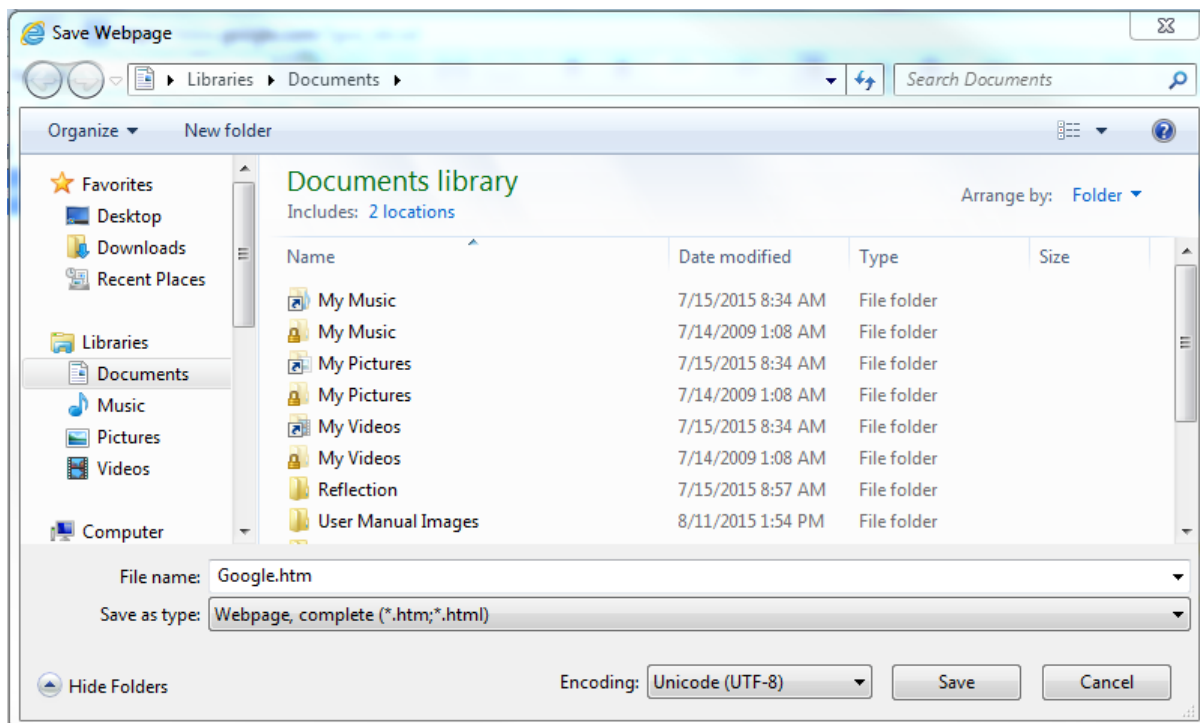
Figure 24-2: Internet Explorer Backup File View

At this point, you can close the backup file window if you are only creating a local backup copy. If you wish to save the backup file to another location, you can do so by saving the file from the browser window menu bar. Figure 24-3 shows the **File** menu in Internet Explorer where you would select the **Save As...** option to save the file.



**Figure 24-3: Internet Explorer File Menu**

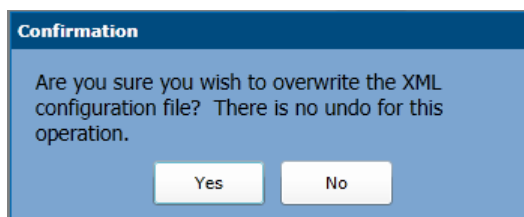
This will prompt you to select a file location with a dialog window as shown in Figure 24-4. If you are accessing the *System Management Center* from another computer, you may want to store the backup file on your local machine or save it to an external storage device. If you choose not to do this, the backup file will still be stored on the local controller.



**Figure 24-4: Internet Explorer Save As Window**

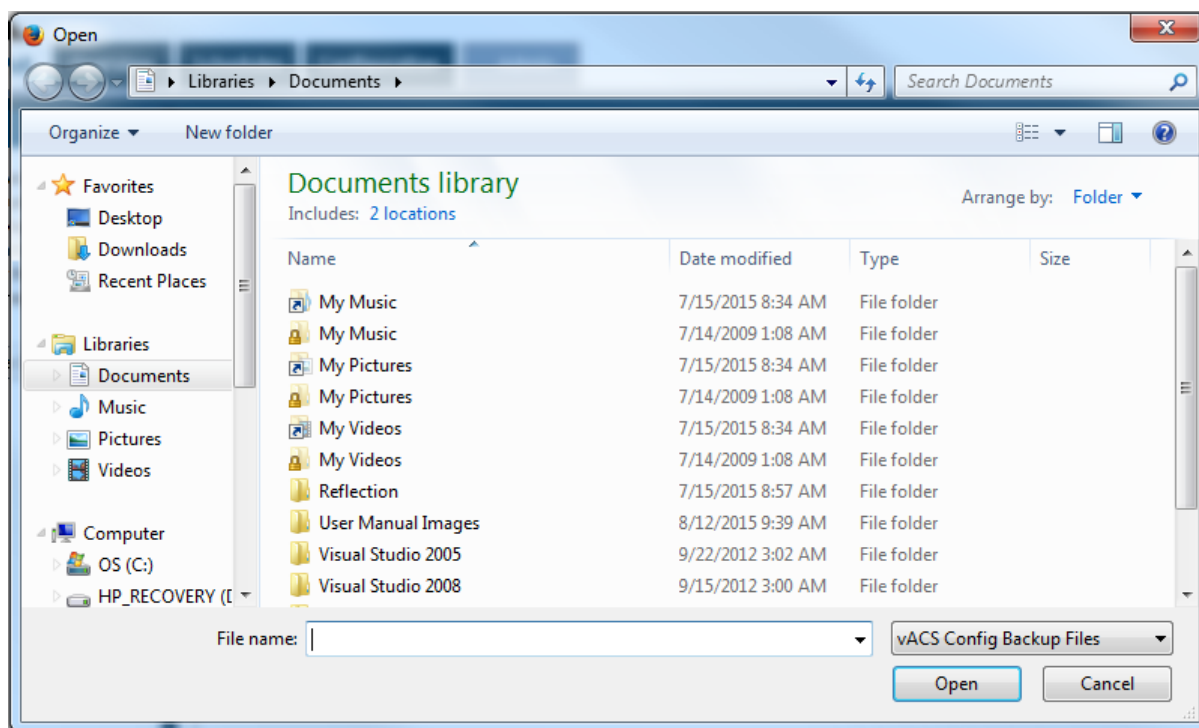
## Restore Config From Disk

Click this button when you want to restore the system configuration from a backup file stored on a disk or other remote storage device. You will be warned and prompted as shown in Figure 24-5. If you click Yes, then you will be shown a standard Open dialog window as shown in Figure 24-6.



**Figure 24-5: Restore Confirmation**

Once you begin the restoration process, the system will shut down all appropriate services and restart with the new configuration file. This operation will take the controller off-line for a short time.



**Figure 24-6: Open File Window**

## Backup Recorded Messages

Pressing this button prompts for a filename to save the messages in. Then the WAV files and a list of the Takes from both the Recorded Messages and Chimes portions of the project (user-defined files only) are saved into the one backup file (extension: .gcb).

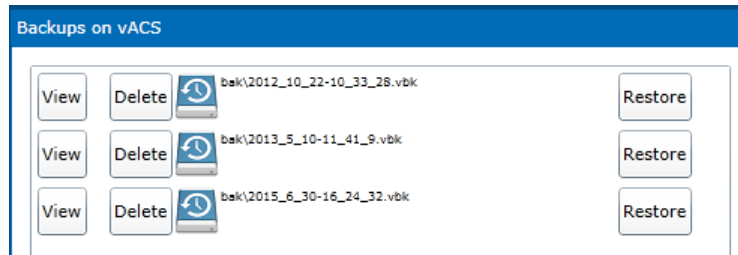
## Restore Messages from Disk

Pressing this button prompts for a .gcb file to restore the Takes from. These Takes are then restored to the user-defined message file area.



## Backup on vACS

This is a list of all backups that are stored on the local controller. The filename is actually a date/time stamp for the backup. It contains the year, month, day, hour, minute, and second when the backup was created.



**Figure 24-7: Backups on the GCK System**

### View

Click this button to display the contents of the backup file in your browser. This will appear as shown in Figure 24-2.

### Delete

Click this button to delete the backup file from the controller. This will not impact the current operation of the controller. The number of backups that can be kept is only limited by the amount of available drive space on the controller. It is a good idea to remove older backups to keep the list manageable.

### Restore

Click this button to restore the backup configuration to the system. You will be warned and prompted to continue since this will delete the current system configuration and stop the controller from operating for a brief period of time.

*Note: This Backup/Restore operation only handles project configuration data and does NOT backup the audio files from the Recorded Messages or Chimes areas. If you need a backup of these (larger) files, you should use the Backup Recorded Messages feature, also.*

*Note: This backup operation also does not backup ancillary graphic files that may be used in the project such as:*

- Event Paging Console icons,
- Background images on the 550CS templates
- Visual Alert and Wayfinding images

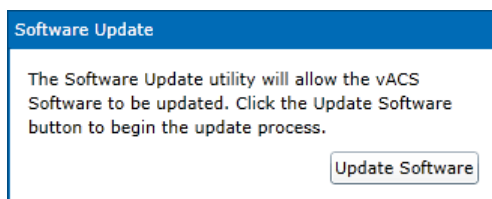
*So, installers/users may want to keep a copy of those files used when setting up the project backed up separately.*



## 5.2 Software Update

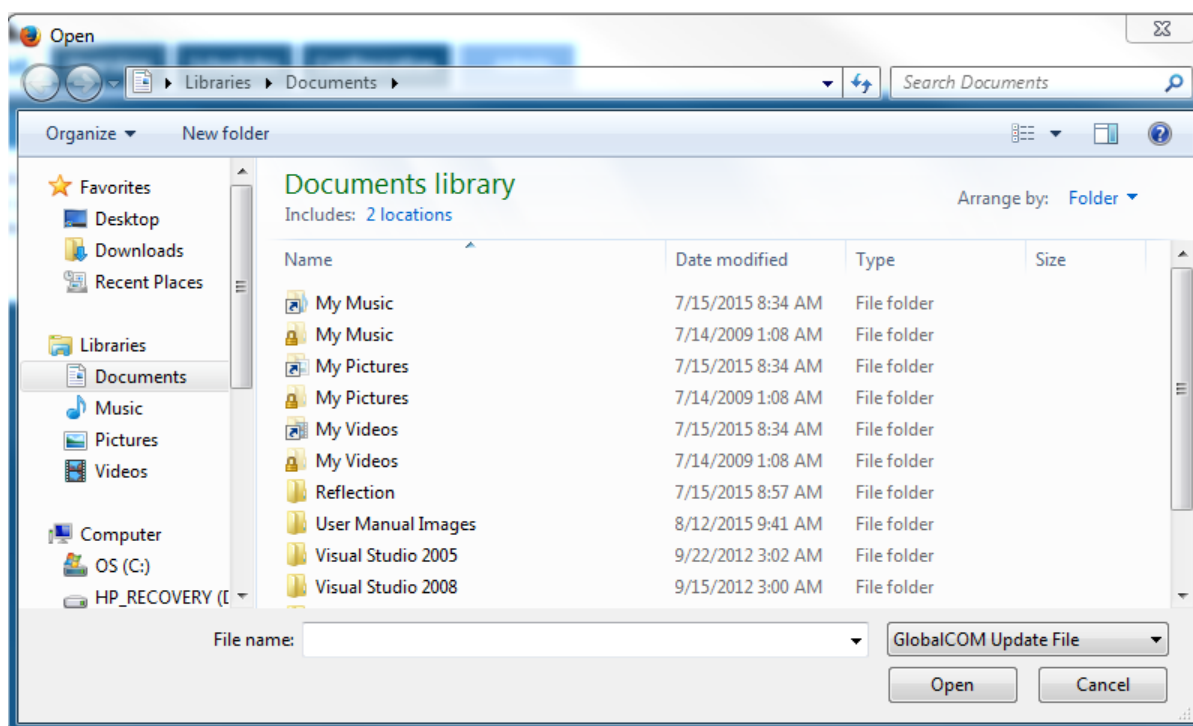
You must be logged in as a user with **Admin** permissions in order to update the system software. You access the **Software Update** screen shown in Figure 25-1 from the **Admin** tab of the *System Management Center* application.

You do not necessarily need to be running the *System Management Center* application on the local controller in order to perform the update. You can update the system from any computer that is able to connect to the controller through the network.



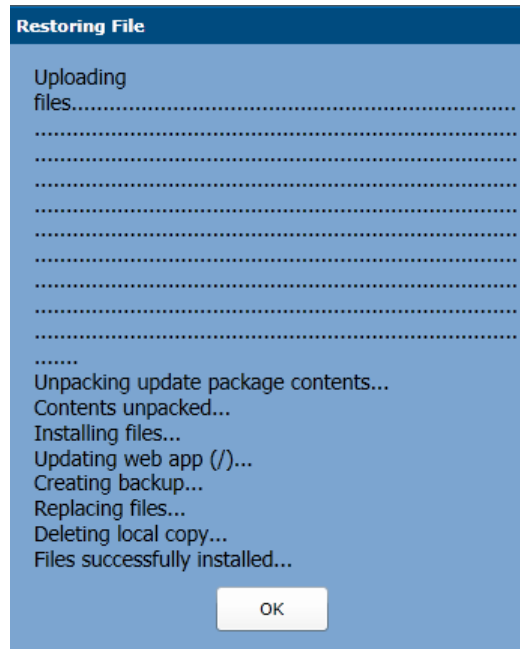
**Figure 25-1: Software Update**

Click the **Update Software** button to open the file selection dialog window as shown in Figure 25-2.



**Figure 25-2: Open Update Package**

Navigate to the appropriate directory and highlight an update package. Click the **OK** button to begin the update process. The system will stop the necessary services, install the new files, and then start the new services. This may take a few minutes for larger updates and you will see a progress window like the one shown in Figure 25-3.



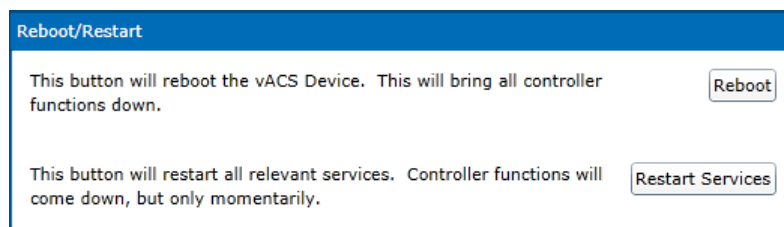
**Figure 25-3: Update Successful**

Once you see that the files were successfully installed, click the **OK** button to close the window. You can now proceed to update the next package.

*Caution: System operation may be interrupted while an update is in progress!*

### 5.3 Reboot

This tab provides you with two restart options for the controller. Using this may not be necessary if you are running the *System Management Center* (SMC) on the local controller. If you are working with your monitor and keyboard connected directly to the controller, you may choose to use the Windows restart command through the START menu. However, this gives you the ability to restart the controller while connected to the SMC through the web page from another computer.



**Figure 26-1: Reboot**

#### Reboot

Click this button to reset the unit. It will shut down the operating system and restart the device. This will take the controller offline until it has completely restarted and all the supporting services are fully operational.

## Restart Services

The announcement controller functions are managed by what are known as Services in the Windows operating system. These run in the background and most are started when the operating system starts while others are started and stopped on an as-needed basis. This eliminates the possibility of a user inadvertently shutting down a system-critical application.

There are cases where simply restarting all of the services that are operating in the background is all that is necessary instead of completely rebooting the entire controller. The controller will still be offline while the services are in the process of shutting down and restarting, but the time is much less than a complete reboot.

## 5.4 Lifeline Control

This section is only available on the **Admin** tab for systems that have been licensed as a Lifeline system. This feature allows an announcement controller to monitor other announcement controllers in the system for failures. If the Lifeline system detects a failure in one of the announcement controllers that it has been assigned to monitor, it will take over for the failed controller.

There are three critical steps that must be performed to ensure that the Lifeline feature will work correctly.

1. Ensure that the Lifeline controller is on the same network or vLAN as all of the primary controllers that it will monitor.
2. Add the Lifeline controller to each monitored primary announcement controller in each respective Remote Controllers definition section.
3. Add each monitored primary announcement controller to the Lifeline controller's monitoring list as shown in Figure 27-1.

Number	IP	CobraNet Audio Device IP	Monitor	Alive	Taken Over	
1	0.0.0.0	0.0.0.0	<input checked="" type="checkbox"/>	True	False	Force Lifeline

**Figure 27-1: Lifeline Monitoring List**



Click this icon to add a new system to the monitoring list.



Click this icon to delete the currently selected system from the monitoring list.

### Number

This is the system number for the monitored controller.

### IP

Enter the IP address for the monitored controller. This will be the IP address of the network card in the controller.

## CobraNet Audio Device IP

Enter the IP address for the CobraNet interface card in the monitored controller. This address will typically be one number higher than the IP address of the device.

## Monitor

When checked, the Lifeline system will monitor the primary announcement controller and take over if it fails. When not checked, it will no longer monitor the primary controller for failures. This allows you to temporarily exclude a controller from automatic backup while you are working on that system.

## Alive

This field will display **True** when it detects that the primary announcement controller is online. It will switch to **False** if it can no longer communicate with the primary controller.

## Taken Over

This field will display **True** if the Lifeline has taken over control for this primary announcement controller. It will display **False** when it has not taken control and is monitoring if the **Monitoring** checkbox is checked for that system.

## Force Lifeline

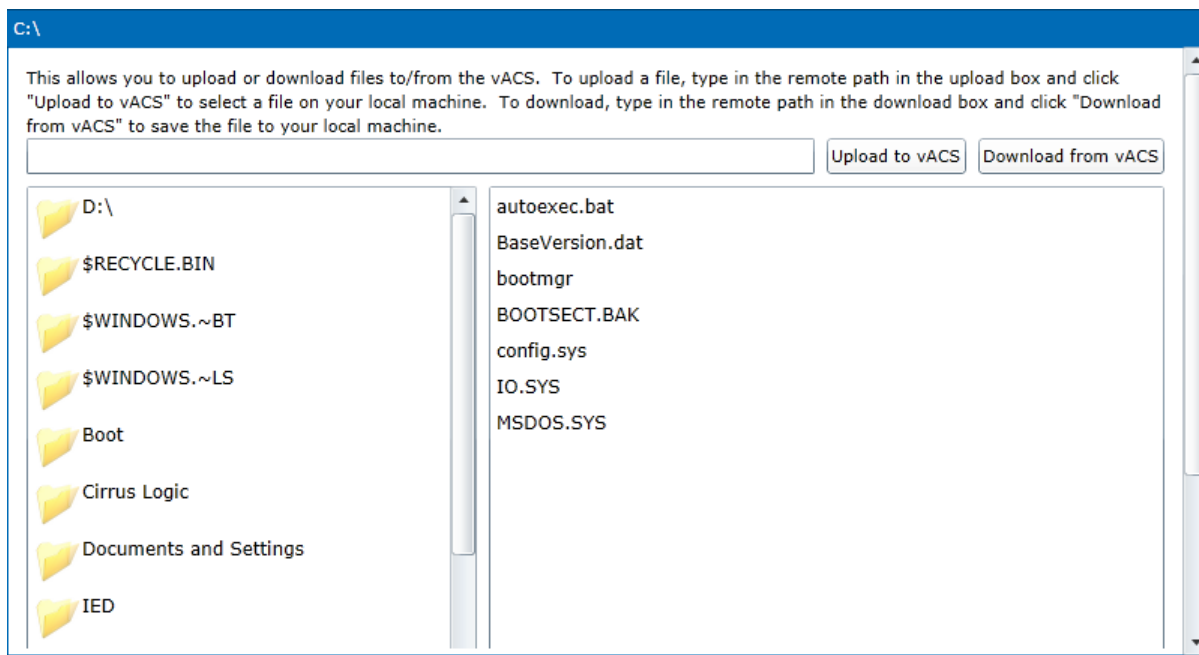
Each primary announcement controller in the monitoring list will have this button. Click this button to immediately force the Lifeline controller to take over the duties of the primary announcement controller. It takes approximately 45 to 55 seconds for this process to take place.

## Save Lifeline

Click this button to manually switch control from the Lifeline controller back to the primary controller if the automatic fail-back has been disabled or if the system was manually forced into Lifeline mode using the **Force Lifeline** button.

## 5.5 File Management

This tab allows you to remotely transfer individual files from a client or server to a vACS located on the network. Figure 28-1 shows the File Management tab and its major components. The **Path Entry Box** is used to specify a directory or complete file path on the vACS. When uploading a file, this will be the path to place the selected file. When downloading, this is the complete path and filename that you will download to the local machine.



**Figure 28-1: File Management**

### Download from vACS

Click this button to initiate a transfer of the selected file from the vACS to your local machine. You must first select the file to transfer by either navigating the file system windows and selecting the appropriate file, or by manually typing in the complete file path in the **Path Entry Box**.

Due to system constraints, files downloaded using this method must be transferred as a zip file. The remote file will be compressed into a file named temp.zip and sent to your local machine. Upon clicking the button to download the file, Windows will prompt you to specify what you want to do with the file as shown in Figure 28-2. You can choose to open temp.zip or save it. We recommend that you simply choose the **Open** option. This will open the zip file and display the contents, which is the file you want to save as shown in Figure 28-3. From here, simply use the standard Windows commands to copy the file to the desired location on the local machine.

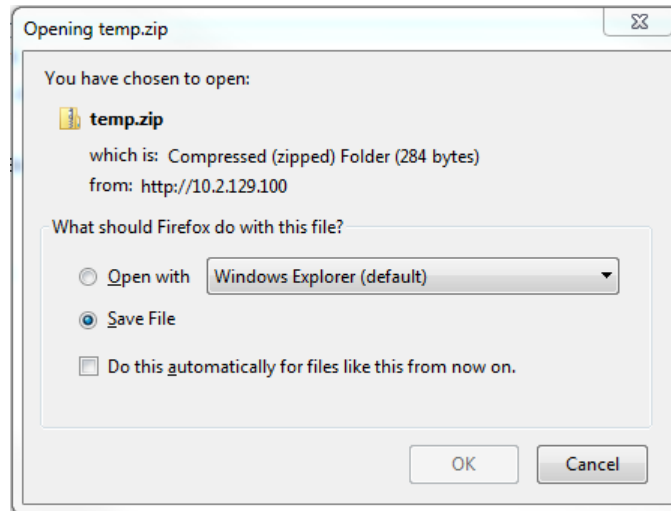


Figure 28-2: Temp.zip

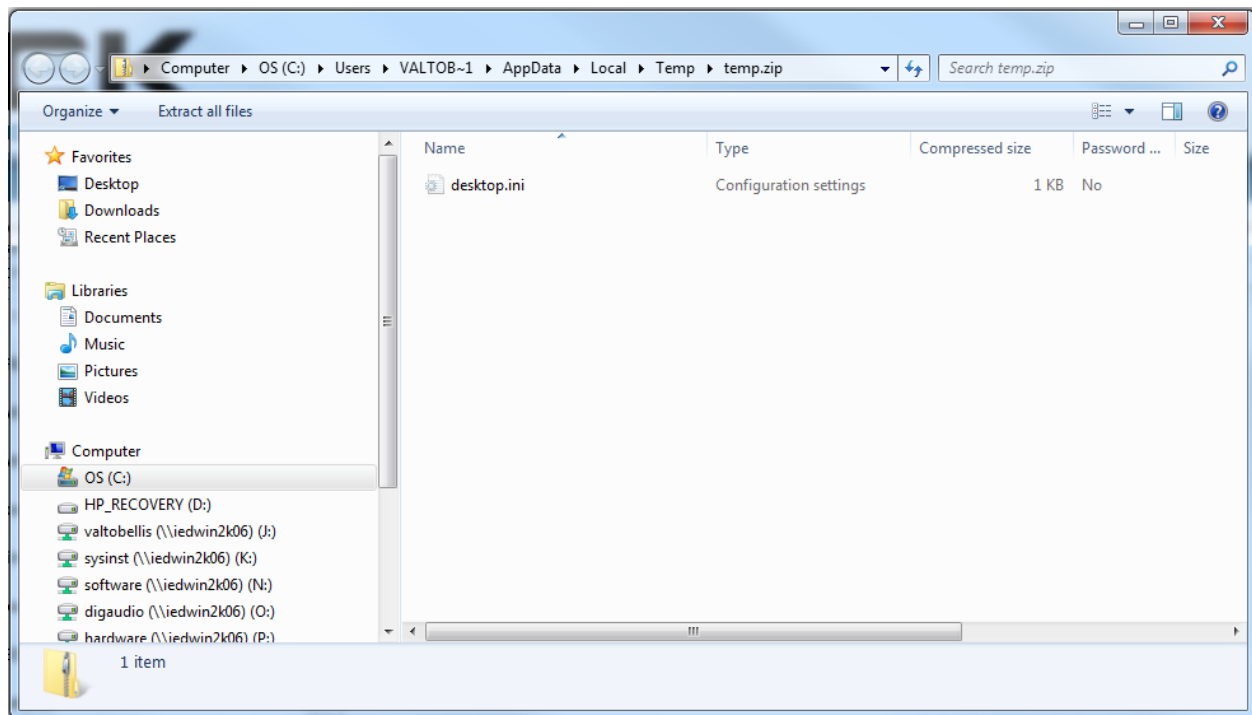
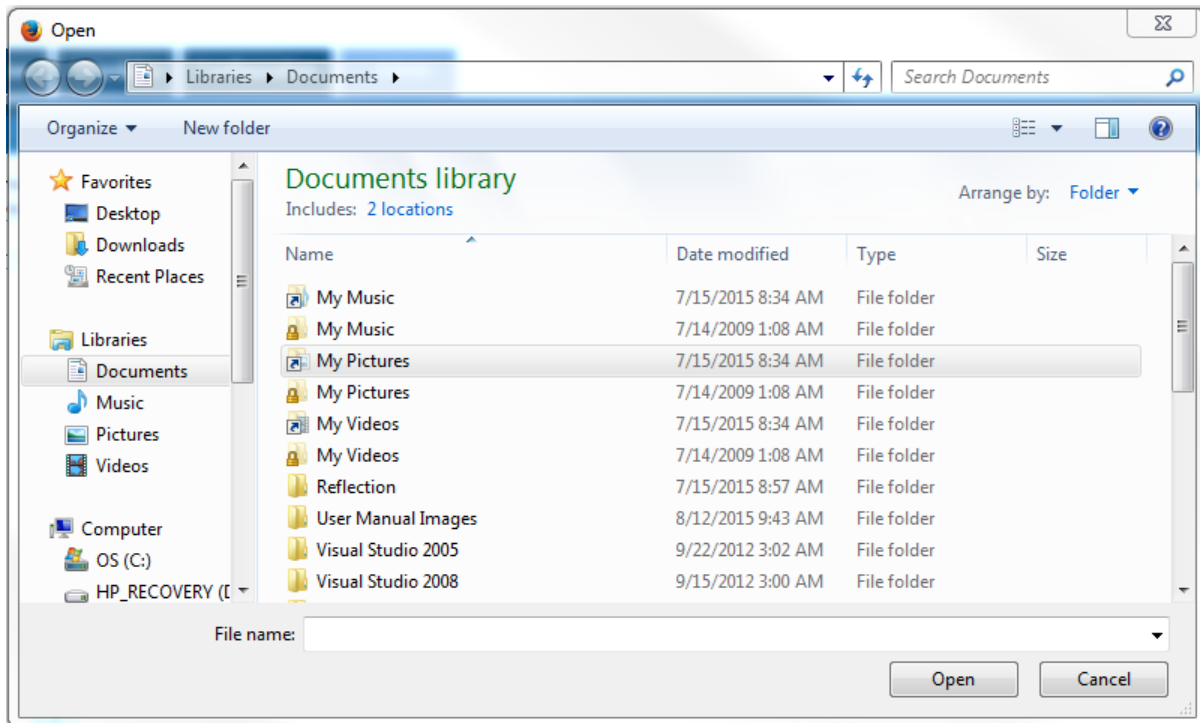


Figure 28-3: Contents of Temp.zip File

## Upload to vACS

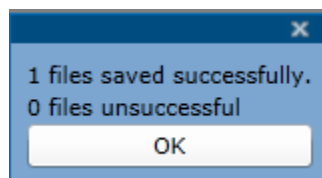
This command will allow you transfer a file from your local computer to the vACS. You must first enter the path on the remote vACS where the file is to be placed. You must type this path directly into the **Path Entry Box** shown in Figure 28-1. For example, if you want to place the file in the root directory of the C drive, then you would type "C:\:" in the **Path Entry Box**.

You then click the **Upload to vACS** button and you will be prompted with a windows Open dialog as shown in Figure 28-4. From here, navigate to the file that you wish to transfer and click the **Open** button to begin the transfer.



**Figure 28-4: Windows Open Dialog**

Once the file is complete, you will receive a pop-up window like the one shown in Figure 28-5. This will tell if the transfer was successful or unsuccessful.

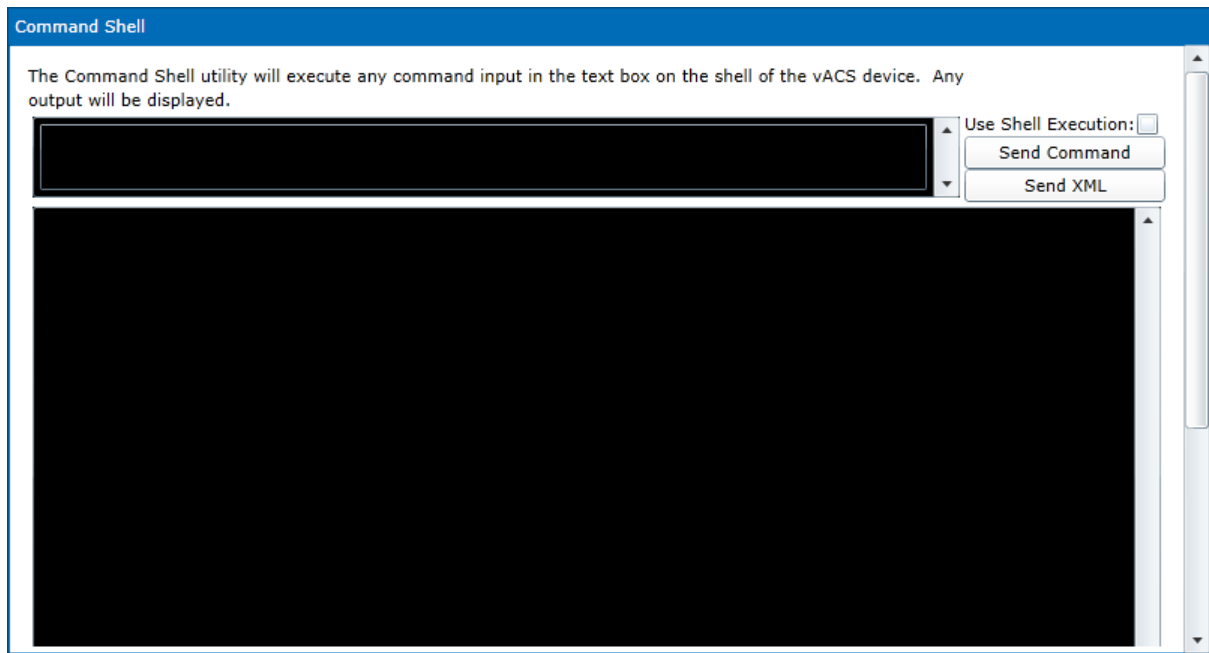


**Figure 28-5: Transfer Confirmation**

## 5.6 Command Shell

This tab provides you with direct access to the command-line shell of the operating system. You will not need this if you are accessing the controller from a monitor and keyboard connected directly to the controller. If you are accessing the *System Management Center* web page from another computer, then this will give you access to key in direct commands if needed.

To utilize this feature, you first type in (or use the past command) the appropriate command in the top window. Then you must click the appropriate button to send the command in the correct format.



**Figure 29-1: Command Shell**

### Use Shell Execution

When checked, the command entered will be executed at the Windows shell level and you will not see a response. This option is only for major system debugging and should only be used when instructed by IED support personnel.

### Send Command

This will send the command directly to the command-line shell. This is the equivalent of typing in the command and pressing the **ENTER** key if you are directly accessing the Windows **Command Prompt** window.

### Send XML

When this button is clicked, the command will be sent as an XML-formatted message directly to the vACS. This is only for sending various debug commands to the vACS service and should only be used when instructed by IED support personnel.



## 5.7 Role Mapping (formerly Users)

*In versions of GLOBALCOM and GCK prior to Version 3, SMC had its own user accounts. Starting with Version 3, SMC uses user groups defined in Windows Active Directory or other LDAP authentication system used on-site. The description of the old User setup page is included later in this section for legacy users of SMC.*

SMC cannot be accessed without some Windows Active Directory or LDAP groups available with SMC roles assigned. On an initial installation, local user groups are created on the host Windows system for:

- GCK Advanced Users
- GCK Installers
- GCK Users

In addition, one account in each group is created which match the old default accounts for SMC. By default versions of Windows Server editions require more complex passwords (see: [https://technet.microsoft.com/en-us/library/cc786468\(v=ws.10\).aspx](https://technet.microsoft.com/en-us/library/cc786468(v=ws.10).aspx)). The “legacy” passwords used in earlier versions of SMC do not satisfy these requirements, so the installers when running on non-Server editions now provide the option of using the legacy passwords or using the new more secure passwords. Either set of passwords are just the factory default ones. It is assumed and recommended that installers or end users will change these to some other values during system installation and commissioning. The two sets of accounts that are set up by default are as follows:

### Legacy Accounts

- Admin/admin
- Installer/installer
- User/user

### More Secure Accounts

- Admin/12345ied!
- Installer/12345ied!
- User/12345ied!

If addition user groups want to be granted access, particularly if/when this controller computer has been added to a network Domain at an installation, then these can be managed on this page. The page appears as in Figure 30-1 below. This shows the state *after* the Retrieve button has been pressed to get all the available user groups.

Role Mapping - Local Authentication

Add New Group  ->

Available Groups

- Administrators
- Backup Operators
- Cryptographic Operators
- Distributed COM Users
- Event Log Readers
- Guests
- HelpLibraryUpdaters
- IIS\_IUSRS
- Network Configuration Operators
- Performance Log Users
- Performance Monitor Users
- Power Users
- Remote Desktop Users
- Replicator
- Users

->

<-

Role Mappings

Group Name ▲	Advanced	Installer	User
GCK Advanced Users	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GCK Installers	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GCK Users	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

**Figure 30-1: Role Mapping Initial Setup**

If one wishes to get all Administrators on this computer, full GCK SMC administrator rights, this would be done by first clicking on the Administrators group in the left box, then on the [->] button to move this to the list as shown below in Figure 30-2.

Available Groups

- Administrators
- Backup Operators
- Cryptographic Operators
- Distributed COM Users
- Event Log Readers
- Guests
- HelpLibraryUpdaters

->

Role Mappings

Group Name ▲	Advanced	Installer	User
GCK Advanced Users	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GCK Installers	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GCK Users	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

**Figure 30-2: Moving Administrators Group to SMC Role List**

Then, click on the highest role you wish to assign to this group. (SMC will automatically fill in the lower roles.)

Role Mappings

Group Name ▲	Advanced	Installer	User
Administrators	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GCK Advanced Users	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GCK Installers	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GCK Users	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

**Figure 30-3: Selecting Administrators SMC Role**

*Below is the legacy User configuration page description. This does not apply to GCK Version 3 and later versions.*

When a system is initially configured, it has four (4) default users as shown in Figure 30-1. If you ran the **First Run Setup Wizard** and used different names, then your list will appear different. There are basically three (3) different categories of users that have a permission set based on their role as a system user. These roles are defined below and you configure them on a per-user basis as shown in Figure 30-3.

### Admin

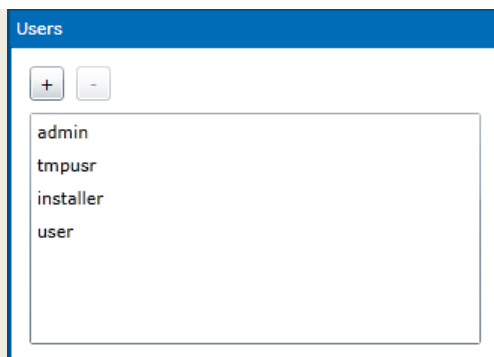
This level is for a user that needs to have administrative access to the system. A user with this permission level will have access to all system configuration options on the **Admin** tab.

### Installer

A user with this permission level will have edit access to everything on the **Overview**, **Schedules** and **Configuration** tabs. Some features on the **Admin** tab will not be available to this category of user.

### User

A user with this permission level will have edit access to items on the **Overview** and **Schedules** tabs that are needed for basic system operation. All functions on the **Configuration** and **Admin** tabs are blocked for this category of user.



**Figure 30-1: Users**

### tmpusr

This is a special user that exists in all systems. Should you forget the password to gain access to the system, you can utilize the tmpusr account to log into the system. The password for this account is a special date-sensitive

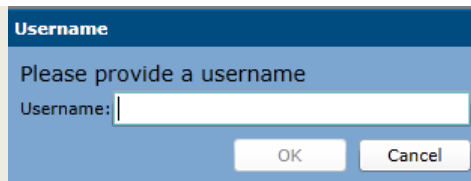
password that you must obtain by contacting IED support personnel. They will give you the *Password-of-the-Day* for your system to use with the tmpusr account.

*Note: If this account gets deleted, there is also a built-in user "tempuser" that also accepts the Password-of-the-Day.*



Click this icon to add a new user. You will be prompted to enter a new user as shown in Figure 30-2. Type in a new username and click the **OK** button to add the new user. Selecting the **CANCEL** button will close the window without adding the new user.

*Note: Usernames cannot contain any spaces.*



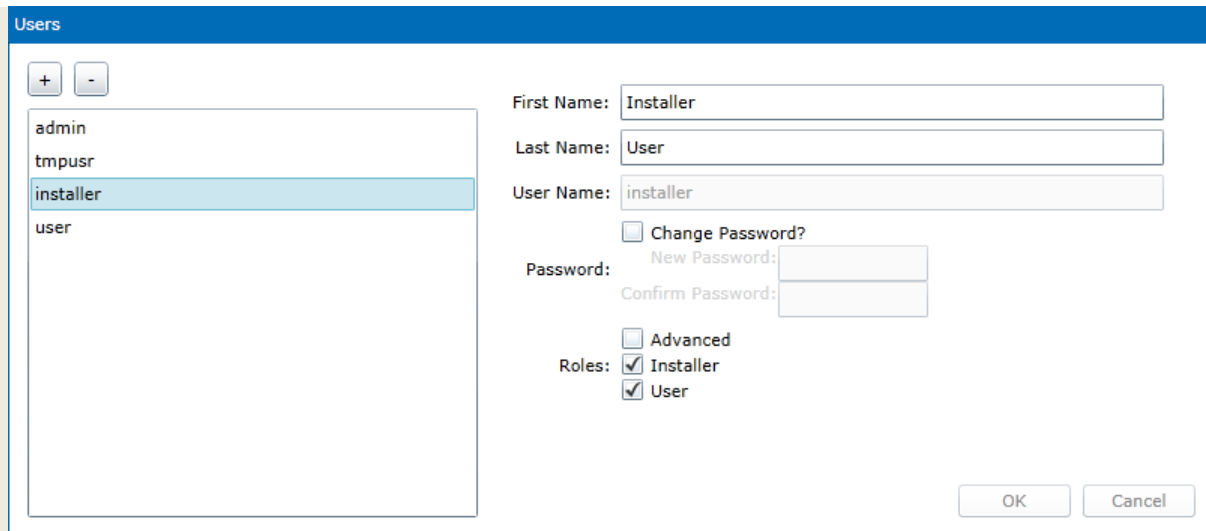
**Figure 30-2: Add New User**



Click this icon to delete the user that is currently highlighted in the list.

## User Configuration

When you select a user in the list, the configuration options for that user become available for editing.



**Figure 30-3: User Configuration**

### First Name

Enter the first name of the user that is associated with this username. This name will appear at the top of the screen when the user is logged in.

### Last Name

Enter the last name of the user that is associated with this username. This name will appear at the top of the screen when the user is logged in.

### User Name

This is the name that you entered when creating the user. This field cannot be edited. You must delete the user and add a new one in order to change the username.

### Password

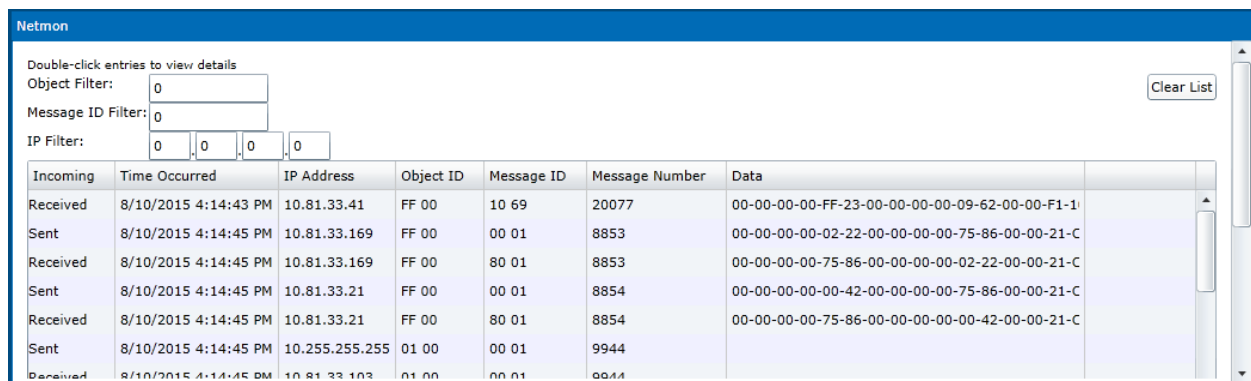
When you check the **Change Password** box, the **New Password** and **Confirm Password** fields become active to allow you to change this user's password. Enter the new password in the two fields and then new password will take effect when you click the **OK** button.

### Roles

Select the role that best suits this user. Permissions are assigned cumulatively so you must check all three boxes to give a user full access to the system. The permissions associated with each role are defined at the top of this topic.

## 5.8 Netmon

NetMon is a built-in network monitoring tool used to monitor Ethernet messages sent between IED devices. This tool is almost exclusively reserved for use by IED personnel, but it is shown here because you may be asked to use it while communicating with support personnel. Using the tool is quite simple, but the data displayed by the tool is very complex and beyond the scope of this document.



Netmon

Double-click entries to view details

Object Filter:

Message ID Filter:

IP Filter:

Clear List

Incoming	Time Occurred	IP Address	Object ID	Message ID	Message Number	Data
Received	8/10/2015 4:14:43 PM	10.81.33.41	FF 00	10 69	20077	00-00-00-00-FF-23-00-00-00-09-62-00-00-F1-1i
Sent	8/10/2015 4:14:45 PM	10.81.33.169	FF 00	00 01	8853	00-00-00-00-02-22-00-00-00-75-86-00-00-21-C
Received	8/10/2015 4:14:45 PM	10.81.33.169	FF 00	80 01	8853	00-00-00-00-75-86-00-00-00-02-22-00-00-21-C
Sent	8/10/2015 4:14:45 PM	10.81.33.21	FF 00	00 01	8854	00-00-00-00-00-42-00-00-00-75-86-00-00-21-C
Received	8/10/2015 4:14:45 PM	10.81.33.21	FF 00	80 01	8854	00-00-00-00-75-86-00-00-00-00-00-42-00-00-21-C
Sent	8/10/2015 4:14:45 PM	10.255.255.255	01 00	00 01	9944	
Received	8/10/2015 4:14:45 PM	10.81.33.103	01 00	00 01	9944	

**Figure 31-1: NetMon**

### Object Filter

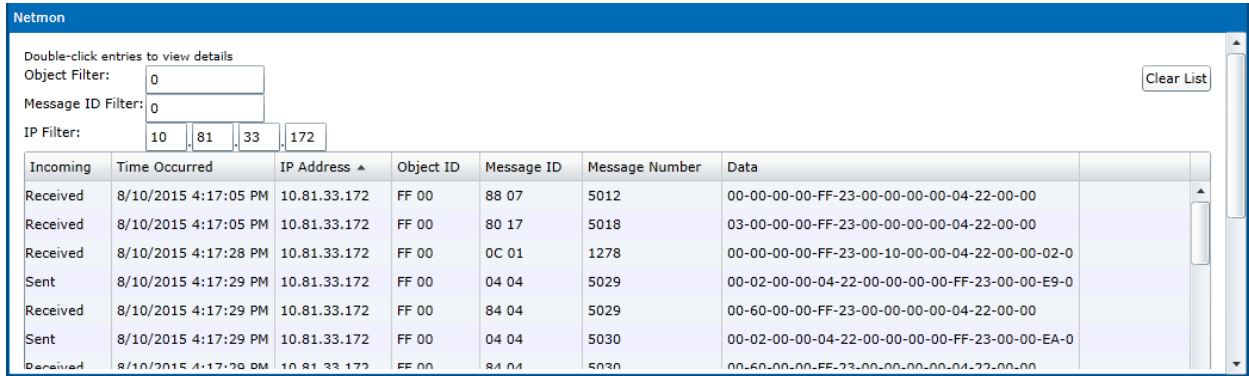
Enter a valid object ID here to filter the message list and display messages that only contain that object ID.

### Message ID Filter

Enter a valid message ID here to filter the message list and display messages that only contain that message ID.

## IP Filter

You can enter a specific IP address in this field to view only message associated with a specific device at a known address. Figure 31-2 illustrates this where an address of 10.81.33.172 has been entered as a filter address. Only messages to or from this IP address will be displayed in the Message Window.



Netmon

Double-click entries to view details

Object Filter: 0

Message ID Filter: 0

IP Filter: 10 81 33 172

Clear List

Incoming	Time Occurred	IP Address ▲	Object ID	Message ID	Message Number	Data
Received	8/10/2015 4:17:05 PM	10.81.33.172	FF 00	88 07	5012	00-00-00-00-FF-23-00-00-00-00-04-22-00-00
Received	8/10/2015 4:17:05 PM	10.81.33.172	FF 00	80 17	5018	03-00-00-00-FF-23-00-00-00-00-04-22-00-00
Received	8/10/2015 4:17:28 PM	10.81.33.172	FF 00	0C 01	1278	00-00-00-00-FF-23-00-10-00-00-04-22-00-00-02-0
Sent	8/10/2015 4:17:29 PM	10.81.33.172	FF 00	04 04	5029	00-02-00-00-04-22-00-00-00-00-FF-23-00-00-E9-0
Received	8/10/2015 4:17:29 PM	10.81.33.172	FF 00	84 04	5029	00-60-00-00-FF-23-00-00-00-00-04-22-00-00
Sent	8/10/2015 4:17:29 PM	10.81.33.172	FF 00	04 04	5030	00-02-00-00-04-22-00-00-00-00-FF-23-00-00-EA-0
Received	8/10/2015 4:17:29 PM	10.81.33.172	FF 00	84 04	5030	00-60-00-00-FF-23-00-00-00-00-04-22-00-00

**Figure 31-2: NetMon IP Filter**

## Clear List

Click this button to clear the contents of the message window.

## Message Window

This list displays the message data in a tabular format.

### Incoming

This field indicates if the host device sent the message or if the host received it from another device. **Sent** indicates that the message was transmitted by the host while **Received** indicates it was received by another device.

### Time Occurred

This is the system date and time when the message was sent or received.

### IP Address

For a **Sent** message type, this is the destination address for the message. This could also be a broadcast IP address for certain messages. For a **Received** message type, this is the address of the device that originated the message.

### Object ID

This field displays the object ID contained within the network message.

### Message ID

This field displays the message ID contained within the network message.

### Message Number

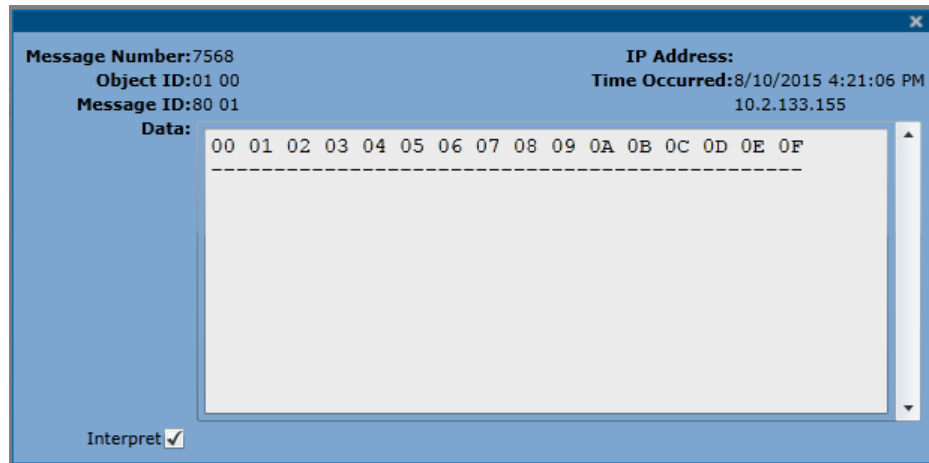
This field displays the message number contained within the network message.

## Data

This is the raw message data in hex format that is contained in the message.

## Message Details

You can view more detailed information for an individual message by double-clicking on it in the Message Window. This will open another window with additional information as shown in Figure 31-3. If the message uses the IED24 message protocol and the **Interpret** checkbox is checked, this display will decode the raw hex data and display the IED24 message data values. If it cannot be interpreted as an IED24 message, then only the raw hex data will be displayed.

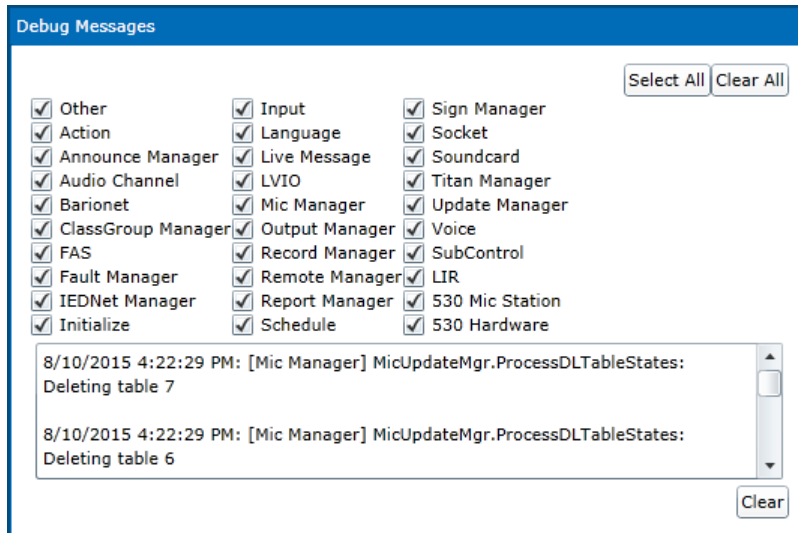


**Figure 31-3: Message Details**

## 5.9 Debug Messages

This tab is used to display various system messages that can be used for debugging purposes. The top portion of the tab contains a list of checkboxes that allow you to enable or disable a specific type of message from appearing in the message window. Using this will cut down significantly on the amount of data displayed in the window and make it easier for you to track a series of messages. When a box is checked, then its corresponding message type will be displayed in the message window. If it is not checked, it will be excluded from the display.

Most of these debug messages are useful to factory personnel only, but there are some instances where you may need to use them. For example, you could only select the LIR message type if you are troubleshooting a problem related to a contact closure connected to the built-in 1200LIR board in a 1200ACS unit. This will allow you to verify if the unit is detecting the contact closure. If it is being detected but not launching an action correctly, then the problem may be in the way the action is configured. If the closure is not showing up in the debug window, then it is not being properly detected by the 1200LIR board and could be a connectivity problem.



**Figure 32-1: Debug Messages**

### Select All

Click this button to check all message type boxes.

### Clear All

Click this button to uncheck all message type boxes.

### Clear

Click this button to clear the contents of the debug message window.



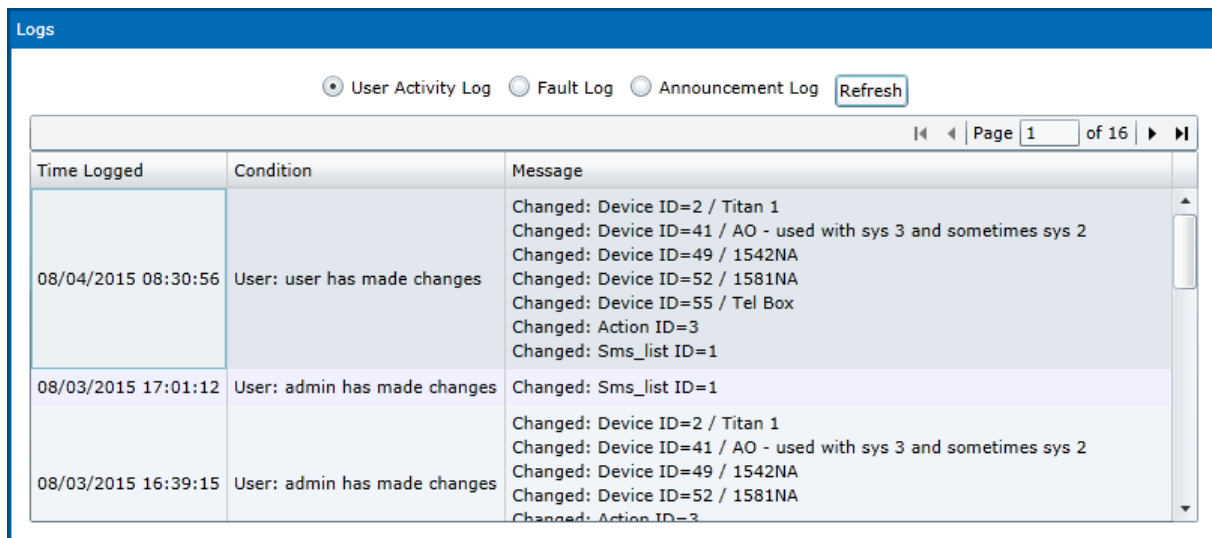
## 5.10 Logs

The Log is used to keep a record of any changes made by system users, any faults that have occurred, and any announcements that have been made. The system utilizes the *Windows System Log* for logging user actions. Refer to the **Windows System Log** for details on accessing the log directly or for clearing the log when necessary. You will find the information in a new log titled **IED\_User**.

Within the **Logs** menu there are three options: **User Activity Log**, **Fault Log**, and **Announcement Log**. Alongside these three options is a **Refresh** button that will update the currently displayed log.

### User Activity Log

This is a log of user activity on the System Management Center, such as adding devices or editing parameters. An example is shown in Figure 33-1.



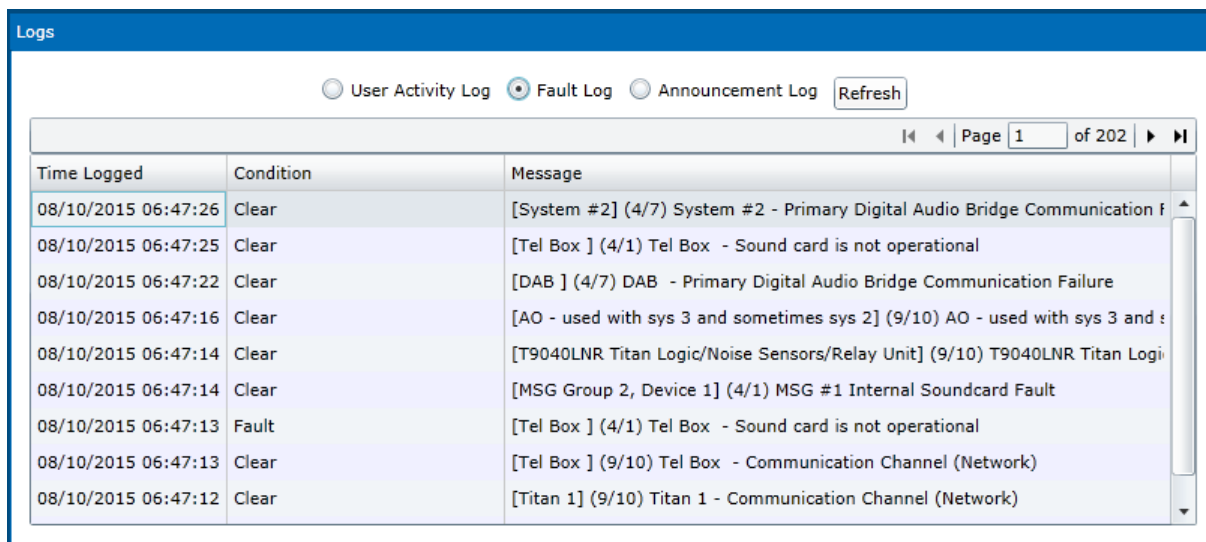
The screenshot shows a web interface titled "Logs". At the top, there are three radio buttons: "User Activity Log" (selected), "Fault Log", and "Announcement Log". To the right of these is a "Refresh" button. Below the buttons is a table with three columns: "Time Logged", "Condition", and "Message". The table contains three entries. The first entry has a time of "08/04/2015 08:30:56", a condition of "User: user has made changes", and a message listing several device and action changes. The second entry has a time of "08/03/2015 17:01:12", a condition of "User: admin has made changes", and a message listing a change to the Sms\_list ID and several device changes. The third entry has a time of "08/03/2015 16:39:15", a condition of "User: admin has made changes", and a message listing several device and action changes. The table has a scrollbar on the right side.

Time Logged	Condition	Message
08/04/2015 08:30:56	User: user has made changes	Changed: Device ID=2 / Titan 1 Changed: Device ID=41 / AO - used with sys 3 and sometimes sys 2 Changed: Device ID=49 / 1542NA Changed: Device ID=52 / 1581NA Changed: Device ID=55 / Tel Box Changed: Action ID=3 Changed: Sms_list ID=1
08/03/2015 17:01:12	User: admin has made changes	Changed: Sms_list ID=1 Changed: Device ID=2 / Titan 1 Changed: Device ID=41 / AO - used with sys 3 and sometimes sys 2 Changed: Device ID=49 / 1542NA Changed: Device ID=52 / 1581NA Changed: Action ID=3
08/03/2015 16:39:15	User: admin has made changes	Changed: Device ID=2 / Titan 1 Changed: Device ID=41 / AO - used with sys 3 and sometimes sys 2 Changed: Device ID=49 / 1542NA Changed: Device ID=52 / 1581NA Changed: Action ID=3

Figure 33-1: User Activity Log

## Fault Log

This is a history of faults in the system. An example is shown in Figure 33-2.



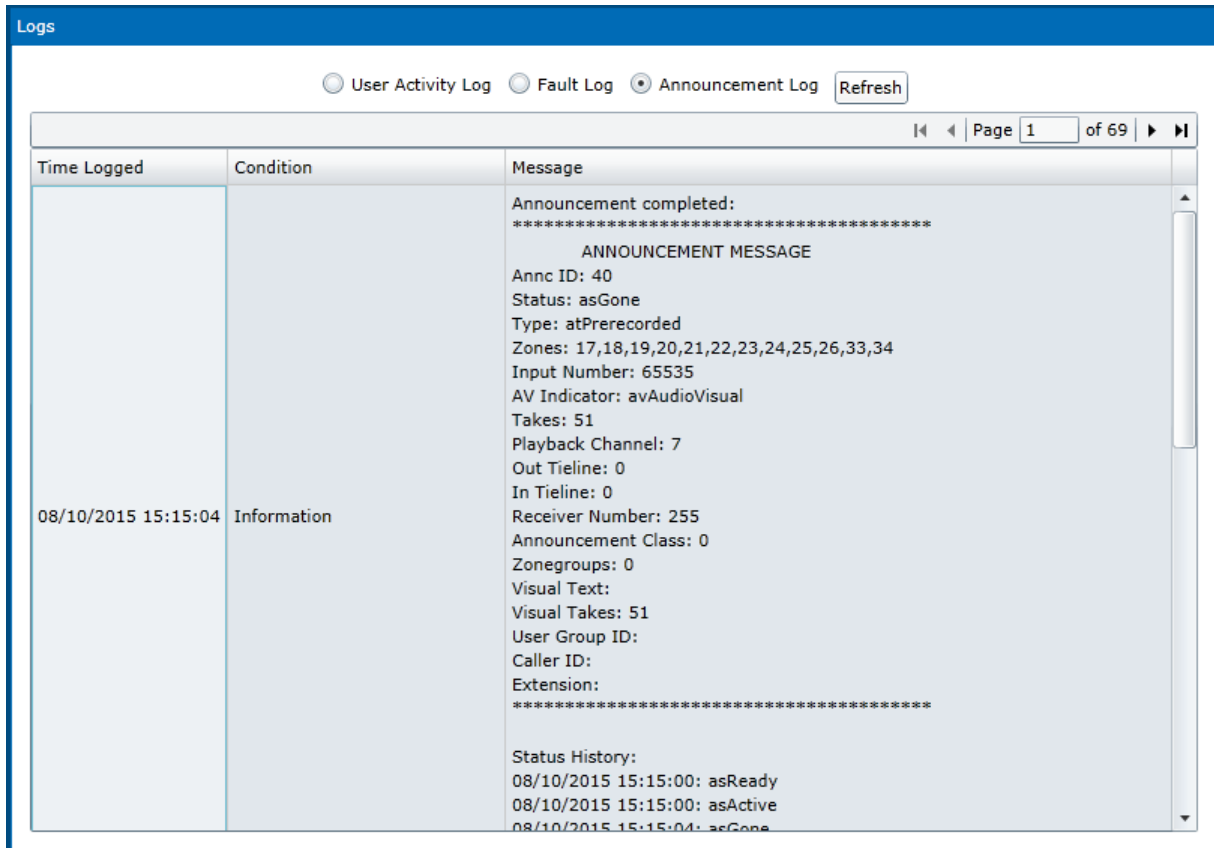
The screenshot shows a web-based interface for viewing logs. At the top, there are three radio buttons: 'User Activity Log', 'Fault Log' (which is selected), and 'Announcement Log'. To the right of these buttons is a 'Refresh' button. Below the buttons is a table with three columns: 'Time Logged', 'Condition', and 'Message'. The table contains nine rows of log entries. The first row shows a 'Clear' condition at 06:47:26. The second row shows a 'Clear' condition at 06:47:25. The third row shows a 'Clear' condition at 06:47:22. The fourth row shows a 'Clear' condition at 06:47:16. The fifth row shows a 'Clear' condition at 06:47:14. The sixth row shows a 'Clear' condition at 06:47:14. The seventh row shows a 'Fault' condition at 06:47:13. The eighth row shows a 'Clear' condition at 06:47:13. The ninth row shows a 'Clear' condition at 06:47:12. The table is paginated, showing 'Page 1 of 202'.

Time Logged	Condition	Message
08/10/2015 06:47:26	Clear	[System #2] (4/7) System #2 - Primary Digital Audio Bridge Communication f
08/10/2015 06:47:25	Clear	[Tel Box ] (4/1) Tel Box - Sound card is not operational
08/10/2015 06:47:22	Clear	[DAB ] (4/7) DAB - Primary Digital Audio Bridge Communication Failure
08/10/2015 06:47:16	Clear	[AO - used with sys 3 and sometimes sys 2] (9/10) AO - used with sys 3 and s
08/10/2015 06:47:14	Clear	[T9040LNR Titan Logic/Noise Sensors/Relay Unit] (9/10) T9040LNR Titan Logi
08/10/2015 06:47:14	Clear	[MSG Group 2, Device 1] (4/1) MSG #1 Internal Soundcard Fault
08/10/2015 06:47:13	Fault	[Tel Box ] (4/1) Tel Box - Sound card is not operational
08/10/2015 06:47:13	Clear	[Tel Box ] (9/10) Tel Box - Communication Channel (Network)
08/10/2015 06:47:12	Clear	[Titan 1] (9/10) Titan 1 - Communication Channel (Network)

**Figure 33-2: Fault Log**

## Announcement Log

This is a history of announcements in the system. An example is shown in Figure 33-3.



The screenshot shows a web-based interface for the 'Logs' section. At the top, there are three radio buttons: 'User Activity Log', 'Fault Log', and 'Announcement Log' (which is selected). To the right of these buttons is a 'Refresh' button. Below the buttons is a navigation bar showing 'Page 1 of 69' with navigation arrows. The main content is a table with three columns: 'Time Logged', 'Condition', and 'Message'. The table contains one entry with the following details:

Time Logged	Condition	Message
08/10/2015 15:15:04	Information	<p>Announcement completed: ***** ANNOUNCEMENT MESSAGE Annc ID: 40 Status: asGone Type: atPrerecorded Zones: 17,18,19,20,21,22,23,24,25,26,33,34 Input Number: 65535 AV Indicator: avAudioVisual Takes: 51 Playback Channel: 7 Out Tieline: 0 In Tieline: 0 Receiver Number: 255 Announcement Class: 0 Zonegroups: 0 Visual Text: Visual Takes: 51 User Group ID: Caller ID: Extension: *****</p> <p>Status History: 08/10/2015 15:15:00: asReady 08/10/2015 15:15:00: asActive 08/10/2015 15:15:04: asGone</p>

**Figure 33-3: Announcement Log**

As the log grows in size, it will expand to multiple pages. The current page and total number of pages available are displayed at the lower right corner of the Log tab. From here, you can use the navigation arrows to navigate to the first, previous, next, or last pages. You can also type in a page number in the box to go directly to that page.

## Appendix A: Licensing the Software

GCK has primarily two aspects to licensing: the number of endpoint devices supported and the maintenance period.

### Number of Endpoints

There are two types of endpoints in the system: Standard Definition audio (SD) and High Definition audio (HD) endpoints. Non-audio endpoint devices like logic input or relay output devices count as SD endpoints as well. SD audio devices are IP audio devices like IP speakers, IP zone controllers and Annuncicom devices. HD audio devices are all CobraNet-based devices such as mic stations, 1502AI/AO aux audio I/O, and Titan frames. Each endpoint requires one license regardless of the number of sources or zones contained in that device. Therefore a 4-zone DNA amplifier frame needs one endpoint license in GCK, the same as a 16-zone Titan T9160 amplifier frame.

### Maintenance Period

Normal license activation is for one year. This duration is called the maintenance period. During that time, the software may be used and software updates that come out may be applied. At the end of that time, one needs to renew the maintenance period. Multi-year maintenance period activations/renewals are available. When the maintenance period expires the software will not stop functioning, but one cannot do any updates until the maintenance is renewed.

The screenshot displays the GCK System Management Center (SMC) interface. The top navigation bar includes 'System Fault', 'Save', 'Help', and 'login'. The main header shows the GCK logo and 'GLOBAL COM | CONTROL KOM'. Below this are tabs for 'Overview', 'Schedules', 'Configuration', and 'Admin'. The 'Overview' tab is active, showing a 'Recent Announcements' table with columns: Initiated, Announcement ID, Status, Type, Zones, and Source. To the right, the 'Inputs' section shows a grid of input devices (2, 256, 1, 3, 8, 4, 257) and 'Extensions' (102, 101, 202). The 'Outputs' section displays three groups: 'Titan 1' (17-40), 'Visual Paging Group 1' (41-48), and 'System #2 (LIR)' (57-64). Below these are 'AO - used with sys 3 and sometimes sys 2' (141, 142), '1542NA' (147, 148), '1581NA' (149), and 'T9040LNR Titan Logic/Noise Sensor' (154-160). A 'GLOBALCOM DNA w Masking' section is also visible. At the bottom, a status bar provides system details: IP Address: 10.81.33.103, MAC Address: 70718CA86088, Netmask: 255.0.0.0, System Version: 2.1.5759.15478, System Mode: vACS, Current License Status: 0 of 0 Standard Definition Endpoints and 0 of 0 High Definition Endpoints, and Expiration: N/A. A 'Update License' button is present. Three red callout boxes highlight specific features: 'Current License Information' points to the license status bar, 'Maintenance Period Expiration' points to the 'Expiration: N/A' text, and 'Click to Update' points to the 'Update License' button.

Figure A-1: SMC Window

## A.1 License Update/Activation

Figure A-1 shows where this information is shown on the main SMC window. If one clicks on the Update License label in the lower right corner, this brings up a license update window, the center portion of which is shown below in Figure A-2. Explanation of the areas on this form are listed below.

**Trial Activation**

You can start a limited (50 Standard Definition Endpoints and 10 High Definition Endpoints) 30-day trial of the software by clicking the button below.

**Apply**

**You may choose E-Mail Activation or Call-in/Manual Activation**

Fill in License Identification received after placing your order below

License ID:

Hardware ID: **1548384104**

**Call-In (Manual) Activation**

Call Atlas-IED at 1-502-267-7436 (8:00 AM – 5:00 PM EST) to get Activation Codes. You will need to provide the identifiers from above.

Activation Code 1:

Activation Code 2:

**Apply**

**E-Mail Activation**

Send Identification File to: support@atlasIED.com

**Get Identification File**

Load Activation File received back below:

**Send Activation File**

**Figure A-2: Update License Form**

### Trial Activation

If no license for GCK has been activated on this hardware yet (i.e, first time users), then SMC offers a limited time trial which can be activated by clicking on the **Apply** button. Unlike the maintenance period, when the trial period is over, the software will stop working completely. This trial is intended as simply a way to get one's feet wet with the software or to bridge over until the real activation codes can be procured and applied.

### License ID

This is an identifier that is unique for your job/project that is procured when a license is purchased from Atlas-IED. This identifier may be used in the future to determine who the license was originally sold to, who the installer/contractor was, etc. When calling in for manual activation, one will need to provide this number as well as the Hardware ID.

### Hardware ID

This number is derived from features of the hardware that uniquely identify it. License activations are keyed to this Hardware ID to prevent abuses such as attempts to install the same license on multiple computers. When calling in for manual activation, one will need to provide this number as well as the License ID.

### Activation Codes 1 and 2

These numbers are provided by Atlas-IED over the phone for manual activation. Once entered into the edit boxes, one presses the **Apply** button to activate it.

*Note: One will receive activation codes for each feature to be applied to the license:  
# of SD endpoints, # of HD endpoints and maintenance period.*

## E-Mail Activation

To activate via e-mail, one first enters the License ID in the edit box for it, and then presses the **Get Identification File** button. (The identification file contains the License ID and Hardware ID.) One then e-mails this file to Atlas-IED at: [support@AtlasIED.com](mailto:support@AtlasIED.com). An activation file is returned via e-mail and be applied via the **Send Activation File** button. In the e-mail, be sure to indicate what project this is for, such as the sales order number that this system was purchased under.

*Note, if multiple feature activations are required, they are all covered by the one activation file you will receive back from Atlas-IED*

## A.2 License Issues

There can be several issues between the current GCK license and how the software is being used. These issues and what they mean are explained below.

### License Not Yet Activated

In this situation, users can still build projects in the SMC and save them, but the real-time functions of the system will not work.

### License Activated, But Insufficient Endpoint Licenses

In this situation, users can still build projects in the SMC and save them. Also the real-time functions of the system are active, but it will only operate with the first N devices in the configuration that meet the license endpoint counts. Additional endpoints beyond the license limit will be ignored.

### Trial Period Has Expired

This situation is the same as License Not Yet Activated. The once operating controller will no longer function.

### Maintenance Period Expired

In this situation, users can still build projects and save them – although users will be reminded of the expiration when they do. The real-time functions of the system will continue to operate. The software cannot be updated to the latest revision, whether to fix bugs or add new features while in this situation.

## Appendix B: First Run Wizard

The First Run Setup Wizard will appear when the System Management Console is started on a system for the first time, or if the configuration file has been removed. The wizard will ask you to input some basic system information and then it will generate a configuration file based on your inputs. This greatly simplifies the process of configuring a new system and reduces the amount of data that you must manually configure. You have the option of creating a configuration based on a default template or you can load a configuration file that you created on another system.

### Load Default Configuration

Select this option and you can choose from a list of default configuration templates as shown in Figure B-1. Simply select the type of system you wish to configure from the list and then click the **Load Default Configuration** button. This will then take you to the **Configure Devices** screen as shown in Figure B-4. You can click the **Details** button to see a description of the item currently highlighted in the **Default Configuration Files** list.



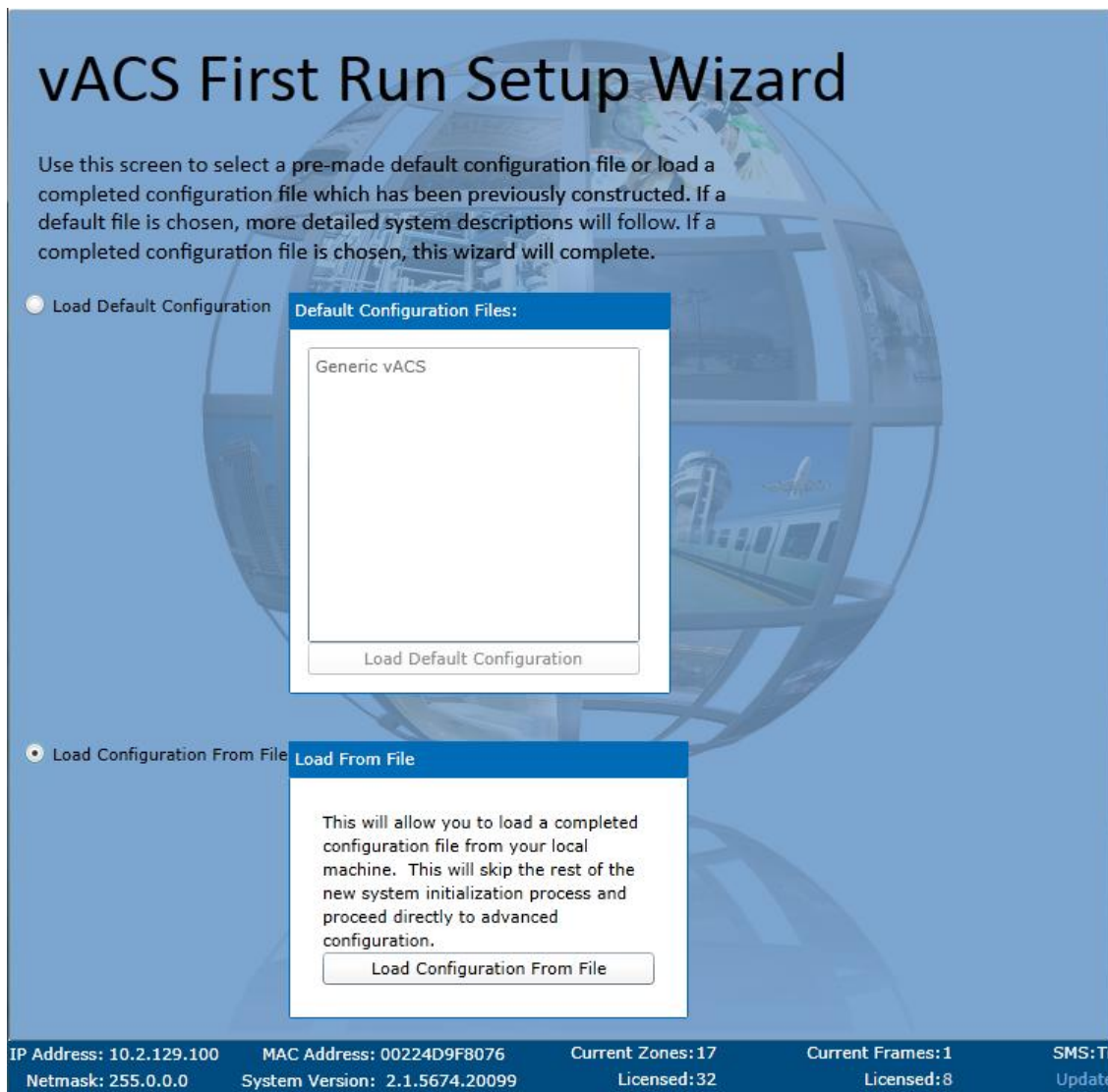
FigureB-1: Load Default Configuration



## Load Configuration From File

Select this option if you want to load a system configuration from a file that has been created on another system. This method is useful when you have multiple instances of the vACS in a system and each one has a similar configuration. You can fully configure one system, and then use that configuration as the starting point for the remaining systems. Once loaded, you can go in and make the necessary changes.

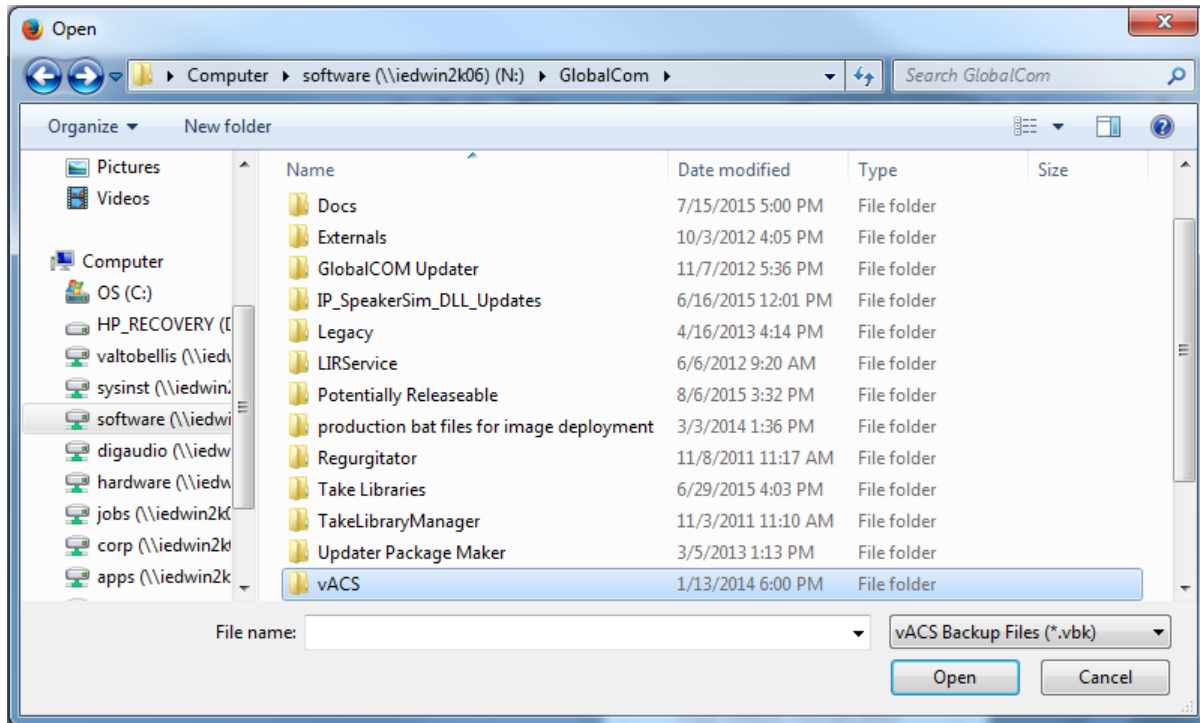
This is also useful if you are replacing a vACS in a system. If you have maintained a backup copy of the configuration, you can use it to configure the replacement unit.



**Figure B-2: Load Configuration From File**

Click the **Load Configuration From File** button to open a Windows file dialog as shown in Figure B-3. From here, you simply navigate to the location of the appropriate file and click the **OPEN** button to load the configuration. Backup files use a **.VBK** file extension.





**Figure B-3: Open Configuration File**

## Configure Devices

On this page, you must enter some basic information about the system that you are building. Figure B-4 shows the device configuration page of the wizard.

# vACS First Run Setup Wizard

This screen allows the definition of basic system components. Using information provided on this page, the wizard will make assumptions about your system and define basic properties for all devices. More detailed setup will be performed on the device discovery page.

**Network Definition**

System Number:

System IP Address:

System Netmask:

**Devices**

Inputs	Outputs	Core Devices
T9040NLR Titan Noise, Logic & Relay Devices: <input type="text" value="0"/>	T9160 Amplifier Frames: <input type="text" value="0"/>	1100 MSG Devices: <input type="text" value="0"/>
528 Mic Stations: <input type="text" value="0"/>	T9016RY Titan Relay Devices: <input type="text" value="0"/>	1502AI Input Devices: <input type="text" value="0"/>
524 Mic Stations: <input type="text" value="0"/>	Visual Paging Groups: <input type="text" value="0"/>	
	Intercom Groups: <input type="text" value="0"/>	

Save System Description & Define Users

IP Address: 10.2.129.100    MAC Address: 00224D9F8076    Current Zones: 17    Current Frames: 1    SMS: True  
Netmask: 255.0.0.0    System Version: 2.1.5674.20099    Licensed: 32    Licensed: 8    [Update License](#) vACS

**Figure B-4: Configure Devices**

### System Number

Each vACS controller in a system must have a unique number. You enter the number for this controller in this field. You must reference this number when configuring other controllers to communicate with this controller. The **System Number** is synonymous with the term **Group Number** that is used for microphone station setup. You must configure a microphone station with the **Group Number** of its parent controller.

### System IP Address

By default, this field is populated with the current IP address obtained from the operating system. If you change the address here, it will change the IP address of the controller.

### System Netmask

This setting also defaults to the subnet mask setting obtained from the operating system. Enter a subnet mask for the vACS that is appropriate for your network configuration if the default is not sufficient. If you change the address here, it will change the subnet mask of the controller.

*Note: The **Internal CobraNet Audio Device** has its own network port that must be configured separately. The System Management Center cannot directly set this address. Refer to the **Internal CobraNet Audio Device** documentation for instructions on setting this address.*

### Inputs/Outputs/Core Devices

From here, you can enter the number of each type of device that you will have in the system. These devices will be added to the system configuration and automatically be assigned an IP address consistent with the settings of the **System IP Address** and **System Netmask**.

Any devices that are not added here can be individually added to the system at any time from the **Devices** tab of the configuration.

### Save System Description & Define Users

Click this button to save the system information that you entered on this page and continue on to the next page of the wizard.

## Configure Users

This page allows you to define the default users for the system. There are three (3) security levels for users and you must define at least one user at each level in order to utilize the system. More users for each level can be added later as needed.

### Admin

A user with this permission level will have access to all system configuration options on the **Admin** tab.

### Installers

A user with this permission level will have edit access to everything on the **Overview**, **Schedules**, and **Configuration** tabs. Some features on the **Admin** tab will not be available to this category of user.

### Users

A user with this permission level will have edit access to items on the **Overview** and **Schedules** tab that are needed for basic system operation. All functions on the **Configuration** and **Admin** tabs are blocked for this category of user.

## vACS First Run Setup Wizard

Please define the three levels of users present in the system. Each class of user has different permissions, with Admin being the highest level, then Installers, then Users. Detailed system definition follows.

### User Roles

Admin	Installers	Users
User Name: <input type="text" value="admin"/>	User Name: <input type="text" value="installer"/>	User Name: <input type="text" value="user"/>
Password: <input type="text" value="admin"/>	Password: <input type="text" value="installer"/>	Password: <input type="text" value="user"/>
First Name: <input type="text" value="Admin"/>	First Name: <input type="text" value="Installer"/>	First Name: <input type="text" value="New"/>
Last Name: <input type="text" value="User"/>	Last Name: <input type="text" value="User"/>	Last Name: <input type="text" value="User"/>
<input type="button" value="Save Users &amp; Discover Devices"/>		

IP Address: 10.2.129.100	MAC Address: 00224D9F8076	Current Zones: 17	Current Frames: 1	SMS
Netmask: 255.0.0.0	System Version: 2.1.5674.20099	Licensed: 32	Licensed: 8	Upd


















**Figure B-5: Configure Users**

### Save Users & Configure Devices

Click this button to save the user configuration and move to the **Device Discovery** page of the wizard.

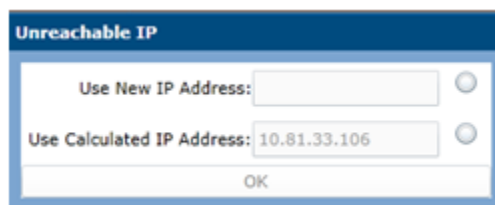
### Device Discovery

When the wizard takes you to this page, it will attempt to find the devices that you previously told the wizard you will have in your system. For some device types, it will automatically configure the device IP address as well. If it finds devices that match the type of devices you have in the configuration, but has previously been configured with a different IP address, you will see them in the list and highlighted in gold as shown in Figure B-6 below.

My Devices					
	IP	Description	Faults	Location	Extra Info
	10.2.128.161	IED GLOBALCOM System (VoIP I			Mic 2, SIP Server:
	10.2.128.161	IED GLOBALCOM System (VoIP I			Mic 1, SIP Server:
	10.2.128.177	Mic 5			Mic 5
	10.2.128.178	Mic 6			Mic 6
	10.2.128.179	Mic 7			Mic 7
	10.2.128.180	Mic 8			Mic 8
	10.2.128.181 (10.2.128.173) <span>Resolve</span>	Mic 9			Mic 9
	10.2.128.182 (10.2.128.174) <span>Resolve</span>	Mic 10			Mic 10
	0.0.0.0	Mic 11			Mic 11
	0.0.0.0	Mic 12			Mic 12
	10.2.128.161	IED GLOBALCOM System (LIR)			Mic 256
	10.2.128.171	Titan 1			Frame: 1 (16384), 16 Zones, Start
	10.2.128.172	Titan 2			Frame: 2 (16392), 16 Zones, Start
	10.2.128.173	Titan 3			Frame: 3 (16400), 16 Zones, Start
	0.0.0.0	IED GLOBALCOM System (Sound			
	0.0.0.0	Mic 13			Mic 13

**Figure B-6: Device Discovery**

If you click the Resolve button, you will be prompted with the dialog window shown in Figure B-7. From here, you can elect to use the IP address that was discovered, or you can choose to change the device address to match the one stored in the configuration file.



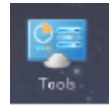
**Figure B-7: IP Address Resolution**

### Configuring the ASI Card IP Address

The **Internal CobraNet Audio Device** is an internal plug-in card with its own IP address information with its own configuration utility. The *System Management Center* cannot directly configure the card's address information, so it is imperative that you configure the IP address of the card using the supplied configuration utility if you ever change the IP address of the controller.

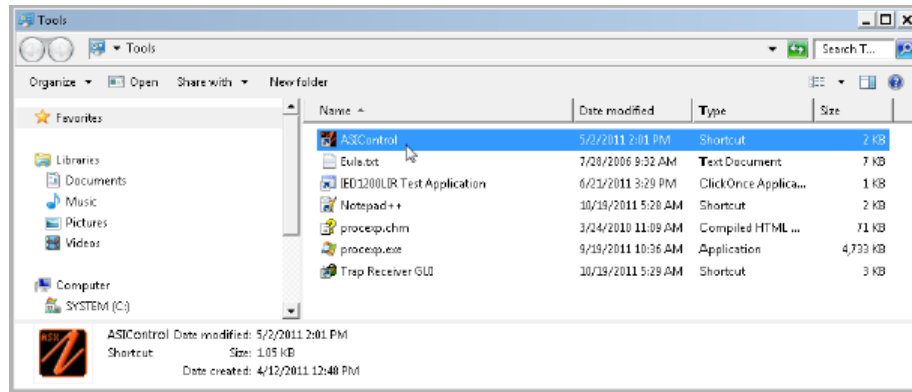
### Locating the ASIControl Utility

The Internal CobraNet Audio Device is configured using the **ASIControl** utility. Unless it has been inadvertently deleted, there should be a shortcut located on the desktop that will give you access to the Tools folder. There will either be a direct-launch icon as shown on the left in Figure B-8 or a link to a Tools folder as shown on the right in the figure. Locate and double-click on the icon.



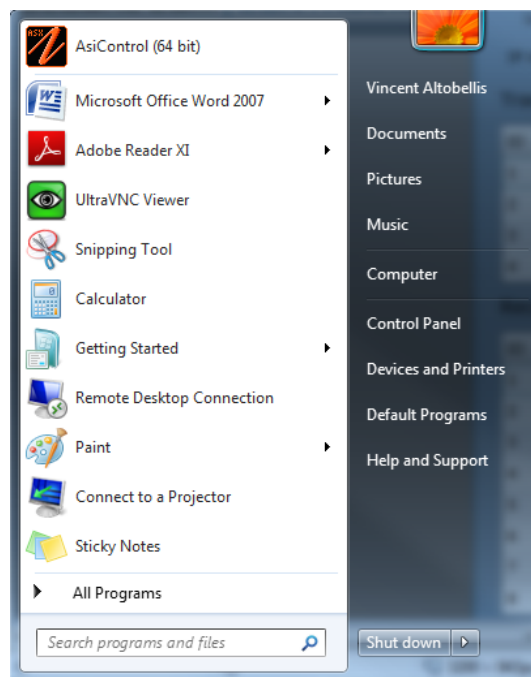
**Figure B-8: Desktop Tools Icon**

If the Tools icon is clicked on, this will open the Tools folder as shown in Figure B-9. Locate the ASiControl application and double-click it to launch the utility.



**Figure B-9: Tools Folder**

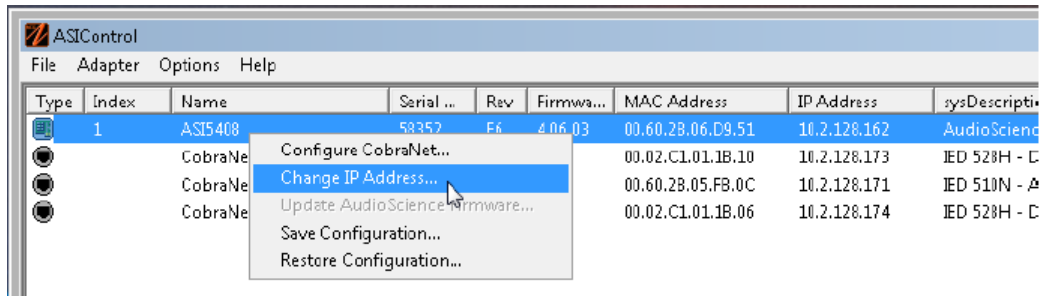
If you do not have the Tools shortcut on the desktop, you can launch the **ASiControl** utility by going to the Windows Start menu as shown in Figure B-10



**Figure B-10: ASiControl in Start Menu**

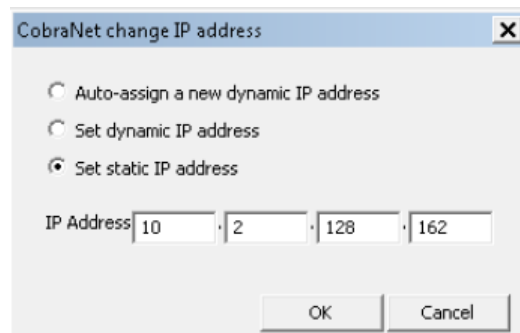
## Changing the ASI Card IP Address

Once the **ASIControl** utility has started, you should see the device listed in the top part of the window as shown in Figure B-11. This list will display all CobraNet devices that are on your network, but you will see the card listed with **ASI5408** in the Name field.



**Figure B-11: Change ASI IP Address**

Right click on the **ASI5408** device in the list and you will see the pop-up window as shown in Figure B-11. Select the **Change IP Address...** option to open the window shown in Figure B-12.



**Figure B-12: ASI IP Address Configuration Window**

The card must be configured with a static IP address. Use of dynamic IP address is not supported in the system. Select the **Set static IP address** radio button as shown in the figure above and type in the IP address in the **IP Address** field. Once entered, click the **OK** button to set the card to the new IP address. You can click the **CANCEL** button to close the window without changing the address.

*Note: The system convention is to set the IP address of the internal CobraNet card to one number higher than the address of the controller's Ethernet port. If the controller has an IP address of 10.2.128.10, then you would set the CobraNet card to 10.2.128.11.*



## Appendix C: Upgrading from GLOBALCOM to GCK

In some ways GCK is the next evolution in GLOBALCOM. Projects implemented in GLOBALCOM may be upgraded to GCK with no loss in functionality. There are two key differences though between them:

- User Defined Recorded Messages and Chimes
- Software Licensing

These features are described further below.

### User Defined Recorded Messages and Chimes

In GLOBALCOM, user-defined messages or pre-announcement tones either drew Takes from the standard IED library or had to load them being careful not to create a conflict with a Take number already in the library (e.g., only use the 9400's range). In GCK, the user message/chime library space has been separated from the IED library. The user library can have up to 9999 takes without fear of Take number conflict.

However, in the process of upgrading from GLOBALCOM, it will be necessary to move any Takes used in the project from its old IED Library location to the user defined library location, re-numbering the Takes to start from 1. Of course, this will require some fixes to the project file to account for the new Take numbers. There has been a tool built to seamlessly make this move, the GCK Take Migrator explained below.

### Software Licensing

Starting with GCK, the software uses a new licensing model that enforces endpoint licenses and maintenance periods. When GCK is installed over top of an existing GLOBALCOM system, though it respects the existing GLOBALCOM license as far as allowing use of all endpoints. However, down the road when updates may be required to the software, one *may* have to upgrade the license on the unit to allow this. (Everybody's situation with existing GLOBALCOM licenses, Platinum Assurance Plan contracts, etc. may vary.)

### Upgrade Steps

To upgrade from GLOBALCOM to GCK, the following steps should be followed.

- Backup the current project configuration via the Backup/Restore section under the Admin tab of the SMC. (See [Section 5.1](#) of this manual.)
- Run the GCK Upgrade Installer to install some new elements not handled by GLOBALCOM update packages. (More on this below.)
- If upgrading to GCK Version 3 or later, run the SMC HTTPS Updater, which moves the web pages from unsecure to secure sockets, and creates default GCK Windows accounts and groups.
- Restart Windows to get all the IED services running properly again.
- Install the GLOBALCOM update package (.gcz file) for the latest GCK update. (See [Section 5.2](#) of this manual). *For a major update such as this one, one may wish to not upload the .gcz file through the webpage, but instead just copy it to C:\IEDupdate folder from a USB drive.*
- Close SMC (i.e., the web browser it is running on).
- Run the GCK Take Migrator tool (more on running it below) and migrate all user defined takes.

**Upgrade complete.** Restart SMC, if desired, to marvel at the new user interface.





## GCK Upgrade Installer

The GCK Upgrade Installer first checks for Windows pre-requisites. Older GLOBALCOM systems used the then-latest Microsoft .Net environment, version 4.0. Some of the newer software requires the current latest .Net, version 4.5.2. If not present on the system, the installer will launch this Microsoft installer. The installer may ask to either stop other software and services or else require a reboot after the installation. Either option will work. *It is important that this get properly installed before continuing with the IED GCK Upgrade Installer.* If a reboot is done, simply re-run the installer after Windows comes back up.

Next The GCK Upgrade Installer re-organizes the System Management Center (SMC) web pages to the new friendlier approach. This change should be transparent to the user as there is a re-direction installed from the default/root web page to the new location.

Thirdly, the GCK Upgrade Installer updates the underlying IEDnet files to the latest version, if necessary.

The last stage of the GCK Upgrade Installer is to install the following three packages. These all run as their own installers with prompts. One should always leave the default options as displayed and click through “Next” buttons.

- VB-Audio Virtual Cable – Third-party application used by new Telephone Interface in GCK.
- Updated GLOBALCOM Update Manager – This is the service that unpacks and installs new versions for IED services that come in .gcz packages. With this version, it also handles encrypted .gce packages as well.
- GLOBALCOM Take Migrator Tool – This tool is used to either move Takes from the IED library area to the new user Take area. Initially this should be run to move Takes that are used in the latest project file. It may also be run in the future to extract other general-purpose audio Takes from the IED library.

The remainder of this appendix is about using the GLOBALCOM Take Migrator Tool.

## Using the Take Migrator Tool

The GCK Take Migrator tool is launched by double-clicking on the desktop icon such as shown in Figure C-1. This brings up the tool's window such as in Figure C-2. All Takes known to GLOBALCOM (e.g., the IED provided library plus any user-defined ones) are listed in the list box at the bottom of the page. Note, it can take some time to build this list. During that time, progress will be shown in the label above the bottom list box, such as below.

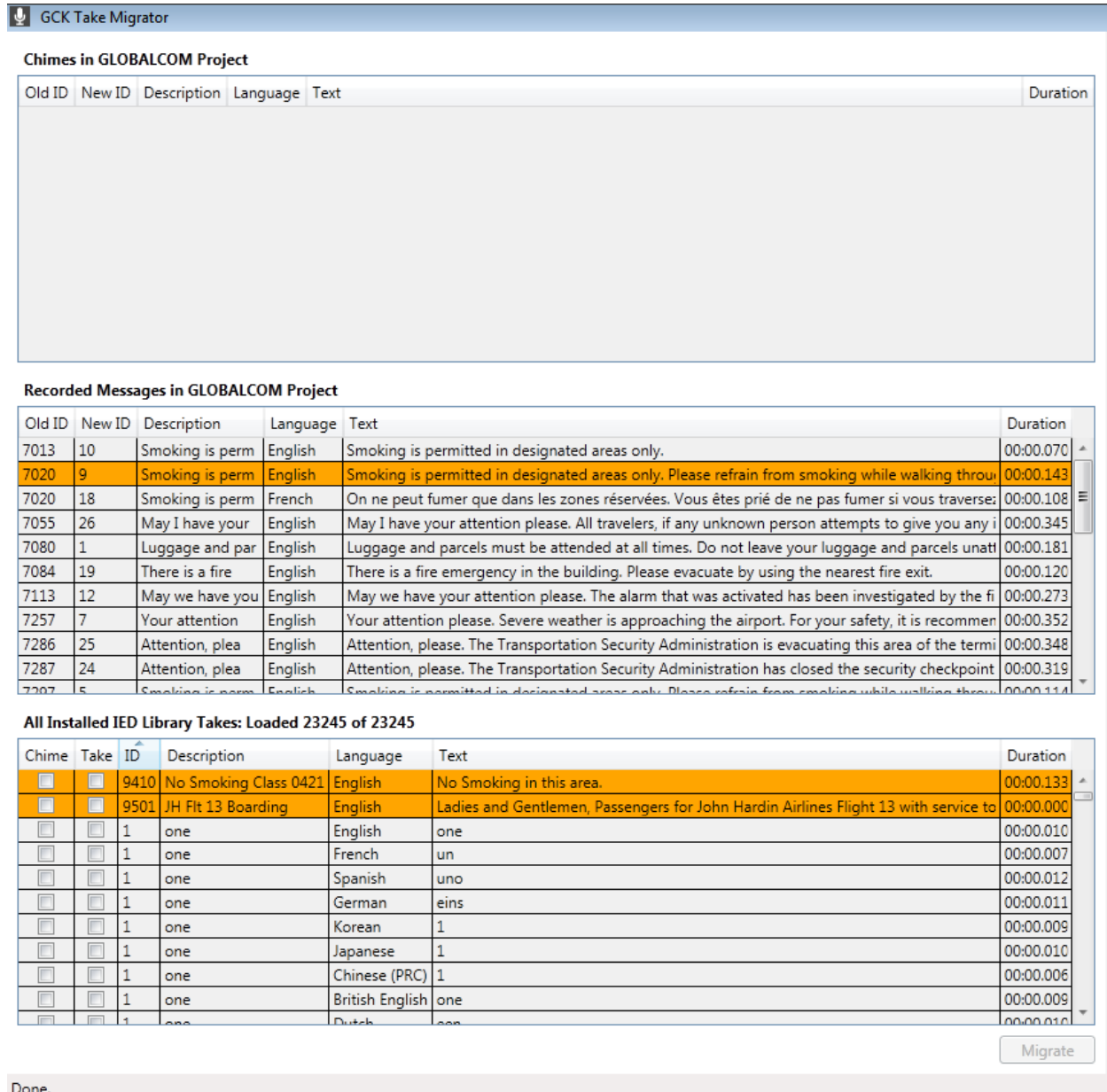
All Installed IED Library Takes: Loaded 20679 of 23245

Chime	Take ID	Description	Language
-------	---------	-------------	----------



**Figure C-1:  
Desktop Icon**

If there are Takes used in the GLOBALCOM project, they will appear in the top two list boxes (pre-announcement tone Takes in Chimes and other prerecorded message Takes in the middle box).



### Figure C-2: GCK Take Migrator Main Window

Now all one has to do is press the **Migrate** button to migrate the takes listed in the Chimes and Recorded Messages list boxes. For example in Figure C-2, Take 7013 from the IED English library will be moved to user defined Take 10, etc. The project file will be automatically updated to match the new Take numbers.

If one also wishes to copy additional Takes out of the IED library at this time, this can be done by checking the checkboxes in the Chime and Take columns in the lower list box. The checked items will be assigned new Take IDs and copied over to the user defined area as well when the **Migrate** button is pressed.

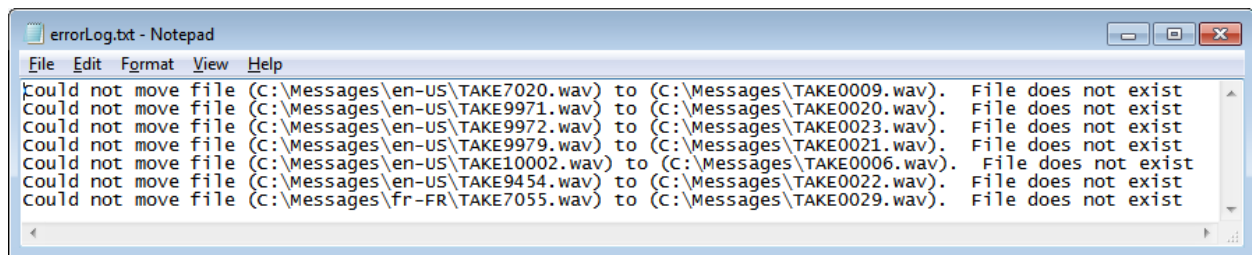
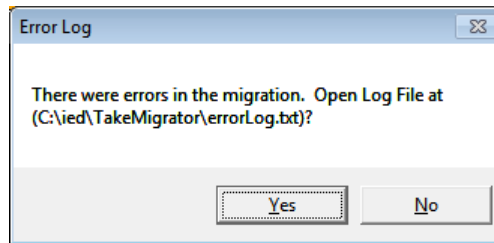
Note, if there are Takes that appear in the old project file or Takes.xml listing file, but do not seem to be present on the hard drive of the unit, these are indicated by coloring the background of the row in the list box (any of the three list boxes) orange as in the example below in Figure C-3.

All Installed IED Library Takes: Loaded 23245 of 23245

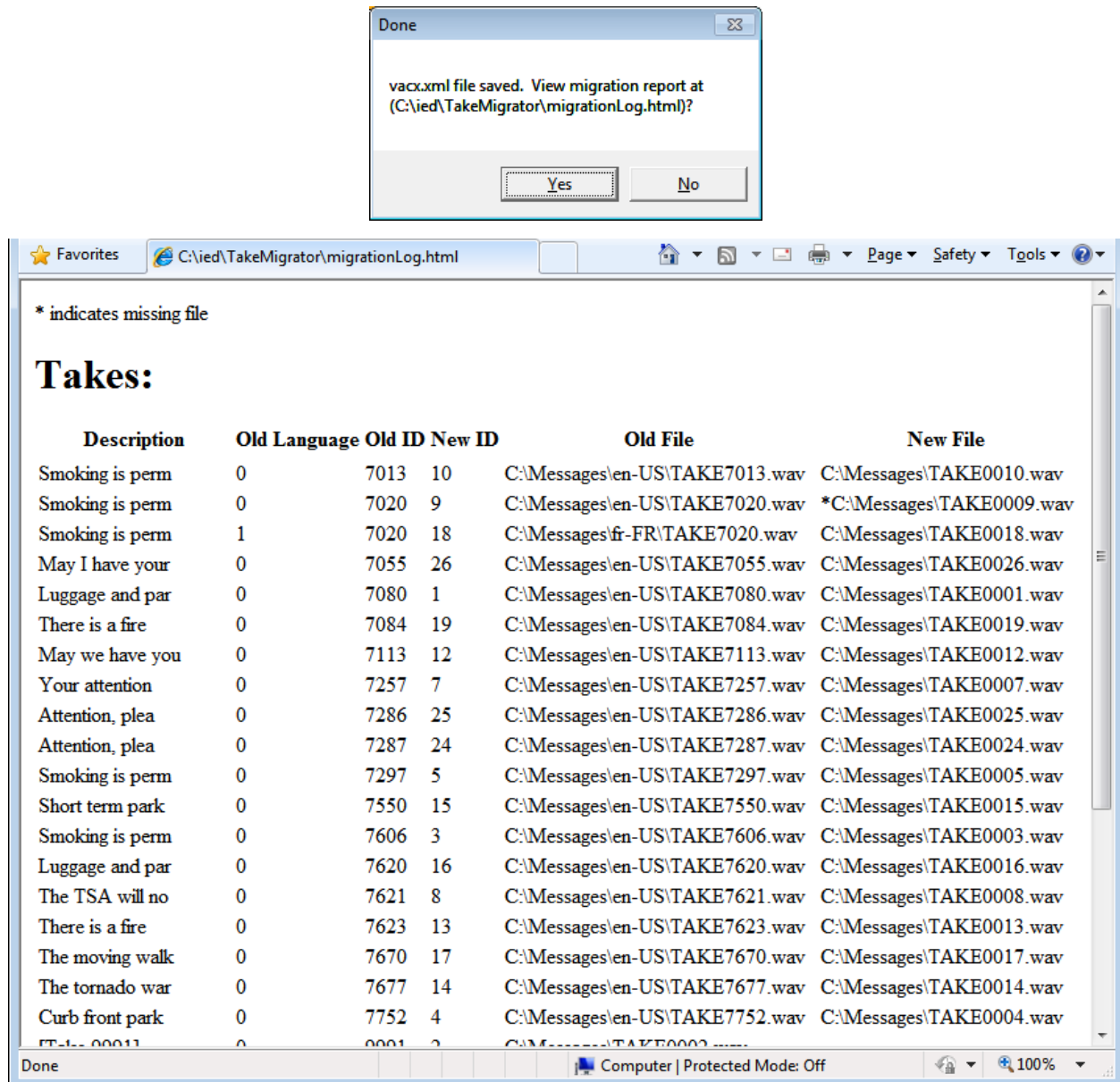
Chime	Take	ID	Description	Language	Text	Duration
<input type="checkbox"/>	<input type="checkbox"/>	9410	No Smoking Class 0421	English	No Smoking in this area.	00:00.133
<input type="checkbox"/>	<input type="checkbox"/>	9501	JH Flt 13 Boarding	English	Ladies and Gentlemen, Passengers for John Hardin Airlines Flight 13 with service to	00:00.000
<input type="checkbox"/>	<input type="checkbox"/>	1	one	English	one	00:00.010
<input type="checkbox"/>	<input type="checkbox"/>	1	one	French	un	00:00.007
<input type="checkbox"/>	<input type="checkbox"/>	1	one	Spanish	uno	00:00.012

**Figure C-3: Missing Take Files in GCK Take Migrator**

When the migration is completed, if there were some missing files, the tool will present an error pop-up indicating that some files were missing and ask whether you want to view the error log file. If you click on the Yes button, you will be presented with the file such as is shown in Figure C-4.

**Figure C-4: Error Log Prompt and File in GCK Take Migrator**

At the end of the migration, the tool creates an .html log file, and prompts you to view it as shown in Figure C-5 below.



**Figure C-5: Migration Log Prompt and File in GCK Take Migrator**

### Using GCK Take Migrator Tool After Original Migration

After all the Takes have been migrated, there still may be times when it would be useful to pull a message file out of the IED library and put it into the project as a user defined Take file. This can be done by re-running the GCK Take Migrator. Now, only the bottom list box will be populated. The other two list boxes will be blank. One locates the Take of interest and checks the checkbox in the Chime column or Take column (or both). When all Takes are selected, click on the **Migrate** button to bring the Take into the project as a user defined file.

## Appendix D: GLOBALCOM Network Protocol/Port Utilization

*(This appendix is a copy of document IED005041 at the time this manual was prepared, included here as a convenience. An updated/later version of this document may be available.)*

### Destination Ports

The ports used depend on what features are implemented in a system. For a given system, the following network messages may occur which use the ports indicated:

- IEDnet Messages – These are TCP/UDP packets always sent to UDP port 3048. On GLOBALCOM systems the source port is port 3049. On legacy systems, the source port is 1026.
- SQL Server Messages – In Enterprise systems, the clients communicate to the Microsoft SQL Server database on the server computer. These are TCP/IP connections to server TCP port 1433.
- MSMQ Messages – In Enterprise systems, clients also communicate with IED-provided Windows services on the server computer via Microsoft Message Queuing (MSMQ). The ports used for this are: TCP: 1801, RPC 135 and UDP: 3527 & 1801. If firewall or other network configuration needs to be done to accommodate MSMQ, one should refer to Microsoft's online articles such as: <http://support.microsoft.com/kb/178517>
- ICMP (Ping) – Used to monitor some devices on the network. This uses TCP/UDP Port 7.
- FTP – Used to pass configuration files to Lifeline ACS's and new message files between ACS's, Lifelines and MSG boxes. This uses UDP/TCP Ports 20 and 21.
- SNMP – Used control some peripherals like DNA7800's, 15xxNA's or 1100DAB's. If a Lifeline controller is employed, this is used to ensure the other controller's bundles are cleared. In some systems, SNMP Traps are used to report fault information. The ports used for this are UDP/TCP Ports 161 and 162.
- HTTP – Used to access GLOBALCOM System Management Center (SMC) and to view Logs on the server or to access T-CAS via TCP port 80.
- WCF (Windows Communication Foundation) – This is between services/devices, such as between the 1100ACS and the 1100MSG units. These use TCP ports 8088 and 8089.
- SIP (Session Initiation Protocol) – This is used for VoIP phone connections. These use a range of UDP ports 5065 – 5105, although there are configuration options in GLOBALCOM which may be changed by the installer.
- RTP (Real-Time Protocol) – This is used for VoIP phone data exchange. These use a range of UDP ports 40006 – 40086, although these are configuration options in GLOBALCOM which may be changed by the installer (user).
- SMC (System Management Center) Live Feeds – These are Silverlight feeds to drive such things as meters and announcement/zone activity on the web pages using TCP ports in the range of 4502 – 4534. In addition, there are optional protocols and ports used depending on what kinds of remote access are implemented on site:
- LogMeIn – If this remote access is installed for IED Technical Support, TCP port 443.
- Windows Remote Desktop (RDP) – For accessing one client computer on site from another, TCP port 3389
- VNC – Alternate to RDP for computer-to-computer access, TCP ports 5500, 5800 & 5900

### Source Ports

Sources ports can be any free port. This is managed by underlying drivers and network stacks. For example, an SNMP request may go to port 161, but the source port can be any free port. Some software uses only free ports above 49152. Other software uses any free port. For example, HTTP requests often use lower valued free ports

in the 1000's range. IED recommends that any network/firewall configuration should not block or filter on source port.

## Other Network Traffic/Notes

Underlying Ethernet management protocols such as ARP must be enabled across the network connecting IED devices. It is standard for network stacks to time-out dynamic ARP entries in their tables every few minutes (ranging from 2 to 10 minutes by default in most versions of Windows, for example). This protocol must be enabled across all layer 2 and layer 3 network connections to IED devices and computers that talk to them.

In addition, the network should support CobraNet traffic within each system's LAN or VLAN. CobraNet is layer 2 and does involve broadcasting (technically MAC multicasting). All traffic is identified as Ethernet type 0x8819. The exact requirements on network equipment and configuration can be found on the [cobranet.info](http://www.cobranet.info) website, in particular the page on network performance is:

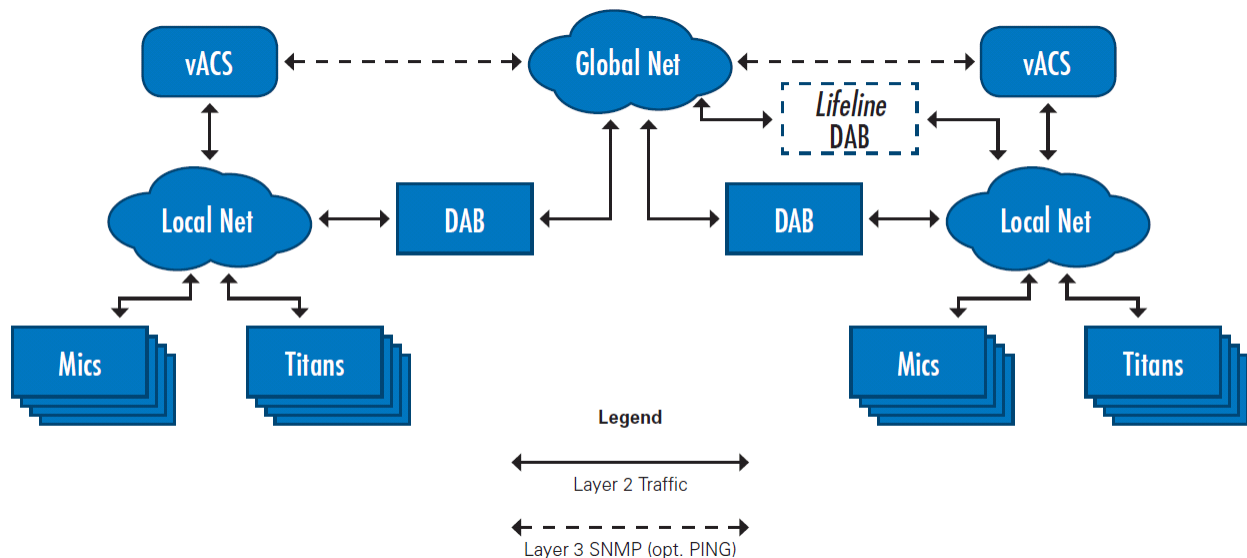
<http://www.cobranet.info/support/design/performance>

Communications between LANs/VLANs can/should block CobraNet traffic, but should include all other TCP/UDP and ARP traffic described above. Not doing this will risk breaking certain features of the system.

## 1100DAB Specifics

The two sides of an IED1100DAB (Digital Audio Bridge) are connected to two different networks (LANs or VLANs) and provide a mechanism for bridging CobraNet audio across those two networks. To allow for the dynamic configuration of CobraNet bundles during real-time operation, the GLOBALCOM 1100/1200ACS must be able to communicate with both sides of the 1100DAB at all times. This means it must be able to communicate using the SNMP protocol, which uses the fixed destination port of 161, but any available source port above 49152. In addition, basic network communication protocols must be enabled such as ARP, and PING. (PING is not absolutely required, but is highly recommended for technician diagnostic purposes.)

The block diagram below shows how 1100DAB's are connected to networks. The Local Net will be implemented as a set of network switches. The Global Net may be implemented via separate switches and/or routers, or just by a bridge between VLANs on a master/core switch.





## Appendix E: ACS to ACS IP Multicast Layer 3 Network Requirements

*(This appendix is a copy of document IED005068 at the time this manual was prepared, included here as a convenience. An updated/later version of this document may be available.)*

For ACS ↔ ACS audio transport in a GLOBALCOM system between VLANs, IED employs IP Multicasting. This enables one ACS to source audio that may be received by N receivers. To support this capability, there are prerequisite network equipment and configuration settings which must be in place.

### Switches

Switches must support IGMP (Internet Group Management Protocol). The current standard is IGMPv3, but versions 1 and 2 are compatible. There are other settings related to IGMP that may be configured. IED has found that on some installations, enabling IGMP Snooping has a detrimental effect on the local CobraNet audio. So even though it may help IP Multicasting, it may hurt local isochronous Ethernet audio traffic, due to some impacts internal to the switches.

### Multicast Router

To route multicast traffic between subnets and maintain multicast group membership lists, a multicast-capable router is required. If more than one router is necessary, the routers must communicate multicast information to each other. This is typically done using Protocol Independent Multicast (PIM). There are several types of PIM. One common type is Sparse Mode, typically referred to as PIM-SM. There is also a Dense Mode version of the protocol. As far as IED knows, either mode may be employed with a GLOBALCOM system, as recommended by the site's network engineer or switch manufacturer for the type of installation.

### Multicast Groups

Multicast groups are generated using Class D network addresses (224.0.0.0 – 239.255.255.255) in combination with a port number. In a VLAN situation, 224.0.0.X addresses cannot be used. In the GLOBALCOM configuration software (System Management Console or SMC), there are defaults assigned. These may be manually over-ridden as dictated by the site's network engineer. By default, the ACS multicast group is 239.192.0.x where x is the system number. So System 1 uses 239.192.0.1, System 2 transmits on 239.192.0.2, etc. The default port numbers used IP multicasts are 5001 – 5008 for system 1, 6001 – 6008 for system 2, 7001 – 7008 for system 3, etc. Again, these can be manually over-ridden if different ranges of ports are opened up between VLANs.

## Appendix F: IP100 Family LCD Front Panel Operation

There is a 16 character by 2 line LCD (Liquid Crystal Display) with navigation buttons on the left front of the IP100 series products, as shown by the highlight oval in Figure F-1 below. The up and down arrow buttons are used to navigate through lists, such as menu options and faults list. The left and right arrow buttons are only used to move forward or backward in position when entering data, such as the Level 2 password. The green check button is the select button. Typically pressing this button will select a menu item and if a sub-menu is available, move the user into that sub-menu. The red X button is used to go back one level/option (e.g., reverse of select).



**Figure F-1: Front Panel Display & Navigation Buttons**

During boot-up, the LCD shows the product identity screen as shown at right. After the unit has fully started up, the display changes to the summary screen described below.

AtlasIED  
IP100 Series

Figure F-2 summarizes the menu tree available on this display. Features in italics are only available to users who log in for level 2 access. The summary screen is what is shown when the menu is in its quiescent state. Pressing the select button while the summary screen is displayed moves the display into the top-level menu as shown down the left side of Figure F-2. Pressing the select button at any other level moves one over to the right another step, e.g., to sub-menus or setting options.

An item that shows up frequently in the menu tree is the [ACK Prompt]. This is an acknowledgement prompt. The top line of this prompt is tailored to the operation that is being acknowledged. For example if clearing all faults, then the prompt may appear as at right. One acknowledges (confirms) the operation by pressing the green check select button or cancels out by pressing the red X button.

Ack Clear All  
√-OK X-Cancel

The Summary Screen appears when the menu is not in use. After two minutes of no navigation button activity, the LCD display will automatically return to the Summary Screen. Alternately, canceling out of the top level menu, returns to the Summary Screen. This screen lists the current status of the unit and any active faults. The status line can display any of the following statuses:

Primary Active  
Faults: 0

- **Inactive** – offline due to configuration issues or serious faults
- **Primary Active** – controller that is running normally
- **Monitoring** – lifeline controller that is currently monitoring one or more active controllers. When a lifeline takes over for a controller, its status will change to Primary Active.
- **Active** – non-controller such as message server (MSG) or telephone service (TEL) device is running normally.

Pressing the select button while the Summary Screen is displayed takes one to the Main Menu, described in the next section, followed by descriptions of the other menus that branch off the Main Menu in the sections that follow. While navigating the menus, the top line always shows the current location in the menu tree (e.g., Main Menu), and the second line shows the current option that will be taken if the Select button is pressed.



## Summary Screen

## Main Menu

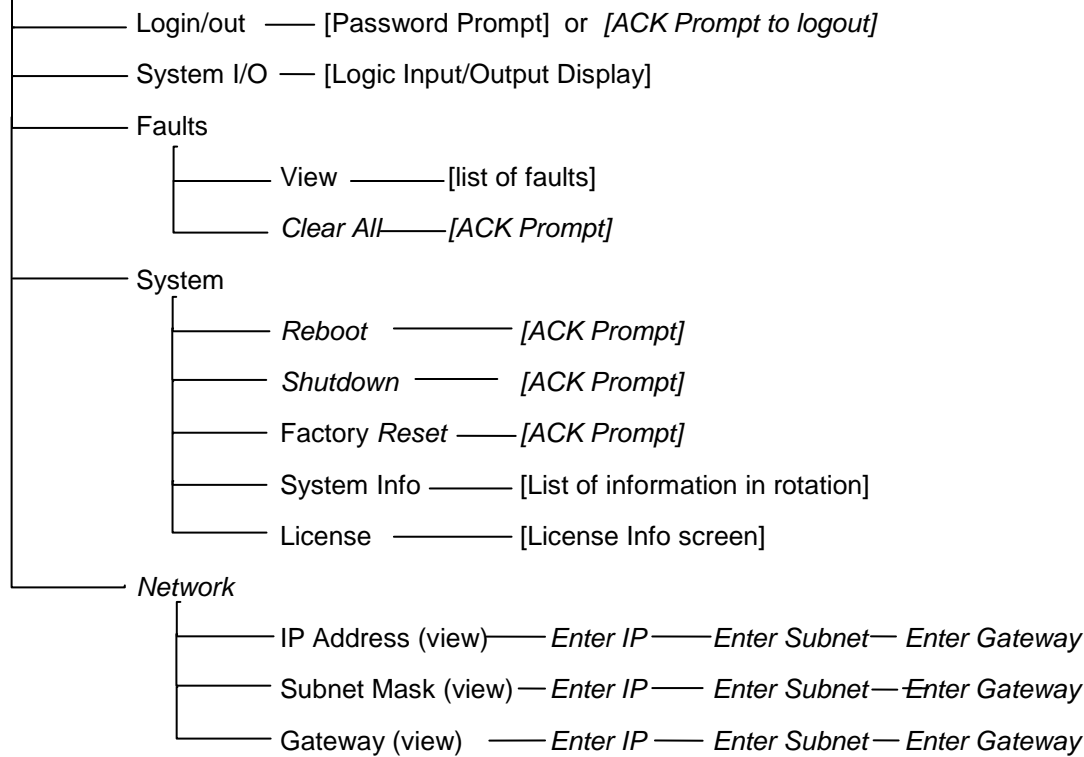


Figure F-2: LCD Menu Structure

## F.1 Main Menu

On the Main Menu the following options are available to select:

- **Login/Logout** – This is how access to the Level 2 features is obtained. When not currently logged in this shows **Login**. Selecting **Login** will present the user with a login prompt. If logged in, this menu item shows **Logout**. Selecting **Logout** will present the user with an acknowledge prompt to logout.
- **Faults** – Selecting **Faults** will present the Faults Menu. A Level 1 user will only be able to view faults in each category. A Level 2 user (entered the correct password) will be able to both view and clear faults.
- **System I/O** – If the box has the Logic Input/Relay output section as the IP100 family does, then selecting this will display the current state of the logic inputs on the top line and the relay outputs on the bottom line.
- **System** – Selecting **System** will present the System Menu. A Level One user will be able to view system information. A Level 2 user will also be able to reset/shutdown the system.
- **Network** – Selecting this menu will display the IP Address, Subnet Mask and default Gateway settings of the controller. A Level 2 user can select any of these and go into a sequence of three prompts to edit all three properties.

Since the convention is to show the menu location on the top line and the current option on the second line of the LCD display, when first entering the Main Menu, the display will appear as at right. As one presses the down arrow button the second line will change to Faults, System I/O, System and Network with successive presses. One presses the Select button (√) when the desired menu option is displayed on the second line in order to enter that submenu.

Main Menu  
Login

## F.2 Login/Logout

This option is used to login for Level 2 access or logout from this level, depending on whether the user is currently logged out or in.

*The LCD menu indicates whether currently logged in or not by showing an asterisk (\*) in the top right corner when logged in, e.g.,*

Main Menu  
Faults



If logging in, the user will be presented with the **Enter Password** prompt such as shown at right. One selects the first digit of the password by pressing the up (▲) or down (▼) arrows until the correct value is shown. Then, one presses the right arrow button (►) once to move to the second password digit, and use the up and down arrows to select that digit, etc. until all digits required are filled in. One can use the left arrow button (◄) to back up and correct any earlier digits as necessary. The digit currently being entered will flash between \_ or a number and a full box cursor (■). The example at right shows the first three digits of password entered, and the cursor on the fourth digit. When all digits are entered, the Select button (√) should be pressed to enter the password.

Enter Password

\_ \_ \_ \_

By default, systems ship with a Level 2 password of 7436. This may be used to access the LCD menu and set the unit's IP address to one that is compatible with the network it is on. Once the user accesses the SMC web pages via the unit's IP address, this default password may be changed.

Enter Password  
9 8 7 ■

## F.3 System I/O Menu

Selecting this menu option leads to a screen that shows the current status of the Logic Inputs and Relay Outputs of the IP100 series device. This brings up a screen such as the one at right. If no logic inputs are active (shorted) and no relays are energized, the screen appears with two rows of eight dashes. Each dash is a position holder for input/output 1..8. If an input or output is active, then the dash in that position changes to the number of the position. For example, the second case at right shows logic inputs 2 and 6 active and relay output 5 active. The status updates to this display are not instantaneous, but update about every two seconds.

I:-----  
O:-----

I:-2---6--  
O:----5---

## F.4 Fault Menu

On the Fault Menu, the following options are available to select to view/manage each fault list:

- **View** – View a list of current faults in the system.
- **Clear All** – Clear all faults in the system. If the fault condition persists, the system will re-discover the faults and re-post them to the fault list. The user must press the Select button (√) when the ACK prompt is displayed before the faults are actually cleared.

When the **View** option is selected, the user will see the first fault in the list displayed on the second line of the LCD display. The top line will say “Fault      n/m” where n is the index of the fault in the list and m is the total number of faults (length of the list). So, in the example at right, the fault shown on the second line is the first of 20 faults.

```
Fault      1/20
Mic Station 12
```

## F.5 System Menu

On the System Menu, the options that may be selected are:

- **Reboot** – [with Level 2 access] Reboot (restart) the system, after pressing the Select button (✓) again at the ACK prompt.
- **Shutdown** – [with Level 2 access] Do an orderly shutdown of the system before powering it off. If the unit is going to be powered off for any reason, it is recommended that this shutdown be done first.
- **Factory Reset** – [with Level 2 access] Reset the system to factory defaults.

**Warning** this option will cause all system setup and configuration to be lost. Use only in situations such as repurposing a (spare) unit for use on a different project.

- **System Information** – View system information which consists of two types of information: System Number (e.g., identifier in a multi-ACS installation) and GCK version. The display will alternate between these two pieces of information such as in the examples at right.
- **License** – View the license type, maintenance period expiration and end-point licenses such as in the example at right. License types can be vACS (primary controller), Lifeline, and MSG.

```
System Number
1
```

```
GCK Revision
GCK 2.0.0
```

```
vACS (4/1/2017)
HD:0 SD:50
```

## F.6 Network

There are three View-only options in this submenu: IP Address, Subnet Mask and Gateway (sometimes also called “default router”. These options appear as in the examples at right.

If the user is logged in (has Level 2 access), then pressing the Select button while any of these views are present will go into a trio of edit screens that allow one to change these three settings. The process is the same as for entering the password: one uses the up/down arrows to select numbers in each position and the left/right arrows to move forward or backward in the entry. Pressing the Select moves to the next edit screen until all three are entered. If you do not wish to change an entry, simply hit the Select button on that screen.

```
IP Address
10.2.133.185
```

```
Subnet Mask
255.0.0.0
```

```
Gateway
10.0.0.1
```

```
Enter IP
010.002.133.185
```

```
Enter Subnet
255.000.000.000
```

```
Enter Gateway
010.000.000.001
```

## Appendix G: SAFE Web Pages & Changes to SMC

An available plug-in for GCK is the SAFE (Smart Alerts For Emergencies) feature. This feature requires a separate installation of some web pages and a license activation key. There are two parts to alerts:

1. Audio/Visual message Events that are played out from the announcement controller to zones and digital endpoints such as IP speakers.
2. Text and graphic Alerts that are sent to SAFE clients which are computers running the SAFE desktop notifier client software.

Both zones on the announcement controller and SAFE clients can be designated to require acknowledgement. With this feature, Events/Alerts which are designated as needed acknowledgement are logged when they occur and all the zones within that Event that are so designated will be tracked for if/when an acknowledgement for the zone is sent back to the controller. For example, in a school, each classroom would be a zone, and there may be other zones in the school like the hallways, outside areas, gym, cafeteria, etc. The emergency management plan for the facility may require acknowledgement by each instructor in the classrooms, but no acknowledgement for hallways and other zones. Acknowledgements may be done via pushbuttons attached to IP Speakers (intercoms) or other buttons or mic stations in the facility. In any case, it is something that requires a human action and whether it has occurred or not is tracked/logged by the Event Acknowledgement feature of GCK.

Similarly the status of Alerts that go out to SAFE clients is tracked for both proper delivery and for acknowledgement by the user at the client. Delivery tracking is monitored since SAFE clients may be powered off or removed from the network at the time of the Alert.

SAFE status and configuration is handled via separate a web site from those for System Management Center (SMC) and are described in this appendix. One can get to the web pages on this site by the following path:

<http://w.x.y.z/SAFE>

On a GLOBALCOM.IP controller there should be a desktop shortcut to this web site provided by the installer, which is the easiest way to get to the pages when logged into the controller. There is also a link shown at the top of SMC as shown in section G.8. When the SAFE feature is enabled there are some changes to SMC to link to SAFE and control Events and Alerts that need acknowledgement. These SMC changes are covered in section G.8.

*Note, with only a few exceptions, the web pages shown in this appendix are as they might appear on a computer/laptop. The pages are designed to automatically adjust for a tablet or mobile device. Therefore the actual pages one sees may be different from those shown in this document. Examples of the menus on wider screens and on mobile devices are shown below.*

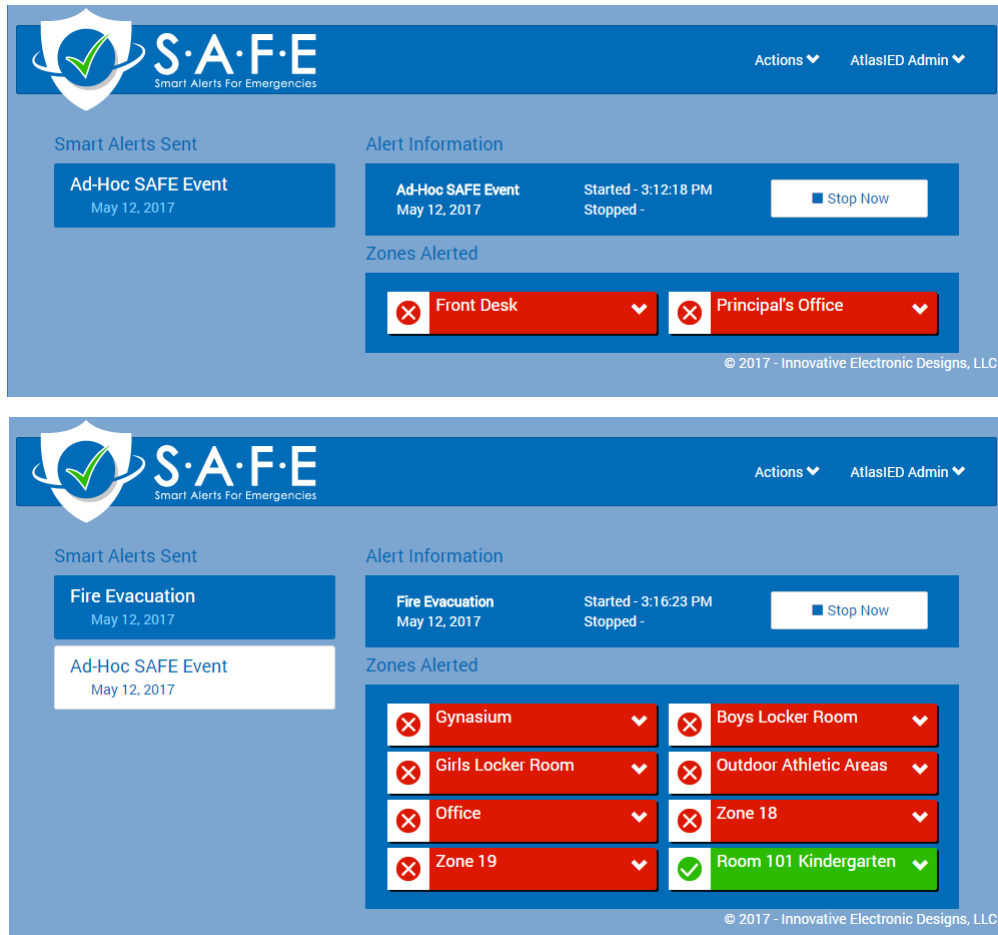


**Figure G-1: Menus on Wide and Narrow Screens**

**General notes on Web Page Usage** -These are web pages, so there are not [OK] or [Close] buttons to exit a page. Instead, one should navigate back by using the browser's back button (typically also available with the keyboard shortcut of the backspace key). Also, one can get to the main event acknowledgement page by clicking on the title/caption "SAFE" in the upper left corner of every web page.

## G.1 Main Event Acknowledgement Page

The main page looks as shown in two examples in the figure below.



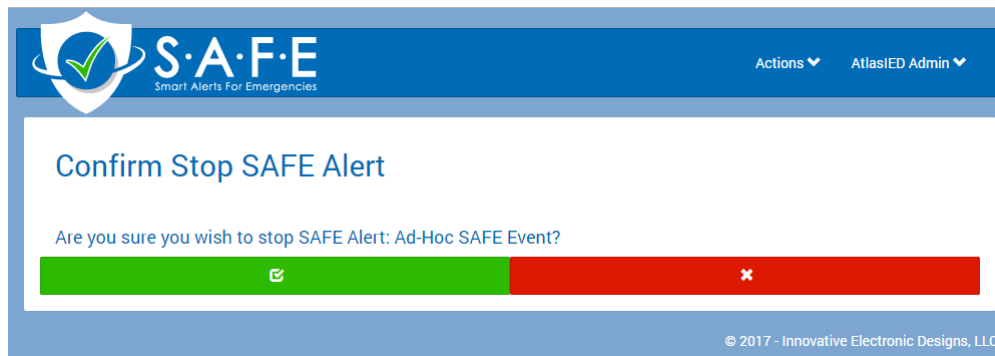
**Figure G-2: Main SAFE Event Acknowledgement Page**

On the left are current and past events that have occurred in the system, with the most recent (or currently active) event on top. To the right of this are zones for this event that required acknowledgement and their current state. Red boxes with the X icons are the zones that have not been acknowledged yet. The green zones with a checkbox have already been acknowledged. The event header shows when the event started and if it has stopped, when that occurred.

One can see when a zone was acknowledged by clicking on the down-arrow in a box. This brings up a view such as shown at right that shows the start of the event start (unacknowledged time), when the zone was acknowledged, and above that how much time elapsed between the two (e.g., 11m 59s).

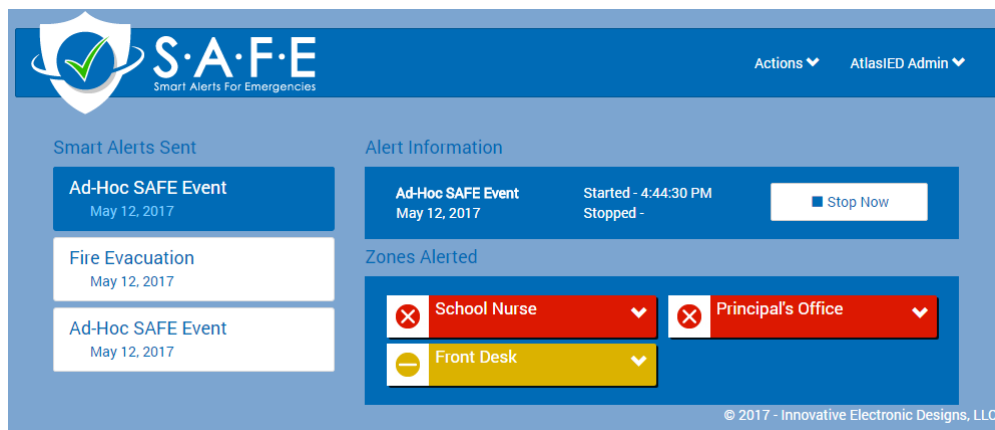
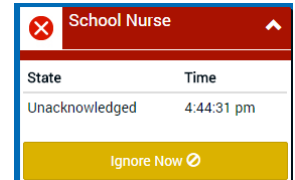
The event or alert remains active until somebody clicks on the **Stop Now** button in the Event header section. This brings up a confirmation prompt as shown in the figure below. One must click on the **Yes** button in the pop-up to actual cancel the event acknowledgement period (or press the **Continue** button to cancel out of the pop-up). Note, this function can be performed by any user, whether they have administrator privileges or not.

✓	Room 101 Kindergarten	▲
Zone: 20		
Access Code: 101		
		11m 59s
State	Time	
Unacknowledged	3:16:25 pm	
Acknowledged	3:28:24 pm	



**Figure G-3: Stop Event Confirmation Prompt**

If one knows there is nobody at a location, then one can click on an unacknowledged zone and select **Ignore Now** as shown at right. Once this is done, the zone appears in yellow with a minus (-) icon as shown in the figure below.



**Figure G-4: Alert Event with Ignore Status on Zone**

## G.2 Admin Functions and Logging In

Admin functions are available via a menu that appears in the upper right corner *after* one is logged in. Initially, on large screen devices (i.e., laptops, tablets), this appears with the label “**Login**” as shown below in the top half. If one is accessing this web site on a mobile device, this may appear as a menu icon as shown in the second header below.



**Figure G-5: Label & Menu Icon on Main Event Acknowledgement Page**

Clicking on Login brings one to the log-in page as shown in the figure below. If one already has an account, enter the username and password in the appropriate boxes and then press the **Log in** button.

**Figure G-6: Menu Icon Submenu Options**

If one does not have an account, one can create a new non-Administrator account by clicking on the “Register as a new user” label at the bottom. Doing this brings up the New User page as shown in the figure below.



If one wishes to create a new account, then click on the “**Register as a new user**” label. This action takes one to a form to fill out as shown below. Note, new accounts do not have administrator privileges, so can only view Events/Alerts, not configure anything.

Register.  
Create a new account.

Username: JoeUser

First Name: Joe

Last Name: User

Email: joeuser@atlasied.com

Cell Phone:

Password: \*\*\*\*\*

Confirm Password: \*\*\*\*\*

Register

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**Figure G-7: New User Registration Form**

Once a user with site administrator privileges has logged in, the “Login” caption changes to the logged in user name, and clicking on the name brings up the administrator functions menu as shown below.


AtlasIED Admin ^

(administrator) Account Details

Log Out

**Figure G-8: Administrator Menu**

Clicking on Account Details brings up the Edit SAFE User page as shown in the figure below. From here one can edit the basic fields shown or change the password by selecting the “Change Password” option (see next figure for view of this page). Once all changes are made, one should click on the **Submit User** button to save the changes and return to the main web page.

**S·A·F·E**  
Smart Alerts For Emergencies  
Actions ▾ AtlasIED Admin ▾  

## Edit SAFE User

SAFE User Details: administrator

**Username**  
administrator


**First Name**

**Last Name**

**Email**

**Cell Phone**

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**Figure G-9: Edit SAFE User Page****S·A·F·E**  
Smart Alerts For Emergencies  
Actions ▾ AtlasIED Admin ▾  

## Change Password

Change User Password

**Username**  
administrator

**Existing Password**

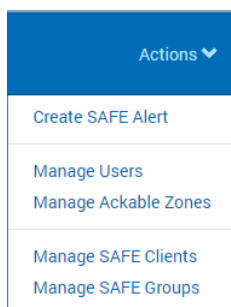
**New Password**

**Confirm password**

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**Figure G-10: Change Password Page**

To the left of the user menu is an Action menu with the options as shown in the figure below.



**Figure G-11: Action Menu**

Each of these menu options are covered in the sections which follow.

### G.3 Create SAFE Alert

This feature is for sending SAFE Alerts only (not Events) to the SAFE desktop clients. An Alert consists of a text message and optional image to display. The **Emergency** and **Require Acknowledgements** checkboxes affect the behavior of the notification. There must be at least one SAFE Group selected in the Destinations area before submitting (sending) the SAFE Alert.

**S·A·F·E**  
Smart Alerts For Emergencies

Actions ▾ AtlasIED Admin ▾

## Initiate SAFE Alert

**SAFE Alert Details**

**Text Body**

Today there will be an Earthquake Drill at approximately 10:00.

**Image**

Browse

☐ Emergency

☒ Require Acknowledgement

**Destinations**

☒ School Administrators

Submit SAFE Alert

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**Figure G-12: Initiate SAFE Alert Page**

## G.4 Manage Users

There are primarily two functions to be performed on this page: designate which users have Administrative rights (via the **Admin** checkbox on each line) and deleting old accounts via the red [ X ] box to the right of each line. However, one may also change other properties of the account by clicking on the blue [ (i) ] button



Username	Name	Admin		
administrator	AtlasIED Admin	<input checked="" type="checkbox"/>	<a href="#">i</a>	<a href="#">X</a>
JoeUser	Joe User	<input type="checkbox"/>	<a href="#">i</a>	<a href="#">X</a>

[Submit User Permissions](#)

[Back to Events](#)

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**Figure G-13: Manage SAFE Users Page**

## G.5 Manage Ackable Zones

This page is used to designate which zones in the current GLOBALCOM.IP configuration require acknowledgement. This page should be revisited any time zones are added or deleted from the configuration via SMC. The page appears as in the example below. One simply changes the checkboxes in the “Acknowledge” column (or use the **All** checkbox to toggle all zones) until the configuration is as desired, followed by clicking on the **Submit Acknowledgeable Zones** button. Clicking will return the user to the main Event Acknowledgement page.

**SAFE Zone Configuration**

SAFE Zones

Zone Number	Description	Acknowledge	<input checked="" type="checkbox"/> All
1	Gynasium	<input checked="" type="checkbox"/>	
2	Boys Locker Room	<input checked="" type="checkbox"/>	
3	Girls Locker Room	<input checked="" type="checkbox"/>	
4	Outdoor Athletic Areas	<input type="checkbox"/>	
5	Zone 5	<input type="checkbox"/>	
6	Zone 6	<input type="checkbox"/>	
7	Zone 7	<input type="checkbox"/>	
8	Zone 8	<input type="checkbox"/>	
9	Zone 9	<input type="checkbox"/>	
10	Zone 10	<input type="checkbox"/>	
11	Zone 11	<input type="checkbox"/>	
12	Zone 12	<input type="checkbox"/>	
13	Zone 13	<input type="checkbox"/>	
14	Zone 14	<input type="checkbox"/>	
15	Zone 15	<input type="checkbox"/>	
16	Zone 16	<input type="checkbox"/>	
17	Office	<input checked="" type="checkbox"/>	
18	Zone 18	<input type="checkbox"/>	
19	Zone 19	<input type="checkbox"/>	
20	Room 101 Kindergarten	<input checked="" type="checkbox"/>	
21	Room 102 - Ms. Smith	<input checked="" type="checkbox"/>	

33	Room 204 - Mrs. Romanovsky	<input checked="" type="checkbox"/>	
34	Library	<input checked="" type="checkbox"/>	
35	Room 205 - Mrs. Plasse	<input checked="" type="checkbox"/>	
36	Room 206 - Ms. Yoder	<input checked="" type="checkbox"/>	
37	Room 207 - Ms. Brophy	<input checked="" type="checkbox"/>	
38	Room 208 - Ms. Herling	<input checked="" type="checkbox"/>	
39	Room 209 - Ms. Uselton	<input checked="" type="checkbox"/>	
40	Room 210 - Mr. Granger	<input checked="" type="checkbox"/>	

**Submit Acknowledgeable Zones**

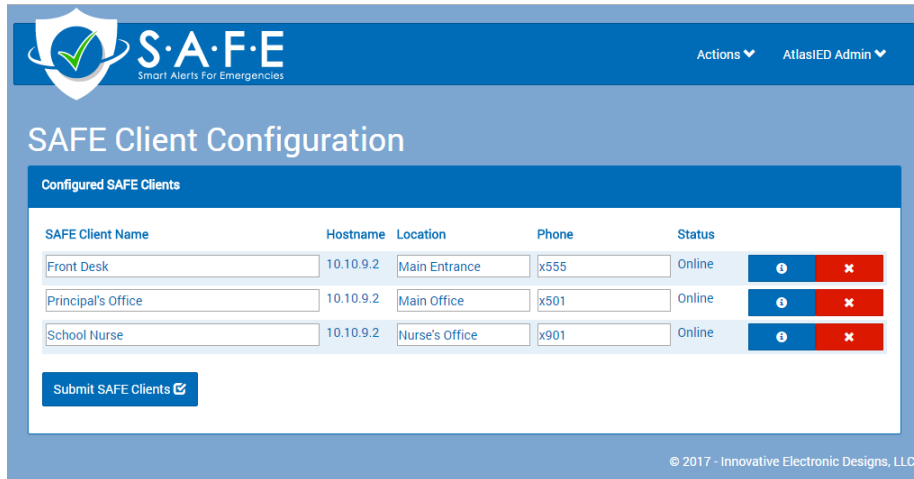
SAFE Client Configuration  
[Back to Events](#)

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**Figure G-14: Manage Acknowledgeable Zones Page**

## G.6 Manage SAFE Clients

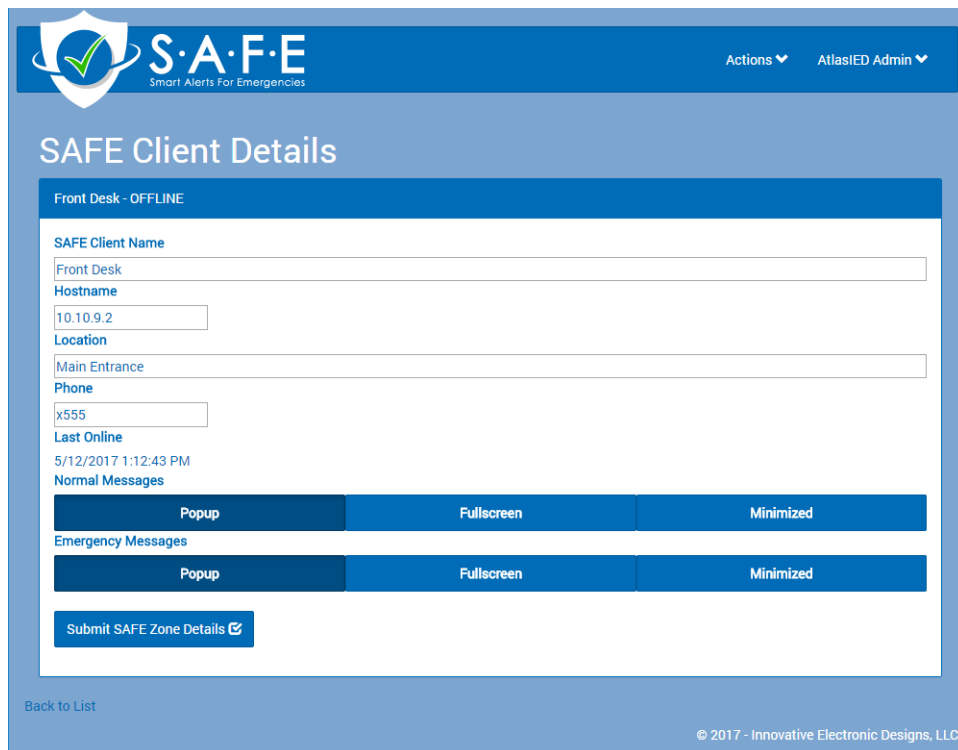
This is used to manage the SAFE desktop notifier clients via the page as shown in the figure below. On this page one may enter information about the clients or delete clients via the red [ X ] button to the right. Some properties can be edited via the edit boxes available here. If one clicks on the [ (i) ] button on a row, it brings up the Client Details window as shown in the next figure where all properties can be edited. When done with any edits, one should click the **Submit** buttons at each level. The Popup | Fullscreen | Minimized buttons near the bottom control how normal and emergency alerts behavior, i.e., how the client responds.



The screenshot shows the 'SAFE Client Configuration' page. At the top is the S.A.F.E. logo and navigation links for 'Actions' and 'AtlasIED Admin'. The main heading is 'SAFE Client Configuration'. Below it is a section titled 'Configured SAFE Clients' containing a table with columns: 'SAFE Client Name', 'Hostname', 'Location', 'Phone', and 'Status'. The table lists three clients: 'Front Desk', 'Principal's Office', and 'School Nurse', all with status 'Online'. Each row has a blue button with an 'i' icon and a red button with an 'X' icon. A 'Submit SAFE Clients' button is at the bottom left. The footer indicates '© 2017 - Innovative Electronic Designs, LLC'.

SAFE Client Name	Hostname	Location	Phone	Status
Front Desk	10.10.9.2	Main Entrance	x555	Online
Principal's Office	10.10.9.2	Main Office	x501	Online
School Nurse	10.10.9.2	Nurse's Office	x901	Online

Figure G-15: Manage SAFE Clients



The screenshot shows the 'SAFE Client Details' page for the 'Front Desk' client, which is currently 'OFFLINE'. The page includes input fields for 'SAFE Client Name', 'Hostname', 'Location', and 'Phone'. It also shows the 'Last Online' timestamp as '5/12/2017 1:12:43 PM'. Below this, there are two rows of buttons for 'Normal Messages' and 'Emergency Messages', each with 'Popup', 'Fullscreen', and 'Minimized' options. A 'Submit SAFE Zone Details' button is at the bottom. A 'Back to List' link is in the bottom left corner. The footer indicates '© 2017 - Innovative Electronic Designs, LLC'.

Front Desk - OFFLINE

SAFE Client Name  
Front Desk

Hostname  
10.10.9.2

Location  
Main Entrance

Phone  
x555

Last Online  
5/12/2017 1:12:43 PM

Normal Messages  
Popup Fullscreen Minimized

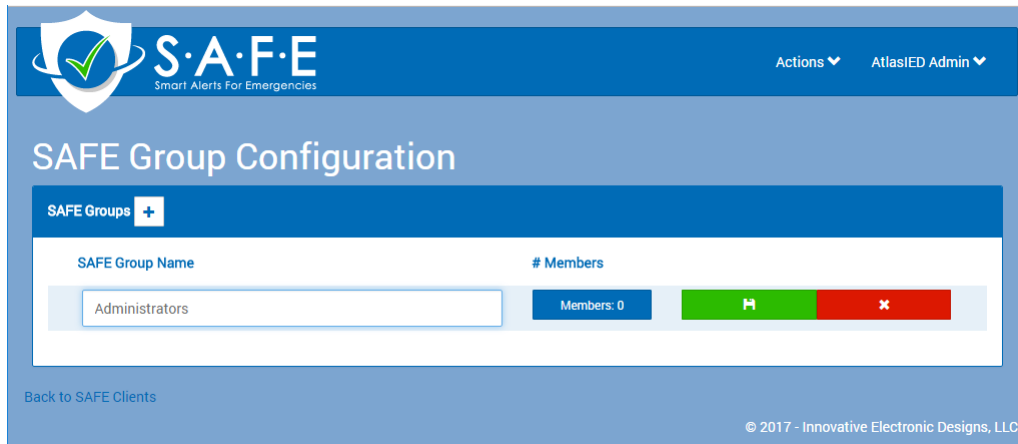
Emergency Messages  
Popup Fullscreen Minimized

Submit SAFE Zone Details

Figure G-16: Manage SAFE Client Details

## G.7 Manage SAFE Groups

This function is used to group SAFE Clients into SAFE Groups that may be used as destinations for Alerts. One can delete a group via the red [ X ] button on the group line. If one clicks on the delete button, they are first prompted for the delete with a page such as the one in the next figure. Of course one must click on the **Yes** button on the configuration page to actually delete the group. One may add a group via the [+] button at the top.



The screenshot shows the 'SAFE Group Configuration' interface. At the top is the S·A·F·E logo with the tagline 'Smart Alerts For Emergencies'. To the right are 'Actions' and 'AtlasIED Admin' dropdown menus. Below the header, the title 'SAFE Group Configuration' is displayed. A blue bar contains 'SAFE Groups' and a '+' button. The main area has two columns: 'SAFE Group Name' and '# Members'. Under 'SAFE Group Name' is a text input field containing 'Administrators'. Under '# Members' is a blue button labeled 'Members: 0', a green button with a plus icon, and a red button with an 'X' icon. At the bottom left is a link 'Back to SAFE Clients'. At the bottom right is the copyright notice '© 2017 - Innovative Electronic Designs, LLC'.

Figure G-17: Manage SAFE Groups

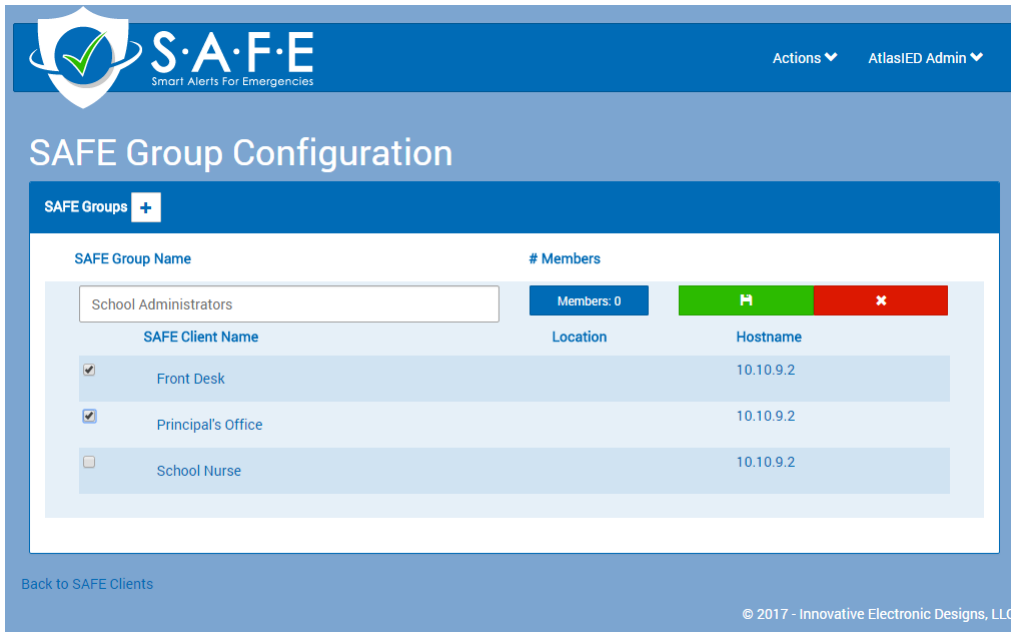


The screenshot shows the 'SAFE Group Delete Confirm' dialog. At the top is the S·A·F·E logo with the tagline 'Smart Alerts For Emergencies'. To the right are 'Actions' and 'AtlasIED Admin' dropdown menus. Below the header, the title 'SAFE Group Delete Confirm' is displayed. The main area contains the question 'Are you sure you wish to delete SAFE Group: New Alert Zone Group?'. At the bottom are two buttons: a green button labeled 'Yes' with a checkmark icon, and a red button labeled 'No' with an 'X' icon. At the bottom right is the copyright notice '© 2017 - Innovative Electronic Designs, LLC'.

Figure G-18: Delete SAFE Group Confirmation Prompt

One changes the members within each group by clicking on the blue **Members** button. This brings up a page such as in the figure below. On this page, one simply clicks on the checkboxes beside the clients to select/deselect it for the group.





The screenshot shows the 'SAFE Group Configuration' page. At the top, there's a header with the 'S·A·F·E' logo (Smart Alerts For Emergencies) and navigation links for 'Actions' and 'AtlasIED Admin'. Below the header, the main title 'SAFE Group Configuration' is displayed. A section titled 'SAFE Groups' with a plus icon contains a table for the 'School Administrators' group. The table has columns for 'SAFE Client Name', 'Location', and 'Hostname'. It lists three clients: 'Front Desk', 'Principal's Office', and 'School Nurse', all with the location '10.10.9.2'. A 'Back to SAFE Clients' link is at the bottom left, and a copyright notice '© 2017 - Innovative Electronic Designs, LLC' is at the bottom right.

SAFE Group Name	# Members	
School Administrators	Members: 0	
SAFE Client Name	Location	Hostname
<input checked="" type="checkbox"/> Front Desk	10.10.9.2	
<input checked="" type="checkbox"/> Principal's Office	10.10.9.2	
<input type="checkbox"/> School Nurse	10.10.9.2	

Back to SAFE Clients

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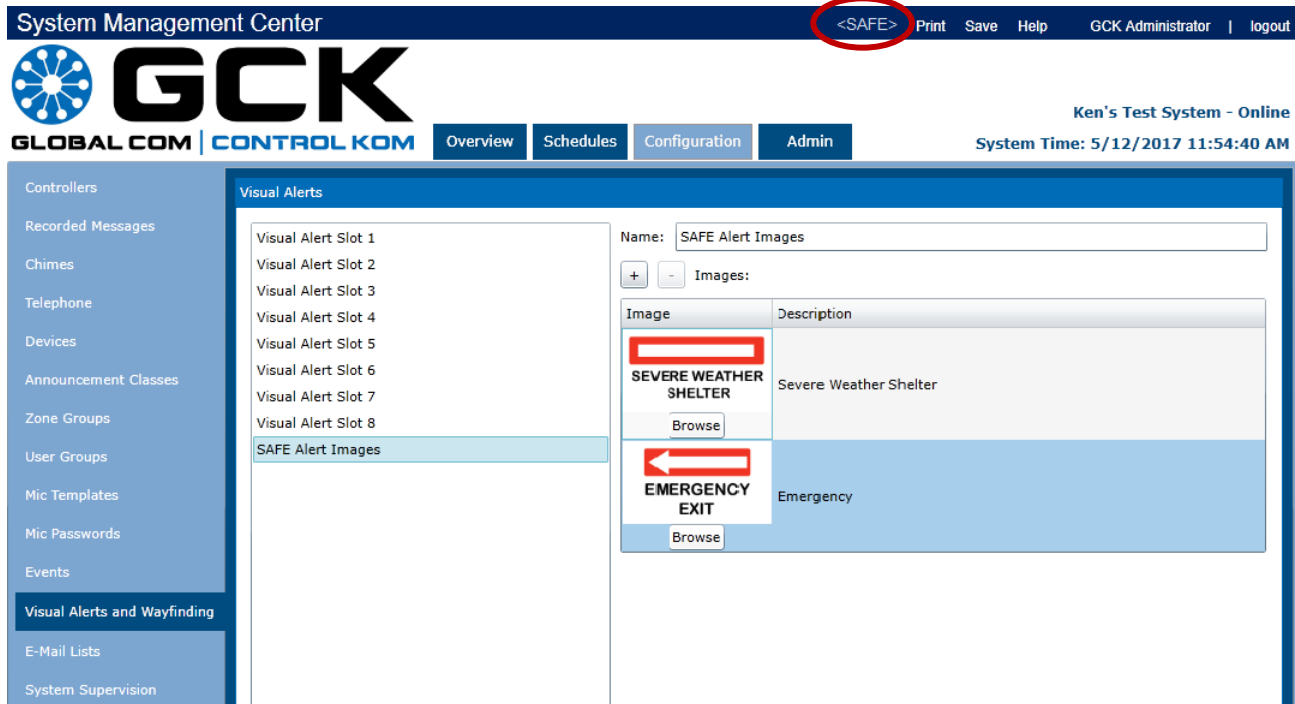
**Figure G-19: SAFE Group Members Page**

## G.8 Changes to SMC for SAFE Integration

When the SAFE feature is licensed in GCK, there are three changes that occur:

1. A new category of Visual Alerts “SAFE Alert Images” is added
2. Events can be marked for acknowledgement and can also have SAFE Alerts (notifications to SAFE Clients) added to them.
3. A link appears in SMC to bring up the SAFE web site

The link mentioned in item 3 appears as “<SAFE>” on the top line of SMC as in the figure below. Clicking on it opens SAFE in another tab page.



**Figure G-20: SAFE Alert Images**

The additional SAFE Alert Images category appears in the list below the Visual Alert Slots. Once selected, one may add or remove images from this category via the [+] and [-] buttons at the top. Descriptions are entered by the user to be meaningful for referencing when selecting these images for Events for Alerts sent from SAFE.

*Please note that any newly created SAFE Groups will not appear until SMC is reloaded/restarted.*

When the SAFE feature is enabled, the Requires Acknowledgement checkbox will become enabled (not grayed out) when editing Events as shown in the figure below.

The screenshot shows the '3 - Earthquake Drill Details' form. The 'Description' field contains 'Earthquake Drill' and the 'ID' field contains '3'. The 'Requires Acknowledgement' checkbox is checked and highlighted with a red circle. A red arrow points to this checkbox from the text above. The 'Show on Paging Console' checkbox is also checked. Below the form, there is a table with the following data:

Type	Description	Start Delay	Play Count	Interval
Play Message	Earthquake Drill	0	1	

The 'Event Schedule' section shows '(00:00:00) : Earthquake Drill (ZG:100)'. There are 'OK' and 'Cancel' buttons at the bottom right.

**Figure G-21: Event w/o Acknowledgement**

After one checks this box, new fields will appear to allow one to also formulate a SAFE Alert message and image to go out to the SAFE desktop clients, as shown in the figure below. One selects the SAFE

The screenshot shows the '3 - Earthquake Drill Details' form with the 'Requires Acknowledgement' checkbox checked. Additional fields for the SAFE Alert are visible: 'SAFE Groups' (School Administrators), 'SAFE Alert Text' (This is only a drill to test our preparedness for an actual Earthquake. Students should be instructed on the proper response to an earthquake threat.), and 'SAFE Alert Image' (Emergency). The 'Emergency' image is a red arrow pointing left with the text 'EMERGENCY EXIT'. The 'Event Schedule' section shows '(00:00:00) : Earthquake Drill (ZG:100)'. There are 'OK' and 'Cancel' buttons at the bottom right.

**Figure G-22: Event w/ Acknowledgement**

The additional fields are described below.

### SAFE Groups

This is the destination for the Alert. It can be one or more groups which are selected in the drop-list box(es) and are added with the [+ ] button beside the top drop-list box just like Zone Groups used for actions elsewhere in SMC.

## SAFE Alert Text

The message to deliver to the SAFE clients.

## SAFE Alert Image

One may select an image to display along with the text from those defined for SAFE alerts.