

AZedit Software User Manual

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Introduction

Intercom system configuration has never been easier with the advent of Telex's AZedit Intercom System Software. AZedit is a Windows®-based, full-featured configuration software, providing online and offline configuration capabilities. It gives you the ability to manage multiple intercom systems, assign and reassign users to different ports, as well as dynamically add intercom hardware to your system setup without jumper changes, rewiring, or taking the system offline. AZedit has the capability to load pre-set configuration files, which means configurations saved to a disk can be uploaded to the "live" application at anytime without interruption. AZedit's online and offline configuration capabilities allow you to make changes directly to the application or upload changes from a file created at an earlier time.

Features

- **PRINTING OF DESIGNATION STRIPS FOR ZEUS FAMILY KEYPANELS:** When printing designation strips for keypanels, different dimensions for the strip height and/ or center-key spacing are used for the MKP-4, MKP-12, BKP-4, WKP-4, and TKP-4. When a panel contains fewer than 16 keys, only the actual number of keys is printed.
- **ONLINE help:** Updated online help file that includes help for more items and problem fixes.
- **UPL (USER PROGRAMMABLE LOGIC) CONTROL OF IFB PROGRAM INPUT SUPPORT:** UPL Control of IFB Program Input allows a user to set the output action of a UPL statement to change the program input of an IFB while the UPL is active. (This feature requires ADAM Master Controller version 9.16.3 or DBX version 1.8.2).
- **LOCAL STORAGE OF ADVANCED PARAMETERS:** A preference setting gives you the ability to store Advanced Communications parameters locally, so that when a "first birthday" occurs connecting to the Intercom with AZedit will automatically restore the advanced communication settings.
- **AZEDIT:** AZedit combines both the ADAMedit and ZEUSedit into one program to allow communication with both ADAM and ZEUS intercoms.
- **MULTIPLE ALPHA SIZES:** Permits keypanels with different alpha sizes to exist on the same intercom. The keypanel view automatically changes alpha size to whatever type of keypanel is active.
- **ALPHA COUNTERS:** Alpha counters permit the live update of alphas as they are changed on local or remote intercoms. Alpha counters auto-refresh alpha changes.

Required firmware for Alpha Counters:
 - Adam Master Controller 9.16.0
 - Zeus Master Controller 3.1.0
 - Peripheral Controller 10.8.0
 - DBX 1.8.0
 - AIO Cards 10.2.0
- **VOLUME DISPLAY:** Keypanel view shows changed and restricted status of volumes.

AZedit Description

AZedit is automatically configured to work on any Telex intercom system. This means that if you have an ADAM CS intercom system, AZedit will display only resources available in your intercom system. On the other hand, if you have a multi-frame ADAM intercom system, AZedit will still display all of the resources that are configured to be available in your system.

Getting Started

The AZedit software comes with either two 3.5" floppy disks or a CD, used to install the application onto a central computer.

Minimum Requirements for Software Installation

- Pentium Processor
- 64 MB Ram

<p>Note: The larger the intercom system the more RAM is required to run the software effectively. For example, a seven-frame intercom system will require more RAM than a one-frame system.</p>
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- Microsoft® Internet Explorer 5.01 and higher or NT Service Pack 6.0
- Microsoft® Windows 98, NT, 2000, XP

AZedit Installation and Configuration

During installation, AZedit creates three subfolders within the application folder. These folders are named Firmware, Logs, and Setups. The **Firmware** folder is the default folder where the application looks for firmware update files. The **Logs** folder is the default location where the application saves log files. The **Setups** folder is the default location where the application saves setup files. When you remove the application, these subfolders will not be removed.

To install AZedit, do the following,

- 1) Insert the AZedit CD into the into CDRom drive.
- 2) Take all the defaults, when prompted.

Uninstalling AZedit

To uninstall the software, use the *Uninstall* program supplied on the AZedit disk

Intercom Configuration Description

The intercom configuration is split into two groups: resources and options.

Resources are the number of intercom ports, party lines, etc. that are available.

Options describe such things as the number of talk levels for each talk key, or the number of setup pages for each keypanel.

Some options slightly modify the operation of the intercom system. Some resource and option settings are limited by the amount of available hardware. For example, in a Resource list, the number of Ports is limited to the number of Audio I/O Cards in the intercom system. For other resources and options, the quantity is primarily limited by the amount of available memory in the master controller. For example, a party line does not represent any hardware. It is a definition of who is a member of the party line. However, each party line definition requires a certain amount of master controller memory. Similarly, in the Options list, you can define 2-4 talk levels for all talk key assignments. The more talk levels you define, the more master controller memory is required.

The intercom configuration is actually defined in 3 places within your intercom system: 1) within the master controller 2) within AZedit and 3) within each setup file. We normally recommend that you set the intercom configuration in the master controller first, then apply these settings to AZedit afterward. Once you have done this, your setup files will automatically be set to the same settings as the master controller and AZedit. The only time where a user might not want all 3 settings to match is when configuring several independent intercom systems. The following paragraphs contain a more detailed discussion of the 3 resource settings, and also how to manage the memory limitations.

Connecting and Disconnecting

There are three different modes AZedit can run in: *File*, *Online*, and *Server* mode.

File: File mode indicates the computer is not communicating with the intercom system. In this mode, the user can create new setup files and open/edit new startup files, without the worry of interrupt users.

File mode is an excellent way to make a lot of changes that can be uploaded to the software at a later time when the system has downtime or a low user base.

The changes made in File mode can be saved to a disk for upload at a later time. This is also a great way to have a backup of changes made to the system.

Online: Online mode indicates the computer is communicating with the intercom system. Users can make changes to the intercom configuration or manually send setup files to the intercom system.

Online mode is a quick and easy way to update or configure a few setup files or intercom configurations. When complete, changes are uploaded straight to the system.

<p>Note: Remember, if a lot of changes are necessary, it is best to use FILE mode because you can upload your system changes when user traffic is lowest.</p>
--

Server: Server mode indicates the computer is online and operating in Server mode. Users can view current intercom system configurations, as well as intercom activity.

While in Server mode, no changes can be made. This is to eliminate any redundancy of effort by more than one user.

Connecting to ONLINE Mode from FILE Mode

Once you have finished making changes to the intercom system in File mode and have saved the changes to a disk, you can connect to the intercom system from File mode to upload the changes.

To **connect** to ONLINE mode, do the following:

1. From the menu bar, select **Online**.
The Online drop-down menu appears.
2. From the drop-down menu, select **Connect**.
The word ONLINE appears in the lower right-hand corner of the main AZedit window.

To **disconnect** from ONLINE mode, do one of the following:

New

1. From the File menu, select **New**.
A message indicating, "you are about to exit ONLINE mode and edit a default intercom setup" appears.
2. Click **OK** to accept. Otherwise, click **Cancel**.
The word FILE appears in the lower right-hand corner of the main AZedit window.

Open

1. From the File menu, select **Open**.
A message indicating, "You are about to Exit ONLINE mode and open a file" appears.
2. Click **OK** to accept. Otherwise, click **Cancel**.
The Setups browse screen appears for you to choose the setup you would like to open. Also, the word FILE appears in the lower right-hand corner of the main AZedit window.

Save

1. From the File menu, select **Save**.
The Save (Online setup) browse screen appears.
2. In the File Name text box, enter the **setup file name** to be saved (for example, *Setup_9302003.adm*).
3. Click **Enter**.
The Confirmation – ONLINE Save As screen appears.
4. When the option to stay online or enter file mode appears, select **Enter FILE Mode**. Otherwise, select **ONLINE**.
5. Click **Continue**.
The upload of the setup file begins. You will see a status bar until it is finished uploading the data. Once the file is uploaded the word FILE appears in the lower right-hand corner of the main AZedit window

*Otherwise, click **Cancel** to cancel the upload and return to the main AZedit screen.*

Connecting / Disconnecting – SERVER Mode

Following the status of the Intercom system is vital to effective and efficient operation. Server Mode allows the user to monitor real-time intercom activity. Remember, changes to the Intercom system may not be made in SERVER Mode.

Note: You must be in ONLINE Mode before you can enter SERVER Mode.

To **connect** using SERVER Mode, do the following:

1. From the Online menu, select **Server Mode**.
A check mark appears next to Server Mode when it is active, the background in all fields turns purple, and the word SERVER appears in the lower right corner of the main AZedit window.

To **disconnect** from SERVER Mode, do the following:

1. From the Online menu, click **Server Mode**.
The check mark is removed from Server Mode, the background in all fields returns to white, and the work ONLINE appears in the lower right corner of the main AZedit window.

Trouble Connecting?

If you are having trouble connecting to the intercom system, try the following:

- Verify the power to the Intercom is ON.
- Verify the Intercom cable is properly connected to the PC. Refer to the cable information in your Intercom System.
- Verify the COM Port and the Baud rate settings are correct

To adjust the Com port and Baud rate settings, do the following:

1. From the main menu select **Options > Communications**.
The Communications screen appears.
2. Verify or select the proper settings.
3. Click **OK**.
The Communications screen closes.

By default, AZedit is set for COM1 and 38,400 kbps (38.4 K baud). The baud rate set in AZedit *MUST* match the baud rate setting of the master controllers in the ADAM or ADAM CS frame (DIP Switch #1). The 38,400 kbps setting provides the fastest possible file uploads and downloads, but you may experience more communication errors operating at this speed than at a lower baud rate setting. Cable lengths of 30-50 ft. (9-15 meters) have been used successfully with the 38,400 kbps setting. However, this may not always work under all operating conditions.

If you suspect that you are experiencing communication problems operating at this speed, check the Master Controller Status screen (**Status>Master Controller Status**). Rapid accumulation of communication errors on the right side of that screen indicates a problem. In such cases, check cable construction or cable routing, or use a shorter cable. You may have to try different scenarios before one will permit operation at 38,400 kbps.

Configure AZedit

To ensure the AZedit configuration matches your requirement for the intercom system configuration, make a connection to your intercom system

This can be done from the menu **Online** and from the sub menu **connect** or by using the **connect** button on the toolbar. If the toolbar is not displaying a purple plug on this icon the PC connection will need to be adjusted for a suitable Com port setting and Baud rate, see, *Trouble Connecting*, page 7.

It is also possible the intercom system is not properly configured to show the correct amount of resources.

To verify that the basic intercom configuration is correct, do the following:

1. If you have been working on a setup file, perform a **Save**.
2. If you are not connected to the Intercom system, make a **Connection**. See Connecting – ONLINE mode, page XXX.
3. From the **Options** menu, select **Intercom Configuration**.
A message indicating, "Warning! Changing these settings may cause a mismatch between ADAMedit and the settings in the intercom" appears.
4. Click **OK**.
The Intercom Configuration screen appears.
5. Verify the current settings for **Frames** and **Intercom Type** match your intercom system. If needed, make any changes to the *Resource* tab.

Note: From the *Intercom Configuration* screen, you may make other setting changes. However, many users find the standard settings satisfactory. For more information about the Intercom Configuration screen, see the AZedit Help.

Master Controller Intercom Configuration

In ADAM CS and ADAM intercom systems, the master controller configuration is the key to your intercom system, because whatever is defined here is all that will be allowed for actual intercom operation. As you may have guessed, it is possible to increase or decrease the quantities of some types of resources and options in the master controller to free up memory for larger quantities of other resources. There are also reasons why you might want to reduce or eliminate quantities of resources and options that are not required:

Advantages of reducing master controller intercom configuration settings

- The intercom system will power up faster with fewer resources.
- Less memory resources will be used in the system controller. For example, in larger, multi-frame intercom systems, where the number of intercom ports can exceed several hundred, the configuration information for the ports themselves will require a large portion of the system memory. In such cases, unused IFB's, ISO's etc. can be removed from the resource configuration to make room for resources that are being used.
- Scroll lists will be smaller (when viewing them both in AZedit or from a keypad).
- AZedit will connect to the intercom system faster (fewer items to upload).
- AZedit will update faster (fewer items to query).
- Saving/Loading files will be faster (less data to upload, less data to save/load).
- Setup files will require less disk space with fewer resources.
- Checks for duplicate names (alphas) will be faster with fewer resources.
- Sending changes to the intercom system will be faster with fewer resources.
- You will not mistakenly configure resources that do not exist (i.e. using ports that do not have Audio I/O Cards).

Disadvantages of reducing master controller intercom configuration settings

- If you add more hardware later (More Audio I/O Cards, for example) you will have to readjust your master controller and AZedit configuration settings. Changing settings in the master controller can take up to 10 minutes. You may also have to reconfigure your setup files. This may require 2-3 minutes per file if you have several files.

Procedure to change the master controller intercom configuration settings

AZedit Intercom Configuration Settings

Initially, AZedit defines the quantity for each resource and option. However, these quantities may be changed to fit your intercom system.

To assure you are viewing the intercom configuration for the application, and not for a setup file or the master controller, do the following:

If you have been working on a setup file in FILE mode, save any changes you have made. If you have been working on the online setup file in ONLINE mode, send your changes to the intercom system.

1. From the File menu, select **New**, or click the **New File** button.
2. From the Options menu, select **Intercom Configuration**.
A message indicating, "Warning! Changing these settings may cause a mismatch between ADAMedit and the settings in the intercom" appears.
3. Click **OK**.
The Intercom Configuration screen appears with Resource options showing.

Note: When you first install AZedit, it is set to the default resources for a 1-frame ADAM intercom system. If you are using AZedit with an ADAM CS Intercom System, or with a multi-frame ADAM Intercom System, be sure to make the necessary changes that reflect your intercom system size.
Although you can change the AZedit resource settings at this time, we recommend that you change the master controller configuration settings first, then select those settings as the AZedit default settings when prompted to do so.

Setup File Configuration Settings

When a setup file is opened, the intercom configuration settings for that setup file are loaded. You can change the intercom configuration to different settings other than the AZedit default settings.



The only time you might want to do this is when you are creating setup files for several different intercom systems, each with its own set of resources. Usually, you create your setup files using the default application resources.

To create a new file with either the default or the intercom configuration settings, do the following:

1. From the File menu, select **New**.
*One of two messages may occur:
A message indicating, "The current intercom configuration is different than the default configuration. Before opening a file, or creating a new file you must select which configuration to use:" appears.*

Note: *If you are not prompted, the default settings are already selected.*

A message indicating, "You are about to exit ONLINE mode and edit a default intercom setup" appears.

2. If prompted, choose to use either the **default configuration** or the **current configuration**.
3. Click **OK**.
The word FILE appears in the lower right-hand corner of the main AZedit window.

Note: You may have previously created AZedit setup files that you want to reconfigure to match the current AZedit default settings, or some other settings. For further information, see *Changing the Configuration Settings in Setup files*.

Screen Descriptions

Keypanels and Ports

The **Keypanel/Ports** screen displays essential keypanel information, such as Port numbers, Keypanel and Port Settings, Port Status, Key Assignments, etc.:

KEYPANEL SETUP: Use this screen whenever you want to connect a keypanel to a particular intercom port and then set up that keypanel. Keypanel setup includes assigning the keys and setting other keypanel options.

NON-KEYPANEL USAGE OF A PORT: Even if you are not using a keypanel at a port, there may still be a few items that you will want to configure, like belt pack systems, fiber devices, 2-way radios, PA Systems, Telephone Hybrids, etc... Basically, anything that would be a non-data device.

VIEW KEYPANEL ACTIVITY: View keypanel activity, such as key activations, during operation in ONLINE or SERVER mode.

GPI INPUT ASSIGNMENT: Use GPI inputs to simulate keypanel keys even when no keypanel is connected at an intercom port. Use GPI Input setup to define which "key" to activate at a specific port. Then, use the keypanel setup to select the port and assign the "key".

Zeus, ADAM and ADAM CS intercom systems have a General Purpose Interface port (GPI). The GPI port has 8 control outputs (also referred to as Relays in AZedit) and 8 control inputs located:

- Zeus: Located on Zeus Back panel, J27
- ADAM: Located on XCP-ADAM-MC Master Controller Breakout Panel, J11
- ADAM CS: Located on ADAM CS back panel, J903

Additionally, all of these intercom systems can connect to one or more UIO-256 Universal Input / Output frames, each of which provides 16 control outputs and 16 control inputs.

General Keypanel Setup Procedure

AZedit helps configure and manage keypanels in the intercom system. Being thorough when setting up the keypanel is essential in organizing and effectively managing the intercom system through AZedit.

To setup a keypanel in AZedit, do the following:

1. Open **AZedit**.
2. In the Port field, enter the **port number** you want to assign a keypanel. (You can also select a port alpha from the Alpha drop down list.)

Note: If all key assignments are disabled (grayed out) on the selected intercom port, and "Trunk Port" displays at the top of the window, the port is reserved for trunking. This means it cannot be used for any other purpose. To reclaim the port, run CStrunk and remove the trunking allocation.

3. Click **Edit**.
The Keypanel/Port Configuration screen appears.
4. Verify or make changes to the various keypanel properties. For more information on the keypanel properties, see *Keypanel / Ports Configuration*.

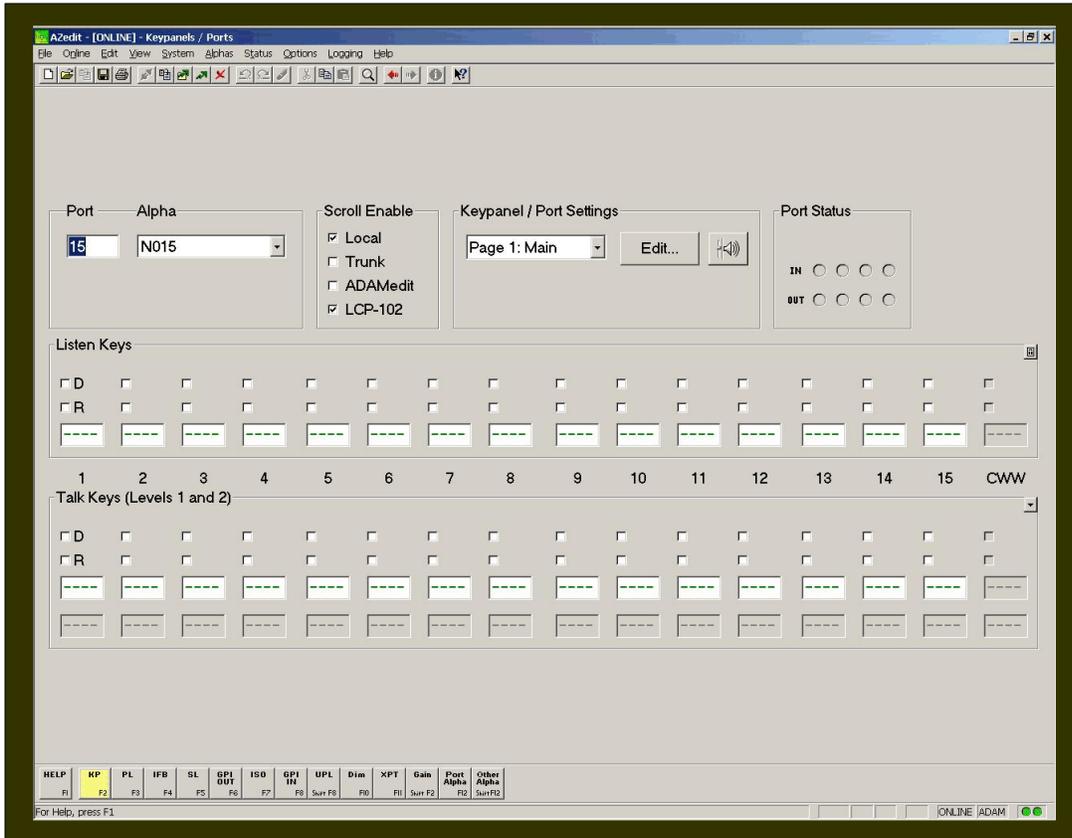
Setup Tab: contains basic keypanel configuration options.

Advanced Tab: contains more advanced configuration options

- Click **OK**.

The changes you made are applied to the program and the Keypanel / Port Configuration screen closes.

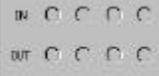
Note: While editing the Setup and Advanced tabs, you can click Apply at any time to apply the changes without closing the screen. This gives you the freedom to make more changes, if needed.



Screen Items

Screen Item	Field Type	Description
Port	text field	<p>The Port field displays the identification numbers assigned to individual channels to which devices are connected. Intercom ports have identification numbers 1, 2 etc. These numbers cannot be changed and are not usually commonly referred to by intercom system users.</p> <ol style="list-style-type: none"> In the Port field, enter the port number for which you want to configure.
Alpha	drop-down list	<p>Each intercom port also has a default name, called an "Alpha". This name appears in the alphanumeric display on a keypanel when you assign ports to keys for talking and listening.</p> <p>The default alpha names are N001, N002 etc. These default alpha names can be changed to names that are meaningful to keypanel operators using Port Alpha</p> <p>For more information on changing Alpha Names, see <i>Changing</i></p>

Screen Item	Field Type	Description
		<p><i>Alpha Names.</i></p> <ol style="list-style-type: none"> From the Alpha drop down list, select the Alpha assigned to the port.
Scroll Enable	check boxes	<p>The Scroll Enable check box controls who can view destinations in scroll lists and assign those destinations to keypanel keys. Scroll lists are lists of names (alphas) for intercom ports. You use these scroll lists in AZedit when assigning keys on keypanels. Scroll enable check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFB's, Special Lists, GPI Outputs, UPL Resources, and ISO's.</p> <p>Keypanel operators can also use these scroll lists at their keypanels to assign keys. If your intercom system is part of a larger trunked* intercom system, AZedit operators in remote intercom systems, as well as keypanel operators in remote intercom systems can use scroll lists to assign destinations in your intercom system to keys in their intercom system. You can control access to scroll lists, and therefore control the ability of other people to assign keys, by changing the Scroll Enable parameter.</p> <p>When you are using AZedit within your own intercom system, you always have access to complete scroll lists. However, access for everyone else is controlled as follows:</p> <p>Local: If Local is checked, any keypanel operator in your intercom system that has a programmable keypanel can find the destination name in a scroll list and assign it to a key. If you remove this check mark and send the change to the intercom system, keypanel operators will not see the destination name in their scroll lists, and therefore, will not be able to assign it to a key. They will also not be able to assign it using keypad numeric entry (KP9X series keypanels). And, if the destination name appears in any display on their keypanel, they will not be able to copy it to any other key.</p> <p>Trunk: The Trunk check box is only selectable if trunking has been activated. If you place a check mark here, any keypanel operator in a remote intercom system that has a programmable keypanel can view the destination in a scroll list and assign it to a key on their keypanel. If you remove this check mark and send the change to the intercom system, remote keypanel operators will not be able to view the destination or assign it to a key.</p> <p>AZedit: This item is only selectable if trunking has been activated. If you place a check mark here, an AZedit user in a remote intercom system will be able to view the destination in a scroll list and assign that destination to keypanel keys in the remote intercom system. If you do not want remote AZedit users to have access, remove the check mark and send the change to the intercom system.</p> <p>LCP-102: This item appears only in the <i>Keypanels/Ports</i> main screen. If this item is enabled and checked, the intercom port will be displayed in the IFB input scroll list of an LCP-102 operating in PAP mode. This means the port can be selected as the program source for an IFB input.</p> <p>In the Scroll Enable field, select one or more of the following, Local, Trunk, AZedit, or LCP-102.</p>
Keypanel /Port Settings	drop-down list	The Keypanel/Port drop down list displays the default page of keypanels the user can currently view. The user can select

Screen Item	Field Type	Description
		<p>different pages to edit page setups.</p> <ol style="list-style-type: none"> From the Keypanel/Port Settings drop down list, select the keypanel type you are configuring.
Edit	button	<p>Use the Edit button to open the Keypanel/Port Configuration screen.</p> <p>For more information on the Keypanel Port Configuration screen, see <i>Keypanel Port Configuration</i>.</p>
Gain Setup for Output Port	button	 <p>Opens the Gain Setup for Output Port screen</p> <ol style="list-style-type: none"> Click the Gain Setup button. <p>The Gain Setup for Output Port screen appears.</p> <p>For more information on Gain Setup, see <i>Gain Setup for Output Port</i>.</p>
Port Status	icon display	<p>The following informational icons are displayed in the Port Status group (located in the upper-right corner of the Keypanels / Ports screen): Most of these icons are activated based on keypanel features detected by the intercom system master controller.</p> <p> Heartbeat Icon: Indicates a data device (keypanel, TIF, or Camera Delegate Panel) is connected to the intercom port.</p> <p> Warning Icon: Indicates the intercom port is defined as an IFB output (in the IFB Setup screen).</p> <p> Headset Icon: Indicates the connected keypanel has a headset selected.</p>  <p>IN <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> OUT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>IN 1 2 3 4 LED Icons: Indicate the on/off state of any local GPI inputs and outputs. These indicators function only when a keypanel with a local GPI port is connected, and the operation is controlled by UPL</p> <p>Green = ON (Asserted) Red = OFF (Inhibited) Gray = None IN = GPI Input OUT = GPI Output</p> <p> Question Mark Icon: Indicates the keypanel type selected (with the Edit button) does not match what is reported by the intercom.</p>
Listen Keys	check box and text field	<p>The Listen keys are assigned different ports or alphas. These alphas can only listen on these keys.</p> <p>Use the D and/or R check box to either latch disable or restrict the alpha assigned to that key.</p> <ol style="list-style-type: none"> In the Listen Key 1 text field, enter the alpha or port number you wish to assign to the key. Select the relevant D check box to disable the key

Screen Item	Field Type	Description
		<p>latching function of the alpha or port number assigned to the corresponding key.</p> <p>3. Select the relevant R check box to restrict the alpha or port number assigned to that corresponding key <i>Repeat this step to assign alphas or port numbers to the rest of the listen key text fields.</i></p> <p>Note: When a talk or listen key is on, a red dot will appear above the key'.</p>
Talk Keys	check box and text field	<p>The Talk keys are assigned to different ports or alphas. These alphas can only talk on these keys.</p> <p>Use the D and/or R check box to either latch disable or restrict the alpha assigned to that key.</p> <p>In the Talk Key 1 text field, enter the alpha or port number you wish to assign to the key.</p> <p>Select the relevant D check box to latch disable the alpha or port number assigned to the corresponding key.</p> <p>Select the relevant R check box to restrict the alpha or port number assigned to the corresponding key <i>Repeat this step to assign alphas or port numbers to the rest of the listen key text fields.</i></p> <p>Note: When a talk or listen key is on, a red dot will appear above the key.</p>
Mode	display field	<p>The Mode display field shows what mode AZedit is running in. There are three modes AZedit can operate:</p> <p>Online: In Online mode, the configuration computer is connected to the intercom system, and AZedit is communicating with the intercom system. You can make changes to the intercom system setup, such as changing key assignments, or setting up party lines, etc. You can also view various types of intercom activities, as well as check the status of various components of the intercom system. When changes are made in Online mode, you still need to send changes to the program for them to be activated.</p> <p>Server: In Server mode, AZedit acts like a file server, sending setup files to the intercom system, either at scheduled times, or when certain events occur. You can send entire setup files, or partial setup files that were created using partial save. Server mode is typically used with UPL statements.</p> <p>File: In File Mode, the configuration computer is not communicating with the intercom system, and FILE will display in the lower-right corner of the screen. In FILE mode, you can create new setup files or open and edit existing setup files.</p> <p>FILE mode is recommended if you are making many changes and want to save your file to disk and do not need to immediately download the changes to the intercom system.</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: When in online or server mode, two green lights will flash which means there is a connection with the matrix. If there is only one green light flashing at the bottom of the screen, this means the application is operating in File mode.</p> </div>

Right-Click Guide to the Keypanel/Port main screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the Keypanel/Port main screen.

Right Click Action	Right-Click Result
Right-click in the Port field	<p>A popup menu appears that gives you the option to:</p> <ul style="list-style-type: none">Undo – reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document.Cut - removes part of a document, usually placing it temporarily in memory so that the cut portion can be inserted (pasted) elsewhere.Copy - duplicates information and reproduce it in another part of a document, in a different file or memory location, or in a different mediumPaste - inserts text or a graphic that has been cut or copied from one document into a different location in the same or a different document.Delete - eliminates text, a file, or part of a document with the intention of removing the information permanently.

<p>Right-click in a Listen Keys field</p>	<p>A popup menu appears that gives you the options to:</p> <ul style="list-style-type: none"> Info: displays import keypanel/port information such as, panel alpha, description, setup page, key type/level, and key assignment. Latch Disable: Selects the "D" (disable) checkbox above the Listen key. Key Restrict: Selects the "R" (restrict) checkbox above the Listen key. Change Assignment: Opens the Select Key Assignment screen. Change Volume: Opens the Gain Setup for Output Port screen Navigation: From the Navigation, you can: <ul style="list-style-type: none"> <i>Go to Keypanel View</i> (opens Keypanel/Ports screen) <i>Adjust Crosspoint Settings for this Port</i> (opens the Crosspoint Status screen) <i>Go to Crosspoint Volume View</i> (opens the Crosspoint gains screen) <i>Go to Party Line Volume View</i> (opens the Party Line Gains screen) Changes: From the Change, you can: <ul style="list-style-type: none"> <i>Cancel Changes to this/all alphas</i> – this undoes all the changes you have made up to the last SAVE performed. Search: From the Search popup menu, you can: <ul style="list-style-type: none"> <i>Search for this panel</i> (opens the Search Status Screen) <i>Search for panels with this key assignment</i> (only available when a key assignment has been made)(opens the Search Status Screen) <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: You must be connected to the Intercom for some of these menus to work.</p> </div>
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<p>Right-click in a Talk Keys field</p>	<p>A popup menu appears that gives you the options to:</p> <p>Info: displays import keypanel/port information such as, panel alpha, description, setup page, key type/level, and key assignment.</p> <p>Latch Disable: Selects the "D" (disable) checkbox above the Listen key.</p> <p>Key Restrict: Selects the "R" (restrict) checkbox above the Listen key.</p> <p>Change Assignment: Opens the Select Key Assignment screen.</p> <p>Change Volume: Opens the Gain Setup for Output Port screen</p> <p>Navigation: From the Navigation, you can: <i>Go to Keypanel View</i> (opens Keypanel/Ports screen) <i>Adjust Crosspoint Settings for this Port</i> (opens the Crosspoint Status screen) <i>Go to Crosspoint Volume View</i> (opens the Crosspoint gains screen) <i>Go to Party Line Volume View</i> (opens the Party Line Gains screen)</p> <p>Changes: From the Change, you can: <i>Cancel Changes to this/all alphas</i> – this undoes all the changes you have made up to the last SAVE performed.</p> <p>Search: From the Search popup menu, you can: <i>Search for this panel</i> (opens the Search Status Screen) <i>Search for panels with this key assignment</i> (only available when a key assignment has been made)(opens the Search Status Screen)</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: You must be connected to the Intercom for some of these menus to work.</p> </div>
<p>Right-click anywhere else on the screen (besides a Listen or Talk field)</p>	<p>A popup menu appears that gives you the options to:</p> <p>Undo: reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document.</p> <p>Redo: will redo up to 20 consecutive changes that you previously canceled with the Undo Button.</p> <p>Go Back: lets you go back to previously viewed screens (up to 20).</p> <p>Go Forward: lets you go forward again when you have used Go Back to look at previously viewed screens.</p> <p>Search: From the Search popup menu, you can: <i>Search for this panel</i> (opens the Search Status Screen) <i>Search for panels with this key assignment</i> (only available when a key assignment has been made)(opens the Search Status Screen)</p> <p>Show Grid: Opens key assignment grid.</p>

General Keypanel Setup

To setup a keypanel do the following:

1. On the Keypanel / Ports screen, select the **intercom port** you want to setup.
Use either of the following methods:

In the Port text box, enter the **intercom port number**, and then press **Enter**.

OR

From the Alpha drop down list, select the **port alpha**.

Note: If all key assignments are disabled (grayed out) on the selected intercom port and "Trunk Port" displays at the top of the screen, this means the port is reserved for trunking and cannot be used for any other purpose. To reclaim the port, you must run CStrunk and remove the trunking allocation.



2. Click **Edit**.
The Keypanel / Port Configuration Setup screen appears.
3. Verify or make the necessary changes to the Setup screen.
4. Click the **Advanced** tab.
The Advanced screen appears.
5. Verify or make the necessary changes to the Advanced screen.

Note: While editing the Setup or Advanced settings you can click **Apply** at any time to enter your changes without closing the screen.

6. Click **OK** to save the changes made. Otherwise click **Cancel**.
The Keypanel / Port Configuration screen closes.

Port Configuration for Non-Keypanel Usage

The following are items that you may want to configure in an intercom port when connecting non-keypanel devices.

Scroll Enable Settings

Scroll enable check boxes appear in the setup views for intercom ports, party lines, IFB's, Special Lists, GPI Outputs, UPL Resources, and ISO's. The Scroll Enable check boxes controls who can view destinations in scroll lists and assign those destinations to keypanel keys. When you are using AZedit within your own intercom system, you always have access to the complete scroll lists.

By default, any keypanel operator can assign keypanel keys to talk or listen to intercom ports. You may want to make some or all intercom ports inaccessible for key assignment, including intercom ports where there are no keypanels connected.

To enable scroll enable, do the following:

1. On the Keypanels / Ports screen, select **Local**, **Trunk**, **ADAMedit**, and/or **LCP-102** check box.
The check boxes will highlight with yellow to distinguish the changes made.

Gain Settings

There may be occasions where you need to adjust the listen gain for a non-keypanel device that is listening to a party line or to some specific intercom port. For example, a belt pack operator may want to monitor a party line, but at a lower level than the normal intercom volume. Or, a belt pack operator may want to listen to the background music coming from some intercom input port, but at a reduced level.

To make gain adjustments, do the following:

1. On the Keypanels / Ports screen, click the gain button.



The Gain Setup for GPI Output screen appears.

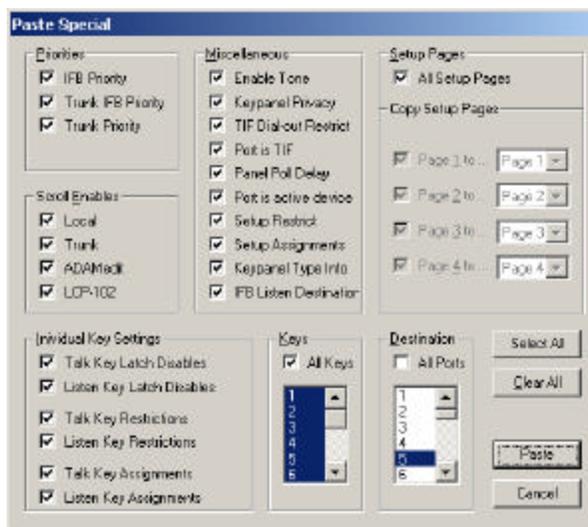
2. Make changes to the gain settings, if necessary.
3. Click **OK**.
The Gain Setup for GPI Output screen closes.

Restricting Setup Page Reassignment for all Intercom Ports Using Copy and Paste

This procedure shows you how to quickly restrict the setup page for all intercom ports. This will prevent any keypanel operator at any intercom port from changing the setup page assignments.

To restrict setup page reassignments for all Intercom ports using copy and paste, do the following:

1. Select the port for which you want to work.
2. On the Keypanels / Ports screen, click Edit.
The Keypanels / Ports Configuration screen appears.
3. Verify you are on the Setup screen.
4. Under Setup Page Options, select the **Setup Restriction** checkbox.
5. Click **OK**.
The Keypanels / Ports Configuration screen closes after recording the changes made.
6. From the Edit menu, select **Copy**.
The entire setup for the selected intercom port is copied.
7. From the Edit menu, select **Paste Special**.
This opens the Paste Special screen, where you can select items you want to paste to the other intercom ports.



Note: By default, all items in the Paste Special screen are checked.

8. Click **Clear All**.
All the check boxes are deselected
9. Under **Miscellaneous**, select **Setup Restrict**.
10. Under **Destination**, select **All Ports**.
11. Click **Paste**.
The Paste Special screen closes. On the Keypanels / Ports screen, the setup restrict icon has appeared for all ports.



Key Restriction Setup using Copy and Paste Special

This procedure shows you how to quickly set all the restriction check boxes for all intercom ports. This prevents any keypanel operator at any intercom port for changing the assignment on any key.

Note: You must be running in FILE mode. For more information on FILE mode, see Connect/Disconnect to FILE mode.

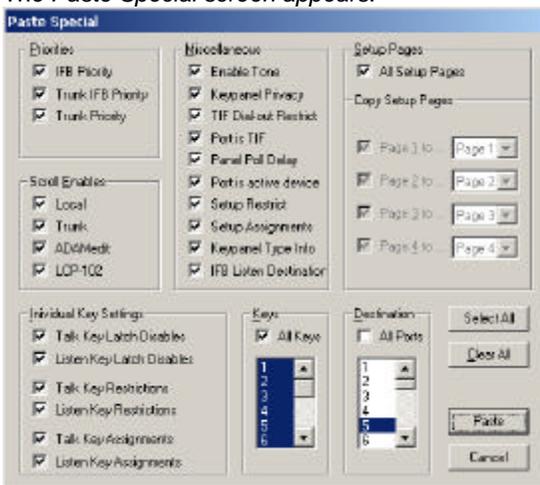
1. On the Keypanels / Ports main screen, select the **port** with which you want to work.
2. Click **Edit**.
The Keypanel / Ports Configuration screen appears.
3. Verify that **View by Setup Page** is selected.
4. When verified, click **OK**.
The Keypanel / Ports Configuration screen closes.
5. From the Page drop down list, select any **setup page** (except the one assigned to Main keypanel). This allows you to select the restrict check box for key 16.



6. In the combo box for Listen Key 1, press **Ctrl + Shift + r**.
The R check boxes for all listen keys are now selected.



7. In the combo box for Talk Key 1, press **Ctrl + Shift + r**.
The R check boxes for all talk keys are selected.
8. From the Edit menu, select **Copy**.
The entire setup page for the intercom is copied.
9. From the Edit menu, select **Paste Special**.
The Paste Special screen appears.



Note: By default, all items in the Paste Special screen are selected.

10. Click **Clear All**.
All items in the Paste Special screen are deselected.

Note: You must select All Setup Pages, and then deselect All Setup Pages to activate the Individual Key Settings check boxes.

11. Select **All Setup Pages**.
All Setup Pages are selected, as well as Individual Key Settings and All Keys are selected.
12. Deselect **All Setup Pages**.
All Setup Pages are deselected, however, Individual Key Settings and All Keys stays selected.
13. Select **All Ports**.
All Ports are selected.
14. Under Individual Key Settings, deselect **all check boxes**, except the *Talk Key Restrictions* and *Listen Key Restrictions*.



15. Under Copy Setup Pages, deselect all check boxes except for the page you are configuring (for example Page 2 to...).
16. Click **Paste**.
It may take a few moments to copy the listen key settings for all intercom ports. Once complete, the Paste Special screen closes.
17. Repeat steps 9 through 16 for all pages.
Once you are finished, you will see all the R boxes are selected on all the pages.

Hints:

- You can save a setup file where you have only configured the **R** settings. When you want to create a new setup file, open the **R** setup file and use **Save As** to save the file under a new name. Add your other configuration settings, such as talk key assignments, party lines, etc.
- To add **R** assignments to the ONLINE configuration, **SAVE** the ONLINE configuration to disk, and then open it in FILE mode. Add the **R** assignments as described. Resave the file. Connect to the intercom system and use *Send File* to update the intercom system.

Assigning Auto-Follow to all Listen Keys using Copy and Paste Special

This procedure shows you how to quickly set all listen keys to auto-follow for all intercom ports. You must be running in FILE mode while configuring this setting.

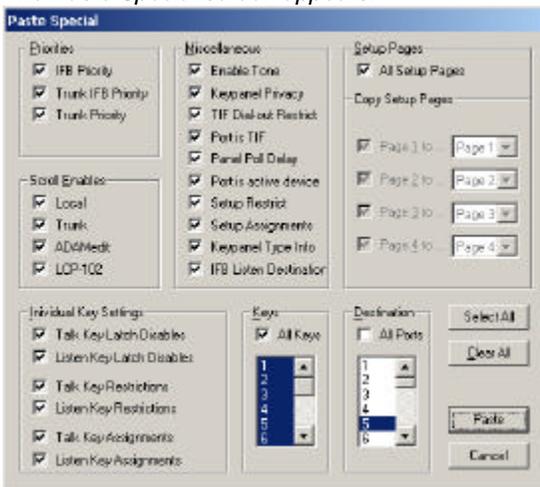
1. On the Keypanel / Port screen, select the **port** with which you want to work.
2. Click Edit.
The Keypanel / Ports Configuration screen appears.
3. Verify that **View by Setup Page** is selected.
4. Click **OK**.
The Keypanel / Ports Configuration screen closes.
5. From the Page drop down list, select any **setup page** (except the one assigned to Main keypanel). This allows you to select the restrict check box for key 16. For this exercise, Page 2 is selected.



6. In the combo box for Listen Key 1, type **AF** (Auto-Follow).



7. Press **Tab**.
The cursor moves to Listen Key 2.
8. Repeat steps six and seven until all the listen keys are assigned AF (Auto-Follow).
9. From the Edit menu, select **Copy**.
The entire setup page for the intercom is copied.
10. From the Edit menu, select **Paste Special**.
The Paste Special screen appears.



Note: By default, all items in the Paste Special screen are selected.

11. Click **Clear All**.
All items in the Paste Special screen are deselected.

Note: You must select All Setup Pages, and then deselect All Setup Pages to activate the Individual Key Settings check boxes.

12. Select **All Setup Pages**.
All Setup Pages are selected, as well as Individual Key Settings and All Keys are selected.
13. Deselect **All Setup Pages**.
All Setup Pages are deselected, however, Individual Key Settings and All Keys stays selected.
14. Select **All Ports**.
All Ports are selected.
15. Under Individual Key Settings, deselect **all check boxes**, except the *Talk Key Restrictions* and *Listen Key Restrictions*.



16. Under Copy Setup Pages, deselect all check boxes except for the page you are configuring (for example Page 2 to...).
17. Click **Paste**.
It may take a few moments to copy the listen key settings for all intercom ports. Once complete, the Paste Special screen closes.
18. Repeat steps 9 through 16 for all pages.
Once you are finished, AF is assigned on all setup pages at all intercom ports.

Hints:

- You can save a setup file where you have only configured the **AF** settings. When you want to create a new setup file, open the **AF** setup file and use **Save As** to save the file under a new name. Add your other configuration settings, such as talk key assignments, party lines, etc.
- To add **AF** assignments to the ONLINE configuration, **SAVE** the ONLINE configuration to disk, and then open it in FILE mode. Add the **AF** assignments as described. Resave the file. Connect to the intercom system and use *Send File* to update the intercom system.

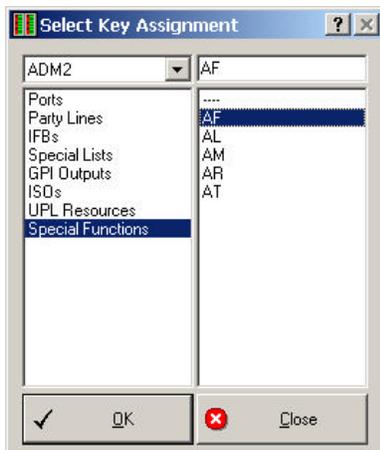
Assigning Keys



Warning: Before attempting any kind of key assignment make sure the "Upload Alphas" message is not displayed in the lower-left corner of the screen. When starting AZedit, the names for key assignments and intercom systems will not display properly until all alphas are uploaded. In a very large intercom system, this could take several minutes.



1. From the Keypanels / Ports screen, right-click in a Talk or Listen combo box.
A pop up menu appears.
2. Select **Change Assignment**.
The Select Key Assignment screen appears.



Note: "Phones" will only appear in the list if a TIF-951 is connected and operating. In this case, you can select "Phones" rather than "Ports" to assign a phone key.

3. In the System drop down list, select the intercom system where the destination is located that you want to assign.
4. In the key type list, select the **type of intercom key** you want to assign.
5. In the name list (on the right), select a **name** (alpha) for the key.
6. Click **OK**.
The Selected Key Assignment screen closes and the selected name appears in the key assignment combo box on the Keypanels / Ports screen.

Note: When you select Special Functions, you can use the no assignment name (----) as a way to erase a previous assignment.

Notes:

- For the setup page that is assigned to the main keypanel, you cannot assign or use key 16, as this is used for incoming messages (this is also referred to as the call waiting window, CWW). For all other setup pages, you may assign and use key 16.
- If you are working with keypanels and expansion panels that have 16 keys, it is highly recommended you set the *Default View* (found on the **Keypanel/Port Setup** page) to *by Panel Type*. However, if you are using the *by Setup Page* view, you can switch to the *by Panel Type* view by pressing **Ctrl+Tab** on the keyboard.

- You can assign a key by position the cursor in the key assignment text box and then entering the name. Be aware, if there are duplicate alphas in the system, the key may take on the wrong assignment.
- After a talk key is assigned, you will notice a new key assignment text box activates under the talk key (except the KP-32 in *View by Panel Type* mode). This can be used as a second key assignment that will activate along with the first key assignment. This is referred to as a **level 2 talk key**.

If more than two talk levels are defined in the intercom configuration (or if you are working with KP-32 in **View by Panel Type** mode) you will also see a scroll arrow at the right side of the screen. Use this scroll arrow to select which talk levels you want to view.

Keypanel/Ports Configuration

The **Keypanel/Ports configuration** screen is used to configure a keypanel in the intercom system. From this screen, you can setup your keypanels, choose different screen View options, restrict users from setup, set specific priorities, set delay times, IFB listen destinations, enable tone, keypanel privacy, TIF dial out restrictions, and assign a port as a TIF.

The Setup page of the Keypanel/Port Configuration screen is for higher-level configuration options, while the Advanced Tab allows you to assign more specific options and restrictions to a keypanel.

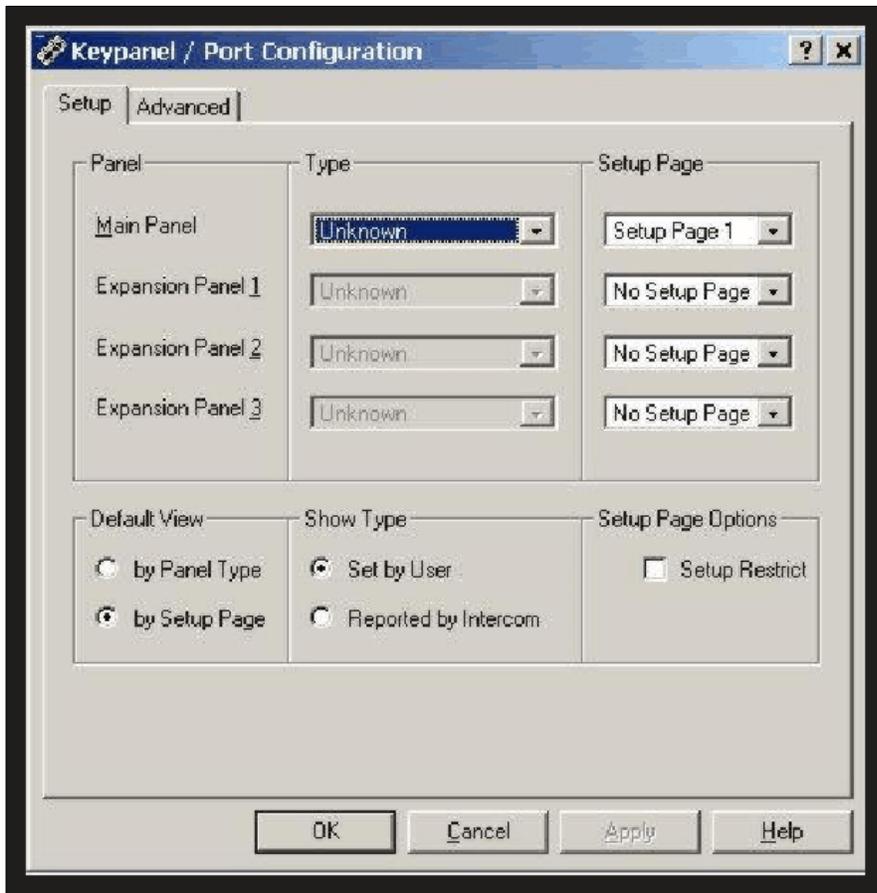
To open the Keypanel/Port Configuration screen, do the following:

- 1 From the Keypanel setup screen, click **Edit...**
The Keypanel/Port Configuration screen appears.

Setup

Use the Setup tab to configure an intercom port for use with a keypanel. Each keypanel can have up to four setup pages of key assignments, and each setup page can assign up to 16 pairs of talk and listen keys. Typically, one setup page is used for the main keypanel, and one setup page is used for each expansion panel connected to the main keypanel.

Note: Some keypanels may have more or less than 16 keys. There may be cases where all 16 keys on a setup page are not used. There may also be cases, such as with the KP-32 keypanel, where the keypanel itself uses all of the keys on more than one setup page.



Screen Items

Screen Item	Field Type	Description
Panel	display	The Panel field displays which panel is being configured (i.e., Main Panel, Expansion Panel 1, etc.).
Type	drop-down list	The Type field gives users a list of keypanels that can be assigned to the main panel. For example, KP-32, TIF 2000, etc. From the Type drop down list, select the type of keypanel being assigned.
Setup Page	drop-down list	The Setup Page drop down list gives users a list of pages available for configuration on the keypanel. For more information, see <i>Pages</i> in the glossary From the Setup Page drop down list, select the page to be configured (i.e., page 1, page 2, etc.).
Default View	radio button	Default View gives the user the option of how to view keypanels in the application. <i>by Panel Type:</i> The Keypanel / Ports screen will only display the correct quantity of Talk and Listen keys based on the Type settings. For example, a setup page that is assigned to the KP-12 will display only 12 Talk and Listen keys. Typically, view

Screen Item	Field Type	Description
		<p>by Panel Type is the preferred mode because the user cannot assign more keys than are actually available on the keypanel.</p> <p><i>by Setup Page:</i> The Keypanel / Ports screen displays all 16 Talk and Listen key assignments available on a setup page, regardless of whether the keypanel or expansion panel has that number of keys.</p> <p>Note: When viewing the setup pages for a particular intercom port, you can switch back and forth between view by Panel Type and view by Setup Page by pressing Ctrl+Tab on the computer keyboard. If you want to change the view mode for all intercom ports, use Shift+Ctrl+Tab.</p> <p>In the Default View field, select either the by Panel Type or by Setup Page radio button.</p>
Show Type	radio button	<p>The Show Type gives the user the option to manually choose the type of keypanel being configured or to let the intercom automatically set the type of keypanel.</p> <p>Note: You must be working in ONLINE mode to select Reported by Intercom.</p> <p>In the Show Type field, select either Set by User or Reported by Intercom.</p>
Setup Page Options	check box	<p>The Setup Page Options field gives the user the option to restrict other users to change the setup configuration from a keypanel.</p> <p>By default, keypanel operators can change the setup page usage from their keypanels.</p> <p>Note: You may want to select the Setup Restrict check box for all intercom ports.</p> <p>From the Setup Page Options field, select the Setup Restrict check box if you want to restrict users from changing setup options on the keypanel.</p>
OK	button	<p>Accepts the changes made and closes the Keypanel/Port Configuration screen.</p> <p>Click OK. <i>The Keypanel/Port Configuration screen closes and changes are saved.</i></p>
Cancel	button	<p>Clears the changes made and closes the Keypanel/Port Configuration screen.</p> <p>Click Cancel. <i>The Keypanel/Port Configuration screen closes and changes are not saved.</i></p>
Apply	button	<p>Applies the changes made to the keypanel/port configuration screen and leaves the window open.</p> <p>Click Apply. <i>The changes made to the Keypanel/Port Configuration screen are applied and the screen stays open.</i></p>

Right-Click Guide to the Keypanel/Port Configuration Setup screen

There are no right-click menus for this screen.

Keypanel / Ports Configuration

Advanced

Use the Advanced tab to further configure an intercom port for use with a keypanel. Set priorities for keypanels in IFB, Trunk IFB, and Trunk situations. Set the Panel Poll Delay (the amount of time the keypanel waits for data transmission). Panel Poll Delays are used when remote keypanels are in the system configuration. On this screen, set the IFB Listen Destination port and set Options, such as Enable Tone, Keypanel Privacy, Dial-Out restrictions, and Port is TIF parameters.

The following icons are displayed in the Keypanel / Port Settings group (they appear beneath the Edit button)

These icons are to remind you certain selections have been made using the Edit button.



Musical Note Icon: Indicates that Enable Tone is checked.



Sunglass Icon: Indicates that Keypanel Privacy is checked.



No Phone Dial Icon: Indicates that TIF Dial-Out Restrict is checked.



Modem Icon: Indicates that a Panel Poll Delay has been specified.



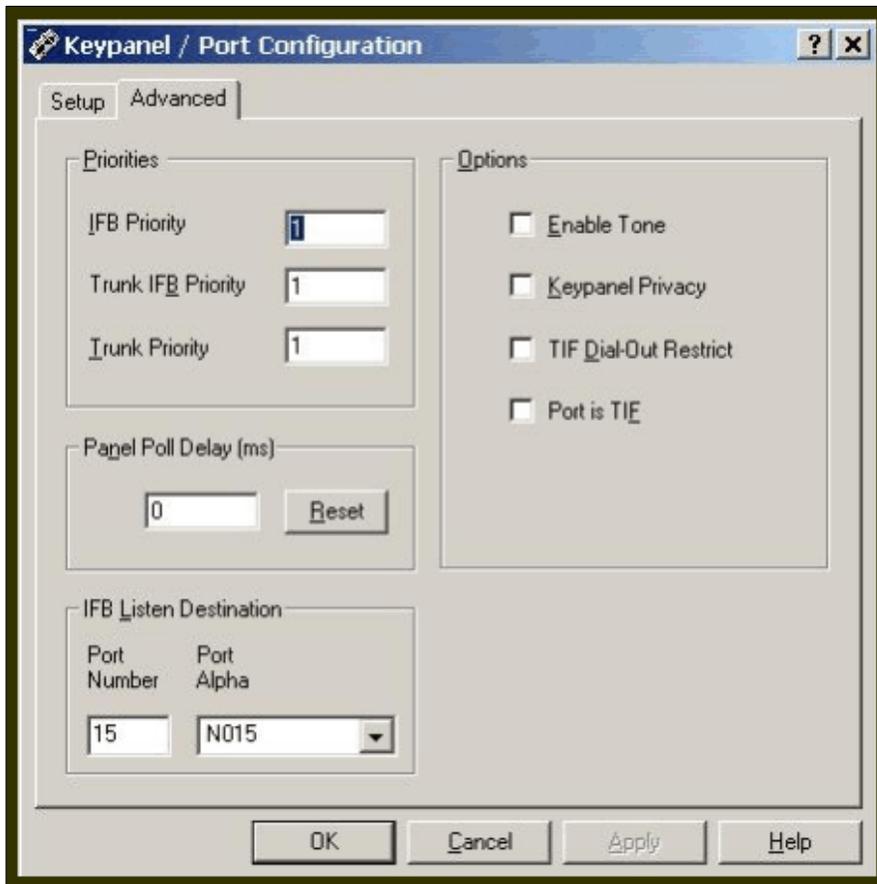
Phone Icon: Indicates that Port is TIF is checked.



"No" Symbol: Indicates that Setup Restrict is checked.

To open the Advanced Keypanel / Ports Configuration screen do the following:

1. Click **Edit**
The Edit Keypanel / Ports Configuration screen appears.
2. Click the **Advanced Tab**.
The Advanced screen appears.



Screen Items

Screen Item	Field Type	Description
Priorities	text field	<p>The Priorities field gives the user a numerical option to select which keypanel receives first access to an IFB, trunk IFB or Trunk in cases where two or more keypanels are trying to access the same port at the same time.</p> <p>IFB Priorities Description</p> <p>IFB priorities determine which keypanel gets first access to an IFB in cases where two or more keypanels are trying to access the same IFB at the same time. By default, the IFB priority for each intercom port can be individually set to any number from 0 through 3. With 3 being the highest priority.</p> <p>With the priority set to 3, the keypanel overrides any other keypanel set at a lower priority. Keypanels that are set to the same priority can simultaneously access IFB's.</p> <p>To add more IFB priority levels in the intercom configuration settings, see <i>Adding more IFB Priority Levels</i>.</p> <p>Trunk IFB Description</p> <p>Trunk IFB priority determines which keypanel gets first access to a remote IFB in cases where two or more keypanels are trying to access it at the same time.</p> <p>For each keypanel, the trunk IFB priority can be set to any number from 1 through 3. With priority 3 being the highest priority. With the priority set to 3, the keypanel overrides any other keypanel set to a lower priority. Keypanels that are set to the same priority can simultaneously access IFB's.</p> <p>To add more Trunk IFB priority levels in the intercom configuration settings, see <i>Adding more IFB Priority Levels</i>.</p>

Screen Item	Field Type	Description
		<p>Trunk Priority Description</p> <p>Depending on how many trunking ports are setup, there may be occasions when there are not enough available for everyone to use. In such cases, trunk priority settings control the order in which keypanels gain access to trunked ports.</p> <p>Each keypanel can be assigned a trunk priority ranging from 1 through 10. With 10 being the highest priority. With a trunk priority setting of 10, a keypanel will take over a trunking port from a keypanel with a lower setting when there are no other trunking ports available.</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Note: Before changing intercom configuration settings, we recommend you read the intercom configuration description.</p> </div> <ol style="list-style-type: none"> In the Priorities field, enter a priority for IFB, Trunk IFB, or Trunk.
Panel Poll Delay	text field	<p>Panel Poll Delay is used when a keypanel's data line is connected to the intercom port via a modem link from a remote location. In this situation, there may be a slight delay in data transmission from the remote keypanel to the intercom system. This can cause sporadic operation or no operation at all.</p> <p>The panel poll delay first must be activated through the Options > Preferences menu. For more information on Activating the Panel Poll Delay option, see <i>Panel Poll Delay Activation</i>.</p> <ol style="list-style-type: none"> In the Panel Poll Delay field, enter the delay time the intercom system will wait for data transmissions.
Reset	button	<p>The Reset button clears the Panel Poll Delay field and sets the delay at zero. Zero is the default setting.</p> <ol style="list-style-type: none"> Click Reset. <i>The Panel Poll Delay resets to zero.</i>
IFB Listen Destination	text field and drop down list	<p>IFB Listen Destination is a keypanel setting used with the IFB Listen Source feature. It redirects the IFB listen audio from the keypanel speaker or headset to an external device, such as a studio monitor, when the keypanel operator activates a key to listen to the talent.</p> <p>For information on IFB Setup Procedures, see <i>IFB Setup Procedures</i>.</p> <ol style="list-style-type: none"> In the Port field, enter the port to which you want to redirect the audio. <i>Once the Port number is entered, the Port Alpha field will automatically fill with the Alpha for that port.</i>
Options	check box	<p>There are four options that can be configured from the Options field:</p> <p>Enable Tone: Digital matrix keypanels are equipped with internal tone generators for signal tracing and troubleshooting. The tone signal feeds directly into the matrix so it can be used as a voice substitute for testing purposes.</p> <p>Keypanel Privacy The keypanel privacy feature prevents other keypanels from listening to another keypanel by means of a point-to-point listen key.</p>

Screen Item	Field Type	Description
		<p>However, if the private keypanel talks to another keypanel, it will be heard. <i>The keypanel privacy feature requires ADAM Master Controller Firmware Version V9.5.0 or greater.</i></p> <p>Note: Keypanel privacy does not prevent someone from listening to a private panel via other means. For example, if the private keypanel is a member of a party line or special list, it can be heard by anyone listening to the party line or special list.</p> <p>TIF Dial Out Restrict TIF Dial-Out Restrict prevents a keypanel operator at an intercom port from dialing out via a TIF-2000 Telephone Interface. The keypanel operator is able to receive incoming phone calls but cannot dial out or send a hang-up signal from the keypanel.</p> <p>In most cases, the TIF-2000 will detect that the caller at the far end has hung up and it will also hang up. However, some telephone systems do not provide any hang up indication. In this case, if an incoming call is answered from a keypanel that has TIF dial-out restrict activated, the phone line will remain engaged after the caller at the other end hangs up.</p> <p>Port is TIF Port is TIF appears only when TIF-2000 support is set up. This check box enables the enhanced dialing features of the KP-32 keypanels.</p> <ol style="list-style-type: none"> In the Options field, select one or more of the options check boxes.
OK	button	<p>Accepts the changes made and closes the Keypanel/Port Configuration screen.</p> <ol style="list-style-type: none"> Click OK if you want to accept the changes, otherwise click Cancel. <i>The Keypanel/Port Configuration screen closes and changes are saved.</i>
Cancel	button	<p>Clears the changes made and closes the Keypanel/Port Configuration screen.</p> <ol style="list-style-type: none"> Click Cancel. <i>The Keypanel/Port Configuration screen closes and changes are not saved.</i>
Apply	button	<p>Applies the changes made to the keypanel/port configuration screen and leaves the window open.</p> <ol style="list-style-type: none"> Click Apply. <i>The changes made to the Keypanel/Port Configuration screen are applied and the screen stays open.</i>

Right-Click Guide to the Keypanel/Port Configuration Advanced screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the Advanced main screen.

Right Click Action	Right-Click Result
<p>Right-click in any of the following fields:</p> <ul style="list-style-type: none"> IFB Priority Trunk IFB Priority Trunk Priority Panel Poll Delay Port Number 	<p>A popup menu appears that gives you the option to:</p> <ul style="list-style-type: none"> Undo – reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document. Cut - removes part of a document, usually placing it temporarily in memory so that the cut portion can be inserted (pasted) elsewhere. Copy - duplicates information and reproduce it in another part of a document, in a different file or memory location, or in a different medium Paste - inserts text or a graphic that has been cut or copied from one document into a different location in the same or a different document. Delete - eliminates text, a file, or part of a document with the intention of removing the information permanently.

Panel Poll Delay Activation

Panel Poll Delay is typically used when a keypanel's data line is connected to the intercom port via a modem link from a remote location. By setting a delay time, the intercom system waits longer for data transmissions from the remote keypanel. The delay time can be set anywhere from 0 milliseconds (1/1000 of a second) to 500 milliseconds (500/1000's of a second, or 1/2 second).

Important: Connect only one remote keypanel per Audio I/O card, and assign only one panel poll delay per Audio I/O card. Also, since excessive poll delay can impair system performance, use the minimum delay required to assure proper operation of the remote keypanel. However, allow for the possibility of fluctuations in the delay time.

To activate the panel poll delay, do the following:

1. From the Options menu, select **Preferences**.
The Application Preferences screen appears.
2. Select the **Advanced** tab.
The Advanced screen appears.
3. Select the **Enable panel poll delay support** check box.
4. Click **Apply**.
5. Click **OK**.
Panel Poll Delay is activated and may be adjusted in the Keypanel / Ports Configuration Advanced screen.

Gain Setup for Output Port

Gain is simply the increase of a signal accomplished by increasing the size of the amplitude. AZedit uses Unity Gain. **Unity Gain** is when the amplitude that the audio comes into the matrix system is sent out at the same amplitude. For example, if +10 dB comes into the matrix that is set with 0 gain, then +10 dB will leave the matrix. However, if +10 dB comes into the matrix that is set with -4 dB gain, then +6dB will leave the matrix. The unity point is seen as zero dB, by default. The minimum adjustment for gain levels in AZedit is +/- .5 dB. A negative gain is known as attenuation

There are three gain adjustments that can be manipulated from this screen:

Point-to-Point - Use point-to-point listen gain to adjust the level at which the currently selected intercom port **hears** a selected other intercom port. Point-to-point listen gain is the same thing as Crosspoint Gain, and the adjustment can be made on this screen or the Crosspoint Gain screen.

Note: When you adjust the level at which one port hears another port, keep in mind this affects all communications between the two ports. Use the following examples using various types of communication where port 1 is talking to port 2 follow to learn what can happen when you adjust the gain levels:

Example 1, Point to Point: Port 1 could press a point-to-point talk key to talk to port 2. Port 2 will hear port 1 at whatever level has been set in the Point-to-Point Listen dialog.

Example 2, Special List: Port 2 could be a member of a special list. Let's say the special list is named CREW. Port 1 could have a key assigned to talk to special list CREW. In this case, port 2 will also hear port 1 at the level that is set in the Point-to-Point Listen dialog for port 2. Even though port 1 is not using a point-to-point key, there is still a point-to-point relationship between port 1 and every member of special list CREW.

Example 3, IFB: Port 2 could be specified as the output port for an IFB. Let's say the IFB is named TAL1. Port 1 could have a key assigned to talk to IFB TAL1. In this case, port 2 will hear port 1 at the level that is set in the Point-to-Point Listen dialog for port 2. Even though port 1 is not using a point-to-point key, there is still a point-to-point relationship between port 1 and the output specified by the TAL1 IFB, which is port 2. Now, let's say that port 3 also has TAL1 assigned to a key. If the point-to-point listen setting for port 2 listening to port 3 is different than the setting for port 2 listening to port 1, the levels will sound different when port 1 or port 3 talk to port 2 using the TAL1 key.

Party Line - Use Party Line Listen Gains to adjust the level at which a specific intercom port hears a specific party line.

Note: You can also set the party line listen gains using party line gain setup.

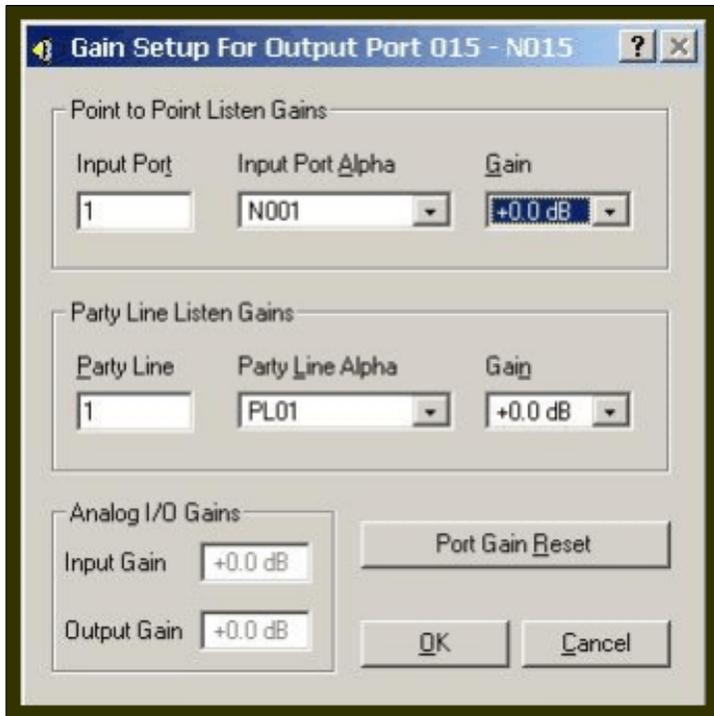
Analog I/O - The Analog I/O Gain setting indicates the amount by which the input level to this intercom port has been increased or decreased from the normal 0 dB level. The Output Gain setting indicates the amount by which the output level from this intercom port has been increased or decreased from the normal 0 dB level.

Note: You can view the current input and output gain settings for this intercom port, but you cannot make changes in this dialog box. To make changes to these settings, close the Gain Setup dialog box. Then, in the System menu, point to Gains, and select Analog Input/Output Gains from the pop up menu. This will open the Analog Input / Output Gains view.

To Open the Gain Setup Output Port screen, do the following:

1. From the Keypanel/Port Main screen, click the **Gain** button .
The *Gain Setup For Output Port* screen appears.

NOTE: You can also access the Gain Setup For Output Port screen by right clicking a talk or listen key on the Keypanel/Port main screen.



Screen Items

Screen Item	Field Type	Description
Point to Point Listen Gains		<p>RTS Keypansels are calibrated to send and receive audio at standard operating levels of the intercom system. Normally, no audio gain adjustment is required when connecting these ports. However, many other types of devices may not operate at the standard intercom system levels.</p> <p>To insure signal level compatibility between the various types of devices and the intercom systems inputs and outputs, there are separate analog input and output gain adjustments for each intercom port. In addition to the analog input and output gain adjustments for each port, it is also possible to adjust the listen gain for any specific port when listening to any other specific port. This is called the <i>point-to-point listen gain adjustment</i>.</p>
Input Port	text field	<p>The Input Port number of the keypanel to which the user is adjusting the listen gain level.</p> <p>Note: You can also select the Input Port Alpha first, from the Input Port Alpha drop down box. If the Port Alpha is selected first, the Input Port will automatically fill with the appropriate port number.</p> <ol style="list-style-type: none"> In the Input Port field, enter the port number of the port for which you want to change the listen gain level. <i>Once the Input Port field is filled, the Input Port Alpha will automatically fill with the correct Port Alpha.</i>
Input Port Alpha	drop down list	<p>The Input Port Alpha is the recognizable name the user renamed the port.</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Note: If the Port Alpha is selected first, the Input Port will automatically</p> </div>

Screen Item	Field Type	Description
		<div style="border: 1px solid black; padding: 2px; width: fit-content; margin-bottom: 5px;">fill with the appropriate port number.</div> <ol style="list-style-type: none"> From the Input Port Alpha drop down list, select the Port Alpha for which you want to change the gain level.
Gain	drop down list	<p>Gain is the level at which the port listed at the top of the screen will hear the input port that you select. Gain adjustments can range from +6dB to -99 dB.</p> <ol style="list-style-type: none"> From the Gain drop down list, select the new gain level. <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: Gain adjustments take effect when you send your changes to the intercom system. Gain settings are saved in your setup file if you save it to disk.</p> </div>
Party Line Listen Gains		
Party Line	text field	<p>The Input Port number of the keypanel to which the user is adjusting the gain level.</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: You can also select the Input Party Line Alpha first. If the Party Line Alpha is selected first, the Party Line will automatically fill with the appropriate port number.</p> </div> <ol style="list-style-type: none"> In the Input Port field, enter the port number of the port for which you want to change the gain level.
Party Line Alpha	drop down list	<p>The Party Line Alpha is the recognizable name the user renamed the party line.</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: You can also enter the Party Line first. If the Party Line is selected first, the Party Line Alpha will automatically fill with the appropriate port number.</p> </div> <ol style="list-style-type: none"> From the Party Line Alpha drop down list, select the Party Line Alpha for which you want to change the gain level.
Gain	drop down list	<p>Gain is the level at which the port listed at the top of the screen will hear the party line that you select. Gain adjustments can range from +6dB to -99 dB.</p> <ol style="list-style-type: none"> From the Gain drop down list, select the new gain level. <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: Gain adjustments take effect when you send your changes to the intercom system. Gain settings are saved in your setup file if you save it to disk.</p> </div>
Analog I/O Gains		
Input Gain	text field	<p>The Input Gain is the amount of gain the input level to the intercom port has been increased or decreased. Gain adjustments can range from +20dB to -20dB.</p>

Screen Item	Field Type	Description
Output Gain	text field	The Output Gain setting is the amount of gain the output level to the intercom port has been increased or decreased. Gain adjustments can range from +20dB to -20dB.
Port Gain Reset	button	The Port Gain Reset button restores the current gain setting to its default db. <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Note: Gain resets take effect when you send your changes to the intercom system. Gain settings can also be saved in your setup file, if you save it to disk</p> </div> <ol style="list-style-type: none"> 1. Click Port Gain Reset, if you want to reset the changes you made.
OK	button	Saves the changes made and closes the Gain Setup screen. <ol style="list-style-type: none"> 1. Click OK. <i>The gain setup changes are saved and the screen closes.</i>
Cancel	button	Clears the changes made and closes the Gain Setup screen. The changes are NOT saved. <ol style="list-style-type: none"> 1. Click Cancel. <i>The gain setup screen closes and the changes are not saved.</i>

Right-Click Guide to the Gain Setup to the Output Port screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the Gain Setup to the Output port screen.

Right Click Action	Right-Click Result
Right-click in any of the following fields: <ul style="list-style-type: none"> • Point to Point Listen Gains • Party Line Listen Gains • Analog I/O Gains 	A popup menu appears that gives you the option to: <ul style="list-style-type: none"> Undo – reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document. Cut - removes part of a document, usually placing it temporarily in memory so that the cut portion can be inserted (pasted) elsewhere. Copy - duplicates information and reproduce it in another part of a document, in a different file or memory location, or in a different medium Paste - inserts text or a graphic that has been cut or copied from one document into a different location in the same or a different document. Delete - eliminates text, a file, or part of a document with the intention of removing the information permanently.

Port Alpha

Ports are the individual channels that devices are connected to within the intercom system.

Devices can include:

- 2-way communication devices, such as keypanels, belt packs etc.
- Audio sources, such as broadcast feeds or background music
- Miscellaneous audio output devices, such as powered loudspeakers, PA systems etc.

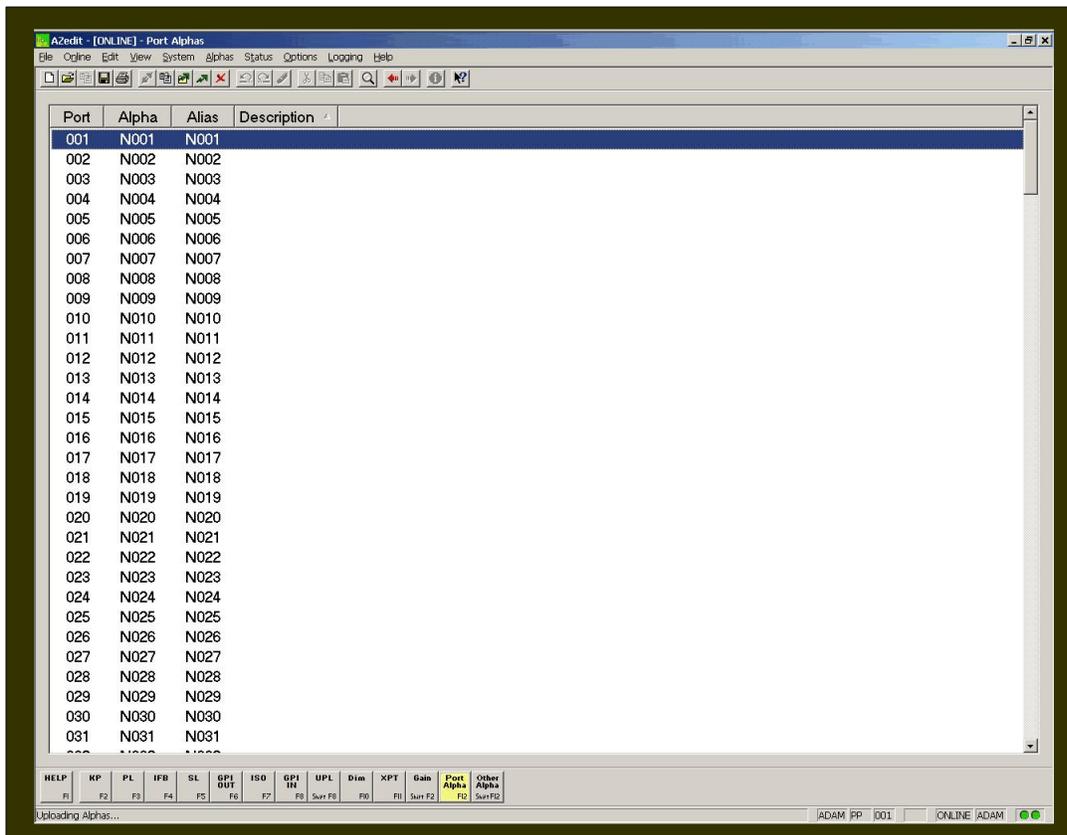
Communication between Ports

The audio signal from any input port can be routed to any output port. For example, during keypanel setup, you assign keypanel keys so that keypanel operators can talk and listen to other intercom ports. Communication of this type is called point-to-point communication. You can also route signals between intercom ports without keypanels. One way to do this is to force crosspoints in the Crosspoint Status screen. For more information on Crosspoint Status, see *Crosspoint Status*. Another way to do it is with a GPI input.

Port ID Numbers and Alphas

Intercom ports have **identification numbers** 001, 002 etc. These numbers cannot be changed.

Each intercom port also has a default name, called an "**alpha**". This name appears in the alphanumeric displays on keypanels when you assign the ports to keys for talking and listening. The default alpha names are N001, N002 etc. These default alpha names can be changed to ones that are meaningful to keypanel operators using Port Alpha setup.



Screen Items

Screen Item	Field Type	Description
Port	column display	The Port column displays the port identification number for the intercom port. This identification number cannot be changed.
Alpha	column display	<p>The Alpha column displays the label given to the port (input/output) of the matrix. Alphas are the names that appear in the alphanumeric displays on keypanels when keys are assigned to talk to destinations in the intercom system. Alpha names for intercom ports are assigned using Port Alphas setup. Alpha names for everything else are assigned using <i>Other Alphas</i> setup.</p> <p>Note, 4 characters are shown here but alphas may be constructed using 4 ,6 or 8 character labels which may be used by keypanels with appropriate sized key displays</p> <p>To change the Alpha, do the following:</p> <ol style="list-style-type: none"> 1. From the Alpha screen, double-click the port for which you want to change the Alpha. <i>The Edit/Alpha Description screen appears.</i> 2. In the Description field, enter a description of the port (up to 25 characters). 3. In the Alpha field, enter a meaningful name for the port. For example, if Port 1 is the radio station, you may call it by the radio call letters. 4. Click Done, if you are finished renaming the Ports, otherwise, click Next to prompt the next port.
Alias	column display	The Alias column displays the Alias assigned to a port. <i>Aliases</i> are used only with trunked intercom systems. Alias names are used to identify destinations in your intercom system to AZedit administrators and keypanel operators in remote intercom systems. Aliases are provided because sometimes an Alpha name that is being used in your local intercom system is also being used in another remote intercom system. In this case, you can enter an Alias name that will not conflict with the name that is already in use. This column will not display unless trunking is enabled. For more information on trunking, see the <i>TM2000 user manual</i> .
Description	column display	The Description column displays a description of what the port is used for (i.e., listening to a radio station, talking to a specific user, etc...)

Right-Click Guide to the Alpha screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the Alpha main screen.

Right-Click Action	Right Click Result
Highlight Port > Right Click	<p>Navigation and Changes Popup Menu appears.</p> <p>From the Navigation popup menu, you can:</p>

	<p><i>Go to Keypanel View</i> (opens Keypanel/Ports screen)</p> <p><i>Adjust Crosspoint Settings for this Port</i> (opens the Crosspoint Status screen)</p> <p><i>Go to Crosspoint Volume View</i> (opens the Crosspoint gains screen)</p> <p><i>Go to Party Line Volume View</i> (opens the Party Line Gains screen)</p> <p>From the Change popup menu, you can:</p> <p><i>Cancel Changes to this/all alphas</i> – this undoes all the changes you have made up to the last SAVE performed.</p> <div data-bbox="902 678 1398 779" style="border: 1px solid black; padding: 5px;"><p>Note: You must be connected to the Intercom for some of these menus to work.</p></div>
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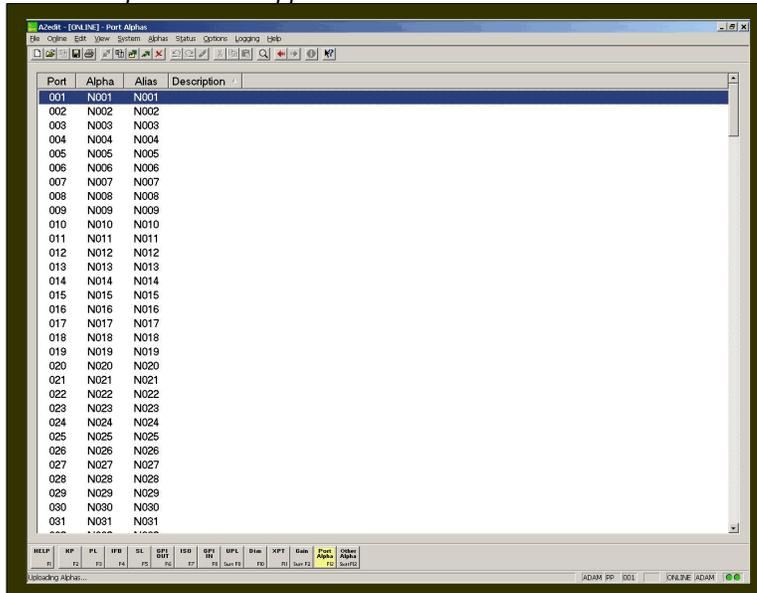
Assigning Alphas (names) to Intercom Ports

Intercom ports have names called Alphas. As a default, they have generic names, such as N001, N002, etc. Alphas appear in the alphanumeric displays on keypanels equipped with displays. It is recommended you change the default alphas to names more meaningful to your keypanel operators. You can also add brief descriptions to the Alphas to further describe the port and help to distinguish for what the intercom port is being used.

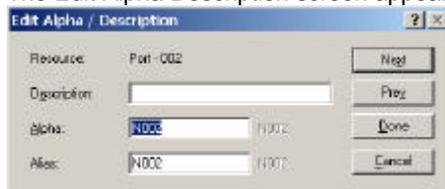
To assign alphas to intercom ports, do the following:

1. From the Keypanel / Port screen, click **Port Alpha**.

The Port Alphas screen appears.



2. Double-click the port for which you want to change the default alpha. The Edit Alpha Description screen appears.



3. In the Description field, enter a **description** of the Port.
There is a 24-character limit on this field.
4. In the Alpha field, enter an **alpha** for the port.
There is a 4-character limit on this field.

Note: The Alpha and Alias fields will be the same, unless you change the Alias field manually.

5. In the Alias field, enter an **alias** for the port, if necessary.
There is a 4-character limit on this field.

For more information on *Alpha* vs. *Alias*, see the screen description for Alpha and Alias.

Alternative Method of Assigning Alpha

If you want to change the name for a particular intercom port while you are viewing the keypad setup screen for that port, you can use this method for assigning Alphas. However, it is not recommended for assigning multiple alphas to the intercom system.

To assign alphas to a port while viewing the keypad setup screen, do the following:

1. While viewing the keypad setup screen, press **Ctrl + F12**.
The Edit Alpha Description screen appears.
2. In the Description field, enter a **description** of the Port.
There is a 24-character limit on this field.
3. In the Alpha field, enter an **alpha** for the port.
There is a 4-character limit on this field.

Note: The Alpha and Alias fields will be the same, unless you change the Alias field manually.

4. In the Alias field, enter an **alias** for the port, if necessary.
There is a 4-character limit on this field.

For more information on *Alpha vs. Alias*, see the screen description for Alpha and Alias.

Party Lines

A party line, also called a conference line, is a group of intercom ports that can talk and/or listen to each other. Party lines have default names such as, PL01, PL02, etc... These names can be changed using the Other Alpha setup screen (for more information, see *Other Alphas*). Members of a party line are assigned using the Party Line setup screen. Once the party line is established, it can be assigned to a keypanel using the Keypanel setup screen (for more information, see *Keypanels*). When a party line is assigned to a keypanel key, this allows the keypanel operator to talk and/or listen to the party line without being a member.

Important: Do not confuse party lines with special lists. A special list is used when a keypanel operator needs to listen or talk to a group of intercom panels that are not related. Basically, this is a grouping between keypanel type users.

Party lines are typically used when several users of non-keypanel devices (such as, belt packs or cameras) are used in a specific common activity and need to talk/listen to each other constantly. Keypanels are never permanent members of party lines. However, a keypanel key can be assigned to occasionally talk or listen to a party line, if desired. In party lines, several ports can be made members of the same party line, if needed.

Note: Party lines are primarily set up for party line members, with occasional access by keypanel operators, while special lists are set up mainly for keypanel operators to talk or listen to several unrelated intercom ports.

Port	Alpha	P-T	P-L	Key?
001	N001	No	No	-
002	N002	No	No	-
003	N003	No	No	-
004	N004	No	No	-
005	N005	No	No	-
006	N006	No	No	-
007	N007	No	No	-
008	N008	No	No	-
009	N009	No	No	-
010	N010	No	No	-
011	N011	No	No	-
012	N012	No	No	-
013	N013	No	No	-
014	N014	No	No	-
015	N015	No	No	-
016	N016	No	No	-
017	N017	No	No	-
018	N018	No	No	-
019	N019	No	No	-
020	N020	No	No	-
021	N021	No	No	-
022	N022	No	No	-
023	N023	No	No	-
024	N024	No	No	-
025	N025	No	No	-
026	N026	No	No	-
027	N027	No	No	-
028	N028	No	No	-
029	N029	No	No	-
030	N030	No	No	-
031	N031	No	No	-

Screen Items

Screen Item	Field	Description
PL	text box	The PL box shows the number of the party line for which you want to view.
Alpha	drop-down list	The Alpha drop-down list shows the alpha name assigned to the party line. 1. From the Alpha drop-down list, select the Alpha for which you want to work.
Port column	display	The Port column displays the port available to assign to the party line.
Alpha column	display	The Alpha column displays the alpha name of the port available to assign to the party line selected.
P-T column	display	The P-T column displays the ports that are assigned as permanent talkers . This means that the port can only send out signals and not receive. The permanent talker assignment is only used with devices that cannot instruct the intercom system on how to route the audio. Yes indicates the given port transmits audio to the currently viewed party-line system. No indicates the given port does not transmit audio to the currently viewed party line system.
P-L column	display	The P-L column displays the Permanent Listener status for each port in the system. This means that the port can only receive audio signals. Yes indicates the given port receives audio from the currently viewed party line. No indicates the given port does not receive audio from the currently viewed party line.
Key? Column	display	The Key? Column displays when an intercom keypanel is talking or listening to the party line using intercom keys. This column is refreshed (updated with current information) frequently during normal operation. <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;">Note: To force a refresh, either select Refresh from the View menu; or press Ctrl+Space.</div> <i>Talk:</i> The port has a talk key pressed to talk to the party line. <i>Listen:</i> The port has a listen key pressed to listen to the party line. <i>Both:</i> The port has both a talk and listen key pressed for 2-way communication with the party line.
PL Talker	button	Use the PL Talker button to designate selected ports as permanent talkers for the currently viewed PL assignment. Party Line Talker assignments are only used with devices that cannot instruct the intercom system on how to route the audio. This option is usually not used with keypanels. 1. Click PL Talker to make the selected port(s) permanent talkers (P-T) for the currently viewed PL assignment.
PL Listener	button	Use the PL Listener button to designate selected ports as permanent listeners for the currently viewed PL assignment. Party Line Listener assignments are only used with devices that cannot instruct the intercom system on how to route the audio. This option is usually not used with keypanels. 1. Click PL Listener to make the selected port(s) permanent listeners (P-L) for the currently viewed PL assignment.
NOT PL Talker	button	Use the NOT PL Talker button to deselect a port or ports as permanent talkers for the currently viewed PL assignment. 1. Click NOT PL Talker to deselect the port assignment as a

		permanent talker.
NOT PL Listener	button	Use the NOT PL Listener button to deselect a port or ports as permanent listeners for the currently viewed PL assignment. 1. Click NOT PL Listener to deselect the port assignment as a permanent listener.
SCROLL ENABLE		
Scroll enable check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFB's, Special Lists, GPI Outputs, UPL Resources, and ISO's. The Scroll Enable check boxes controls who can view destinations in scroll lists and assign those destinations to keypanel keys. When you are using AZedit within your own intercom system, you always have access to the complete scroll lists. However, access for everyone else is controlled as follows:		
Local	check box	If Local is checked, any keypanel operator in your intercom system that has a programmable keypanel can find the destination name in a scroll list and assign it to a key. If you remove this check mark and send the change to the intercom system, keypanel operators will not see the destination name in their scroll lists, and therefore, will not be able to assign it to a key. They will also not be able to assign it using keypad numeric entry (KP9X series keypanels). And, if the destination name appears in any display on their keypanel, they will not be able to copy it to any other key.
Trunk	check box	The Trunk check box is only selectable if trunking has been activated. If you place a check mark here, any keypanel operator in a remote intercom system that has a programmable keypanel can view the destination in a scroll list and assign it to a key on their keypanel. If you remove this check mark and send the change to the intercom system, remote keypanel operators will not be able to view the destination or assign it to a key by any means.
AZedit	check box	The AZedit checkbox is also only selectable if trunking has been activated. If you place a check mark here, an AZedit user in a remote intercom system will be able to view the destination in a scroll list and assign it to keypanel keys in the remote intercom system. If you do not want remote AZedit users to have access, remove the check mark and send the change to the intercom system.
PARTY LINE TALLIES		
Local	check box	Use Local Party Line Tallies when two or more keypanels have keys assigned to the same party line within the same Intercom system. <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">Note: Typically, the tally indication is in the form of a flashing alphanumeric display (KP9x series keypanels) or a continuously lit, red LED talk key indicator (most other keypanels). The tally indication tells the keypanel operator that activating the party key will break in on a conversation this is in progress.</div>
Trunk	check box	Use Trunk Party Line Tallies when two or more keypanels have keys assigned to talk to the same party line across remote Intercom systems. <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">Note: Typically, the tally indication is in the form of a flashing alphanumeric display (KP9x series keypanels) or a continuously lit, red LED talk key indicator (most other keypanels). The tally indication tells the keypanel operator that activating the party key will break in on a conversation this is in progress.</div>
Select All	button	Selects all list items in the current view. 1. Click Select All to select all the items in the current view.
De-select All	button	De-selects all list items in the current view that are selected.

		1. Click De-select All to de-select all ports in the current screen view.
Invert Selection	button	The Invert Selections button reverses the order in which the list is currently displayed. 1. Click Invert Selection to reverse the list of ports from the current view.

Right Click Guide to the Party Lines Screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the Party Line main screen.

Right-Click Action	Right-Click Result
Highlight Port > Right Click	<p>A popup menu appears that gives you the following options:</p> <p>Info: The information contained here shows the party line number. Also, Intercom system name and the party line alpha will appear in brackets.</p> <p>PL Talk: designates the port as permanent talkers for the currently viewed PL assignment.</p> <p>PL Listener: designates the port as permanent listeners for the currently viewed PL assignment.</p> <p>From the Navigation menu, you can:</p> <ul style="list-style-type: none"> Open the Party Line Alpha View screen Open the Keypanel View screen Adjust the Crosspoint Settings for this port Open the Crosspoint Volume View screen Open the Party Line Volume View screen Open the Port Alpha View screen <p>From the Changes Menu, you can</p> <p><i>Clear all changes to this PL/All PL-</i> this clears all the changes you have made up to the last Save performed.</p> <p>From the Search menu, you can:</p> <ul style="list-style-type: none"> Search for panels that have the selected port as a key assignment. Search for panels with the selected party line as a key assignment. <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: You must be connected to the Intercom for some of these menus to work.</p> </div>
Right-click anywhere on the screen	<p>A popup menu appears that gives you the options to:</p> <p>Undo: reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document.</p> <p>Redo: will redo up to 20 consecutive changes that you previously canceled with the Undo Button.</p> <p>Go Back: lets you go back to previously viewed screens (up to 20).</p> <p>Go Forward: lets you go forward again when you have</p>

	<p>used Go Back to look at previously viewed screens.</p> <p>Search: From the Search popup menu, you can: <i>Search for this panel</i> (opens the Search Status Screen) <i>Search for panels with this key assignment</i> (only available when a key assignment has been made)(opens the Search Status Screen)</p> <p>Show Grid: Opens key assignment grid.</p>
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Assigning Alphas to Party Lines

Party lines have default names, such as PL01, PL02 etc. You can change these names to something more recognizable to keypanel operators. You can also add brief descriptions to help you distinguish between party line uses.

To assign a party line alpha, do the following:

1. From the Keypanel / Ports screen, click Other Alphas.

The Other Alphas screen appears.



2. Select **Party Line Alphas**.

The *Party Line Alphas* screen appears.

3. Double-click the PL port you want to assign an alpha.

The Edit Alpha Description screen appears.



4. In the Description field, enter a **description** of the party line. There is a 24-character limit to the field.
5. In the Alpha field, enter a **meaningful alpha** for the PL port (for example, a camera connected to the PL port, may have a name such as CAMS).

Note: The Alias and Alpha fields populate with the same information. You can change the Alias, if needed. For more information see, the Port Alphas screen description.

6. Click **Done**.

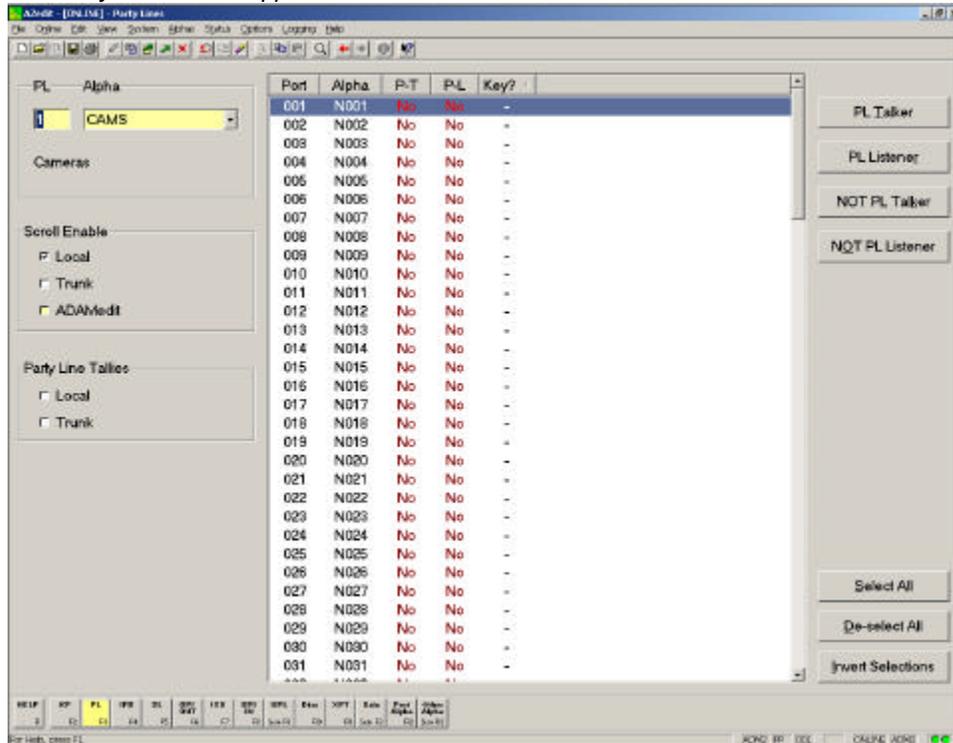
The *Party Line* is renamed.

Setting Up a Party Line

Party lines are primarily set up for party line members, with occasional access by keypanel operators. Party lines are typically used when several users of non-keypanel devices, such as belt packs or cameras, are used in a specific common activity and need to talk/listen to each other constantly.

To setup a party line, do the following:

1. Start **AZedit**.
The AZedit application appears.
2. Click the **PL** button
The Party Line screen appears.



3. Select the **Ports** connected to the PL (for example, 001).
4. Click **PL Talker** or **PL Listener**.
A "Yes" appears in the appropriate column.

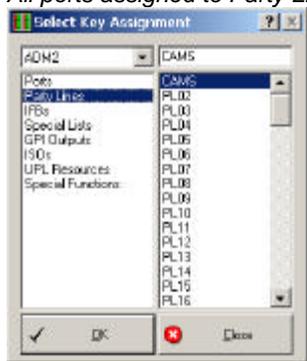
For more information on PL Talker and PL Listener, see the *Party Line* screen description.

Assign a Party Line to the Keypanel

Once you have assigned ports that can talk or listen to the party line, you can assign it to a keypanel so that users are able to access the party line.

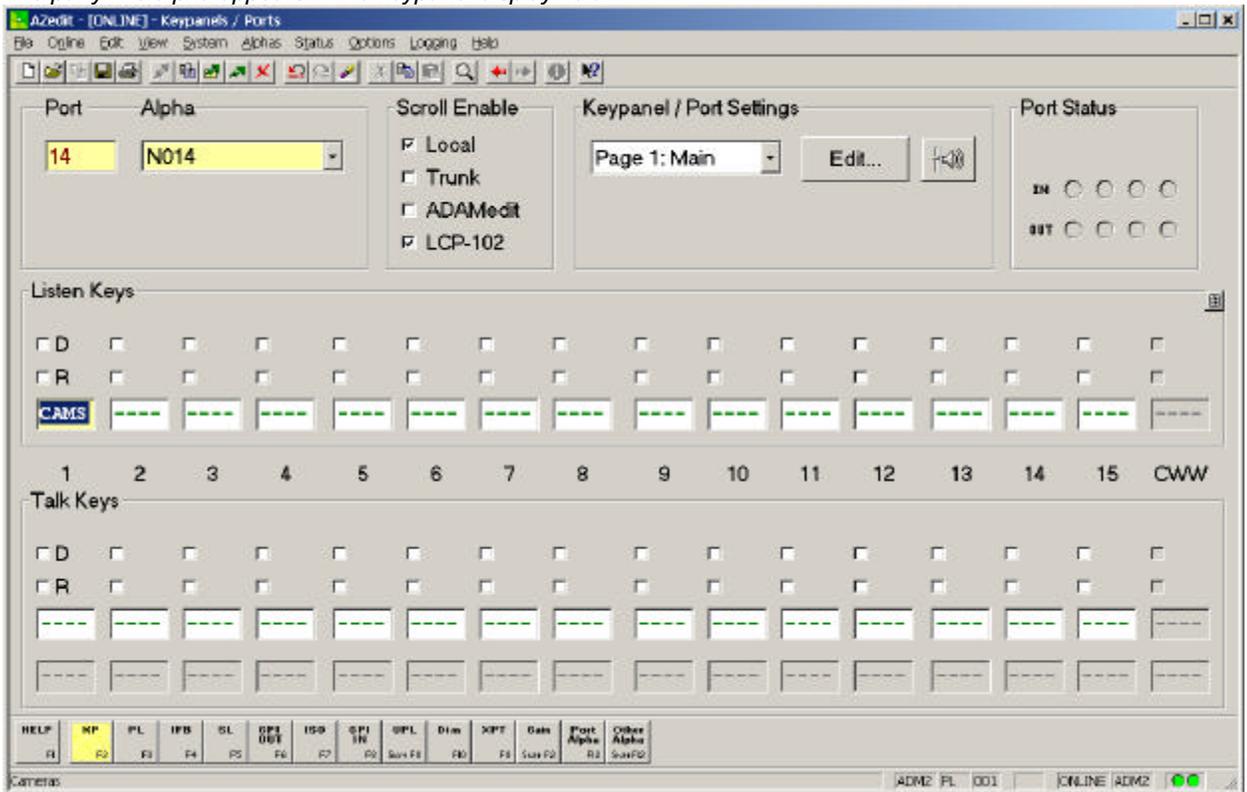
To assign a party line to the keypanel, do the following:

1. Click the **KP** button.
The Keypanel / Port screen appears.
2. Right-click a **Talk** or **Listen** combo box.
A popup menu appears.
3. Select **Change Assignment**.
The Select Key Assignment screen appears.
4. From the Key Type List, select **Party Line**.
All ports assigned to Party Lines appear in the right pane.



5. From the Party Line port list, select the **Party Line** you want to assign to the keypanel,

- Click **OK**.
The party line alpha appears in the keypanel display field.

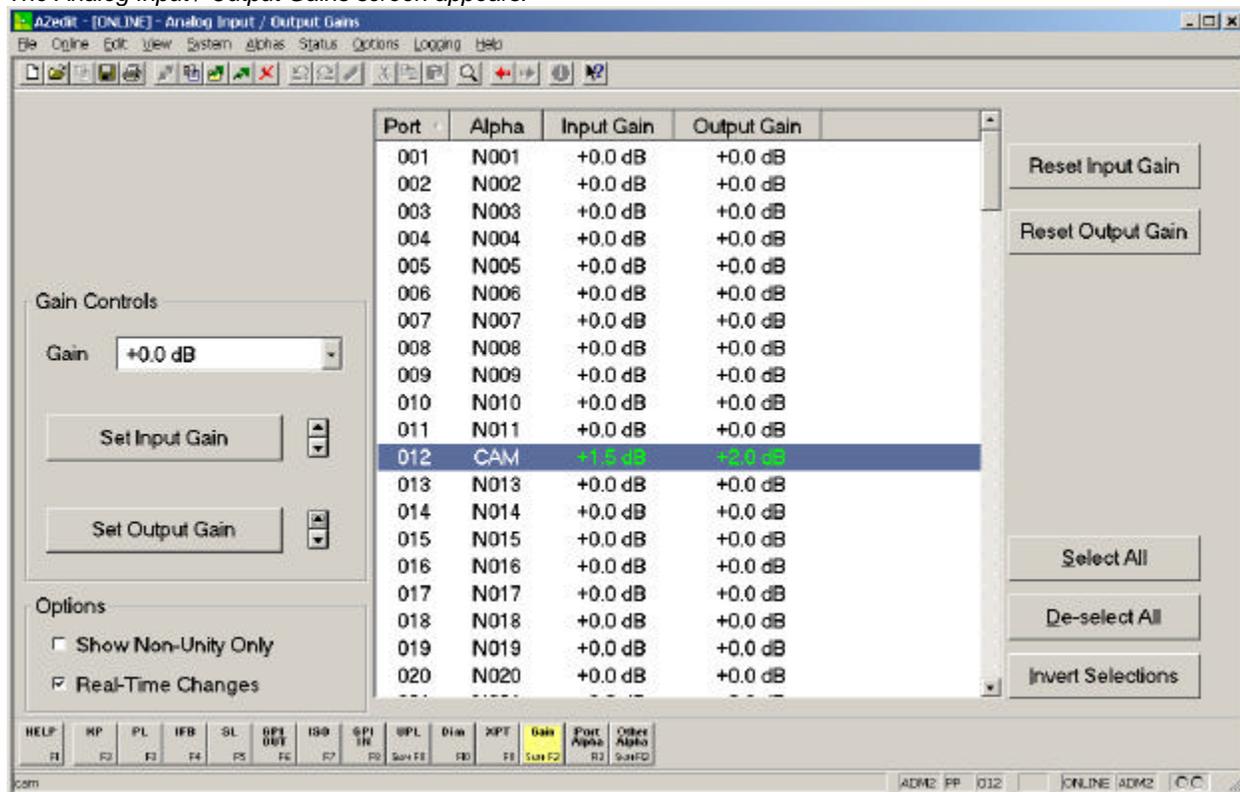


Note: Remember; SEND all your changes to the Intercom System before closing the application. If the changes are not sent they are not saved to the intercom system.

Setting Audio Levels To and From a Party Line

To set audio levels to and from a party line, do the following:

1. From the System menu, select **Gains**, and then select **Analog Input / Output Gains**.
The Analog Input / Output Gains screen appears.



2. Highlight the port for which you want to change the audio levels.
3. Using the Set Input Gain and Set Output Gain buttons, adjust the **Input** and **Output** levels for the port.

Note: These are initial settings. You can return any time in the future to readjust these settings to your operational preferences.

Set Overall PL Gains

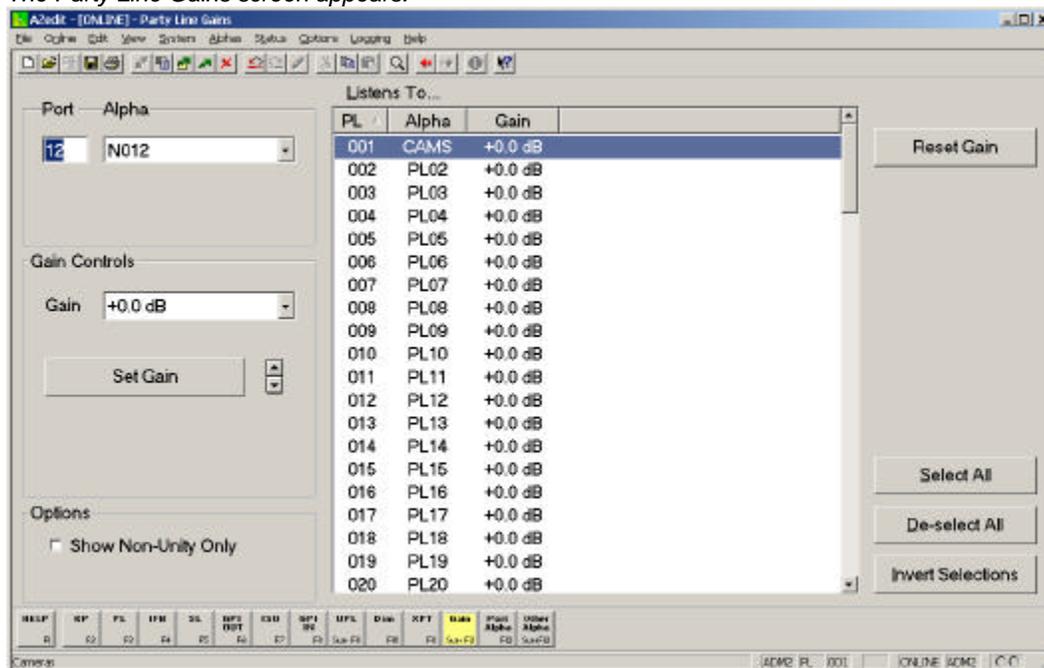
This procedure shows you how to set overall gain for selected Party Lines.

To set the overall PL gains, do the following:

1. Click **Gains**.
A popup menu appears.



2. Select **PL Gains**.
The Party Line Gains screen appears.



3. Select the PL you want to adjust.
4. Using the Gain Controls, adjust the gain for the party line accordingly.

Note: Remember; SAVE all your changes to the Intercom System before closing the application.

IFBs (Interrupted Fold Back)

IFB is a method for a keypanel operator to interrupt an audio source that someone is listening to and then talk to that listener. When the keypanel operator is finished talking and turns off the IFB key, the original audio source "folds back", or reconnects, to the listener. IFB could be used to interrupt background music on a PA system while someone is paging. Mostly, though it is used in broadcasting to cue talent, such as news anchors, field reporters, etc.

ADAM and ADAM CS intercom systems are capable of four variations of IFB:

- Standard one-way IFB, where the keypanel operator only needs to talk to the listener.
- Two-way IFB, where the keypanel operator can talk and monitor the talent during IFB operation.
- Two-way IFB, where the keypanel operator can talk and several people can monitor the talent over an external speaker or other device during IFB operation.
- Tone override IFB, which uses an external control box and a 2400 kHz tone to control IFB operation. This type of IFB requires specialized equipment and is not generally used.

IFB	Alpha	DIM	LC	TK	AE	Input	Alpha	Output	Alpha	Gain
001	IF01	Mute	LC	TK	AE	---	---	001	N001	+0.0 ...
002	IF02	Mute	LC	TK	AE	---	---	002	N002	+0.0 ...
003	IF03	Mute	LC	TK	AE	---	---	003	N003	+0.0 ...
004	IF04	Mute	LC	TK	AE	---	---	004	N004	+0.0 ...
005	IF05	Mute	LC	TK	AE	---	---	005	N005	+0.0 ...
006	IF06	Mute	LC	TK	AE	---	---	---	---	-
007	IF07	Mute	LC	TK	AE	---	---	---	---	-
008	IF08	Mute	LC	TK	AE	---	---	---	---	-
009	IF09	Mute	LC	TK	AE	---	---	---	---	-
010	IF10	Mute	LC	TK	AE	---	---	---	---	-
011	IF11	Mute	LC	TK	AE	---	---	---	---	-
012	IF12	Mute	LC	TK	AE	---	---	---	---	-
013	IF13	Mute	LC	TK	AE	---	---	---	---	-
014	IF14	Mute	LC	TK	AE	---	---	---	---	-
015	IF15	Mute	LC	TK	AE	---	---	---	---	-
016	IF16	Mute	LC	TK	AE	---	---	---	---	-
017	IF17	Mute	LC	TK	AE	---	---	---	---	-
018	IF18	Mute	LC	TK	AE	---	---	---	---	-
019	IF19	Mute	LC	TK	AE	---	---	---	---	-
020	IF20	Mute	LC	TK	AE	---	---	---	---	-
021	IF21	Mute	LC	TK	AE	---	---	---	---	-
022	IF22	Mute	LC	TK	AE	---	---	---	---	-
023	IF23	Mute	LC	TK	AE	---	---	---	---	-
024	IF24	Mute	LC	TK	AE	---	---	---	---	-
025	IF25	Mute	LC	TK	AE	---	---	---	---	-
026	IF26	Mute	LC	TK	AE	---	---	---	---	-
027	IF27	Mute	LC	TK	AE	---	---	---	---	-
028	IF28	Mute	LC	TK	AE	---	---	---	---	-
029	IF29	Mute	LC	TK	AE	---	---	---	---	-
030	IF30	Mute	LC	TK	AE	---	---	---	---	-
031	IF31	Mute	LC	TK	AE	---	---	---	---	-

Screen Items

Screen Item	Field Type	Description
IFB	list column	Displays the IFB number. This number cannot be changed.

		However, you can control how many IFB's are available for use by changing the intercom configuration settings.
Alpha	list column	<p>The Alpha column displays the name assigned to the IFB. Default names are IF01, IF02 etc. You can change these names to ones that are more meaningful to keypanel operators.</p> <ol style="list-style-type: none"> Click the row where you want to change the Alpha name, then press Ctrl + F12. <i>The Edit Alpha/Description screen appears.</i>
DIM	list column	<p>Displays the Dim Level you set in the Edit IFB screen.</p> <p>No indicates that no dimming values have been set and the program audio will be completely muted during IFB operation.</p>
LC	list column	<p>The LC column displays the scroll enable settings for the IFB: LC = Local TK = Trunk AE = AZedit</p> <p>For each type of scrolling, the letters appear green if that type of scrolling is enabled, and brown (or red when selected) if that type of scrolling is disabled.</p>
TK	list column	<p>The TK column displays the scroll enable settings for the IFB: LC = Local TK = Trunk AE = AZedit</p> <p>For each type of scrolling, the letters appear green if that type of scrolling is enabled, and brown (or red when selected) if that type of scrolling is disabled.</p>
AE	list column	<p>The AE column displays the scroll enable settings for the IFB: LC = Local TK = Trunk AE = AZedit</p> <p>For each type of scrolling, the letters appear green if that type of scrolling is enabled, and brown (or red when selected) if that type of scrolling is disabled.</p>
Input	list column	The Input column displays the port settings that are set up for each IFB.
Alpha	list column	The Alpha column displays the port settings you set up for each IFB
Output	list column	The Output column displays the port settings you set up for each IFB
Alpha	list column	The Alpha column displays the port settings you set up for each IFB
Gain	list column	The Gain column displays the analog output gain for the intercom port that has been designated as the IFB Output. If the IFB listening device that is connected to the output port does not have a volume control, you can adjust the analog output gain to suit the listener's preference. The analog output gain be adjusted on the Analog Input / Output Gains screen or from an LCP-102 that is operating in PAP mode.

NOTE: To access the Edit IFB screen, double-click an IFB from the list, the IFB edit screen will appear. For more information on the Edit IFB screen, see the *AZedit Help* file.

Right-Click Guide to the IFB Screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the IFB main screen.

Right Click Action	Result
<p>Highlight Port > Right Click</p>	<p>A popup menu appears that gives you the following options:</p> <p>Info: The information contained here shows the IFB Name, description, default input, output, listen source, tone override input, and Dim setting.</p> <p>Scroll Enable: Gives the user the ability to set scroll enable for Local ports, Trunk ports, AZedit ports.</p> <p>From the Scroll Enable menu, select <i>Local</i>, <i>Trunk</i>, or <i>AZedit</i>.</p> <p>From the Navigation menu, you can:</p> <ul style="list-style-type: none"> Go to IFB Priorities View Go to IFB Listen Source View Go to IFB Listen Destination View Go to IFB Alpha View <p>From the Changes Menu, you can</p> <p><i>Clear all changes to this IFB /all IFBs...,-</i> clears all the changes you have made up to the last Save performed.</p> <p>From the Search menu, you can:</p> <p>Search for panels with this IFB assigned...</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: You must be connected to the Intercom for some of these menus to work.</p> </div>
<p>Right-click anywhere on the screen</p>	<p>A popup menu appears that gives you the options to:</p> <p>Undo: reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document.</p> <p>Redo: will redo up to 20 consecutive changes that you previously canceled with the Undo Button.</p> <p>Go Back: lets you go back to previously viewed screens (up to 20).</p> <p>Go Forward: lets you go forward again when you have used Go Back to look at previously viewed screens.</p> <p>Search: From the Search popup menu, you can:</p> <p><i>Search for this panel</i> (opens the Search Status Screen)</p> <p><i>Search for panels with this key assignment</i> (only available when a key assignment has been made)(opens the Search Status Screen)</p> <p>Show Grid: Opens key assignment grid.</p>

Assign IFB Alphas

IFB Alphas appear in the keypanel display window to whichever key it is assigned.

To assign IFB Alphas, do the following:

1. From the Keypanel / Port screen, click **Other Alphas**.
The Other Alphas screen appears.
2. Select **IFB Alphas**.
3. Click **OK**.
The IFB Alphas screen appears.
4. Double-click the **IFB** you wish to assign an alpha.
The Edit Alpha Description screen appears.



5. In the Description field, enter a **description** for the IFB.
6. In the Alpha field, enter a **familiar name** to recognize the IFB.

Note: The Alias and Alpha fields populate with the same information. You can change the Alias, if needed. For more information see, the Port Alphas screen description.

7. Click **Done**.
The IFB is assigned a recognizable alpha.

Configure an IFB

To configure an IFB, do the following:

1. Click the **IFB** button.
The IFB screen appears.
2. From the IFB list, select the **IFB** you want to configure.
3. Double-click the **IFB**.
The Edit IFB screen appears.

The screenshot shows the 'Edit IFB' dialog box. The 'IFB' section shows 'Number: 012', 'Alpha: SHAW', and 'Shaw's IFB'. The 'Scroll Enable' section has three unchecked checkboxes: 'Local', 'Trunk', and 'ADAMedit'. The 'Input' and 'Output' sections both have 'Port Number' set to 4 and 'Port Alpha' set to N004. The 'Dim Level' is set to -15.0 dB and 'Output Gain' is set to +0.0 dB. The 'Listen Source' section has 'Port Number' set to 0. The 'Tone Override Input' section has 'Port Number' set to 0. Buttons for 'Next', 'Prey', 'Done', and 'Cancel' are visible on the right side.

Note: To restrict keypanel operators from assigning this IFB to keys on their keypanels, make sure not to select any check boxes under Scroll Enable.

4. In the Input field, enter the **port number** or select the **port alpha** of the intercom port where the normal audio source is connected.
5. In the Output field, enter the **port number** or select the **port alpha** of the intercom port where the talent earset or headset is connected.

Note:

- By default, the audio source is muted while the keypanel operator is talking. If you want to signal to be diminished by a certain amount during IFB, select a different amount in the Dim Level drop down list.
- The Listen Source field is only used for 2-way IFB operation. It allows keypanel operators and/or studio personnel to listen to the talent during IFB Operation. Connect the talent Mic signal (the direct mic signal, not the mix-minus signal) to an intercom port input. Then, select that port in the Listen Source field. For more information on Listen Source setup, see *Listen Source*.

For more information on Tone Override, see *Set Tone Override IFB Setup*.

6. Click **Done**.
The changes are made to the screen. However, be sure to save your changes or they will be lost.

Listen Source

To use the Listen Source feature, a pre-fade mic feed from the talent's mic, through the mix console, and is then connected to an available input port in the matrix. The port number or alpha is entered on the *Edit IFB* screen in the Listen Source Field. Remember; the port alpha for this input source must be entered first under Port Alpha settings. **Verify this port is not a duplicate alpha in the system.**

When the listen source is set, go to the keypanel and assign the IFB to a keypanel key. For information on how to assign an IFB to the keypanel see, *Assign an IFB to a Keypanel*.

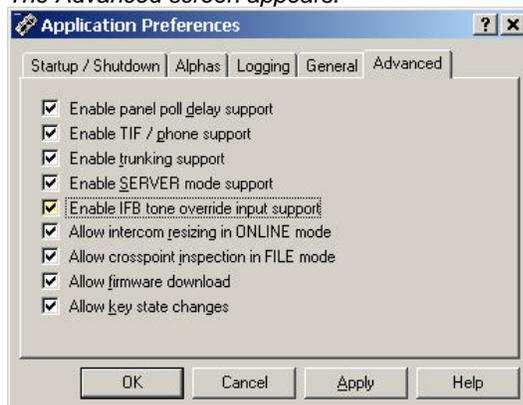
Tone Override IFB Setup

The Tone Override IFB is not used for Standard IFB.

To use tone override IFB setup, do the following:

1. From the Options menu, select **Preferences**.
The Application Preferences screen appears.

2. Click the **Advanced** tab.
The Advanced screen appears.



3. Select the **Enable IFB tone override input support** check box.
4. Click **Apply**.
The change is applied.
5. Click **OK**.
The Applications screen closes.
6. Click the **IFB** button.
The IFB screen appears.
7. Double-click the **IFB** you want to set tone override IFB.
The Edit IFB screen appears.
8. In the Tone Override field, enter the **port number or select the port alpha** where the 2400 kHz tone source is connected.



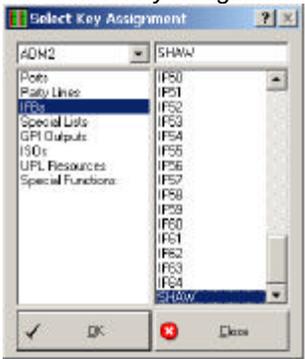
9. Click **Done**.

Assign a IFB to the Keypanel

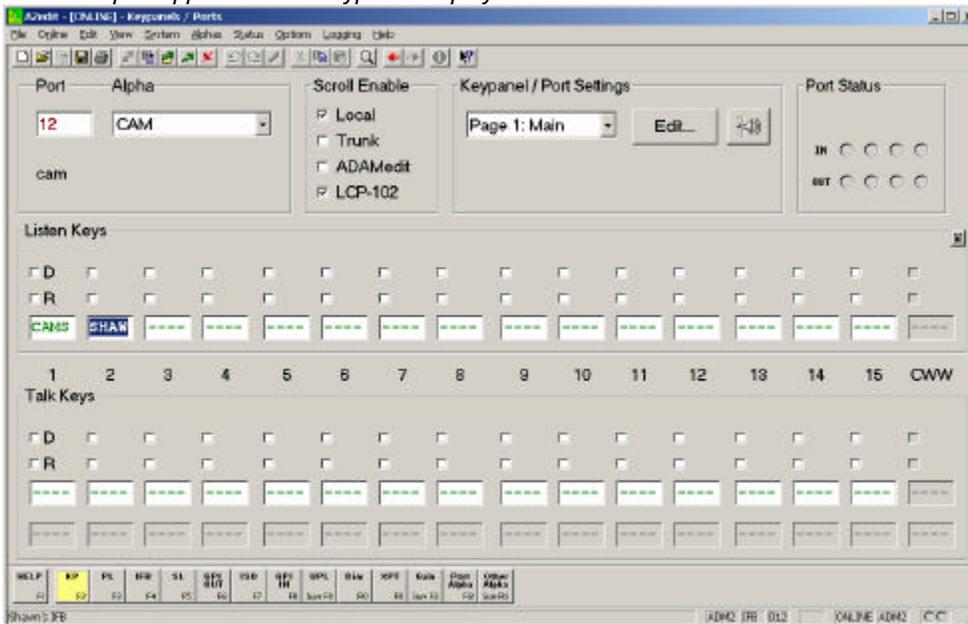
Once you have assigned ports that can talk or listen to the party line, you can assign it to a keypanel so that users are able to access the party line.

To assign a party line to the keypanel, do the following:

1. Click the **KP** button.
The Keypanel / Port screen appears.
2. Right-click a **Talk** (or **Listen**) combo box.
A popup menu appears.
3. Select **Change Assignment**.
The Select Key Assignment screen appears.



4. From the Key Type List, select **IFBs**.
All ports assigned to IFBs appear in the right pane.
5. From the IFB port list, select the **IFB** you want to assign to the keypanel,
6. Click **OK**.
The IFB alpha appears in the keypanel display field.



Note: Remember; SEND all your changes to the Intercom System before closing the application. If the changes are not sent they are not saved to the intercom system.

IFB Priority Setup

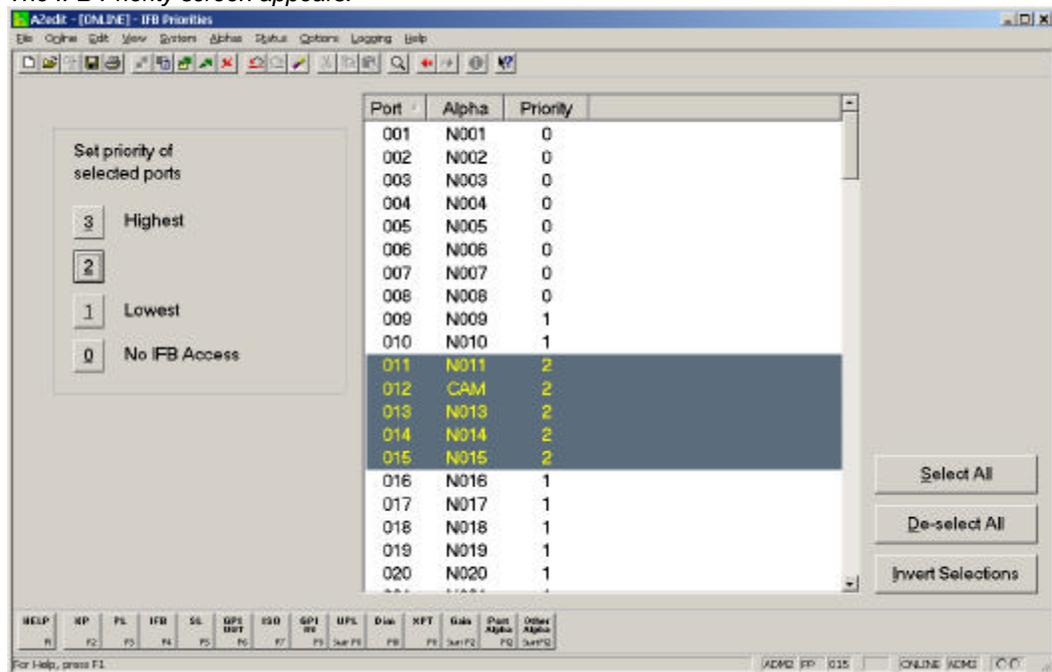
Set the **IFB priority** when you want to give one user access to the IFB over another user. For example, a director and an assistant can be setup to communicate with the same IFB. If IFB priority has been set, giving the director a higher priority than the assistant. Anytime the assistant is communicating with the IFB and the director wants to talk to the IFB, the assistant will be cut off from the IFB and see a busy signal (double asterisks) on the keypad display until the director is finished talking to the IFB.

The default IFB priority setting for all users is one. You can configure the maximum priority level (up to 8 levels). For more information on how to configure priority levels, see *Configure System IFB Priority Levels*.

Note: A priority of zero does not allow a port the ability to interrupt an IFB if it is talking with a higher priority.

To set IFB priority for multiple ports, do the following:

1. From the System menu, select **IFB Priority**.
The IFB Priority screen appears.



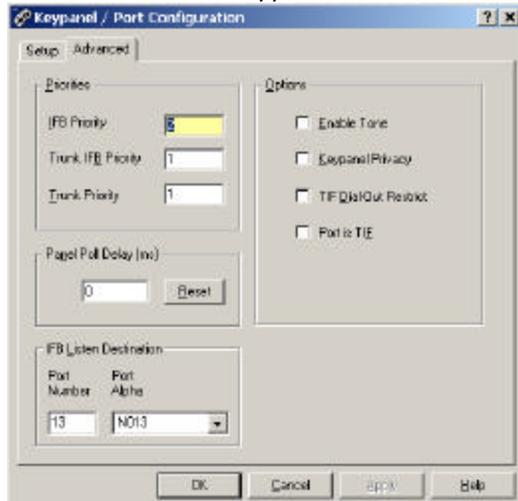
2. From the Port list, select the **ports** you want to set the IFB priority.
3. Under Set priority of selected ports, select the **priority** to set the ports (for example, 2).

Note: Remember; SEND all your changes to the Intercom System before closing the application. If the changes are not sent they are not saved to the intercom system.

To set IFB priority for individual ports, do the following:

1. On the Keypanel / Port screen, select the **port** for which you want to set the priority.
2. Click **Edit**.
The Keypanel / Port Configuration screen appears.

3. Click the **Advanced** tab
The Advanced screen appears.



4. In the IFB priority field, enter the **priority** you want to assign to the individual port.
5. Click **Apply**.
The changes are applied to the application.
6. Click **OK**.
The Keypanel / Port Configuration screen closes and the priority is set.

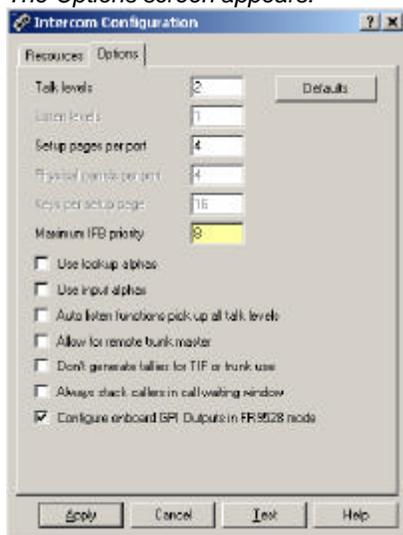
Note: Remember; SEND all your changes to the Intercom System before closing the application. If the changes are not sent they are not saved to the intercom system.

Configure System IFB Priority Levels

By default, the IFB priority level ranges from one to three (one being the lowest priority). However, if your application needs to support more than three priority levels, you can configure the system IFB priority level as high as a level eight priority.

To configure the IFB priority level, do the following:

1. From the Options menu, select Intercom Configuration.
A Warning screen appears. Be sure to read this carefully.
2. Click **OK**. Otherwise, click **Cancel**.
The Intercom Configuration screen appears.
3. Click the **Options** tab
The Options screen appears.



4. In the Maximum IFB priority field, enter the **maximum priority level** you want (up to level eight).
5. Click **Apply**.
A warning indicating that you are changing the intercom configuration appears.
6. Click **OK**.
A message indicating, "Would you like to make this configuration the AZedit default?" appears.
7. Click **Yes**, to make the setting the default and close the Options screen.
Click **No**, to cancel the changes and close the Options screen.
Click **Cancel**, to cancel the configuration change, but not close the Options screen.

Note: Remember; SEND all your changes to the Intercom System before closing the application. If the changes are not sent they are not saved to the intercom system.

Special Lists

A special list is a group of intercom ports a keypanel operator can talk or listen to by activating a single key. Special lists are typically used for paging, all call, group call, etc. Special lists have default names such as SL01, SL02, etc. The names can be changed to more meaningful names by using the *Other Alpha* setup screen. Members of a Special List are defined through the *Special List* setup screen. Once a special list has been set up, typically keypanel keys can be configured using *Keypanel* setup. Once the keypanels are setup, then a keypanel operator can activate the special list key to talk or listen to all members of the special list.

IMPORTANT: Do not confuse special lists and party lines. A special list is used when a keypanel operator needs to occasionally talk or listen to a group of intercom ports that are otherwise unrelated. A party line is used when several users of non-keypanel devices (such as belt packs or camera intercoms) are engaged in a specific common activity and need to talk and/or listen to each other all the time. Keypanels are almost never members of party lines. However, a keypanel key can be assigned to occasionally talk or listen to a party line, if desired. Party lines are primarily set up for party line members, with occasional access by keypanel operators; while special lists are set up exclusively for keypanel operators to talk or listen to several unrelated intercom ports.

The screenshot displays the 'AZedit - [ONLINE] - Special Lists' application window. The main area is a table with the following data:

Port	Alpha	SL Member?
001	N001	No
002	N002	No
003	N003	No
004	N004	No
005	N005	No
006	N006	No
007	N007	No
008	N008	No
009	N009	No
010	N010	No
011	N011	No
012	N012	No
013	N013	No
014	N014	No
015	N015	No
016	N016	No
017	N017	No
018	N018	No
019	N019	No
020	N020	No
021	N021	No
022	N022	No
023	N023	No
024	N024	No
025	N025	No
026	N026	No
027	N027	No
028	N028	No
029	N029	No
030	N030	No
031	N031	No

On the left side of the interface, there are several configuration sections:

- SL Alpha:** A text box containing '1' and a dropdown menu showing 'SL01'.
- Scroll Enable:** Three checkboxes: 'Local' (checked), 'Trunk' (unchecked), and 'ADAMedit' (unchecked).
- Relay Alpha:** Four rows, each with a text box containing '0' and an empty dropdown menu.

On the right side, there are five buttons: 'Add to SL', 'Remove from SL', 'Select All', 'De-select All', and 'Invert Selections'.

The bottom status bar includes a row of function keys (HELP, KP, PL, IFB, SL, GPI OUT, ISD, GPI IN, UPL, Dim, XPT, Gain, Post Alpha, Other Alpha) and system information: 'ADAM PP 001 ONLINE ADAM CC'. A note at the bottom left says 'For Help, press F1'.

Screen Items

Screen Item	Field Type	Description
SL	text box	Displays the SL number assigned to the Special List being viewed.
Alpha	drop-down box	Indicates the Alpha assigned to the Special List being viewed. To change the Special List being viewed, do the following: <ol style="list-style-type: none"> From the Alpha drop-down list, select the Alpha of the Special List you want to view. <i>The information of the Alpha you select appears.</i>
Port	list column	The Port column displays a list of ports within the intercom system.
Alpha	list column	The Alpha column displays a list of alphas within the intercom system.
SL Member?	list column	The SL Member? column indicates whether the selected port is a member of the special list currently being viewed.
Scroll Enable	check box	<p>Scroll enable check boxes controls who can view destinations in scroll lists and assign those destination to keypad keys. When using AZedit within your own intercom system, access to the complete scroll lists is always available. However, access for everyone else is controlled as follows:</p> <p>Local: If Local is checked, any keypad operator in the intercom system that has a programmable keypad can find the destination name in a scroll list and assign it to a key. If the checkbox is not selected, keypad operators will not see the destination name in their scroll lists, and therefore, will not be able to assign it to a key. They will not be able to assign it using a keypad numeric entry (KP9x series keypads). And, if the destination name appears in any display on their keypad, they will not be able to copy it to any other key.</p> <p>Trunk: The Trunk checkbox is only selectable if trunking is activated. If the Trunk checkbox is selected, any keypad operator in a remote intercom system that has a programmable keypad can view the destination in a scroll list and assign it to a key on their keypad. If this checkbox is not selected, remote keypad operators cannot view the destination or assign it to a key on their keypad.</p> <p>AZedit: The AZedit check box is only selectable if trunking has been activated. If the check box is selected, an AZedit user in a remote intercom system will be able to view the destination in a scroll list and assign it to keypad keys in the remote intercom system. If the check box is not selected, AZedit users will not have access to view and assign keypad keys.</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: To turn off the Scroll Enable check boxes for all intercom ports, party lines, etc., see Scroll Enable setup.</p> </div>
Relay / Alpha	text box and drop down box	<p>The Relay text box displays the number assigned to the selected GPI Output. Relays are optional in special lists. If a relay is selected, the relay will close when the special list currently being viewed is activated from a keypad.</p> <p>The Alpha drop down list contains the alpha or name assigned to the selected relay.</p>
Add to SL	button	The Add to SL button removes the selected port(s) from the special list.

		<p>1. Highlight the port(s) you want to remove from the special list, and then click Add to SL. <i>The port(s) you highlighted is added to the special list and YES appears in the SL Member? column.</i></p> <p>Note: To select multiple ports, press the Ctrl key, and then select the ports.</p>
Remove from SL	button	<p>The Remove from SL button removes the selected port(s) from the special list.</p> <p>1. Highlight the port you want to remove from the special list, and then click Remove from SL. <i>The port(s) you highlighted is removed from the special list and NO appears in the SL Member? column.</i></p> <p>Note: To select multiple ports, press the Ctrl key, and then select the ports.</p>
Select All	button	<p>The Select All button selects all the available ports in the Port list.</p> <p>1. Click Select All. <i>All the ports in the port list are highlighted.</i></p>
De-select All	button	<p>The De-select All button removes the select highlight from the all the ports in the port list.</p> <p>1. Click De-select All. <i>All the ports highlighted in the port list are deselected.</i></p>
Invert Selection	button	<p>The Invert Selection button reverses the selections made. For example, if 3 ports are highlighted, and Invert Selection is clicked, the three ports that were highlighted are no longer highlighted while the rest of the port list becomes highlighted.</p> <p>1. Click Invert Selection. <i>The highlighted ports are no longer highlighted, while ports that were not highlighted become highlighted.</i></p>

Right-click guide to the SL screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the SL main screen.

Right-Click Action	Result
Highlight Port > Right Click	<p>A popup menu appears that gives you the following options:</p> <p>Info: The information contained here shows the Special List Name, description, the number of members for the special list, selected port, and the description of the port.</p> <p>Member: Gives the user the ability to select or de-select a port for the Special List.</p> <p>From the Navigation menu, you can:</p> <ul style="list-style-type: none"> Go to Special Lists Alpha View Go to Keypanel View

	<p>Adjust Crosspoint Settings for this Port Go to Crosspoint Volume View Go to Party Line Volume View Go to Port Alpha View</p> <p>From the Changes Menu, you can <i>Clear all changes to this SL /all SLs.,,-</i> clears all the changes you have made up to the last Save performed.</p> <p>From the Search menu, you can: Search for panels with this port alpha as a key assignment. Search for panels with this special list alpha as a key assignment.</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>Note: You must be connected to the Intercom for some of these menus to work.</p> </div>
<p>Right-click anywhere on the screen</p>	<p>A popup menu appears that gives you the options to:</p> <p>Undo: reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document.</p> <p>Redo: will redo up to 20 consecutive changes that you previously canceled with the Undo Button.</p> <p>Go Back: lets you go back to previously viewed screens (up to 20).</p> <p>Go Forward: lets you go forward again when you have used Go Back to look at previously viewed screens.</p> <p>Search: From the Search popup menu, you can: <i>Search for this panel</i> (opens the Search Status Screen) <i>Search for panels with this key assignment</i> (only available when a key assignment has been made)(opens the Search Status Screen)</p> <p>Show Grid: Opens key assignment grid.</p>

Assign Special List Alphas

Special lists have default names, SL01, SL02, etc. You can change the defaults to more meaningful names. You can also enter a brief description to give further information and keep track of the special lists that you use.

To assign alphas to multiple special lists, do the following:

3. In AZedit, click **Other Alphas**.
The Other Alphas screen appears.
4. From the Other Alphas screen, select **Special List Alpha**.
The Special List Alpha screen appears.
5. Double-click a **Special List**.
The Edit Alpha Description screen appears.



6. In the Description field, enter a **description** of the special list (for example, Sound Techs). The description field has a 24-character field limit.
7. In the Alpha field, enter a **meaningful name** that users would recognize for the special list (for example, SND1). The Alpha and Alias fields have 4-character field limits.

Note: The Alias and Alpha fields populate with the same information. You can change the Alias, if needed. For more information see, the Port Alphas screen description.

8. Click **Next** to assign another alpha. Otherwise, click **Done**.
The Special List default alpha is changed.

To assign a special list alpha during the special list setup, do the following:

1. In AZedit, click **SL**.
The Special Lists screen appears.
2. Press **Ctrl + F12**.
The Edit Alpha Description screen appears.



9. In the Description field, enter a **description** of the special list (for example, Sound Techs). The description field has a 24-character field limit.
10. In the Alpha field, enter a **meaningful name** that users would recognize for the special list (for example, SND1). The Alpha and Alias fields have 4-character field limits.

Note: The Alias and Alpha fields populate with the same information. You can change the Alias, if needed. For more information see, the Port Alphas screen description.

11. Click **Done**.
The Special List default alpha is changed.

GPI Out

ADAM and ADAM CS intercom systems have a General Purpose Interface (**GPI**) port. GPI ports have eight control outputs (also referred to as relays) and eight control inputs. The location of the GPI port on the ADAM and ADAM CS is as follows:

ADAM: Located on XCP-ADAM-MC Master Controller Breakout Panel, J11.

ADAM CS: Located on ADAM CS back panel, J903.

GPI Port Pin-out

All 25-pin GPI Port connectors have the same pin-out as follows:

Pin No. Function:

- | | |
|------------------------------|----------------|
| 1. GPI In #1 (+5 to +18 VDC) | 14. GPI Out #1 |
| 2. GPI In #2 (+5 to +18 VDC) | 15. GPI Out #2 |
| 3. GPI In #3 (+5 to +18 VDC) | 16. GPI Out #3 |
| 4. GPI In #4 (+5 to +18 VDC) | 17. GPI Out #4 |
| 5. GPI In #5 (+5 to +18 VDC) | 18. GPI Out #5 |
| 6. GPI In #6 (+5 to +18 VDC) | 19. GPI Out #6 |
| 7. GPI In #7 (+5 to +18 VDC) | 20. GPI Out #7 |
| 8. GPI In #8 (+5 to +18 VDC) | 21. GPI Out # |
| 9. Common | 22. Common |
| 10. Common | 23. Common |
| 11. Common | 24. Common |
| 12. Common | 25. Common |
| 13. Common | |

GPI Inputs for UIO-256, ADAM, and ADAM CS: Connect +5 to +18 VDC between any GPI input and common to activate that GPI input.

GPI outputs UIO-256: Activating a GPI output causes a relay contact closure between that output and common. The relay contacts are rated for 0.5A at 120 VAC; 1A at 24 VDC; 0.3A at 60 VDC.

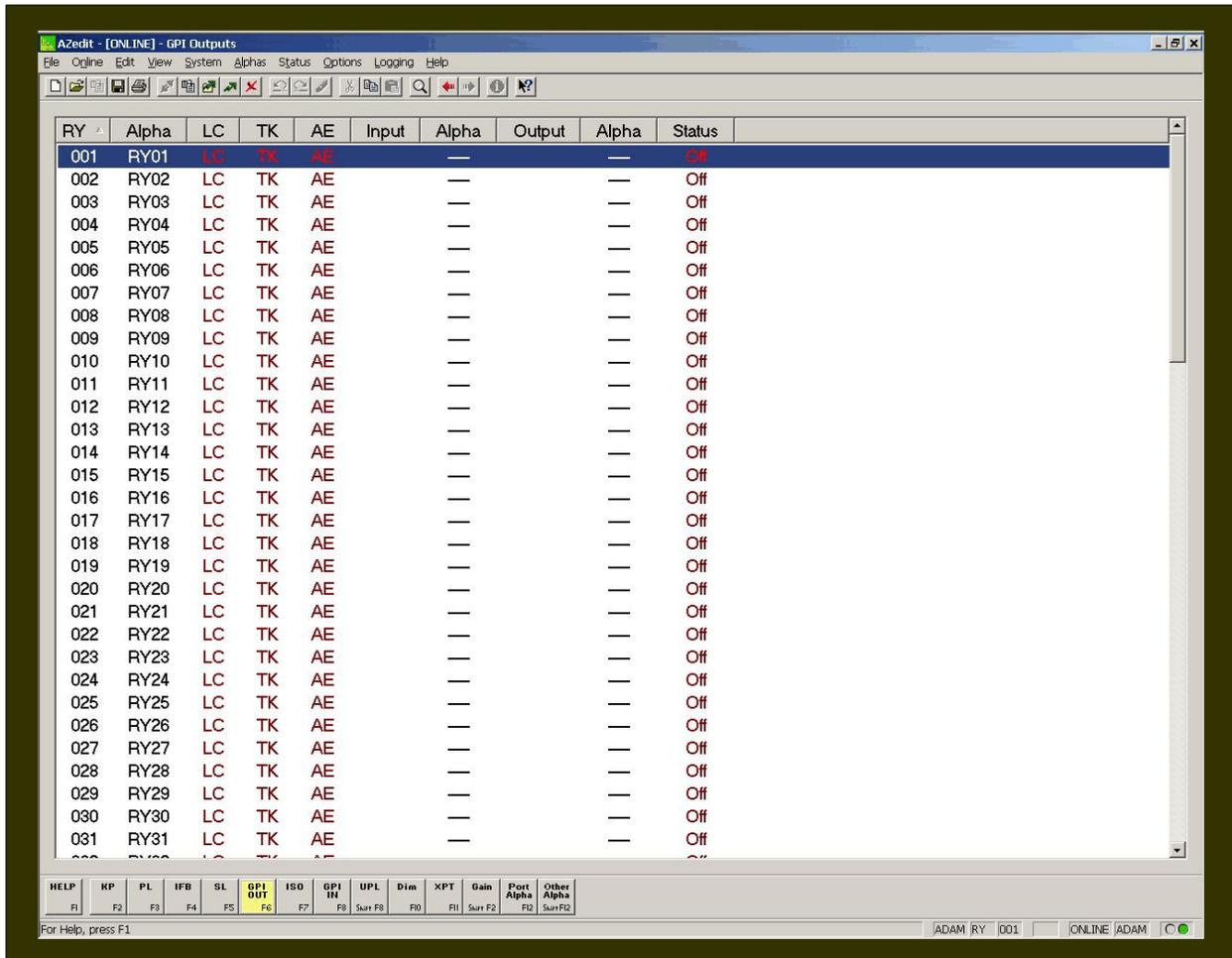
GPI Outputs for ADAM and ADAM CS: Activating a GPI output causes an **active high** output. This can be changed to **active low** by going to the Options menu and selecting Intercom Configuration (on the Options sheet, select the Configure onboard GPI Outputs in FR9528 mode).

GPI Outputs

Also, referred to as Relays, GPI Outputs can be used to activate external devices directly from keypanel keys. For example, an external lighting control device can be activated from a keypanel key. A GPI Output can also be set up to activate when a person talks to a certain port. For example, connect a 2-way radio to an intercom port and then set up a GPI output to activate whenever anyone talks into the transmitter. GPI Outputs can also be used to activate

external devices from User Programming Language (UPL) statements. For example, you can set up a UPL state that says to activate external lights everyday at 5:00 pm every day. By setting up a UPL, the lights are controlled by the GPI Output. Additionally, GPI Outputs can be used as input conditions for UPL statements, as well. For example, use the GPI Output statement that activates the external lights as input for another UPL statement. The output action for this UPL statement could be to activate another GPI output, which lights a console LED to provide confirmation that the external lights are on.

GPI Outputs have default names RY01, RY02, etc. Use Other Alpha Setup to change these names to something more meaningful for key assignments. Once a name has been assigned to the GPI Output, setup of the action that GPI Output can be setup through GPI Output setup.



Screen Items

Screen Item	Field Type	Description
RY	list column	The RY (relay) column displays the GPI Output number. This number cannot be changed. However, you can control how many GPI Outputs are available for use by changing the Intercom configuration. For example, basic system hardware has 8 GPI outputs. If additional UIO-256 frames are attached, the GPI outputs can be extended beyond this limit.
Alpha	list column	The Alpha column displays the name assigned to the GPI Output. Default names are RY01, RY02, etc... To change this name to a more familiar name, do the following: 1. Select a row, and then press Ctrl+F12 .

		<p><i>The Edit Alpha / Description screen appears.</i></p> <div style="border: 1px solid black; padding: 5px;"> <p>Note: The Ctrl+F12 may need to be activated before it will function properly.</p> </div>
LC	list column	<p>The LC column displays the scroll enable settings for the GPI Output port.</p> <p><i>LC indicates Local</i> <i>TK indicates Trunk</i> <i>AE indicates AZedit</i></p> <p>For each type of scrolling, the letters will appear green if that type of scrolling is enabled, brown (or red when selected) if that type of scrolling is disabled.</p>
TK	list column	<p>The TK column displays the scroll enable settings for the GPI Output port.</p> <p><i>LC indicates Local</i> <i>TK indicates Trunk</i> <i>AE indicates AZedit</i></p> <p>For each type of scrolling, the letters will appear green if that type of scrolling is enabled, brown (or red when selected) if that type of scrolling is disabled.</p>
AE	list column	<p>The AE column displays the scroll enable settings for the GPI Output port.</p> <p><i>LC indicates Local</i> <i>TK indicates Trunk</i> <i>AE indicates AZedit</i></p> <p>For each type of scrolling, the letters will appear green if that type of scrolling is enabled, brown (or red when selected) if that type of scrolling is disabled.</p>
Input	list column	<p>The Input column displays the port settings set up for each GPI Output.</p>
Alpha	list column	<p>The Alpha column displays the name of the input port settings set up for each GPI Output.</p>
Output	list column	<p>The Output column displays the output port settings for each GPI Output.</p>
Alpha	list column	<p>The Alpha column displays the name of the output port settings for each GPI Output.</p>
Status	list column	<p>The Status column displays information in ONLINE or SERVER mode only.</p> <p>If the GPI Output is activated, <i>ON</i> will display, otherwise <i>OFF</i> will display.</p>

NOTE: To access the *Edit GPI Out* screen, double-click an RY from the list, the Edit GPI Out edit screen will appear. For more information on the Edit GPI Out screen, see the *AZedit Help* file.

Right-Click Guide to the GPI Out screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the GPI Out main screen.

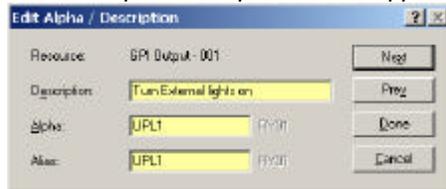
Right-Click Action	Result
Highlight Port > Right Click	<p>A popup menu appears that gives you the following options:</p> <p>Info: The information contained here shows the GPI Output Name, input, and output.</p> <p>Scroll Enable: Gives the user the ability to set scroll enable for Local ports, Trunk ports, AZedit ports.</p> <p>From the Scroll Enable menu, select <i>Local</i>, <i>Trunk</i>, or <i>AZedit</i>.</p> <p>From the Navigation menu, you can:</p> <ul style="list-style-type: none"> Go to GPI Input view Go to Alpha Output view Go to Input Alpha view <p>From the Changes Menu, you can</p> <ul style="list-style-type: none"> <i>Clear all changes to this RY /all RYs...,-</i> clears all the changes you have made up to the last Save performed. <p>From the Search menu, you can:</p> <ul style="list-style-type: none"> Search for panels with this RY assigned... <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: You must be connected to the Intercom for some of these menus to work.</p> </div>
Right-click anywhere on the screen	<p>A popup menu appears that gives you the options to:</p> <p>Undo: reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document.</p> <p>Redo: will redo up to 20 consecutive changes that you previously canceled with the Undo Button.</p> <p>Go Back: lets you go back to previously viewed screens (up to 20).</p> <p>Go Forward: lets you go forward again when you have used Go Back to look at previously viewed screens.</p> <p>Search: From the Search popup menu, you can: <i>Search for this panel</i> (opens the Search Status Screen) <i>Search for panels with this key assignment</i> (only available when a key assignment has been made)(opens the Search Status Screen)</p> <p>Show Grid: Opens key assignment grid.</p>

Assign GPI Output Alphas

GPI Outputs have default names, RY01, RY02, etc. You can change the defaults to more meaningful names. You can also enter a brief description to give further information and keep track of the GPI outputs that you use.

To assign alphas to multiple special lists, do the following:

1. In AZedit, click **Other Alphas**.
The Other Alphas screen appears.
2. From the Other Alphas screen, select **GPI Output Alphas**.
The GPI Output Alphas screen appears.
3. Double-click a **RY** (relay).
The Edit Alpha Description screen appears.



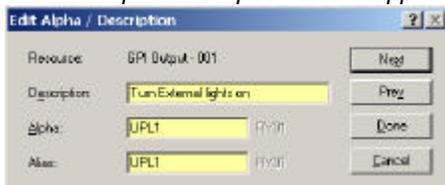
4. In the Description field, enter a **description** of the GPI Output (for example, Turn External lights on). The description field has a 24-character field limit.
5. In the Alpha field, enter a **meaningful name** that users would recognize for the GPI Output (for example, UPL1). The Alpha and Alias fields have a four-character field limit.

Note: The Alias and Alpha fields populate with the same information. You can change the Alias, if needed. For more information see, the Port Alphas screen description.

6. Click **Next** to assign another alpha. Otherwise, click **Done**.
The GPI Output default alpha is changed.

To assign a special list alpha during the special list setup, do the following:

1. In AZedit, click **GPI Output**.
The GPI Output screen appears.
2. Press **Ctrl + F12**.
The Edit Alpha Description screen appears.



3. In the Description field, enter a **description** of the GPI Output (for example, Turn External lights on). The description field has a 24-character field limit.
4. In the Alpha field, enter a **meaningful name** that users would recognize for the GPI Output (for example, UPL1). The Alpha and Alias fields have a four-character field limit.

Note: The Alias and Alpha fields populate with the same information. You can change the Alias, if needed. For more information see, the Port Alphas screen description.

5. Click **Done**.
The GPI Output default alpha is changed.

ISO

ISO is a means for a keypanel operator to isolate a particular intercom port for private communication. While the intercom port is isolated, it can only hear audio from the keypanel operator. There is also an option called **ISO Self** that cuts the keypanel operator off from the rest of the intercom system as well during the ISO operation. When the ISO key is released, normal intercom operation is automatically restored. ISO is often used in a broadcasting environment, and may be referred to as "Camera ISO". In this application, camera operators are often assigned to a party line. ISO provides a means for a keypanel operator to isolate a particular camera from the party line and then direct that camera operator without outside interference.

Each ISO can be given a name that is meaningful to keypanel operators, which is done through the *Other Alpha* setup screen.

Once an ISO has been setup and named, it can be assigned to any keypanel key (provided that ISO assignment has not been restricted or disabled in AZedit). Use the *ISO Setup* screen to define the intercom port that will be isolated. Then, use keypanel setup to assign the ISO to an intercom key. After all changes have been sent to the intercom system, the keypanel operator will be able to isolate the specified ISO output by pressing the ISO key.

ISO	Alpha	Self?	LC	TK	AE	Output Port	Output Port Alpha
001	IS01	No	LC	TK	AE		
002	IS02	No	LC	TK	AE		
003	IS03	No	LC	TK	AE		
004	IS04	No	LC	TK	AE		
005	IS05	No	LC	TK	AE		
006	IS06	No	LC	TK	AE		
007	IS07	No	LC	TK	AE		
008	IS08	No	LC	TK	AE		
009	IS09	No	LC	TK	AE		
010	IS10	No	LC	TK	AE		
011	IS11	No	LC	TK	AE		
012	IS12	No	LC	TK	AE		
013	IS13	No	LC	TK	AE		
014	IS14	No	LC	TK	AE		
015	IS15	No	LC	TK	AE		
016	IS16	No	LC	TK	AE		
017	IS17	No	LC	TK	AE		
018	IS18	No	LC	TK	AE		
019	IS19	No	LC	TK	AE		
020	IS20	No	LC	TK	AE		
021	IS21	No	LC	TK	AE		
022	IS22	No	LC	TK	AE		
023	IS23	No	LC	TK	AE		
024	IS24	No	LC	TK	AE		
025	IS25	No	LC	TK	AE		
026	IS26	No	LC	TK	AE		
027	IS27	No	LC	TK	AE		
028	IS28	No	LC	TK	AE		
029	IS29	No	LC	TK	AE		
030	IS30	No	LC	TK	AE		
031	IS31	No	LC	TK	AE		

Screen Items

Screen Item	Field Type	Description
ISO	list column	The ISO column displays the ISO number. This number cannot be changed. However, control over the number of ISOs available for setup can be configured into the intercom system.
Alpha	list column	The Alpha column displays the name assigned to each ISO. Default names are ISO1, ISO2, etc. These names can be changed to more meaningful names by selecting an ISO from the list and pressing Ctrl+F12 .
Self?	list column	The Self? Column displays whether or not a keypanel operator is isolated from the rest of the intercom system during ISO operation. When the ISO key is released, normal intercom operation is automatically restored.
LC	list column	The LC column displays the scroll enable settings for the GPI Output port. <i>LC indicates Local</i> <i>TK indicates Trunk</i> <i>AE indicates AZedit</i> For each type of scrolling, the letters will appear green if that type of scrolling is enabled, brown (or red when selected) if that type of scrolling is disabled.
TK	list column	The TK column displays the scroll enable settings for the GPI Output port. <i>LC indicates Local</i> <i>TK indicates Trunk</i> <i>AE indicates AZedit</i> For each type of scrolling, the letters will appear green if that type of scrolling is enabled, brown (or red when selected) if that type of scrolling is disabled.
AE	list column	The AE column displays the scroll enable settings for the GPI Output port. <i>LC indicates Local</i> <i>TK indicates Trunk</i> <i>AE indicates AZedit</i> For each type of scrolling, the letters will appear green if that type of scrolling is enabled, brown (or red when selected) if that type of scrolling is disabled.
Output Port	list column	The Output Port column displays the number of the port selected.
Output Port Alpha	list column	The Output Port Alpha column displays the name of the port selected.

NOTE: To access the Edit ISO screen, double-click an ISO from the list, the Edit ISO screen appears. For more information on the Edit ISO screen, see the *AZedit Help* file.

Right-Click Guide to the ISO screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the ISO main screen.

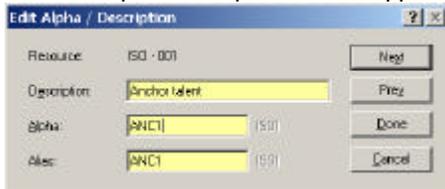
Right-Click Action	Result
Highlight ISO > Right Click	<p>A popup menu appears that gives you the following options:</p> <p>Info: The information contained here shows the ISO, Description, and output.</p> <p>Scroll Enable: Gives the user the ability to set scroll enable for Local ports, Trunk ports, AZedit ports.</p> <p>From the Scroll Enable menu, select <i>Local</i>, <i>Trunk</i>, or <i>AZedit</i>.</p> <p>From the Navigation menu, you can: Go to ISO Alpha view</p> <p>From the Changes Menu, you can <i>Clear all changes to this ISO /all ISOs...,-</i> clears all the changes you have made up to the last Save performed.</p> <p>From the Search menu, you can: Search for panels with this ISO assigned...</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: You must be connected to the Intercom for some of these menus to work.</p> </div>
Right-click anywhere on the screen	<p>A popup menu appears that gives you the options to:</p> <p>Undo: reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document.</p> <p>Redo: will redo up to 20 consecutive changes that you previously canceled with the Undo Button.</p> <p>Go Back: lets you go back to previously viewed screens (up to 20).</p> <p>Go Forward: lets you go forward again when you have used Go Back to look at previously viewed screens.</p> <p>Search: From the Search popup menu, you can: <i>Search for this panel</i> (opens the Search Status Screen) <i>Search for panels with this key assignment</i> (only available when a key assignment has been made)(opens the Search Status Screen)</p> <p>Show Grid: Opens key assignment grid.</p>

Assign ISO Alphas

ISOs have default names, IS01, IS02, etc. You can change the defaults to more meaningful names. You can also enter a brief description to give further information and keep track of the ISOs that you use.

To assign alphas to multiple ISOs, do the following:

1. In AZedit, click **Other Alphas**.
The Other Alphas screen appears.
2. From the Other Alphas screen, select **ISO Alphas**.
The ISO Alphas screen appears.
3. Double-click an **ISO**.
The Edit Alpha Description screen appears.



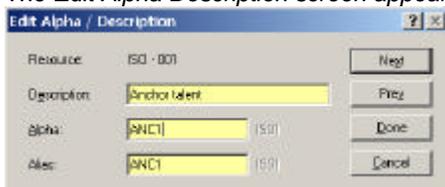
4. In the Description field, enter a **description** of the ISO (for example, Anchor talent). The description field has a 24-character field limit.
5. In the Alpha field, enter a **meaningful name** that users would recognize for the ISO (for example, ANCT). The Alpha and Alias fields have a four-character field limit.

Note: The Alias and Alpha fields populate with the same information. You can change the Alias, if needed. For more information see, the Port Alphas screen description.

6. Click **Next** to assign another alpha. Otherwise, click **Done**.
The ISO default alpha is changed.

To assign a special list alpha during the special list setup, do the following:

1. In AZedit, click **ISO**.
The ISO screen appears.
2. Press **Ctrl + F12**.
The Edit Alpha Description screen appears.



7. In the Description field, enter a **description** of the ISO (for example, Anchor talent). The description field has a 24-character field limit.
8. In the Alpha field, enter a **meaningful name** that users would recognize for the ISO (for example, ANCT). The Alpha and Alias fields have a four-character field limit.

Note: The Alias and Alpha fields populate with the same information. You can change the Alias, if needed. For more information see, the Port Alphas screen description.

9. Click **Done**.
The ISO default alpha is changed.

GPI In

General Purpose Inputs and Outputs (GPIO or GPI) controls devices that use switch contact closures, DC voltages, or similar methods. GPI Inputs can be used to activate key assignments. For example, a lighting system can be controlled from keypad keys or key a transmitter during transmission. GPI Inputs can also be used as inputs to UPL statements. For example, you could program a console switch to load an entirely new intercom system setup file.

ADAM and ADAM CS intercom systems have a General Purpose Interface (**GPI**) port. GPI ports have eight control outputs (also referred to as relays) and eight control inputs. The location of the GPI port on the ADAM and ADAM CS is as follows:

ADAM: Located on XCP-ADAM-MC Master Controller Breakout Panel, J11.

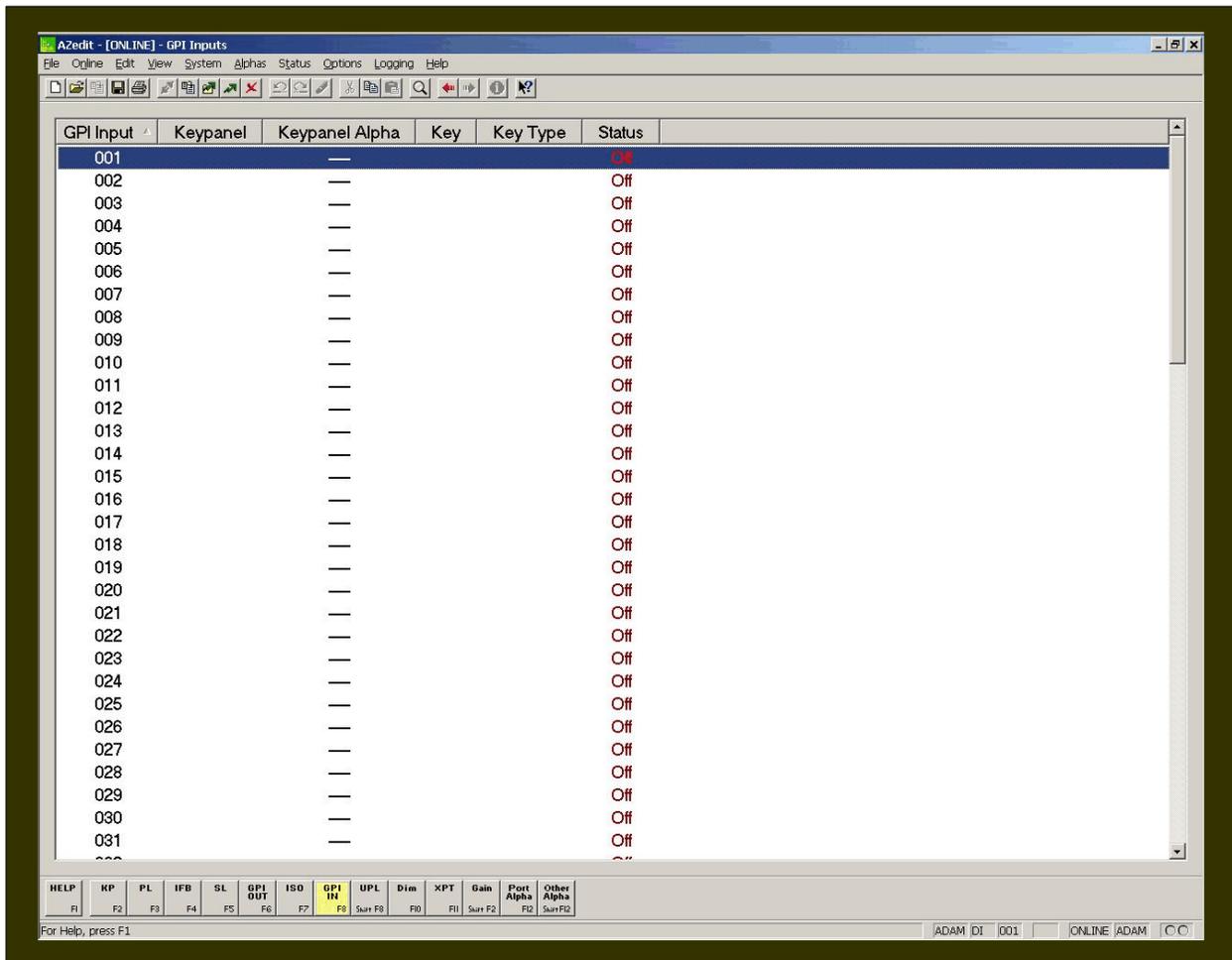
ADAM CS: Located on ADAM CS back panel, J903.

GPI Port Pin-out

All 25-pin GPI Port connectors have the same pin-out as follows:

<u>Pin No.</u>	<u>Function</u>	<u>Pin No.</u>	<u>Function</u>
1	GPI In #1 (+5 to +18 VDC)	24	Common
2	GPI In #2 (+5 to +18 VDC)	25	Common
3	GPI In #3 (+5 to +18 VDC)		
4	GPI In #4 (+5 to +18 VDC)		
5	GPI In #5 (+5 to +18 VDC)		
6	GPI In #6 (+5 to +18 VDC)		
7	GPI In #7 (+5 to +18 VDC)		
8	GPI In #8 (+5 to +18 VDC)		
9	Common		
10	Common		
11	Common		
12	Common		
13	Common		
14	GPI Out #1		
15	GPI Out #2		
16	GPI Out #3		
17	GPI Out #4		
18	GPI Out #5		
19	GPI Out #6		
20	GPI Out #7		
21	GPI Out #8		
22	Common		
23	Common		

GPI Inputs for UIO-256, ADAM, and ADAM CS: Connect +5 to +18 VDC between any GPI input and common to activate that GPI input.



Screen Items

Screen Item	Field Type	Description
GPI Input	column display	The GPI Input column displays the number assigned to the GPI Input. This number cannot be changed. Changing the intercom configuration can control the number of GPI Inputs. For example, basic system hardware has eight GPI Inputs. If no additional UIO-256 frames are attached to the system, the GPI Inputs can be limited to eight.
Keypanel	column display	The Keypanel column displays the keypanel number assigned to the GPI Input (i.e., 003).
Keypanel Alpha	column display	The Keypanel Alpha column displays the name of the Keypanel assigned to the GPI Input. <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">Note: To change the default name of the Keypanel Alpha, see <i>Port Alpha</i>.</div>
Key	column display	The Key column displays the keypanel key assigned to the GPI Input. This is the key used to trigger a GPI Input action.
Key Type	column display	The Keypanel Type column indicates the type of key assigned to a GPI Input. <i>Talk</i> or <i>Listen</i> is displayed in the column indicating the key type.

		Note: When No Key is assigned as the key type, the Key Type column will be blank.
Status	column display	<p>The Status column displays whether the GPI Input is activated, ON; otherwise, OFF will display. This information will periodically update.</p> <p>To force an update:</p> <ol style="list-style-type: none"> 1. From the View menu, select Refresh. <i>The display status field updates.</i> <p>Or, press Ctrl+Space from the keyboard.</p>

NOTE: To access the Edit GPI In screen, double-click a GPI In from the list, the Edit GPI In screen appears. For more information on the Edit GPI In screen, see the *AZedit Help* file.

Right-Click Guide to the GPI Input Screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the GPI Input main screen.

Highlight GPI Input > Right Click	<p>A popup menu appears that gives you the following options:</p> <p>Info: The information contained here shows the GPI Input, Description, Keypanel, Description (keypanel), Key Number and Type.</p> <p>From the Navigation menu, you can:</p> <ul style="list-style-type: none"> Go to GPI Output view Go to GPI Output Alpha view Go To GPI Input Alpha view <p>From the Changes Menu, you can</p> <p><i>Clear all changes to this GPI Input /all GPI Inputs...,-</i> clears all the changes you have made up to the last Save performed.</p> <p>From the Search menu, you can:</p> <p>Search for panels with this ISO assigned...</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: You must be connected to the Intercom for some of these menus to work.</p> </div>
Right-click anywhere on the screen	<p>A popup menu appears that gives you the options to:</p> <p>Undo: reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document.</p> <p>Redo: will redo up to 20 consecutive changes that you previously canceled with the Undo Button.</p> <p>Go Back: lets you go back to previously viewed screens (up to 20).</p> <p>Go Forward: lets you go forward again when you have used Go Back to look at previously viewed screens.</p> <p>Search: From the Search popup menu, you can: <i>Search for this panel</i> (opens the Search Status Screen)</p>

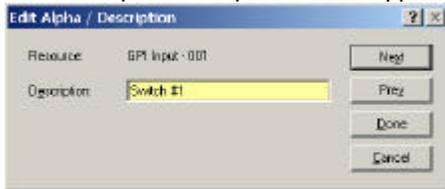
	<p><i>Search for panels with this key assignment</i> (only available when a key assignment has been made)(opens the Search Status Screen)</p> <p>Show Grid: Opens key assignment grid.</p>
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Assign GPI In Alphas

GPI Inputs can be used to activate key assignments. GPI Inputs can also be used as inputs to UPL statements. Unlike other Alpha descriptions, GPI Inputs only allow you enter a description in the Alpha screen.

To assign alphas to multiple GPI Input descriptions, do the following:

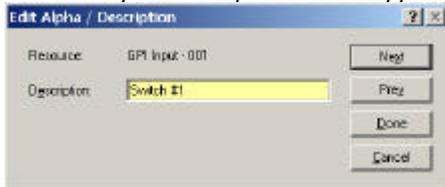
10. In AZedit, click **Other Alphas**.
The Other Alphas screen appears.
11. From the Other Alphas screen, select **GPI Input Descriptions**.
The GPI Input Descriptions screen appears.
12. Double-click a **DI** (data input number).
The Edit Alpha Description screen appears.



13. In the Description field, enter a **description** of the GPI Input (for example, Switch #1). The description field has a 24-character field limit.
14. Click **Next** to assign another alpha. Otherwise, click **Done**.
The GPI Input Description is entered.

To assign a GPI Input description during the special list setup, do the following:

3. In AZedit, click **GPI In**.
The GPI Input screen appears.
4. Press **Ctrl + F12**.
The Edit Alpha Description screen appears.



15. In the Description field, enter a **description** of the GPI Input (for example, Switch #1). The description field has a 24-character field limit.
16. Click **Done**.
The GPI Input description is entered.

UPL

ADAM, ADAM CS, and Zeus matrices contain a feature called User Programmable Language (**UPL**) based on logical statements to be implemented by the system.

UPLs give users the ability to automate or schedule certain actions to occur. For example, a building's internal communication system via an intercom system may regulate who is contacted at different times during the day (the receptionist from 8:30 – 4:30 and from 4:30 to Midnight all calls are sent to the security officer). A simple UPL statement can accomplish the desired result by scheduling a Close Crosspoint on one port and Inhibit Crosspoint on another port.

Using UPL users can construct program statements based on Boolean logic that allows the following conditions to be met:

Output from a previous UPL statement	Crosspoint Status
GPI Input	Input Talking
Local GPI Input	Output Listening
Status of GPI Output	Headset Transfer Switch Status
Status of Local GPI Output	Current Date
Talk Key Status	Current Time
Listen Key Status	IFB Interrupted
UPL Resource	Counter

UPL Operator Usage

The standard operators for input conditions (except for Current Time, Current Date, and Counter) are:

- AND** both Input A and Input B must be true
- OR** either of Input A or Input B must be true
- XOR** exactly one of Input A or Input B must be true (but not both)

The following operators are only available to be used when Input A is set to "Current Date", "Current Time", or "Counter", and in these cases Input B is then used as the value to be compared with.

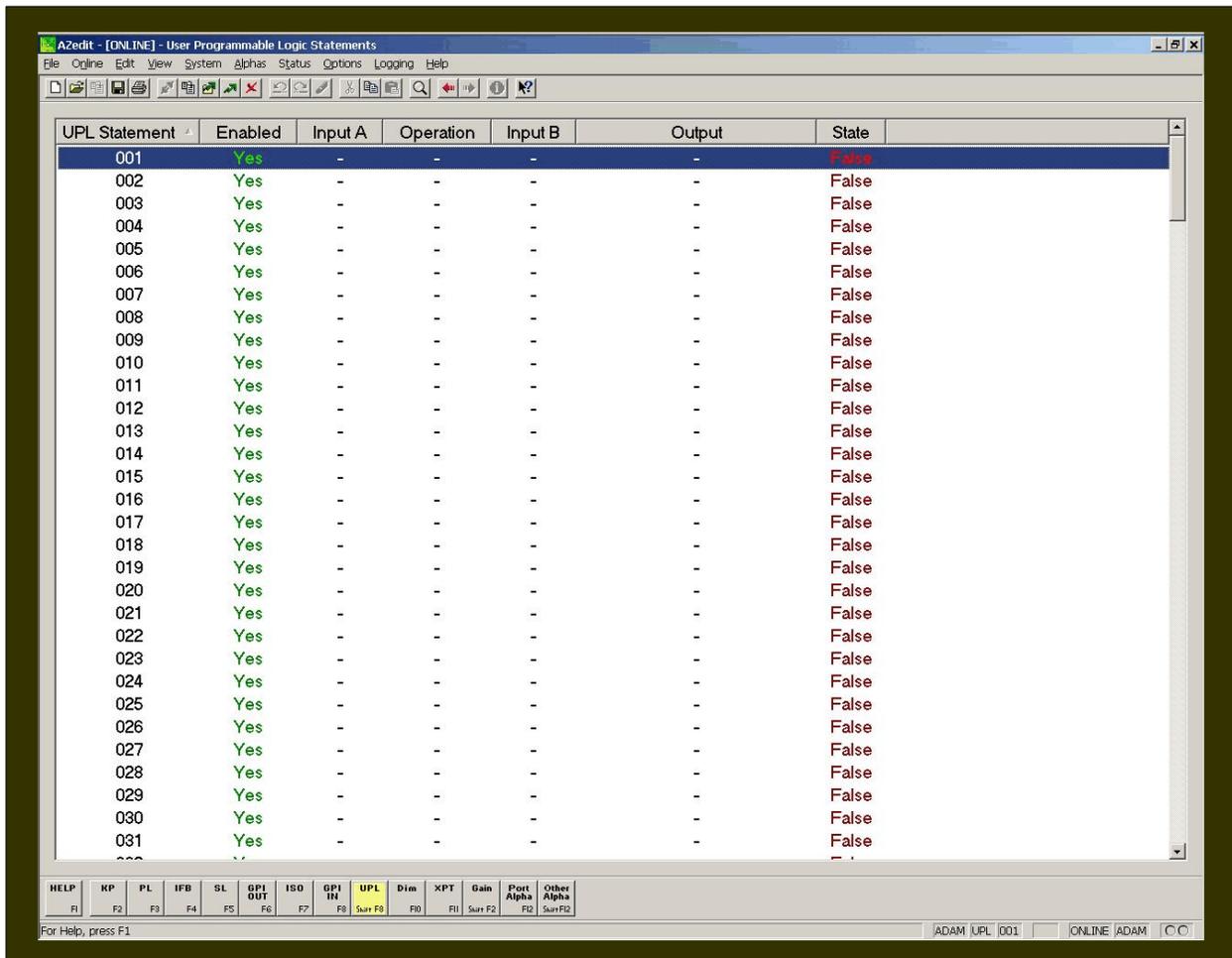
- =** equal to
- !=** not equal to
- <** less than
- >** greater than
- <=** less than or equal to
- >=** greater than or equal to

Tests are chained with other conditions through the use of AND, OR, and XOR to cause one or more of the following actions to occur:

Close Crosspoint	Force Talk Key Open
Inhibit Crosspoint	Dim Crosspoint Volume
Assert GPI Output	Load Setup File
Inhibit GPI Output	Force Listen Key Closed
Assert GPI Output Local	Force Listen Key Open
Inhibit GPI Output Local	Clear Counter
Force Talk Key Closed	

Users can construct these statements easily using the drop-down lists on the *Edit UPL Statement* screen. There are cases where the actions to be implemented require external devices. For this purpose, RTS has included a serial RS-232 control language called *Command Line Protocol*. This protocol allows simple ASCII communications between the matrix and the external computer. Command Line Protocol comes standard on ADAM, ADAM CS and Zeus matrices.

In AZedit, the number of UPL's is set in the configuration of the matrix "options" intercom configuration. For Zeus, the UPL statement limit is set to 128; for ADAM CS, the UPL statement is 256. For a single frame ADAM, the number of UPL statements is 256, however this is adjustable. The number can be increased, but it may degrade other dynamic capabilities, such as the number of party lines (this is limited to the amount of memory available on the master controller card). The available memory test is available when these matrix settings are adjusted. The Allow Intercom Resizing in Online Mode checkbox must be selected. This is done by going to the *Options* menu and selecting *Preferences*.



Screen Items

Screen Item	Field Type	Description
UPL Statement	display column	The UPL Statement column displays the number assigned to the UPL statement.
Enabled	display column	The Enabled column indicates if a statement is enabled to run or disabled. If the column shows YES, this indicates enabled. If the column shows NO, this indicated disabled. To enable or disable the UPL statement, do the following: 1. Right-click the UPL statement you want to enable/disable.

		<p><i>A popup menu appears.</i></p> <p>2. From the Popup menu, select Enable or Disable. <i>The UPL statement is enabled (YES) or disabled (NO).</i></p>
Input A	display column	The Input A column displays the input condition that must be met before the output result becomes active (for example, GPI Input, Counter, etc.).
Operation	display column	The Operation column displays the operator used (AND, OR, XOR).
Input B	display column	The Input B column displays a second input condition that must be met before the output result becomes active. It can be thought of as linking two conditions together. However, you can also have one or the other of the conditions being met before the result becomes active.
Output	display column	The Output column displays the type of output, such as a key closure, crosspoint force or inhibit, etc.
State	display column	<p>The State column indicates the current state of the UPL statement.</p> <p><i>True</i> indicates the output condition is true when the condition (s) for A or A and B is met.</p> <p><i>False</i> indicates the output condition wasn't met.</p>

NOTE: To access the Edit UPL screen, double-click a UPL Statement from the list, the Edit UPL Statement screen appears. For more information on the Edit UPL Statement screen, see the *AZedit Help* file.

Right-Click Guide to the UPL Screen

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of menus and screens you can access by right clicking from the UPL main screen.

Highlight UPL statement > Right Click	<p>A popup menu appears that gives you the following options:</p> <p>Info: The information contained here shows the UPL Statement, any Comments, and the State of the statement.</p> <p>From the Navigation menu, you can:</p> <ul style="list-style-type: none"> Go to UPL Resources view Go to UPL Resource Alpha view <p>From the Changes Menu, you can</p> <p><i>Clear all changes to this UPL /all UPLs...-</i> clears all the changes you have made up to the last Save performed.</p> <p>From the Search menu, you can:</p> <p>Search for panels with this ISO assigned...</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: You must be connected to the Intercom for some of these menus to work.</p> </div>
Right-click anywhere on the screen	<p>A popup menu appears that gives you the options to:</p> <p>Undo: reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document.</p> <p>Redo: will redo up to 20 consecutive changes that you</p>

	<p>previously canceled with the Undo Button.</p> <p>Go Back: lets you go back to previously viewed screens (up to 20).</p> <p>Go Forward: lets you go forward again when you have used Go Back to look at previously viewed screens.</p> <p>Search: From the Search popup menu, you can: <i>Search for this panel</i> (opens the Search Status Screen) <i>Search for panels with this key assignment</i> (only available when a key assignment has been made)(opens the Search Status Screen)</p> <p>Show Grid: Opens key assignment grid.</p>
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Assign UPL Alphas

UPL's have default names, 001, 002, etc. You can change the defaults to more meaningful names. You can also enter a brief description to give further information and keep track of the UPL's that you use.

To assign alphas to multiple UPL's, do the following:

- 17. In AZedit, click **Other Alphas**.
The Other Alphas screen appears.
- 18. From the Other Alphas screen, select **ISO Alphas**.
The ISO Alphas screen appears.
- 19. Double-click a **UR** (UPL resource).
The Edit Alpha Description screen appears.



- 20. In the Description field, enter a **description** of the UR (for example, Statement 1). The description field has a 24-character field limit.
- 21. In the Alpha field, enter a **meaningful name** that users would recognize for the UR (for example, ST 1). The Alpha and Alias fields have a four-character field limit.

Note: The Alias and Alpha fields populate with the same information. You can change the Alias, if needed. For more information see, the Port Alphas screen description.

- 22. Click **Next** to assign another alpha. Otherwise, click **Done**.
The UR default alpha is changed.

UPL Statement Examples

Timed Setup File Example

This example shows how a UPL statement works. Let's say you have broadcast news show every day at 5pm and you want the intercom system to automatically load and entire intercom system setup file every day at 4:30pm for the broadcast. Using UPL statements you could have the setup file load automatically every day.

To write the UPL statement, do the following:

1. In AZedit, open the **setup file that will be running BEFORE** the file you want to load at 4:30.
2. Click **UPL**.
The User Programmable Logic Statements screen appears.
3. Double-click a **UPL Statement**.
The Edit UPL Statement screen appears.

The screenshot shows the 'Edit UPL Statement' dialog box. The 'UPL Statement' section includes 'UPL #256', a 'Comment' field containing 'Load Nightly News Setup', and an 'Enabled' checkbox. The 'Input A' section has a 'Type' dropdown set to 'Current Time', an 'Invert Input A' checkbox, and an 'Operation' dropdown set to '='. The 'Input B' section has a 'Type' dropdown set to 'Target Time', a 'Time' field set to '16:30:00', and an 'Invert Input B' checkbox. The 'Output Action' section has a 'Type' dropdown set to 'Load File' and a 'File Name' dropdown set to 'test.adm'. The 'Description' field contains the text: 'If the current time equals 16:30:00, load file 'test.adm' from disk and send it to the intercom.' On the right side, there are four buttons: 'Next', 'Prey', 'Done', and 'Cancel'.

4. In the Comment field, enter a **description** of the UPL statement you are creating (for example, Load Nightly News Setup). This serves as a reminder of what the UPL statement does.
5. Verify the **Enabled** checkbox is selected.
6. From the Input A Type drop-down list, select **Current Time**.
This is part of the input condition that has to be met before the UPL statement initiate and load the setup file.
7. From the Operation drop-down list, select = (**equal**).

Operator Usage

The standard operators for input conditions (except for Current Time, Current Date, and Counter) are:

- AND** both Input A and Input B must be true
- OR** either of Input A or Input B must be true
- XOR** exactly one of Input A or Input B must be true (but not both)

The following operators are only available to be used when Input A is set to "Current Date", "Current Time", or "Counter", and in these cases Input B is then used as the value to be compared with.

- = equal to
- != not equal to
- < less than
- > greater than
- <= less than or equal to
- >= greater than or equal to

8. In the Time field, enter the **time**. The time is based on a 24-hour clock. For example, 4:30pm is thought of as 16:30:00.
9. From the Output Action Type drop-down list, select **Load File**.
A File Name drop-down list appears.

Note: All setup files are kept in the Setup file located in the TELEX folder on your C:\ drive.

10. From the File Name drop down list, select the **file** that will load (for example, test.adm).

Note: There is a description box near the bottom right that provides an English text description of what the UPL statement you create will do. This allows you to play around with inputs, outputs, and operators to see what the effect of each is.

The UPL statement is now created. Once these changes are sent to the intercom system, the setup file prepared will automatically load at the specified time.

IMPORTANT: Activate SERVER mode. AZedit must be operating in SERVER mode for the intercom system to be able to load the files. For more information on SERVER mode, see *Connecting and Disconnecting*.

Use a UPL Resource Key to Load a Setup File

This example shows how you can set up a keypanel key that will load an intercom system setup file when the key is pressed. As an example, suppose that you want to set up a key on a keypanel that will load an intercom setup file for a broadcast program at 5pm. Then, at 4:55, an operator can press the key on the keypanel thereby loading the setup file for the broadcast.

To set up this process, a UPL Resource needs to be named, the UPL resource needs to be assigned to a key on the keypanel, and then, a UPL statement needs to be created to load the setup file.

To use a UPL resource key to load a setup file, do the following:

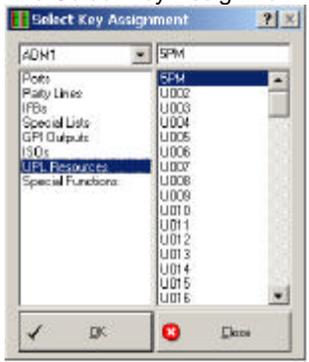
1. In AZedit, open the **setup file that will be running BEFORE** the file you want to load just before 5pm.
2. Click **Other Alphas**.
The Other Alphas screen appears.
3. On the Other Alphas screen, select **UPL Resource Alphas**.
The UPL Resource Alphas screen appears.
4. Double-click a **UR (UPL Resource)** from the UR list.
The Edit Alpha Description screen appears.



5. In the Description field, enter a **description** of the UPL Resource (for example, Loads 5pm Setup). This should be something to remind you what the UPL resource is being used for.
6. In the Alpha field, enter the **name** you want displayed as the UPL Resource (for example, 5PM). The Alpha appears in the alphanumeric display of a keypanel.
7. Click **Done**.
The Edit Alpha Description screen closes and the UPL Resource is renamed.
8. In the bottom tool bar, click **KP** (or press F2).
The Keypanels / Ports main screen appears.
9. In the Port field, enter the **port number** with which you want to work. (You can also select an Alpha from the Alpha drop-down box.
10. Right-click in a talk key combo box.
A popup menu appears.

11. Select **Change Assignment**.

The Select Key Assignment screen appears.



12. In the key type list, select the **type of intercom key** you want to assign (for example, *UPL Resource*).

13. In the name list (on the right), select a **name** (alpha) for the key (for example, *5PM*).

14. Click **OK**.

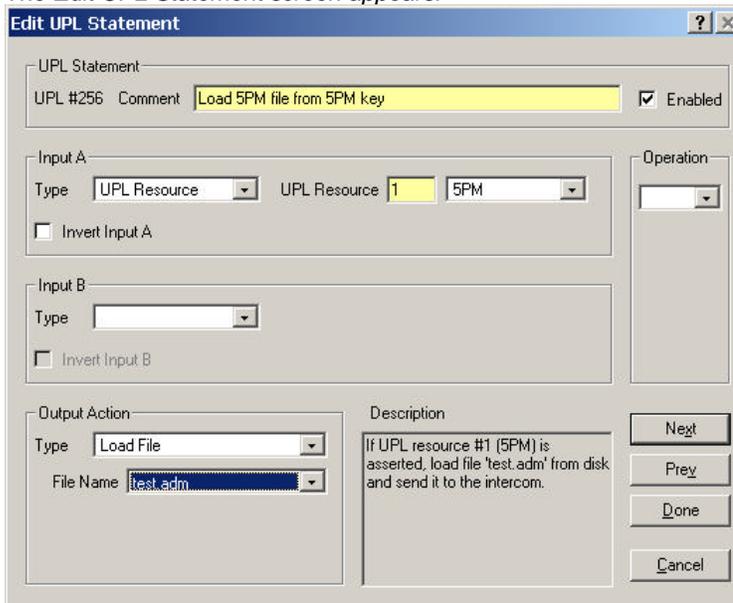
The Selected Key Assignment screen closes and the selected name appears in the key assignment combo box on the Keypanels / Ports screen.

15. Click **UPL**.

The User Programmable Logic Statements screen appears.

16. Double-click a **UPL Statement**.

The Edit UPL Statement screen appears.



17. In the Comment field, enter a **description** of the UPL statement you are creating (for example, Load 5PM file from 5PM key). This serves as a reminder of what the UPL statement does.

18. Verify the **Enabled** checkbox is selected.

19. From the Input A Type drop-down list, select **UPL Resource**.

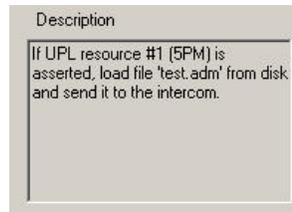
This is part of the input condition that has to be met before the UPL statement initiates and loads the setup file.

20. From the Output Action Type drop-down list, select **Load File**.
A *File Name drop-down list* appears.

Note: All setup files are kept in the Setup file located in the TELEX folder on your C:\ drive.

21. From the File Name drop down list, select the **file** that will load (for example, test.adm).

Note: There is a description box near the bottom right that provides an English text description of what the UPL statement you create will do. This allows you to play around with inputs, outputs, and operators to see what the effect of each is.



The UPL statement is now created. Once these changes are sent to the intercom system, the setup file prepared will load when the keypanel key is pressed.

IMPORTANT: Activate SERVER mode. AZedit must be operating in SERVER mode for the intercom system to be able to load the files. For more information on SERVER mode, see *Connecting and Disconnecting*.

Use Keypanel Keys to Control Talk and Listen for Non-Keypanel Devices

This example demonstrates an IMPORTANT note about certain types of UPL statements; when you use a UPL statement to activate a key assignment, you must also create another UPL statement to deactivate the key assignment.

In this example, you have a keypanel connected at intercom port one. A camera director in a television broadcast studio is using this keypanel. Also, there is a camera intercom connected at intercom port 2. There are four possible party lines (CAM1, CAM2, CAM3, and CAM4). The following setup is one example of how to set up the four keys on the camera director's keypanel so he can control which party line the camera operator communicates.

To set up keypanel keys to control talk and listen for non-keypanel devices, do the following:

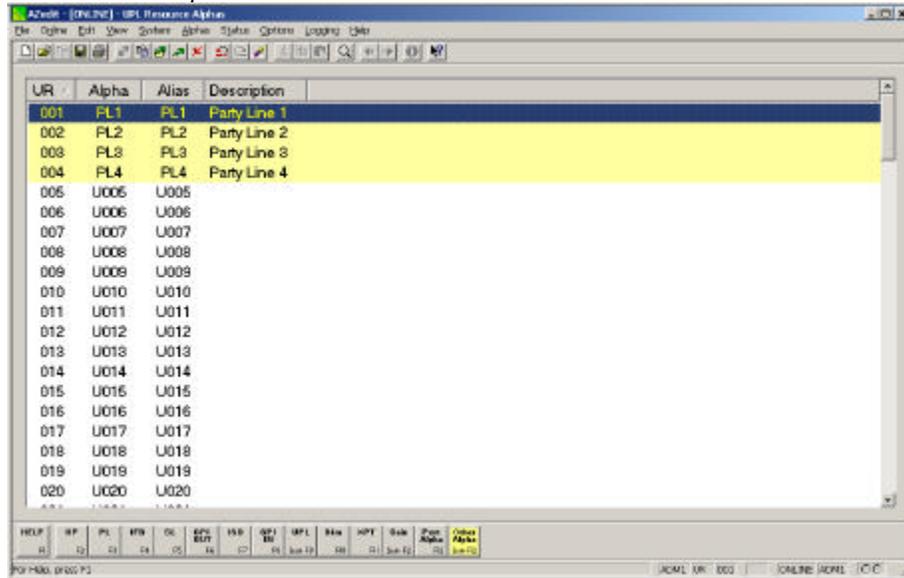
1. In AZedit, click Other Alphas.
The Other Alphas screen appears.
2. From the Other Alphas screen, select UPL Resource Alphas.
The UPL Resource Alphas screen appears.
3. On the UPL Resource Alphas screen, double-click a UR (UPL Resource).
The Edit Alpha Description screen appears.

Resource:	UPL Resource - 001	Next
Description:	Party Line 1	Prev
Alpha:	PL1 U001	Done
Alias:	PL1 U001	Cancel

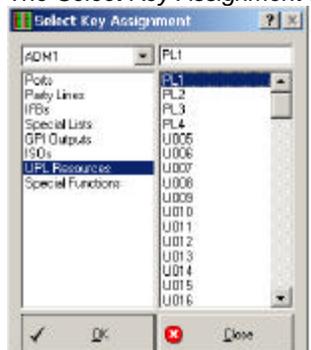
4. In the Description field, enter a **description** of the UPL resource to remind you what it is being used as (for example, Party Line 1).
5. In the Alpha field, enter the **name** you want displayed as the UPL Resource (for example, PL1)
6. Click **Next**.
The next UPL Resource Edit Alpha Description screen appears.

Repeat Steps 4 through 6 until you have created 4 UPL resources called PL1, PL2, PL3, and PL4.

- Once you have created the UPL Resource Alphas, click **Done**.
The Edit Alpha Description screen closes and the Resource Alphas you renamed appear in the UPL Resource Alpha list



- Click **KP**.
The Keypanels / Ports main screen appears.
- In the bottom tool bar, click **KP** (or press F2).
The Keypanels / Ports main screen appears.
- In the Port field, enter the **port number** with which you want to work. (You can also select an Alpha from the Alpha drop-down box.
- Right-click in a **talk key** combo box.
A popup menu appears.
- Select **Change Assignment**.
The Select Key Assignment screen appears.

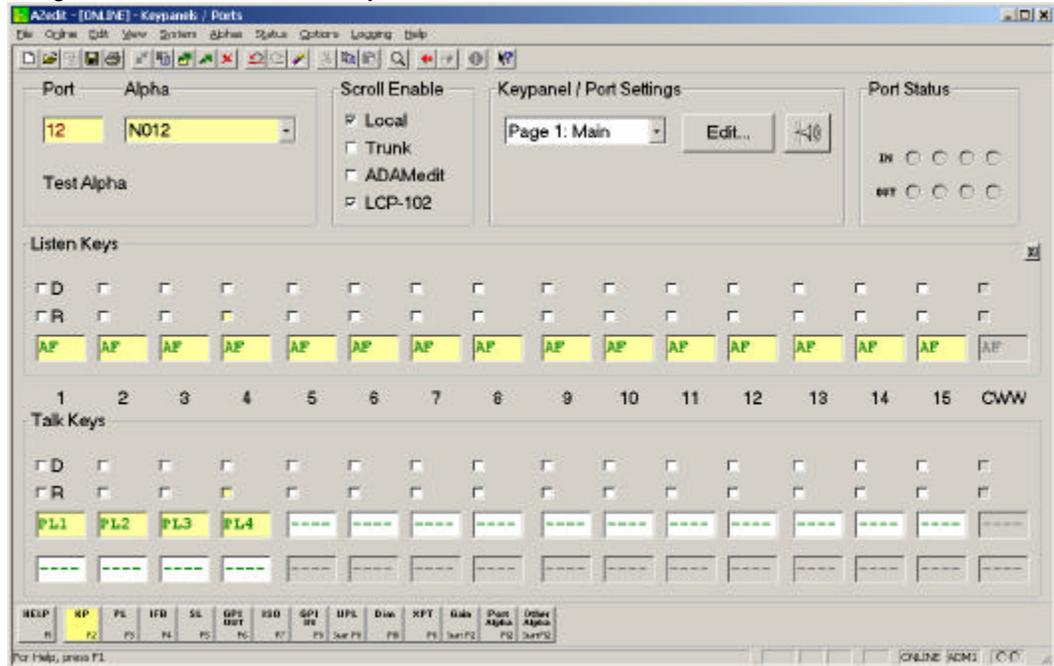


- In the key type list, select the **type of intercom key** you want to assign (for example, *UPL Resource*).
- In the name list (on the right), select a **name** (alpha) for the key (for example, *PL 1*).
- Click **OK**.

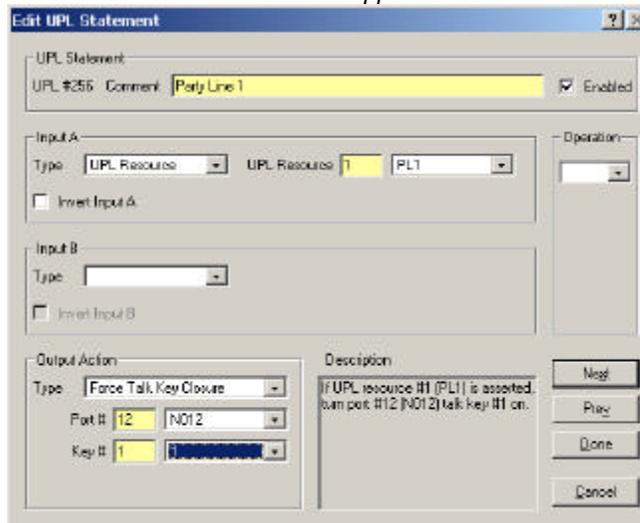
Repeat steps 11 through 15 until you have assigned all the UPL resources to talk keys.

Once you have finished assigning the UPL Resources to keypanel keys, access the keypanel setup screen for the intercom port where the camera intercom station is connected.

1. Assign each of the **Party Lines** (PL1, PL2, PL3, and PL4) to a talk key
2. Assign **auto-listen** to the listen keys.



3. Once you are finished assigning the party line UPL resources and AF to the talk and listen keys, click **UPL**.
The User Programming Logic Statements screen appears.
4. Double-click a **UPL Statement**.
The Edit UPL Statement screen appears.



5. In the Comment field, enter a description of the UPL statement to remind you what it is being used as (for example, Party Line).
6. From the Input A Type drop-down box, select **UPL Resource**.

7. From the UPL Resource drop-down box, select the **first UPL resource** you created (for example, PL1).
8. From the Output Action Type drop down box, select **Force Talk Key**.
9. In the Port # field, enter or select the **port number** where the talk key is located.
10. In the Key # field, enter or select the **key number** you want to activate.
11. Click **Next**.

The next UPL statement appears in the Edit screen.

12. In the Comment field, enter a **description** of the UPL statement to remind you what it is being used as (for example, Party Line 2).
 13. From the Input A Type drop-down box, select **UPL Statement**.
Because you are creating a counter-action to UPL Statement 1, you are going to use that statement as the Input (or condition) for the second UPL Statement.
 14. Select the **Invert Input A** check box.
 15. In the Statement # field, verify the field shows the **UPL statement you just created**.
 16. From the Output Action Type drop-down box, select **Force Talk Key Open**.
 17. In the Port # field, enter or select the **same port #** you used for the first UPL statement.
 18. In the Key # field, enter or select the **same key #** you used for the first UPL statement.
- Now, repeat steps 1 through 18 substituting party lines 3 and 4 where party lines 1 and 2 were.**
19. Send these changes to the intercom system.

The statements you created will work as follows - When the PL1 key on the director's keypanel is currently off, this means the first UPL statement is FALSE. Therefore, the PL1 Talk key will not be activated. However, the second statement is true, and this will Force the PL1 talk key off. When the PL1 key is pressed, the first UPL statement become true, which forces the talk key on. Since the second UPL statement is now false, it is ignored. When the PL1 key is release, the second UPL statement again becomes true, which forces the PL 1 key on the directors keypanel to be turned off.

Inter-panel Dim Tables

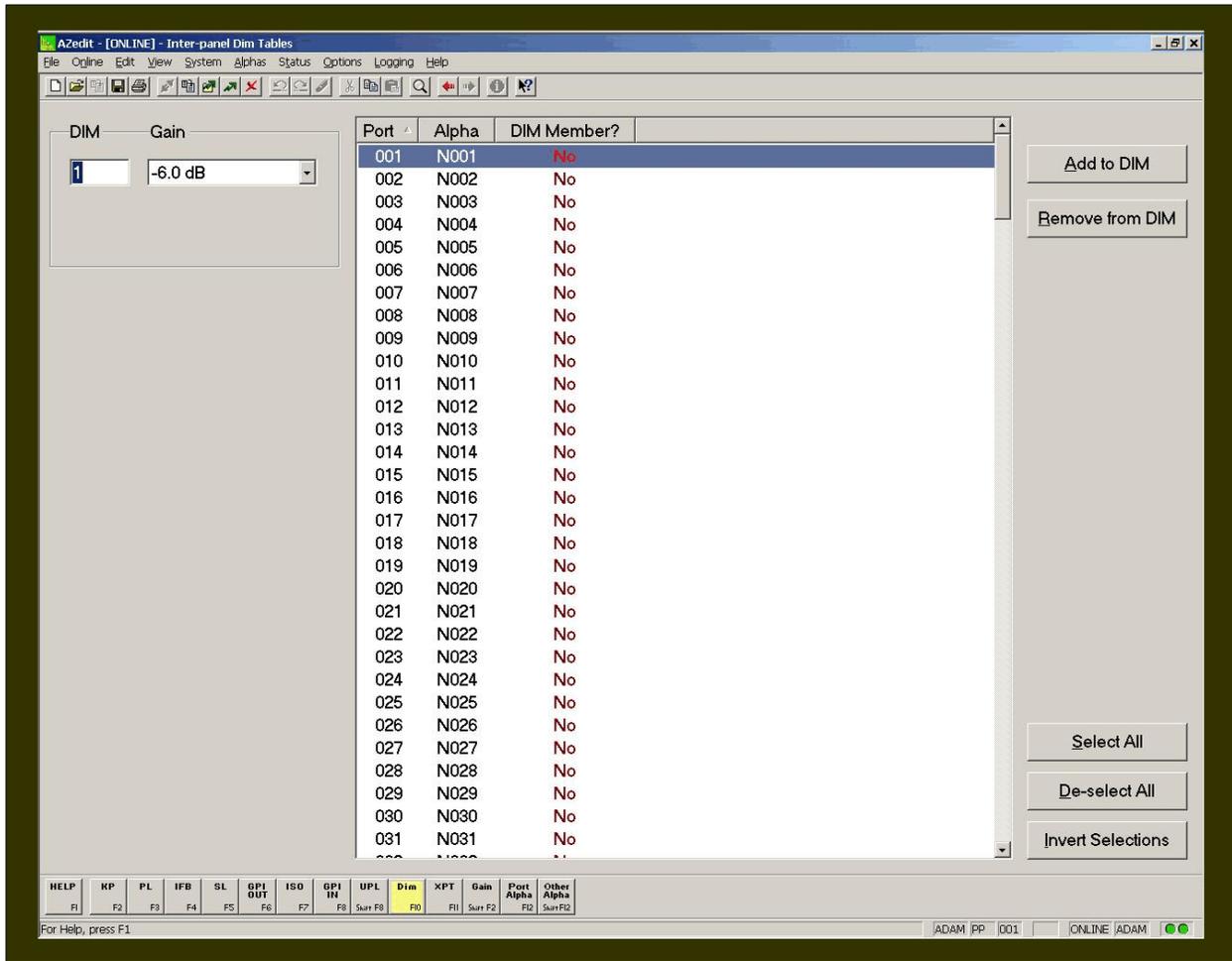
An **Inter-panel Dim Table** is simply a list of two or more keypanels that are located in close proximity to one another.

Dim is placed on the talk key as a second level function. When entered, the Dim invokes the processor to search all the dim tables whenever the talk key is pressed. In this situation, if the keypanels are using a speaker/microphone combination, feedback could occur if two keypanels have keys activated to communicate with the same destination, or if one keypanel has a key activated to talk to the destination and the other is receiving audio from the destination. By using an inter-panel dim table, the intercom system automatically mutes, or dims, one or both keypanel speaker outputs while this situation exists. When you configure a dim table, you can also define the amount of speaker dimming. For example, suppose you and I are seated near each other in a VTR room (video tape recorder room in a broadcast studio). We each have a talk key assigned to talk to the director. Suppose I am currently listening to the director (either the director is talking to me, or I have a listen key activated). At this moment, you press your talk key to the director, and feedback is immediately noted in the keypanel speakers. This is because your audio enters your mic, then comes out the director's speaker, then re-enters the director's mic, then comes out my speaker, then re-enters your mic to create a continuous feedback loop.

To eliminate the feedback, we set up a DIM table with you and I as members, and we set the dim value to -9dB. We then assign the DIM function on Talk Level 2 of our keys that talk to the director. Now suppose the director is talking to me, and your talk key to the director is off. I will hear the director at the normal level. However, when you press your talk key to the director, you activate the DIM function (via the talk level 2 assignment on your talk key). The master controller searches for any DIM tables in which you are a member, then dims the volume from the director to all other members of the same DIM table by the dim amount specified in that DIM table. In this case, there is only one DIM table, with you and I as members, and with a dim amount of -9dB. So, when you press your talk key, the volume from the director to me is dimmed by 9dB, which should hopefully reduce or eliminate the feedback. If I were to then press my talk key to the director, the volume from the director to you would also be dimmed by 9dB.

Suppose there are three of us in the VTR room (Ralph is on your right and I am on your left). We all have talk keys assigned to the director. Suppose that there is a feedback problem between you and I, and between you and Ralph, but Ralph and I can talk and listen to the director without feedback occurring. In this instance we create two DIM tables, one with you and I as members, and one with you and Ralph as members. When you then press your talk key to the director, both of the DIM tables with you as member become active. If I am listening to the director, the listen volume from the director to me is dimmed by the amount specified in the DIM table where you and I are members. If Ralph is also listening to the director, the volume from the director to Ralph is dimmed by the amount specified in the DIM table where you and Ralph are members.

If there were a feedback problem between Ralph and me, we could use one DIM table with all three of us as members (with only one dim amount). Or, we could use a third DIM table with Ralph and me as members (say with only -6db dimming since we sit further apart).



Screen Items

Screen Item	Field Type	Description
DIM	text field	The DIM text box displays the DIM entry number. The Dim entry number is a representation of the Dim table. The number/description is generated from the Other Alpha's listing (Shift + F12). Keypanels can be members of more than one Dim table. For each dim table, a different number of members and amount of dimming may be set. Note: The Dim entry number cannot ever be changed.
Gain	drop-down list	The Gain drop down box displays the amount of Dim associated with the Dim entry number. Users can also change the decibels of gain to be dimmed from the entry. 1. From the Gain drop down list, select the amount of gain for the Dim Entry Number.
Port	column display	The Port column displays a list of ports in the intercom system.
Alpha	column display	The Alpha column displays the name associated with the port.
DIM Member?	column display	The DIM Member? column indicates if a given port is a member of the current DIM assignment being viewed.
Add to DIM	button	The Add to DIM button adds selected ports to the Dim

		<p>Assignment.</p> <p>Note: To select more than one port at a time, press Ctrl on the keyboard and then select the ports to add.</p> <ol style="list-style-type: none"> 1. Highlight the selected ports, and then click Add to DIM. <i>The highlighted ports are added to the DIM assignment.</i>
Remove from DIM	button	<p>The Remove from DIM button removes selected ports from the Dim Assignment.</p> <p>Note: To select more than one port at a time, press Ctrl on the keyboard and then select the ports to remove.</p> <ol style="list-style-type: none"> 1. Highlight the selected ports, and then click Remove from DIM. <i>The highlighted ports are removed the DIM assignment.</i>
Select All	button	<p>The Select All button selects all the available ports in the Port column.</p> <ol style="list-style-type: none"> 1. Click Select All. <i>All the ports in the port column are highlighted.</i>
De-select All	button	<p>The De-select All button removes the highlight from the all the ports in the port column.</p> <ol style="list-style-type: none"> 1. Click De-select All. <i>All the ports highlighted in the port column are de-selected.</i>
Invert Selection	button	<p>The Invert Selection button reverses the selections made. For example, if 3 ports are highlighted, and Invert Selection is clicked, the three ports that were highlighted are no longer highlighted, while the rest of the port list becomes highlighted.</p> <ol style="list-style-type: none"> 1. Click Invert Selection. <i>The highlighted ports are no longer highlighted, while ports that were not highlighted become highlighted.</i>

Right-Click Guide to the Inter-panel Dim Tables

Built into AZedit are many different ways to get to the same information, by buttons, menus, and right-clicking. The following is a list of actions, menus and screens you can implement and access by right clicking from the Inter-panel Dim main screen.

Highlight Dim Assignment > Right Click	<p>A popup menu appears that gives you the following options:</p> <p>Info: The information contained here shows the Inter-panel Dim assignment, description, members, selected port for the Dim, and a description of the port.</p> <p>Member: Gives the user the ability to select or de-select a port for the Dim Assignment.</p> <p>From the Selection menu, you can:</p> <p style="padding-left: 40px;"><i>Add</i></p> <p style="padding-left: 40px;"><i>Remove</i></p> <p style="padding-left: 40px;"><i>Invert</i></p> <p>From the Navigation menu, you can:</p>
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	<p>Go to Special Lists Alpha View Go to Keypanel View Adjust Crosspoint Settings for this Port Go to Crosspoint Volume View Go to Party Line Volume View Go to Port Alpha View</p> <p>From the Changes Menu, you can <i>Clear all changes to this SL /all SLs.,,-</i> clears all the changes you have made up to the last Save performed.</p> <p>From the Search menu, you can: Search for panels with this port alpha as a key assignment. Search for panels with this special list alpha as a key assignment.</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Note: You must be connected to the Intercom for some of these menus to work.</p> </div>
<p>Right-click anywhere on the screen</p>	<p>A popup menu appears that gives you the options to:</p> <p>Undo: reverses the last action--for example, to undo a deletion, thus restoring deleted text to a document.</p> <p>Redo: will redo up to 20 consecutive changes that you previously canceled with the Undo Button.</p> <p>Go Back: lets you go back to previously viewed screens (up to 20).</p> <p>Go Forward: lets you go forward again when you have used Go Back to look at previously viewed screens.</p> <p>Search: From the Search popup menu, you can: <i>Search for this panel</i> (opens the Search Status Screen) <i>Search for panels with this key assignment</i> (only available when a key assignment has been made)</p> <p>Show Grid: Opens key assignment grid.</p>

XPT (Crosspoint)

When one intercom port talks to another intercom port it does this via what is commonly referred to as a **crosspoint**. The crosspoint is basically the connecting point between the talker and the listener. There is a separate talk and listen crosspoint between every intercom port and every other intercom port in the intercom system. The term Crosspoint, like the term Matrix, is inherited from intercom systems, such as the RTS™ CS9500, CS9600, and CS9700, which use a switching matrix to route the intercom audio. In those systems, the crosspoint are actual switches that close or open to connect or disconnect talk and listen paths. RTS™ ADAM, ADAM CS, and Zeus intercom systems do not actually use crosspoint switches, but a technology called **time division multiplexing (TDM)**, in which communications are routed as digital packets.

Methods of Crosspoint Activation

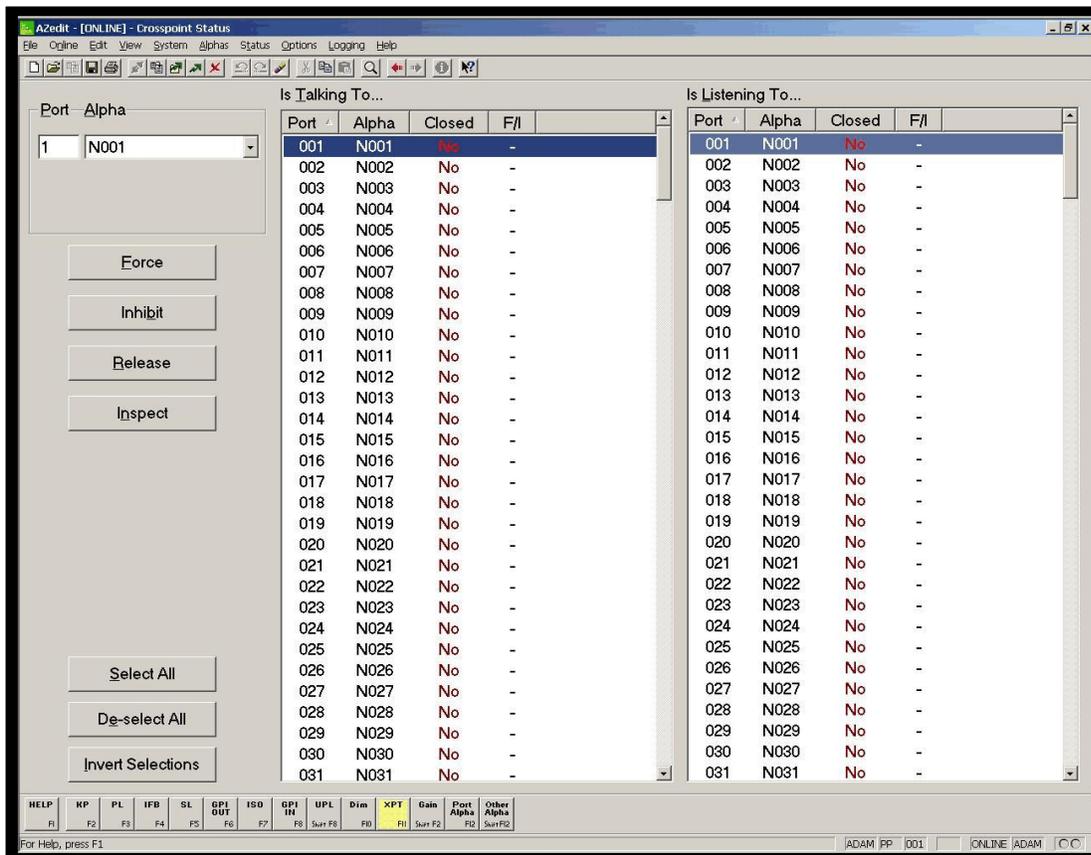
Keypanel Key Assignments: Crosspoints turn ON and OFF as keypanel operators press keys to talk and listen to each other. You assign keys using keypanel setup.

Forced Crosspoint: You can force a specific intercom port to always talk or listen to another intercom port. You can force crosspoints in the *Crosspoint Status* screen.

Party Lines: When an intercom port is assigned to talk and/or listen to a party line, the talk and/or listen crosspoints are permanently closed between that intercom port and all other intercom ports that are members of the party line. Removing a member from a party line will release the crosspoints. Members are assigned to party lines using party line setup.

Talk vs. Listen

In terms of crosspoints, talking from one port to a second port is the same thing as the second port listening to the first port. However, this does not mean that any intercom port can arbitrarily listen to another intercom port. For example, lets say a keypanel operator at intercom port 1 presses a talk key to talk to a keypanel operator at intercom port 2. This causes 2 things to happen. First, pressing the key causes a data message to be sent to the intercom system, which tells the intercom system to turn on the crosspoint that connects intercom port 1 to intercom port 2. Second, pressing the key activates the microphone amplifier in the keypanel at intercom port 1. This allows the person at intercom port 2 to hear the person at intercom port 1. Note that the person at intercom port 2 could activate the same crosspoint by activating a listen key. However, since this does not turn on the microphone in the keypanel at intercom port 1, nothing can be heard (unless the microphone is already on to talk to some other destination).



Screen Items

Screen Item	Field Type	Description
Port	text box	The Port field displays the system assigned number for the crosspoint port currently being viewed.
Alpha	drop-down list	The Alpha field displays the alpha assigned to the crosspoint port currently being viewed.
Is Talking To...		The Is Talking To... field shows information about the port to which the current crosspoint port can communicate, such as the port, the alpha, that status of the port, and whether the crosspoint is <i>Forced</i> or <i>Inhibited</i> .
Port	display column	The Port field displays the system assigned number for the port.
Alpha	display column	The Alpha field displays the alpha assigned to the port.
Closed	display column	The Closed field displays the status of the crosspoint port. No means the port is <i>Open</i> , while Yes means the port is <i>Closed</i> .
F/I	display column	The F / I field shows whether the port is a forced crosspoint or an inhibited crosspoint port. To Force or Inhibit a port, do the following: <ol style="list-style-type: none"> 1. Right-Click the port with which you want to work. <i>A pop-up menu appears.</i> 2. From the pop-up menu, select either Force or Inhibit.
Is Listening To...		The Is Listening To... field shows information about the port to which the current crosspoint port can listen, such as the port, the alpha, that status of the port, and whether the crosspoint is <i>Forced</i> or <i>Inhibited</i> .

Port	display column	The Port field displays the system assigned number for the port.
Alpha	display column	The Alpha field displays the alpha assigned to the port.
Closed	display column	The Closed field displays the status of the crosspoint port. No means the port is <i>Open</i> , while Yes means the port is <i>Closed</i> .
F/I	display column	The F / I field shows whether the port is a forced crosspoint or an inhibited crosspoint port. To Force or Inhibit a port, do the following: <ol style="list-style-type: none"> 1. Select the port with which you want to work. <i>A pop-up menu appears.</i> 2. Click either Force or Inhibit.
Force	button	The Force button establishes a crosspoint between an audio input and an audio output. This switch is <i>MADE</i> and cannot be released under any other matrix condition. You can use the force function to establish a link inside the matrix where there is no panel to allow intelligent switching; alternatively, it is used to enable communications from panels when the route must be established without permanently using a key on the panel. <ol style="list-style-type: none"> 1. Click Force. <i>A crosspoint closure has been forced to the port selected.</i>
Inhibit	button	The Inhibit button restrains a crosspoint closure between the port currently being viewed and the port selected. Inhibit prevents communication from an audio source to a specific destination. <ol style="list-style-type: none"> 1. Click Inhibit. <i>The port is inhibited.</i>
Release	button	The Release button forces the crosspoint closure between the port currently being viewed and the port selected to be released. <ol style="list-style-type: none"> 1. Click Release. <i>The port is released.</i>
Inspect	button	The Inspect button provides detailed status information on the crosspoint connection between the port currently being viewed and the port selected. <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Note: You can also access the crosspoint Inspection Results screen by double clicking a port from either the <i>Is Talking To...</i> or the <i>Is Listening To....</i> list.</p> </div> <ol style="list-style-type: none"> 1. Click Inspect. <i>The Crosspoint Inspection Results screen appears.</i>
Select All	button	The Select All button selects all the available ports in the Port column. <ol style="list-style-type: none"> 1. Click Select All. <i>All the ports in the port column are highlighted.</i>
De-select All	button	The De-select All button removes the highlight from the all the ports in the port column. <ol style="list-style-type: none"> 1. Click De-select All. <i>All the ports highlighted in the port column are de-selected.</i>
Invert Selection	button	The Invert Selection button reverses the selections made. For example, if 3 ports are highlighted, and Invert Selection is clicked, the three ports that were highlighted are no longer highlighted, while the rest of the port list becomes highlighted. <ol style="list-style-type: none"> 1. Click Invert Selection. <i>The highlighted ports are no longer highlighted, while ports that were not highlighted become highlighted.</i>

Gain

Gain is simply the increase of a signal accomplished by increasing the size of the amplitude. AZedit uses Unity Gain. **Unity Gain** is when the amplitude that the audio comes into the matrix system is sent out at the same amplitude. For example, if +10 dB comes into the matrix that is set with 0 gain, then +10 dB will leave the matrix. However, if +10 dB comes into the matrix that is set with -4 dB gain, then +6dB will leave the matrix. The unity point is seen as zero dB, by default. The minimum adjustment for gain levels in AZedit is +/-5 dB. A negative gain is known as attenuation

CROSSPOINT GAIN

Crosspoint Gain adjusts the level at which the currently selected intercom port **hears** a selected intercom port. Crosspoint gain is the same thing as Point to Point Listen Gain, and the adjustment can be made on this screen or the Crosspoint Gain screen.

The screenshot displays the 'AZedit - [ONLINE] - Crosspoint Gains' window. The main area is a table titled 'Listens To...' with the following data:

Port	Alpha	Gain
001	N001	+0.0 dB
002	N002	+0.0 dB
003	N003	+0.0 dB
004	N004	+0.0 dB
005	N005	+0.0 dB
006	N006	+0.0 dB
007	N007	+0.0 dB
008	N008	+0.0 dB
009	N009	+0.0 dB
010	N010	+0.0 dB
011	N011	+0.0 dB
012	N012	+0.0 dB
013	N013	+0.0 dB
014	N014	+0.0 dB
015	N015	+0.0 dB
016	N016	+0.0 dB
017	N017	+0.0 dB
018	N018	+0.0 dB
019	N019	+0.0 dB
020	N020	+0.0 dB
021	N021	+0.0 dB
022	N022	+0.0 dB
023	N023	+0.0 dB
024	N024	+0.0 dB
025	N025	+0.0 dB
026	N026	+0.0 dB
027	N027	+0.0 dB
028	N028	+0.0 dB
029	N029	+0.0 dB
030	N030	+0.0 dB
031	N031	+0.0 dB

The interface also includes a 'Port' dropdown set to '1' and an 'Alpha' dropdown set to 'N001'. The 'Gain Controls' section shows a 'Gain' dropdown set to '+0.0 dB' and a 'Set Gain' button. The 'Options' section has a checkbox for 'Show Non-Unity Only' which is unchecked. A 'Reset Gain' button is located on the right side of the table. The bottom status bar shows 'ADAM PP 001 ONLINE ADAM'.

Screen Items

Screen Item	Field Type	Description
Port	text field	The Port field displays the system generated port number currently being viewed.
Alpha	drop-down list	The Alpha field displays the number of the Alpha currently being displayed.
Listens To...		The Is Listening To... field shows the port, the alpha and the gain level of the port <ol style="list-style-type: none"> From the Port field, select the port for which you want to set the crosspoint listen gain level for the currently viewed port. <i>The port you select becomes highlighted.</i>
Port	display column	The Port field displays the selected port for which the crosspoint listen gain can be set.
Alpha	display column	The Alpha field displays the selected alpha for which the crosspoint listen gain can be set.
Gain	display column	The Gain field displays the selected ports gain level for the currently viewed crosspoint port.
Gain Controls		The Gain Controls area gives users the ability to set the gain level for each port the currently viewed crosspoint port listens to. The amount of gain can be manipulated from this area.
Gain	drop-down list	The Gain drop-down list displays the different levels of gain available for the selected port. From the Gain drop-down list, select the amount of gain for the selected port.
Set Gain	button	The Set Gain button sets the gain for the selected port(s). <ol style="list-style-type: none"> Click Set Gain. <i>The gain is set for the selected port.</i>
Gain up/Gain Down	button	The Gain Up/Gain Down arrows give the user the ability to increase or decrease the gain incrementally without modifying the Set Gain amount. <ol style="list-style-type: none"> Click the Up arrow to increase the gain. or Click the Down arrow to decrease the gain.
Options		
Show NON-Unity Only	checkbox	The Show NON-Unity Only check box, when selected, will show only Non-unity gain levels. If the Show Non-Unity Only is selected, only those intercom ports that are not set at the default level will display. The default level of +0.0 dB is also called the unity gain level. Normally, the list in the center of the screen will show the gains for all intercom ports.
Reset Gain	button	The Reset Gain button resets the gain to its default level (+0.0 dB) for ports that are currently selected in the list in the center of the screen. <ol style="list-style-type: none"> Click Reset Gain. <i>The Gain is reset for the selected port.</i>
Select All	button	The Select All button selects all the available ports in the Port column. <ol style="list-style-type: none"> Click Select All. <i>All the ports in the port column are highlighted.</i>
De-select All	button	The De-select All button removes the highlight from the all the ports in the port column. <ol style="list-style-type: none"> Click De-select All. <i>All the ports highlighted in the port column are de-selected.</i>

Invert Selection	button	<p>The Invert Selection button reverses the selections made. For example, if 3 ports are highlighted, and Invert Selection is clicked, the three ports that were highlighted are no longer highlighted, while the rest of the port list becomes highlighted.</p> <ol style="list-style-type: none"> 1. Click Invert Selection. <i>The highlighted ports are no longer highlighted, while ports that were not highlighted become highlighted.</i>
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PARTY LINE GAINS

Party Line Gain adjusts the level at which the currently selected party line port **hears** a selected party line.

Use the Party Line Gain screen to adjust the level at which a selected intercom port listens to one or more selected party lines.

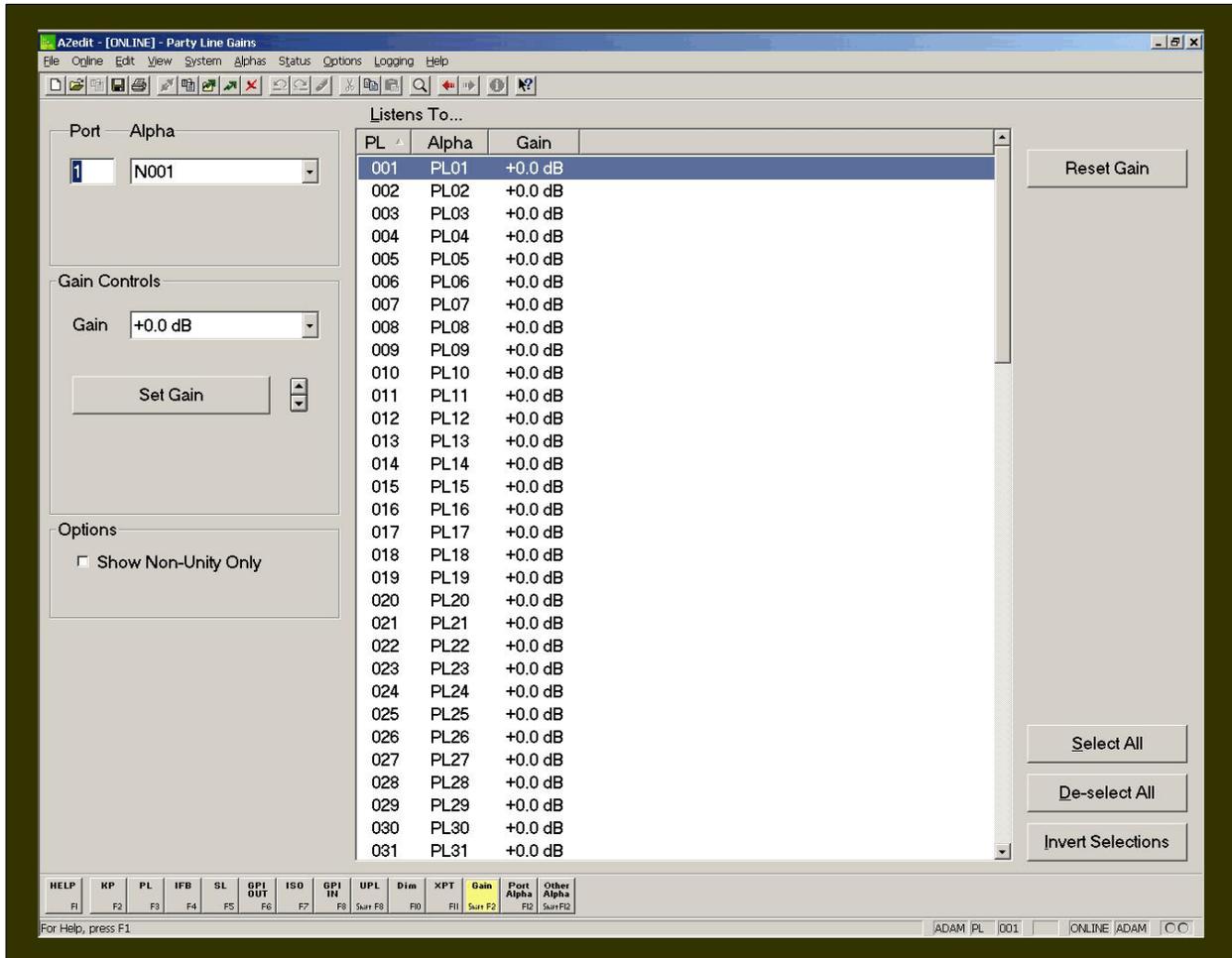
To set the Party Line Gain, do the following:

1. Select an **intercom port**.
2. In the Port text box, enter the **intercom port number**.
Or
From the **Alpha** drop-down list, select the **port name**.
3. Select one or more party lines from the list in the center of the screen.
Use any of the following methods to select party lines:
To select an individual party line, click a **party line** in the PL List.
To select several consecutive party lines, click and drag the mouse down the list. Or, click the first party line, then hold down the **Shift** key on the computer keyboard and click the last party line.
To select several random party lines, hold down the **Ctrl** key on the computer keyboard, and then click the desired party lines in the list
To select or de-select all party lines, click on the **Select All** or **De-select All** button on the right side of the screen
To select all party lines that are not currently selected, click the **Invert Selections** button.
4. Adjust gain using either of two methods:
Method 1: Absolute Adjustment
Use this method to set all selected party line gains to the same level.
 1. From the Gain List box, select a **gain** value.
 2. Click the **Set Gain** button.
*The new gain value(s) will appear in the list in the center of the screen.**Method 2: Relative Gain Adjustment*
Use this method to change each selected party line gain up or down from its current level.
 1. Click the **up/down** arrows
The new gain value(s) appear in the list in the center of the screen.
5. Send the changes to the intercom system.
After you send changes, the intercom port that you selected in step 1 will hear the party line(s) that you selected in step 2 at the new level that you set in step 3.

Note: The default level of +0.0 dB is also called the unity gain level. Normally, the list in the center of the screen will show the gains for all party lines. If you check **Show Non-Unity Only**, you will see only those party lines that are not set at the default level.

Use the **Reset Gain** button to reset the gain for whichever party lines are currently selected in the center of the screen. This will reset gains to the default level of +0.0 dB.

Note: It is also possible to adjust the party line gains for a specific intercom port while viewing the setup screen for that port. Access the keypad setup. Then, select the desired intercom port in the upper-left corner of the screen and click the Gain button.



Screen Items

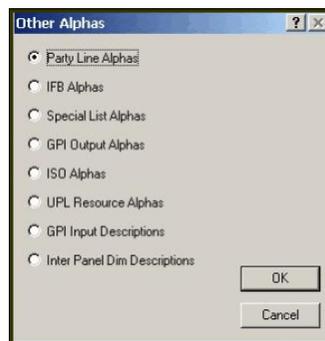
Screen Item	Field Type	Description
Port	text field	The Port field displays the system generated port number currently being viewed.
Alpha	drop-down list	The Alpha field displays the number of the Alpha currently being displayed.
Listens To...	The Is Listening To... field shows the PL (party line) number, the alpha and the gain level of the selected party line.	
PL	display column	The PL field displays the selected port for which the crosspoint listen gain can be set. 1. From the Port field, select the port for which you want to set

		the crosspoint listen gain level for the currently viewed port. <i>The port you select becomes highlighted.</i>
Alpha	display column	The Alpha field displays the selected alpha for which the party line gain can be set.
Gain	display column	The Gain field displays the selected party line gain level for the currently viewed party line.
Gain Controls	The Gain Controls area gives users the ability to set the gain level for each party line the currently viewed party line listens to. The amount of gain can be manipulated from this area.	
Gain	drop-down list	The Gain drop-down list displays the different levels of gain available for the selected party line. From the Gain drop-down list, select the amount of gain for the selected party line.
Set Gain	button	The Set Gain button sets the gain for the selected party line(s). 1. Click Set Gain . <i>The gain is set for the selected party line.</i>
Gain up/Gain Down	button	The Gain Up/Gain Down arrows give the user the ability to increase or decrease the gain incrementally without modifying the Set Gain amount. 1. Click the Up arrow to increase the gain. or Click the Down arrow to decrease the gain.
Options		
Show NON-Unity Only	checkbox	The Show NON-Unity Only check box, when selected, will show only Non-unity gain levels. If the Show Non-Unity Only is selected, only those party lines that are not set at the default level will display. The default level of +0.0 dB is also called the unity gain level. Normally, the list in the center of the screen will show the gains for all party lines.
Reset Gain	button	The Reset Gain button resets the gain to its default level (+0.0 dB) for party lines that are currently selected in the list in the center of the screen. 1. Click Reset Gain . <i>The Gain is reset for the selected party lines.</i>
Select All	button	The Select All button selects all the available party lines in the PL column. 1. Click Select All . <i>All the party lines in the port column are highlighted.</i>
De-select All	button	The De-select All button removes the highlight from the all the party lines in the PL column. 1. Click De-select All . <i>All the party lines highlighted in the PL column are de-selected.</i>
Invert Selection	button	The Invert Selection button reverses the selections made. For example, if 3 party lines are highlighted, and Invert Selection is clicked, the three party lines that were highlighted are no longer highlighted, while the rest of the PL list becomes highlighted. 2. Click Invert Selection . <i>The highlighted party lines are no longer highlighted, while party lines that were not highlighted become highlighted.</i>

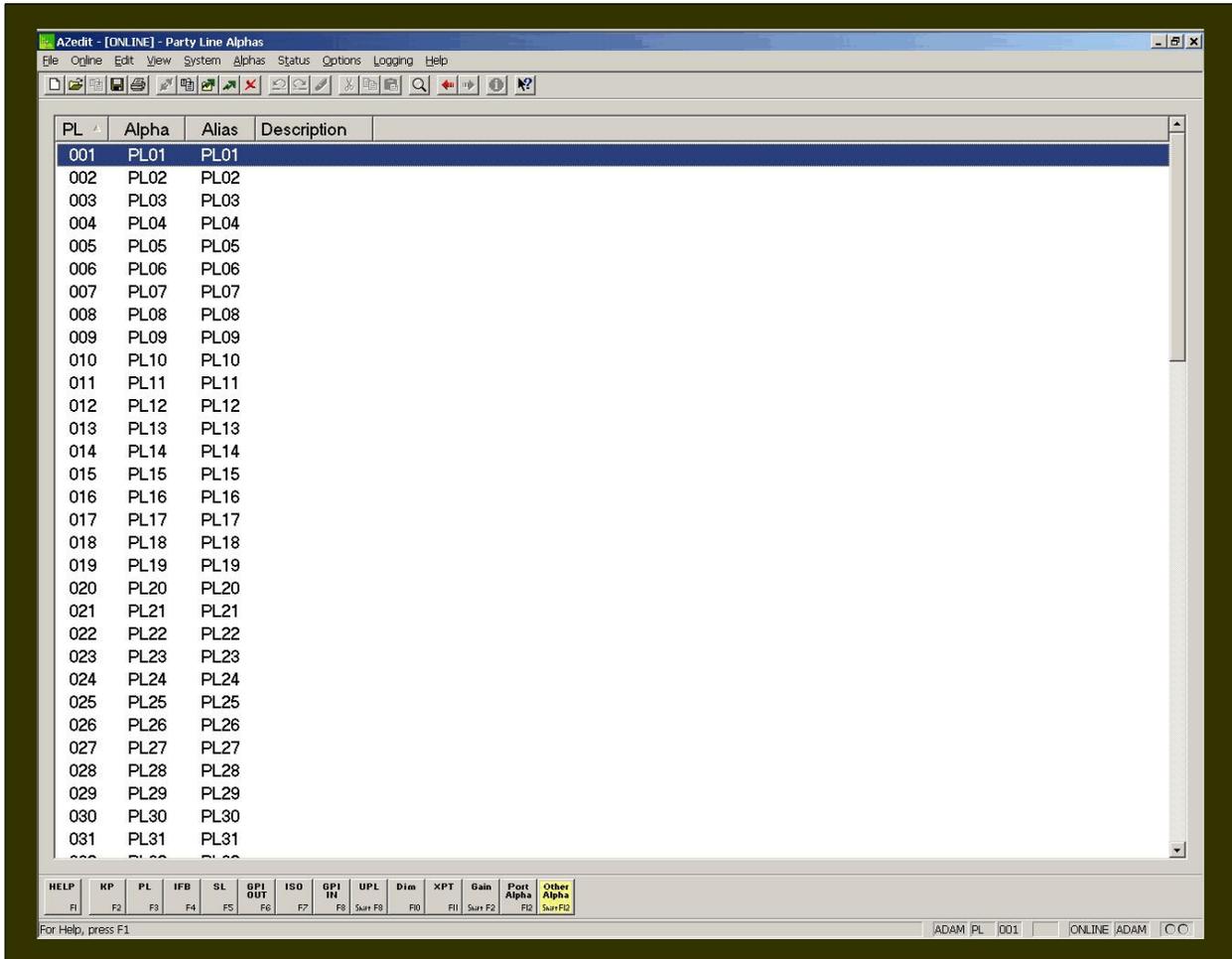
Other Alphas

The **Other Alphas** screen lets the user assign names and descriptions for party lines, IFB's, UPL Resources, etc. These names appear in the alphanumeric displays on keypanels after you assign the keypanel keys.

Note: You can also change the name for a particular party line, IFB etc. in the relevant setup view by pressing Ctrl+F12 on the computer keyboard. For example, suppose you just clicked the PL button on the toolbar to set up a party line. Let's say you've decided to set up party line PL01 for use with a group of camera operators, but you also want to change the name of the party line from PL01 to CAMS. You can do this at the same time that you are assigning ports to the party line. Just press Ctrl+F12.



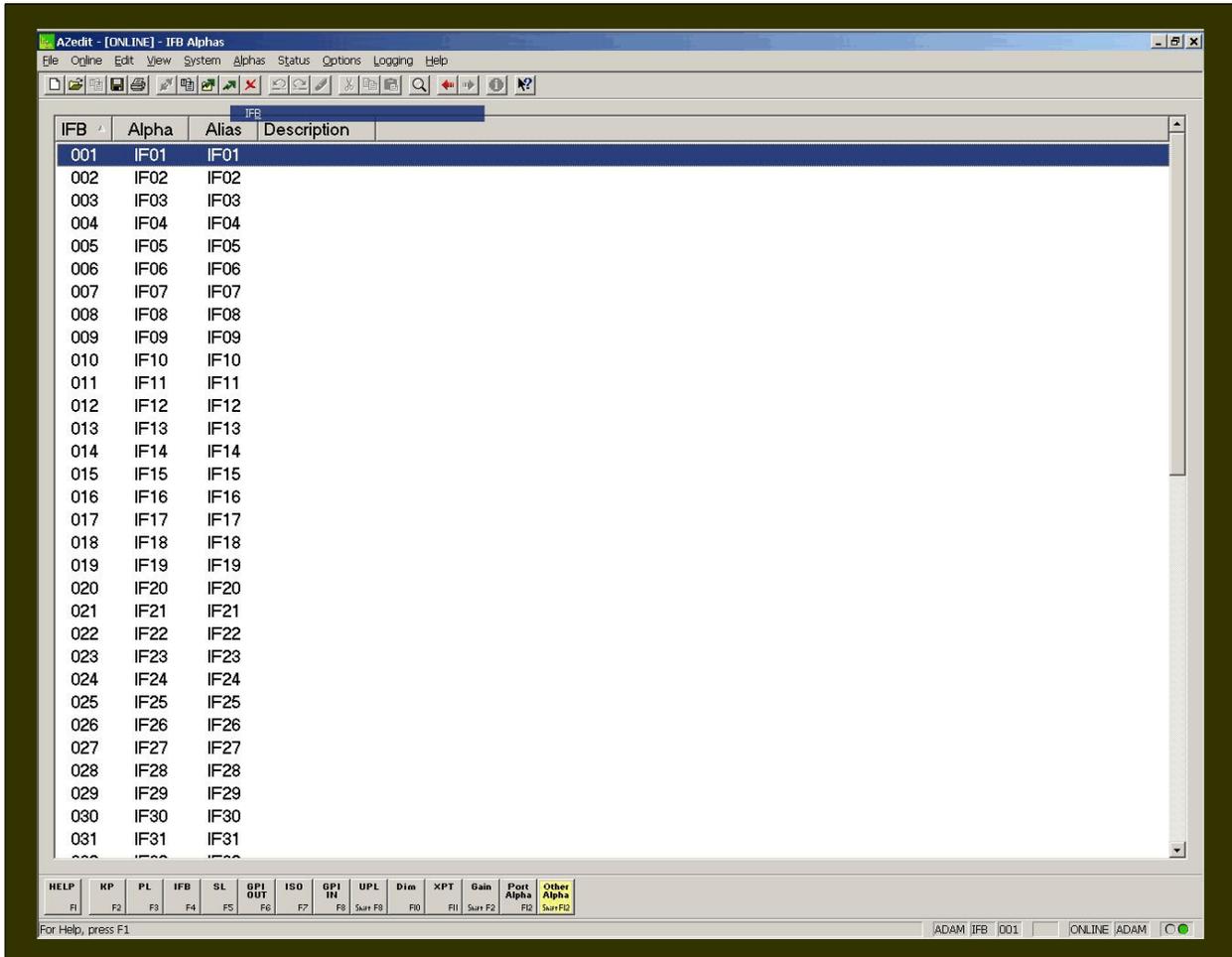
Party Line Alphas



Screen Items

Screen Item	Field Type	Description
PL	display column	The PL column displays the system generated party line number. This number cannot be changed.
Alpha	display column	The Alpha column displays the name of the party line. The default names may be changed to more meaningful names. The maximum characters allowed for an alpha is four.
Alias	display column	The Alias column displays the alias of the party line. The alias can be changed to a The maximum characters allowed for an alias is four.
Description	display column	The Description column displays a short description of the party line.

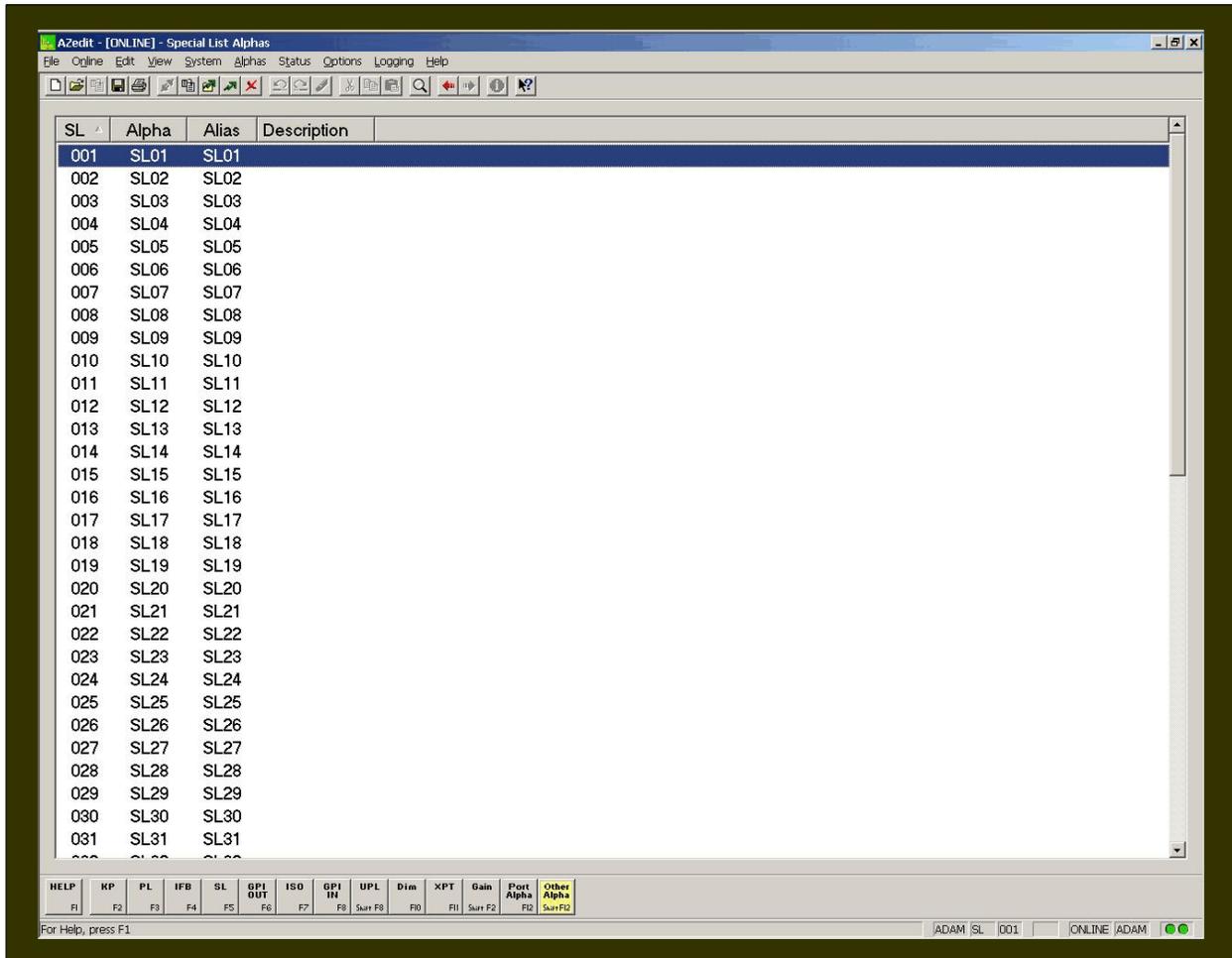
IFB Alphas



Screen Items

Screen Item	Field Type	Description
IFB	display column	The IFB column displays the system generated IFB number. This number cannot be changed.
Alpha	display column	The Alpha column displays the name of the IFB. The default names may be changed to more meaningful names. The maximum characters allowed for an alpha is four.
Alias	display column	The Alias column displays the alias of the IFB. The alias can be changed to a The maximum characters allowed for an alias is four.
Description	display column	The Description column displays a short description of the IFB.

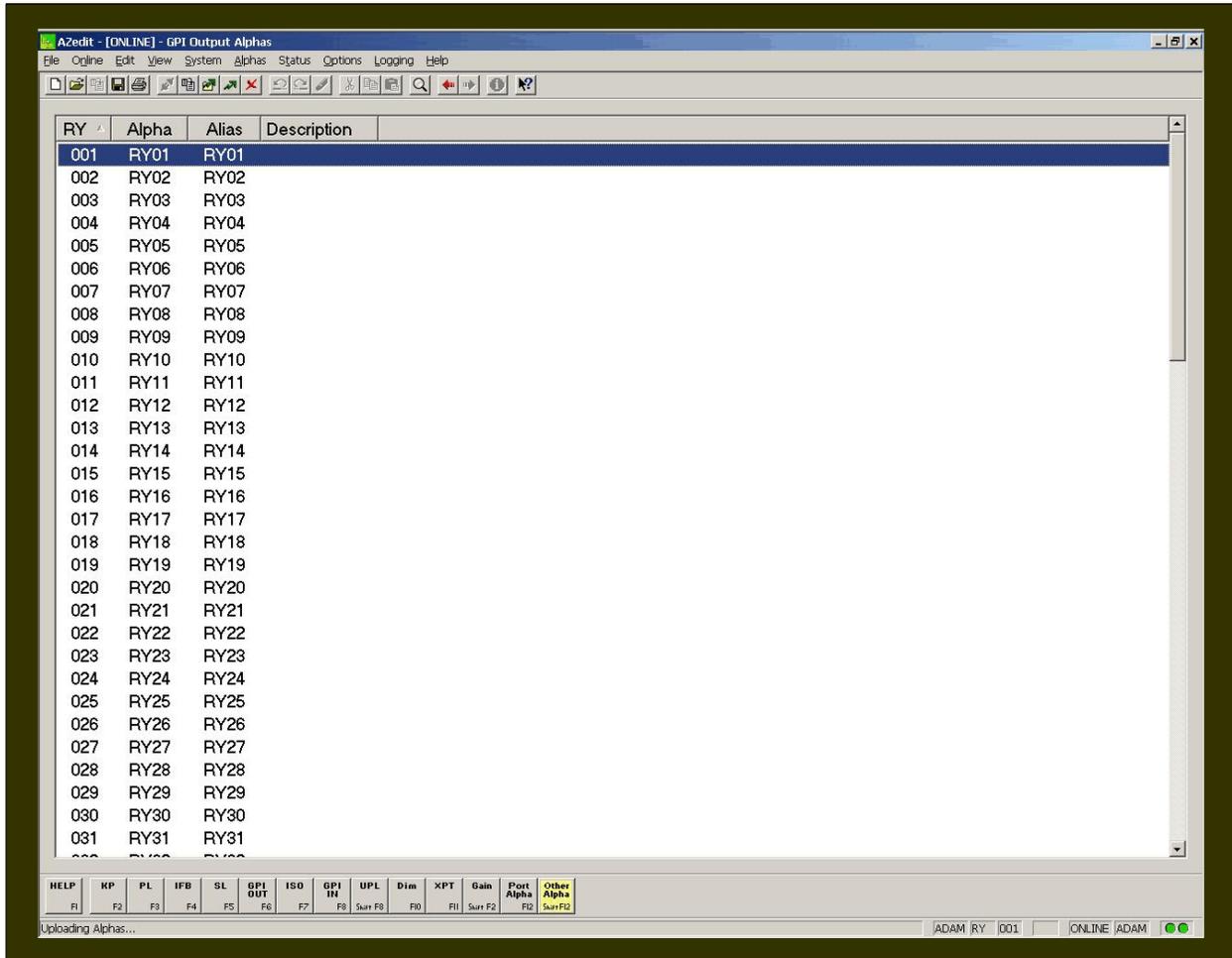
Special List Alphas



Screen Items

Screen Item	Field Type	Description
SL	display column	The SL column displays the system generated special list number. This number cannot be changed.
Alpha	display column	The Alpha column displays the name of the SL. The default names may be changed to more meaningful names. The maximum characters allowed for an alpha is four.
Alias	display column	The Alias column displays the alias of the SL. The alias can be changed to a The maximum characters allowed for an alias is four.
Description	display column	The Description column displays a short description of the SL.

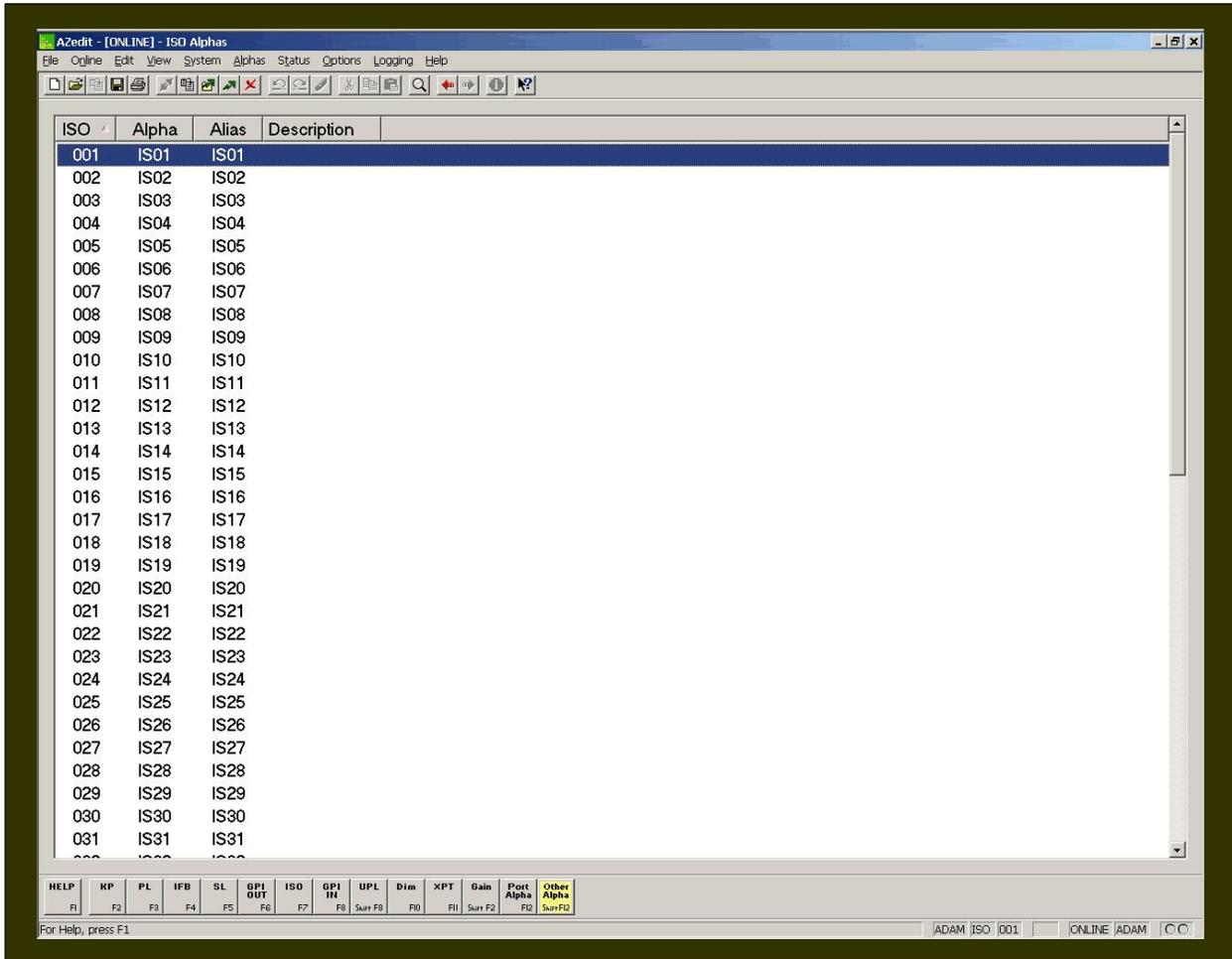
GPI Output Alphas



Screen Items

Screen Item	Field Type	Description
RY	display column	The RY column displays the system generated GPI Output number. This number cannot be changed.
Alpha	display column	The Alpha column displays the name of the GPI Output. The default names may be changed to more meaningful names. The maximum characters allowed for an alpha is four.
Alias	display column	The Alias column displays the alias of the GPI Output. The alias can be changed to a The maximum characters allowed for an alias is four.
Description	display column	The Description column displays a short description of the Output.

ISO Alphas



Screen Items

Screen Item	Field Type	Description
ISO	display column	The ISO column displays the system generated ISO number. This number cannot be changed.
Alpha	display column	The Alpha column displays the name of the ISO. The default names may be changed to more meaningful names. The maximum characters allowed for an alpha is four.
Alias	display column	The Alias column displays the alias of the ISO. The alias can be changed to a The maximum characters allowed for an alias is four.
Description	display column	The Description column displays a short description of the ISO.

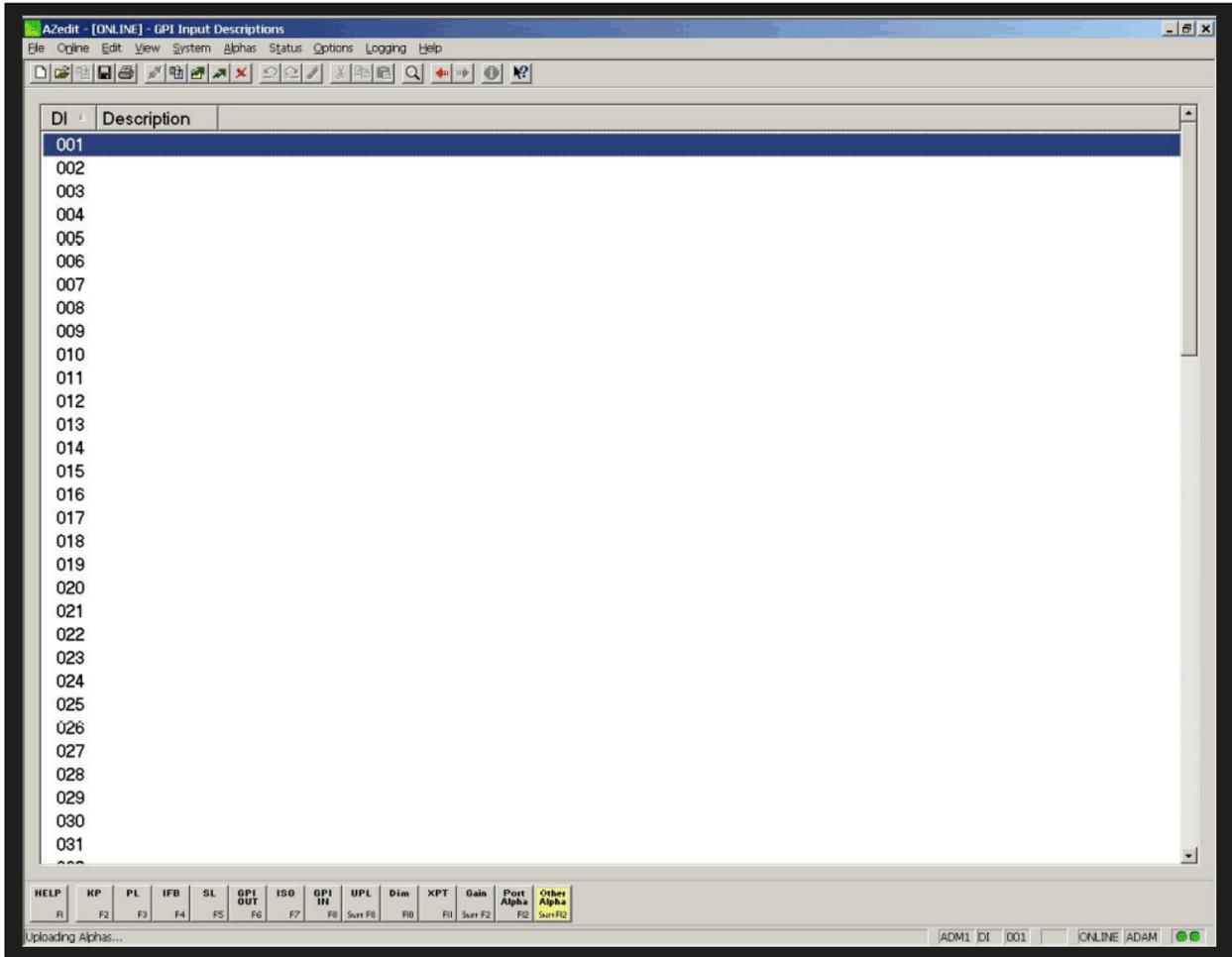
UPL Resource Alphas

UR	Alpha	Alias	Description
001	U001	U001	
002	U002	U002	
003	U003	U003	
004	U004	U004	
005	U005	U005	
006	U006	U006	
007	U007	U007	
008	U008	U008	
009	U009	U009	
010	U010	U010	
011	U011	U011	
012	U012	U012	
013	U013	U013	
014	U014	U014	
015	U015	U015	
016	U016	U016	
017	U017	U017	
018	U018	U018	
019	U019	U019	
020	U020	U020	
021	U021	U021	
022	U022	U022	
023	U023	U023	
024	U024	U024	
025	U025	U025	
026	U026	U026	
027	U027	U027	
028	U028	U028	
029	U029	U029	
030	U030	U030	
031	U031	U031	

Screen Items

Screen Item	Field Type	Description
UR	display column	The UR column displays the system generated UPL Resource number. This number cannot be changed.
Alpha	display column	The Alpha column displays the name of the UPL Resource. The default names may be changed to more meaningful names. The maximum characters allowed for an alpha is four.
Alias	display column	The Alias column displays the alias of the UPL Resource. The alias can be changed to a The maximum characters allowed for an alias is four.
Description	display column	The Description column displays a short description of the UPL Resource.

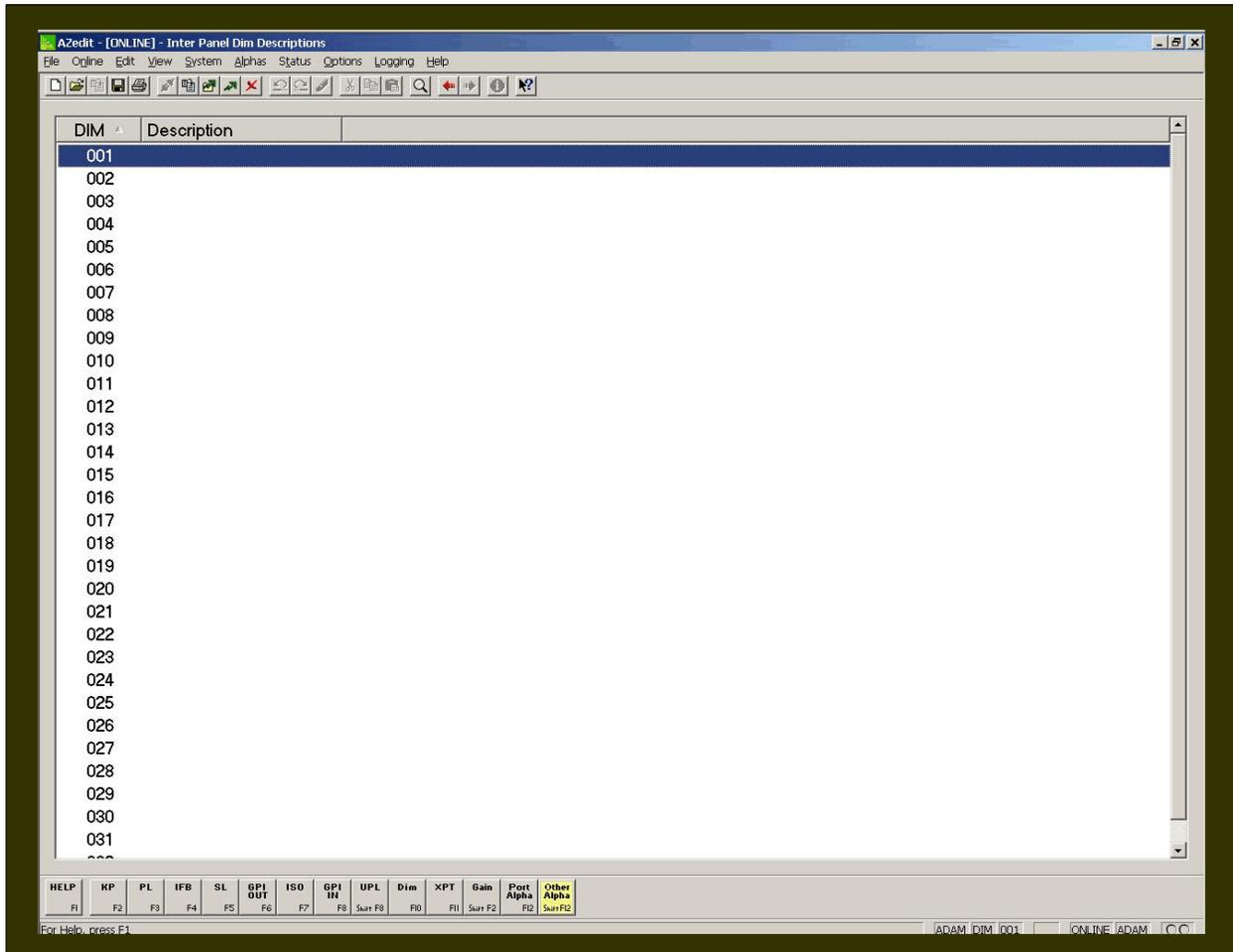
GPI Input Descriptions



Screen Items

Screen Item	Field Type	Description
DI	display column	The DI column displays the system generated Data Input number. This number cannot be changed.
Description	display column	The Description column displays a short description of the GPI input.

Inter-panel Dim Descriptions



Screen Items

Screen Item	Field Type	Description
DIM	display column	The DIM column displays the system generated DIM number. This number cannot be changed.
Description	display column	The Description column displays a short description of the Inter-panel Dim.

Common Tasks

Move a User to a New Intercom Port

As you set up your intercom system, you will establish many types of relationships between ports and the other types of intercom resources. The most obvious relationships are the point-to-point key assignments that let users talk to one another. If you move a user from one intercom port to another, you will have to search the intercom system and find all keys at all other intercom ports that are assigned to talk or listen to the user at the original port. Once all the assignments are found, you will need to reassign them to the updated port. If the user was defined in one more party lines, special lists, IFBs, or ISOs, you will have to update those designations as well. In order to make sure that all affected resources are properly updated the following procedure is recommended.

Check for Assignments in the Intercom System

Check for Party Line Participation

1. From AZedit, click **PL**.
The Party Lines setup screen appears.
2. Check all party lines currently set up in your intercom system. If the user is a member of the party line, remove them from the PL Talker and/or PL Listener lists. If you know the new port number to which you are reassigning the user, select that port and add the user to the PL Talker and/or PL Listener list.

Check for IFB Participation

1. From AZedit, click **IFB**.
The IFB setup screen appears.
2. Scroll through IFB list checking to see if the old port is included in any of the Input or Output columns.
If the old port is included, double-click the IFB and change the port setting from the old port to the new port.

Check for GPI Output Participation

1. From AZedit click **GPI OUT**.
The GPI Out setup screen appears.
2. Scroll through GPI Outputs checking to see if the old port is included in any of the Input or Output columns.
If the old port is included, double-click that GPI Output and change the port setting from the old port to the new port.

Check for ISO Participation

1. From AZedit, click **ISO**.
The ISO setup screen appears.
2. Scroll through ISO list checking to see if the old port is included in the Output column.
If the old port is included, double-click the ISO and change the port setting from the old port to the new port.

Check for GPI Input Participation

1. From AZedit, click **GPI IN**.
The GPI Input setup screen appears.
2. Scroll through GPI Input list checking to see if the old port is included in the keypanel column.
If the old port is included, double-click the GPI Input and change the port setting from the old port to the new port.

Check for UPL Statement Participation

1. From AZedit, click **UPL**.
The User Programming Logic setup screen appears.
2. Scroll through UPL Statements list checking to see if the old port is included in any of the Input or Output columns.
If the old port is included, double-click the UPL Statement and change the port setting from the old port to the new port.

Check Dim Tables Participation

1. From AZedit, click **Dim**.
The Inter-panel Dim Table setup screen appears.
2. Check all Dim Table ports currently set up in your intercom system.
If the user is a member of Dim table, remove them from the Dim Table. If you know the new port number to which you are reassigning the user, select that port and add the user to a Dim table on that port.

Check for Forced or Inhibited Crosspoint Participation

1. From AZedit, click **XPT**.
The Crosspoint Status setup screen appears.
2. Check all Crosspoints for the old port. If the old port is setup with force or inhibit, Release the port.

Search for Key Assignments

The key assignment search is an efficient and effective tool in searching for key assignments throughout the AZedit application.

To use Search, do the following:

1. Press **Ctrl+F** on the keyboard.
The Search for Key Assignment screen appears.

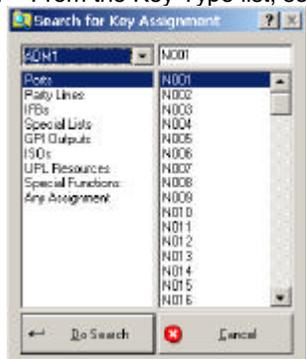
OR

From the Edit menu, select **Search for Key Assignment**.
The Search for Key Assignment screen appears.

OR

From the tool bar, click the **Search** button. 
The Search for Key Assignment screen appears.

2. From the Key Type list, select the **type of key assignment** you want to search (for example, ports).



3. From the list on the right, select the **port, party line, etc.** you want to search.

- Click **Do Search**.

The Search Status screen appears showing the results of your search.



This list contains the names of all ports that have keys assigned to the target user.

- Select the **key assignment you are searching for** and click the **Go to Panel** button.

The Keypanel / Port screen appears with the selected keypanel information populated. Notice, the Search Status screen did not close. Do NOT close the Search Status screen.

Note: Sometimes there may not be a key assigned to the target user. In this case, you can change pages and perform the key assignment search. You may have to search all four pages.

- With the key assignment still selected, click **Gain**.

The Select Gain Type screen appears.

- Select Crosspoint Gain and click **OK**.

The Gain setup screen appears.

Note: The default gain setting should be +0.0dB. If the setting is different, note the setting, and then reset it to +0.0dB.

- Click **Done**.

Click 'Next' to work with another key assignment.

- Use **normal key assignment procedures** to assign keys. (See, Assigning Keys for Party Lines, IFBs, etc.).

Enter the name of the new intercom port to which the user will be connected. (It does not matter if the port currently has the wrong name).

- When you finish reassigning a key, click **Gain**.

The Gain Setup screen appears.

- Reset the gain, if necessary.

Repeat steps 1 through 11 until all intercom ports in search are reassigned.

- Move the **users configuration information** (key assignments, restrictions, etc.) to the new intercom port. If there is no configuration information, skip steps 8-12)

- In AZedit, click **KP**.

The Keypanel / Port main screen appears.

- In the Port / Alpha field, enter or select the users **old port number/name**.

- From the Edit menu, select **Copy**.

The users old setup is copied.

- In the Port / Alpha field, enter /select the **new intercom port** the user will be connected.

- From the Edit menu, select **Paste**.

The user's information should now appear in the Alpha box.

18. Using the normal procedure for assigning alphas to the ports, assign alphas in the intercom port.
For information on Assigning Alphas, see *Assigning Alphas*)

19. From the File menu, select **SAVE**.

20. Once you save the file, click the *Send* icon. 
The changes are sent to the intercom system.

21. Disconnect the users intercom cable from the old intercom port and reconnect to the new intercom port.

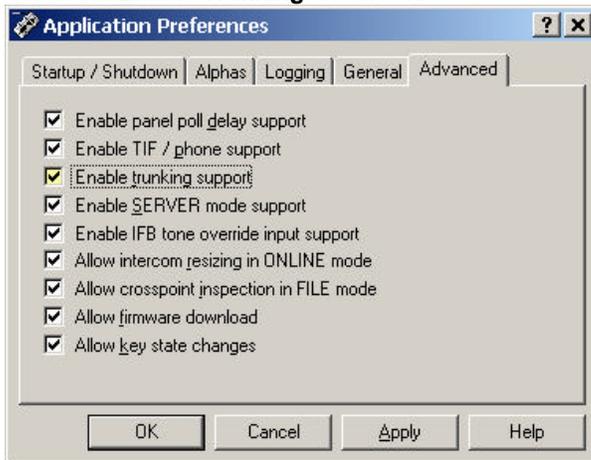
The user has been moved from one intercom port to a new intercom port. All personnel who could previously communicate with the user at the old location will now be able to communicate at the new location.

Enable Trunking

Trunking allows you to connect up to 32 systems together. One reason for a trunked system is to allow for more users. AZedit has the ability to support trunked systems, however, the application must be configured to accept trunking.

To enable trunking, do the following:

1. From the Options menu, select **Preferences**.
The Applications Preferences screen appears.
2. Click the **Advanced** tab
The Advanced screen appears.
3. Select the **Enable Trunking** check box.



4. Click **Apply**.
5. Click **OK**.
The Application Preferences screen closes.

Trunking is now enabled for AZedit trunking support. You *DO NOT* need to send this change to the Intercom.

Download Firmware Updates

Updating Master Controller Firmware



Warning! The following procedure will cause one or more brief disruptions in intercom communications. Also, **save** your intercom system configuration before proceeding.

From the File menu, select **Save**.

Later, if you need to restore the intercom configuration from disk, use *Send File* in the *Online* menu.

Master Controller Update: ADAM CS, ADAM Single Frame, ADAM DBX System, Zeus, Zeus II

Before you begin, be sure to verify that SERVER mode has been disabled. Also, it is very important to take the Standby Controller card out of the frame, if one is installed.

Note: The Active Master Controller will have a red LED ON in the status LED window.

To update the master controller, do the following:

1. From the Status Menu, select **Software Versions**.
A popup list appears.
2. From the Software Versions popup list, select **Master Controllers**.
The Master Controller Version Information screen appears.
3. Right-click the active Master Controller, and then select **Download Firmware**.
The Firmware Download screen appears.

Note: You can also press Ctrl+Shift+D to open the Download Firmware screen once the Master Controller is highlighted.

4. From the Download Firmware screen, select the **firmware update file**.
5. Click **Open**.
The firmware update appears in the Download Firmware screen.
6. Click Begin **Download**.
This process can take from one to five minutes depending on the baud rate you have selected.

Note: If there is any disruption in the communications link during the download, you will get an error message. In this case, repeat the download.

7. When the file has been completely downloaded, the master controller will begin processing the update.

IMPORTANT: Any disruption at this point, such as a loss of power, removing or resetting cards (ADAM, ADAM CS, etc.) will result in Master Controller failure!

If this happens, you will either have to return the affected unit for replacement or you will have to remove the EEPROM chip(s) from the affected unit and manually reprogram them with an EEPROM programming tool.

ADAM and ADAM CS users do NOT proceed with the update of any more cards until you identify the problem.

The AZedit session goes offline for 15-20 seconds when the card performs a reset. It automatically will reconnect when it is finished.

When the Master Controller is finished, the new software version will appear in the version field of the Version Status screen.

If you do not have a Standby Controller Card, you can skip steps 8 and 9.

8. Once the Active Master Controller is updated, remove the **Controller card** from the frame.
9. Insert the Standby Controller card and repeat steps 4-8
10. When the Standby Controller card is finished, insert both **controllers and resend your system setup file.**

Appendix A
AZedit Keyboard Shortcuts

Keyboard Shortcut	Description	Context
CTRL+R	Toggle key restriction state	Keypanel assignment
CTRL+SHIFT+R	Toggle key restriction state, and set all keys to the right to the same state	Keypanel assignment
CTRL+ALT+R	Toggle key restriction state, and set all keys to the left to the same state	Keypanel assignment
CTRL+D	Toggle latch disable state	Keypanel assignment
CTRL+SHIFT+ALT+D	Toggle latch disable state, and set all keys to the right to the same state	Keypanel assignment
CTRL+ALT+D	Toggle latch disable state, and set all keys to the left to the same state	Keypanel assignment
CTRL+ENTER	Display key assignment selection dialog	Keypanel assignment
SHIFT+ENTER	Display port volume dialog	Keypanel assignment
PAGE DOWN	Display next setup page / panel	Keypanel screen
PAGE UP	Display previous setup page / panel	Keypanel screen
PAGE DOWN	Display next LCP-102 mode	LCP-102 screen
PAGE UP	Display previous LCP-102 mode	LCP-102 screen
CTRL+PAGE DOWN	Display next keypanel, PL, SL, etc...	Most screens
CTRL+PAGE UP	Display previous keypanel, PL, SL, etc...	Most screens
CTRL+TAB	Toggle between setup page and panel oriented views	Keypanel screen
CTRL+SHIFT+TAB	Toggle between setup page and panel oriented views (for all ports)	Keypanel screen
ALT+<	Shift keypanel display to the left (when panel has more than 16 keys)	Keypanel screen
ALT+>	Shift keypanel display to the right (when panel has more than 16 keys)	Keypanel screen
CTRL+T	Toggle KP-32 key assignment viewing between talk and listen keys	Keypanel screen (KP32)
CTRL+1	View talk level 1 key assignments	Keypanel screen

CTRL+2	View talk level 2 key assignments	Keypanel screen
CTRL+3	View talk level 3 key assignments	Keypanel screen
CTRL+4	View talk level 4 key assignments	Keypanel screen
CTRL+SHIFT+1	View listen level 1 key assignments	Keypanel screen
CTRL+UP	View previous key level	Keypanel screen
CTRL+DOWN	View next key level	Keypanel screen
CTRL+HOME	Move focus to port number edit box	Keypanel screen
CTRL+SPACE	Refresh data, re-upload screen data from intercom	All screens (ONLINE)
CTRL+LEFT	Go back to previous view	All screens
CTRL+RIGHT	Go forward to next view	All screens
CTRL+SHIFT+F12	Refresh alphas, re-upload alphas from intercom	All screens (ONLINE)
CTRL+N	Create a new file	All screens
CTRL+O	Open a file	All screens
CTRL+M	Merge a file	All screens (FILE)
CTRL+S	Save current file	All screens
CTRL+A	Save current file with a new name (Save As)	All screens
CTRL+P	Perform a partial save	All screens
CTRL+G	Go online	All screens (FILE)
CTRL+L	Load a file and mark changes for sending	All screens (ONLINE)
SHIFT+F10	Send changes to intercom	All screens (ONLINE)
CTRL+C	Copy	All screens
CTRL+V	Paste	All screens
ALT+BACKSPACE	Undo last action	All screens
CTRL+Z	Undo last action	All screens
CTRL+SHIFT+Z	Redo last action	All screens
CTRL+F	Search for key assignment	All screens

CTRL+F12	Edit alpha for current resource (must be enabled in preferences)	All screens
CTRL+SHIFT+D	Firmware download	Status screens (ONLINE)
CTRL+SHIFT+V	Firmware versions	All screens (ONLINE)
CTRL+SHIFT+ALT+1	Perform first birthday	All screens (ONLINE)
CTRL+SHIFT+M	View MC/AIO memory	All screens (ONLINE)
CTRL+SHIFT+C	Display AZedit communication statistics	All screens

Appendix B
AZedit Quick Start

Introduction

After you are finished connecting the PC containing the installed AZedit software to the Intercom system frame, you can configure AZedit using this Quick Start Guide. This guide is intended to get your system up and running with the most basic configurations. At some point, you will need to go back to make adjustments to the software configuration to make it more effective and efficient.

Getting Started for New Users

- Step 1: Assigning Port Alphas
- Step 2: Assigning Other Alphas (Party Lines, Special Lists, etc.)
- Step 3: Sending the changes to the Intercom
- Step 4: Save the file
- Step 5: Keypanel setup

If you are using AZedit for the time, we recommend you use the following approach to begin configuring your intercom system.

To quick start setup your intercom system, do the following:

"Get Connected" to the Intercom system.

Getting connected accomplishes two things:

First, when you connect, AZedit compares its intercom configuration settings to the intercom system. If the settings do not match, the software will prompt you and display a message asking if you want to reconfigure the application. Normally, you should select "Yes, reconfigure this application". This ensures all the resources in your intercom system are available to you in the application.

Second, by creating your setup file while being connected to the intercom system, you can check your progress by periodically sending your changes to the intercom system. By sending your changes to the intercom system, you can see the effects the changes have on the system.

However, you can create the setup file in FILE mode. Periodically you should *Save* your changes to a disk so you have a backup.

To create a setup file, do the following:

1. **Name the Resources** you will be using. By resources, we mean the intercom ports, party lines, special lists, etc. All resources have default names. For example, intercom ports are named N001, N002, etc. By creating your own names, you personalize the intercom system and make it easier for yourself and others to identify people and places in the intercom system. Enter names for intercom ports using Port Alpha setup. For more information on Port Alphas, see *Port Alphas* in the AZedit User Manual. Enter names for other resources using the Other Alphas screen.
2. If you are working on the setup file in *FILE* mode, use **Save** to periodically save your changes to a disk. If you are connected to the intercom system and working with the *ONLINE* setup, use **Send Changes** to periodically upload your changes to the intercom system.

NOTE: You should also use **Save** to make a disk copy of the online setup. Whenever you send changes, the setup information is stored in non-volatile memory in the intercom system's master controller. This means that you not lose the setup information even if power is lost. If the configuration computer loses power while you are editing the online setup, you will only lose the changes that you have made since the last Send Changes command.

3. After you have named party lines, IFB's, etc, you can start **assigning keypanel keys** to talk and listen to those assignments. Do this using keypanel setup.

By now, you should be getting a good basic sense of how to use the AZedit software to setup your intercom system.

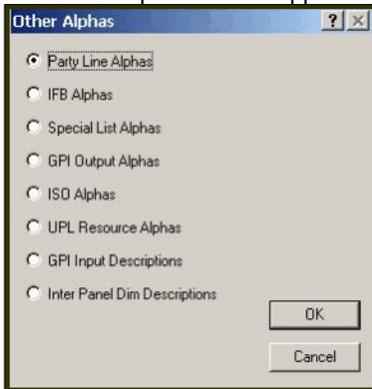
There are many other features of AZedit that have not been mentioned in this quick guide. It is recommended that you read through the AZedit User Manual or go through the help files that accompany the software.

Assigning Alphas to Party Lines

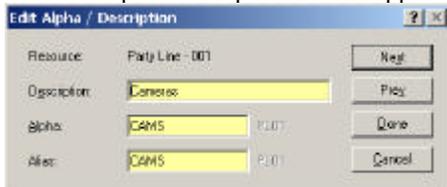
Party lines have default names, such as PL01, PL02 etc. You can change these names to something more recognizable to keypanel operators. You can also add brief descriptions to help you distinguish between party line uses.

To assign a party line alpha, do the following:

7. From the Keypanel / Ports screen, click Other Alphas.
The Other Alphas screen appears.



8. Select **Party Line Alphas**.
The Party Line Alphas screen appears.
9. Double-click the PL port you want to assign an alpha.
The Edit Alpha Description screen appears.



10. In the Description field, enter a **description** of the party line. There is a 24-character limit to the field.
11. In the Alpha field, enter a **meaningful alpha** for the PL port (for example, a camera connected to the PL port, may have a name such as CAMS).

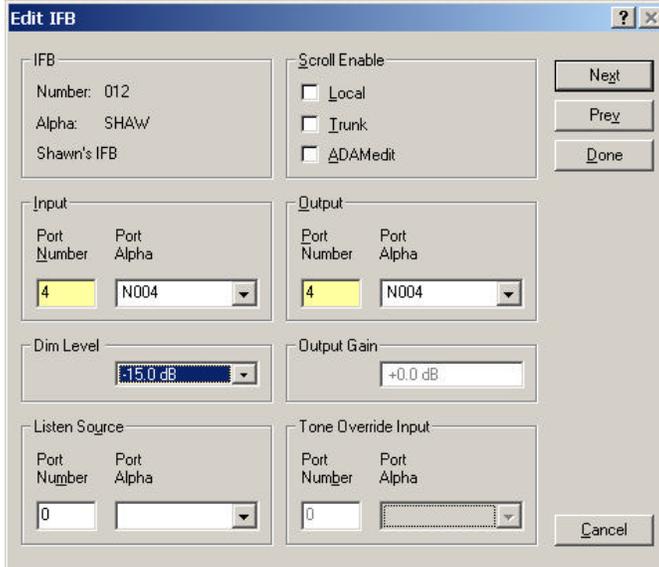
Note: The Alias and Alpha fields populate with the same information. You can change the Alias, if needed. For more information see, the Port Alphas screen description.

12. Click **Done**.
The Party Line is renamed.

Configure an IFB

To configure an IFB, do the following:

7. Click the **IFB** button.
The IFB screen appears.
8. From the IFB list, select the **IFB** you want to configure.
9. Double-click the **IFB**.
The Edit IFB screen appears.



Note: To restrict keypanel operators from assigning this IFB to keys on their keypanels, make sure not to select any check boxes under Scroll Enable.

10. In the Input field, enter the **port number** or select the **port alpha** of the intercom port where the normal audio source is connected.
11. In the Output field, enter the **port number** or select the **port alpha** of the intercom port where the talent earset or headset is connected.

Note:

- By default, the audio source is muted while the keypanel operator is talking. If you want to signal to be diminished by a certain amount during IFB, select a different amount in the Dim Level drop down list.
- The Listen Source field is only used for 2-way IFB operation. It allows keypanel operators and/or studio personnel to listen to the talent during IFB Operation. Connect the talent Mic signal (the direct mic signal, not the mix-minus signal) to an intercom port input. Then, select that port in the Listen Source field. For more information on Listen Source setup, see *Listen Source*.

For more information on Tone Override, see *Set Tone Override IFB Setup*.

12. Click **Done**.
The changes are made to the screen. However, be sure to save your changes or they will be lost.

Glossary of Terms

Abort Changes



When Abort Changes is selected, any changes made to the online configuration (since the last time changes were sent) are erased.

Note: This item is available in the online menu and via the Abort button. You must be in ONLINE mode to select this. ONLINE mode is indicated by the word "ONLINE" in the lower-right corner of the screen. If SERVER or FILE is indicated, Abort Changes will not be available.

About AZedit

About AZedit shows the version of the software, its build date, and copyright information.

Analog I/O Gains

The Analog I/O Gain feature is used to set the non-standard levels needed for accurate performance. Some external audio sources may provide output levels that are higher or lower than what is required for the intercom system audio input. Also, some external devices may require an audio input level that is higher or lower than the standard intercom system output level.

AIO and DBX Status

Use AIO and DBX Status to view connection status and data communication errors between Audio Input / Output and DBX Cards and the active Master Controller Card. You can also use this to upgrade the firmware in Audio Input / Output Cards and DBX cards

AIO and DBX Card Versions

Use **AIO AND DBX Card Versions** to check the firmware versions of Audio Input / Output and DBX Cards. You can also use this to upgrade the firmware in Audio Input / Output and DBX cards.

C

Connect



If AZedit is operating in *FILE* mode*, click the Connect button connect to the intercom system. Before connecting, the program checks to see if you have made any changes to your current intercom setup file. If there are changes, you will be allowed to cancel the connection and save your file before connecting. If there are no changes, the current intercom system setup file will immediately upload from the intercom system master controller, and this will over-write any setup file that is currently open.

When you connect, ONLINE will display in the lower-right corner of the screen. In ONLINE mode, you can view the intercom system configuration and make changes, and you can also check various intercom statistics, such as which crosspoints are closed, which keys are active on a specific keypanel, the versions of firmware in various system devices, etc.

* FILE mode means that you are not currently connected to the intercom system. This is indicated by the word "FILE" in the lower-right corner of the screen.

CANCEL CHANGES



Cancel Changes gives you the ability to move from screen to screen and clear changes made to any item. When you select an item and then select Cancel Changes, a confirmation dialog displays a "Cancel Changes for ALL items of the selected type" message.

Cancel Changes is available only in ONLINE mode and only when an item is selected that has been changed since the last time changes were saved or sent to the intercom system. Cancel Changes can be accessed in the Edit menu or via the Cancel Changes button.

Check for Duplicate Alphas

By default, AZedit prompts to **Check for Duplicate Alphas** whenever you open a file from disk.

In a large-scale intercom system, the possibility exists that you may accidentally assign the same name (alpha) to two different resources. Two resources of the same type can never be named the same. For example, two intercom ports should not be named Dir 1.

On the other hand, you may decide to use the same name for two resources of different types. For example, you may decide to use the same name for both an intercom port and an IFB. Although you can do this, we strongly recommend that you do not.

<p>Note: If you name an intercom port and an IFB the same name, turn off Scroll Enable for the intercom port. This ensures that keypanel operators can assign the IFB to keypanel keys.</p>
--

To activate or deactivate both the prompt and the check, do the following:

From the Options menu, select **Preferences**.

1. Click the **Alphas** tab.

To Activate:

2. Select the **Automatically check for duplicate alphas after opening a file**, and **Prompt before checking for duplicate alphas** check box.

To Deactivate:

3. Deselect the **Automatically check for duplicate alphas after opening a file**, and **Prompt before checking for duplicate alphas** check box.

You can also select **Check for duplicate alphas...** in the **Alphas** menu at any time to identify and correct duplicate alphas in your setup file or in the online configuration.

Communications

The communications screen allows you to select the COM port and baud rate for communication between the PC and the intercom system.

To access the Communications screen, do the following:

1. From the Options menu, select **Communications**.
The Communications screen appears.

Communication Status Pane

The **Communication Status Pane** indicates the data transmission activity between the configuration computer and the intercom system.

The first green light in the lower right window indicates the computer is sending data to the COM port specified in the Communications dialog. This indicator flickers occasionally whether the computer is connected to the intercom system or not, since the computer always periodically polls the port.

The second green light in the lower right window indicates the computer is receiving data from the intercom system. This indicator is active only when the computer is connected to the intercom system and the configuration software is in ONLINE mode or SERVER mode.

Connect on Startup

AZedit automatically attempts to log onto the intercom system whenever the program is started.

Copy



When selectable, **Copy** duplicates all of the information on the screen you are currently viewing.

Copy is available from the Edit menu or the Copy button.

Crosspoint Gains

D

DBX Links

Use **DBX Links** to view information about the links between DBX (Dual Bus Expansion) cards in a multi-frame ADAM intercom system that uses this type of card.

This item is only selectable in ONLINE mode when AZedit is connected to a DBX system.

Any of the following indications can be given:

<dash>: this link is not being used for audio

###-###: this link is being used for the timeslots indicated

Example 1

The following information would be displayed for a 2-frame system without redundant DBX cards. There is one DBX card per frame (in slot 9). Both DBX cards are "active" in their frame, and ALL links are up.

DBX	Status	Link A	Link B	Audio A	Audio B
1:009	OK Active	OK ALL	OK ALL	-	129-252
2:009	OK Active	OK ALL	OK ALL	-	001-124

Link A is not being used for audio in either direction. **Link B**, in frame 1, is being used to drive timeslots 129-252 from frame 2, and Link B in frame 2, is being used to drive timeslots 1-124 from frame 1.

Note, in systems where there is only 1 DBX card per frame (2 frame, and 3 frames systems without redundant controllers), and if test audio is enabled, then only 124 timeslots can be forwarded between frames. A DBX link can forward 128 timeslots, but test audio requires 4 timeslots per link. In the 256x256 (2 frame), and 384x384 (3 frame) systems which have only 1 DBX card per frame, all timeslots per link are needed for audio, but if test audio is enabled, the last 4 timeslots in each frame are not available.

This means that the last four ports in each frame can listen to, but not talk to ports in other frames. Similarly, ports in other frames can talk to, but not listen to the last four ports in each frame. Within any frame, any port can talk or listen to any other port in that frame, the timeslots are only lost going between frames.

Test Audio is artificially generated audio by the DBX that it can produce, publish, forward, receive, and test. It is used by the DBX to ensure that the links are passing valid audio between frames. If the DBX detects that the link is up, but that the audio is corrupt, the DBX tears down the link and builds it up again.

Example 2

DBX	Status	Link A	Link B	Audio A	Audio B
1:009	OK Active	OK 1	- -	129-252	-
2:009	OK Active	OK 1	- -	001-124	-

In this example, the link connecting Port B of 1:9 to Port B of 2:9 has been broken. The audio automatically switched over to the A links, and the "hop" count for the A links shows 1 instead of ALL.

Note, even though this intercom is called a 2 frame non-redundant system, it actually has redundant audio because both links go between frame 1 and 2. The intercom does not have redundant control because there is only one DBX card per frame, and if any card fails, connectivity is lost.

Note, it is possible for the audio from frame 1 to frame 2 to be carried on one link while audio in the other direction is carried on another link.

Dim Number

The **Dim Number** is a representation of the Dim table. The number and description is generated from the Other Alpha's listing (SHIFT+F12).

Dim Table

For each Dim table, a different number of members and amount of dimming may be set. Members may be associated with more than one dim table.

Dim is placed on the talk key as a second level function. It invokes the processor to search all the configured Dim groups whenever the talk key is depressed.

Dim Table Alphas

Dim Table Alphas are unique identifiers that name the table.

Note: You can also change the description for a particular dim table using Ctrl+F12 alpha editing.

Disable listen key latch



Some keypanels feature electronic key latching. To **disable** latching for a key assignment, select the Disable check box (D) above that key assignment. (Or, press Ctrl+D on the computer keyboard while the key assignment is selected.)

Disable Logging

Disable Logging stops the logging feature from recording any talk and listen key activity.

Disable talk key latch



Some keypanels feature electronic key latching. To disable latching for a key assignment, select the **Disable** check box (D) above that key assignment. (Or, press **Ctrl+D** on the computer keyboard while the key

E

Edit button

The **Edit** button accesses additional and advanced setup features for the current port or keypanel.

Exit

Select **Exit** to close AZedit. Normally, you will see a warning and given a chance to cancel if you have not saved your configuration information. You can deactivate the warning if desired.

To deactivate the warning, do the following:

1. In the Options menu, select **Preferences**.
2. Click the **Startup / Shutdown** tab.
3. Remove the check mark next to *Ask for confirmation before exit*.
4. Click **OK** to finish.

G

Gain

Use **Gain** to adjust crosspoint and party line gains. Increase the level of a sound by increasing the amplitude of the frequency. A volume control essentially adjusts gain for an audio/video system. Gain is simply the increase of a signal. Typically, higher gain is better.

Go Back



Go Back reverts to previously viewed windows, up to 20 consecutively previous screens.

Go Back is available in the View menu and also via the Go Back button.

Go Forward



Go Forward allows you to follow the same sequence of windows you used with Go Back. Go Forward is used in conjunction with Go Back.

GO FORWARD IS AVAILABLE IN THE VIEW MENU AND ALSO VIA THE GO FORWARD BUTTON.



ID Number Pane

When you are viewing most screens, the **ID Number Pane** displays the identification number of the resource that is currently selected. In the keypad setup view or the LCP-102 setup view, if you move the cursor over an assignment, this pane displays the identification number of the assignment.

Note: Whenever there is a number displayed here, the pane immediately to the left of this pane will indicate the type of key assignment or resource: PP (point-to-point), PL (party line) etc.

IFB

IFB provides access to the IFB setup screen, where you define IFB inputs and outputs.

IFB Alphas

Use **IFB Alphas** assign four character names and up to twenty-four character descriptions to IFB's.

Note: You can also change the name for a particular IFB using **Ctrl+F12** alpha editing.

IFB Listen Destination

IFB Listen Destination is a keypad setting used with the IFB Listen Source feature. It lets you redirect the IFB listen audio from the keypad speaker or headset to an external device, such as a studio monitor, when the keypad operator activates a key to listen to the talent mic audio.

The IFB Setup Procedures demonstrate how IFB Listen Destination is used.

IFB priority

Use the **IFB Priority** buttons to assign a priority to the selected port for use in determining override order when accessing IFB assignments. The higher the port number is, the higher the priority in access will be. Ports with the same priority level will access a given IFB at the same time.

IFB Listen Source

IFB Listen Source let you define a talent mic source for use with each IFB. Listen sources are used with the Auto Table feature so the listen key for an IFB is always assigned to listen to whatever port is assigned to the IFB talk key.

The IFB Setup Procedures demonstrate how IFB Listen Sources are used.

Intercom Configuration

Use **Intercom Configuration** to view the number of available resources and options, such as intercom ports, party lines, number of talk levels, etc. In an ADAM or ADAM CS intercom system, you can also use Intercom Configuration to change the resource and option settings.

Intercom Status Pane

The **Intercom Status Pane** provides any one of the following indications:

----	No intercom detected
LOCL	Intercom detected, but type not recognized
SLV	Slave frame of a multi-frame ADAM system detected (won't go ONLINE, all system configuration is performed via the master frame connection)
CS9X	CS9x00 intercom detected (will not go ONLINE)
ADAM	ADAM or ADAMCS intercom detected (will only go ONLINE if running AZedit)
name	The alpha name assigned to an ADAM or ADAM CS intercom system that is operating in a trunking environment (names assigned using CStrunk)

Intercom System Name Pane (Intercom Alpha)

When you are viewing most screens, the **Intercom System Name Pane (Intercom Alpha)** displays the name of the intercom system where the currently selected resource is located.

In the keypanel setup view or the LCP-102 setup view, if you move the cursor over an assignment, this pane also displays the name of the intercom system where that assignment is located.

If your intercom system is not interconnected with any other intercom systems, this pane displays LOCL for all resources. This indicates that the resource is located in the local intercom system.

If your intercom system is part of a larger trunking* intercom system, then some resources which are being used in your intercom system may actually be located in a remote intercom system. For example, a key on a keypanel in your intercom system could be assigned to talk to a person in a remote intercom system. In such cases, this pane displays the name of the remote intercom system.

ISO

ISO provides access to the ISO (Isolate) setup screen.

ISO Alphas

Use **ISO Alphas** to assign four character names and up to twenty-four character descriptions to isolates.

Note: You can also change the name for a particular ISO using Ctrl+F12 alpha editing.

K

Keypanel / Ports Setup

Keypanel/Ports Setup provides access to the Keypanel / Ports setup screen, where you can set up keypanels (assign keys etc.), assign GPI Inputs to set scroll restrictions for intercom ports, and to view keypanel activity.

Keypanel Versions

Use the **Keypanel Versions** screen to check the firmware versions of keypanels. You can also use this to upgrade the firmware in certain types of keypanels.

Keypanel Version Screen Information



LCP-102 Assignment

Use the **LCP-102 Assignment** to set up an optional LCP-102 Level Control Panel.

LCP key assignment

Use the **LCP Key Assignment** to assign the LCP keys. To change the assignment type the new assignment in the box for the key of interest, or right click on the assignment of interest and choose the Change Assignment option.

Load File

Load File lets you select a file from disk, view its contents, and then merge it into the ONLINE configuration, if desired. The settings in the file that you are loading overwrite any corresponding settings in the online configuration, and whatever is changed is highlighted in yellow. For example, if you load a file that contains only settings for intercom port 1, you will notice that only items for intercom port 1 are highlighted. Note, these changes will NOT be sent to the intercom system until you use the Send Changes command.

Generally, use Load File when you want to merge into the ONLINE configuration a file that was saved using the Partial Save command. You can either use the Send Changes command to send the partial changes to the intercom system or use the Save command from the File menu to create a new disk file that contains both current settings from the intercom system and previously saved settings from a partial intercom file.

Load File is only available in ONLINE mode.

<p>Note: If your real intention is to completely overwrite the ONLINE configuration using a file from disk, you should use Send File (also located in the Online menu).</p>
--

Local party line tallies

Use **Local Party Line Tallies** when two or more keypanels have keys assigned to talk to the same party line. For example, two different keypanels have the same party line assigned to a talk key. If one of the keypanels activates the party line talk key, the tally indication will be supplied at the other keypanel.

Typically, the tally indication is in the form of a flashing alphanumeric display (KP9x series keypanels) or a continuously lit, red LED talk key indicator (most other keypanels). The tally indication tells the keypanel operator that activating the party line key will break in on a conversation that is in progress.

Log to File

When **Log to File** is selected from the Logging menu all talk and listen key activity is logged to a file on disk.

Log to Serial Port

When **Log to Serial Port** is selected the output talk and listen key activity is logged in ASCII text format via an RS232 serial port. This requires a separate COM port connection at the computer.

See logging description for further details.

M

Master Controller Status

Use **Master Controller Status** to view connection status and data communication errors between the master controller and the configuration PC. You can also use this to upgrade the master controller firmware.

Note: In an ADAM or ADAM CS intercom system this item displays status information about the active master controller card, and the standby master controller card status can be viewed with the Standby Controller item on the Status menu.

Master Controller Versions

Use **Master Controller Versions** to check the Master Controller firmware version. You can also use this to upgrade the Master Controller firmware.

Maximize

Maximize expands the AZedit window to fill the entire screen.

Merge



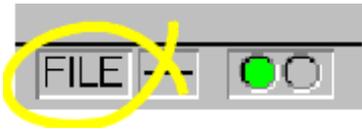
Use **Merge** to combine the contents of a previously saved file into a file that you are currently editing. Typically, use merge with partial setup files that have been previously saved using partial save.

Merge is available in the File menu and also via the merge button.

Minimize

Minimize closes, but not exits, the AZedit window. The window is reduced to an icon in the taskbar.

Mode Pane



The **Mode Pane** indicates the current operating mode as follows:

- **FILE** Indicates that the computer is not communicating with the intercom system. In this mode, you can create new setup files, and also open and edit existing setup files. This mode is recommended if you are making many changes and want to save your file to disk periodically, but do not need to immediately download the changes to the intercom system.
- **ONLINE** Indicates that the computer is communicating with the intercom system, but is not in **SERVER** mode. This means that you can make changes to the intercom configuration, or manually send new setup files to the intercom system. Note: if you are making many changes to an intercom setup file and want to save it periodically, you will be able to do this much more quickly in **FILE** mode.
- **SERVER** Indicates that the computer is online and operating in **SERVER** mode. This means that you can view the current intercom system configuration, as well as intercom activity, but you cannot make any changes.

N

New



If you are currently editing a file in FILE mode, clicking New will clear all settings and open a new, blank setup file (you will be prompted for confirmation first).

- If you are in FILE mode, but no changes have been made, clicking **New** will immediately start a new setup file without any prompts.
- If you are in ONLINE mode, clicking **New** will cause the computer to disconnect from the intercom system and enter FILE mode (you will be prompted for confirmation). A blank setup file is started.
- If you are operating in SERVER mode, you cannot start a new file.

NOT PL Listener button

Use the **NOT PL Listener** button to make the selected port(s) not permanent listeners (P-L) for the currently viewed PL assignment.

NOT PL Talker button

Use the **NOT PL Talker** button to make the selected port(s) not permanent talkers (P-T) for the currently viewed PL assignment.

O

Open



- If you are currently editing a file in FILE mode, clicking Open will clear all settings and open a file that you select from disk (you will be prompted for confirmation first).
- If you are in FILE mode, but no changes have been made, clicking Open will immediately let you select a file to open from disk without any prompts.
- If you are in ONLINE mode, clicking Open will cause the computer to disconnect from the intercom system and enter FILE mode (you will be prompted for confirmation). Then, you can select a file to open.
- If you are operating in SERVER mode, you cannot open a file.

This item is available in the File menu and also via the Open button.

Other Alphas

Use **Other Alphas** to assign names and descriptions for party lines, IFB's, UPL Resources, etc. These names appear in the alphanumeric displays on keypanels after you assign the keypanel keys.

Note: You can also change the name for a particular party line, IFB etc. in the relevant setup view by pressing Ctrl+F12 on the computer keyboard. For example, suppose you just clicked the PL button on the toolbar to set up a party line. Let's say you've decided to set up party line PL01 for use with a group of camera operators, but you also want to change the name of the party line from PL01 to CAMS. You can do this at the same time that you are assigning ports to the party line. Just press Ctrl+F12.

P

PAP and LCP-102 Status

Use **PAP and LCP-102** to view connection status and data communication errors between the master controller and any Program Assign Panels or LCP-102 Level Control Panels that are connected to the intercom system.

PAP and LCP-102 Status Screen Information

Page combo box

The **Page Combo Box** displays and controls the page of assignments that are displayed for the current keypanel view.

PANEL STATUS BITMAP GRID

The Panel Status Bitmap Grid displays icons in the Keypanel / Port Settings group (next to the Port Status group). These icons remind you that certain selections have been made using the Edit button.



Musical Note Icon: Indicates that **Enable Tone** is checked.



Sunglass Icon: Indicates that **Keypanel Privacy** is checked



No Phone Dial Icon: Indicates that **TIF Dial-Out Restrict** is checked



Modem Icon: Indicates that a **Panel Poll Delay** has been specified



Phone Icon: Indicates that **Port is TIF** is checked



"No" Symbol: Indicates that Setup Restrict is checked.

Panel type description

The **Panel Type Description** is the current panel type as reported by the intercom or as set by the user.

Partial Save

Partial Save lets you save parts of the setup file you are currently working on. Later, you can send the partial configuration to the intercom system using the Send File command. Or, you can use the Merge command to merge the partial file into another setup file that you are working on. For example, you might use Partial Save to save all of your UPL Resources and UPL Statements in their own file. You can then merge this file into your other setup files, as needed, using the Merge command.

Party Line

Party Line provides access to the Party Line setup screen. Use the Party Line set up screen to assign intercom ports to party lines (conference lines).

Party Line Alphas

Use **Party Line Alphas** to assign four character names and up to twenty-four character descriptions to party lines.

Note: You can also change the name for a particular party line using **Ctrl+F12** alpha editing.

Party Line Gains

Use the **Party-Line Gains** screen to adjust the listen level from a specific party line to a specific intercom port.

Paste



Paste inserts the entire contents of the clipboard into the current configuration screen (if that screen is of the same type as the one that was copied). It is used in conjunction with the Copy command.

Note: To select which items that you want to paste, or to simultaneously paste to multiple screens, use Paste Special instead of Paste. Paste Special is also available in the Edit menu.

Paste is available in the Edit menu and via the Paste button.

Paste Special

Paste Special gives you greater control over pasting than when using the Paste command. You can:

- Paste portions of the Windows Clipboard to a screen
- Paste to multiple screens.

For important applications of the Paste Special command, see Listen Key Setup using Copy and Paste Special, or Scroll Enable Setup using Copy and Paste Special.

PL Alpha combo box

The **PL Alpha Combo** box shows the alpha assigned to the current party-line (PL) system.

PL Number

The **PL Number** box shows the number assigned to the current party-line (PL) system.

PL Listener button

Use the PL Listener button to make the selected port(s) permanent listeners (P-L) for the currently viewed PL assignment. The permanent listener assignment is usually only used with non-intelligent devices (i.e. devices that cannot instruct the intercom system on how to route the audio).

This option is usually not used with keypanels.

PL Talker button

Use the PL Talker button to make the selected port(s) permanent talkers (P-T) for the currently viewed PL assignment. The permanent talker assignment is only used with non-intelligent devices (i.e. devices that cannot instruct the intercom system on how to route the audio).

This option is usually not used with keypanels.

Port Alphas

Use the **Port Alpha** screen to assign names and descriptions to intercom ports. When you assign the ports to keypanel keys (using keypanel setup) these names appear in the alphanumeric displays on the keypanel.

Note: You can also change the name for a particular intercom port by pressing **Ctrl+F12** while viewing that port.

Port Description

Port Edit Box

The **Port Edit Box** displays the port number for the port setup currently being viewed. Typing a different port number in this box shows the setup information for the specified port.

Port Status

Use **Port Status** to view connection status and data communication errors between intercom ports and the master controller. You can also use this to upgrade the firmware in certain types of keypanels connected to intercom ports.

Port Status Screen Information

Port Status

"-- --"

Two consecutive dashes indicate that there has never been any data communication with a device at the port.

Bad Cut:

Indicates that there was communication with a data device, but communication has stopped.

OK KP 1-7

Indicates that the device connected to the port is a normally functioning keypanel. The numbers 1-7 indicates the keypanel DIP switch settings for switches SW1-1 through SW1-3 on the keypanel rear panel as summarized in the table below. Refer to the keypanel's installation instructions for information on DIP switch settings. In the case of a keypanel that does not have DIP switches on its rear panel, "KP 7" will appear to indicate that the keypanel is a normally functioning keypanel.

Number	Switch Settings		
	SW1-1	SW1-2	SW1-3
0	Open	Open	Open
1	Open	Closed	Open
2	Closed	Closed	Open
3	Same as 2		
4	Open	Open	Closed
5	Open	Closed	Closed
6	Closed	Closed	Closed
7	Same as 6		

Ok ?

Indicates that the data device connected to the port is a keypanel with an unknown or earlier version of software.

OK TIF

Indicates that the data device connected to the port is a TIF-951 or TIF-2000 Telephone Interface.

Port status bitmap grid

The **Port Status Bitmap Grid** displays the following icons in the Port Status group (upper-right corner of the Keypanels / Ports screen). Most of these icons activate based on keypanel features detected by the intercom system master controller.



Heartbeat Icon: Indicates that a data device (keypanel, TIF, or Camera Delegate Panel) is connected to the intercom port



Warning Icon: Indicates that the intercom port is defined as an IFB output (in the IFB Setup screen).



Headset Icon: Indicates that the connected keypanel has a headset selected



I/O 1 2 3 4

LED Icons: Indicate the on/off state of any local GPI inputs and outputs. These indicators function only when a keypanel with a local GPI port is connected. Green=On (Asserted), Red=Off (Inhibited), Gray=None, IN=GPI Input, OUT=GPI Output.



Question Mark Icon: Indicates that the keypanel type you have selected (with the Edit button) does not match what is reported by the intercom system.

Print



Print prints the configuration information for the current window. For example, to print the configuration information for party lines, press the PL button on the toolbar to view the party line configuration information, then select print.

Print is available via the File menu and the Print button.

Print Preview

Print Preview lets you see how the printed page will look before you print it.

Print Setup

Print Setup lets you select the printer, the orientation of the paper, and any other options that are available for your workstation.

R

Redo



Redo recreates up to 20 consecutive changes that you previously canceled with the Undo button. Redo clears every time you save your setup file or send your changes to the intercom system.

Redo is available in the Edit menu and via the Redo button.

Refresh

In ONLINE or SERVER modes, selecting **Refresh** restores the most current configuration and status information about an intercom station in AZedit. Use Refresh with any screen that provides status information.

For example, if you are viewing a particular Keypanel/Port screen, by selecting Refresh you can see which keys are currently activated. For each key that is ON, a red dot appears above the key

Refresh is available in the View menu and also by pressing **Ctrl+Space bar** on the computer keyboard.

Note: The screens refresh automatically, usually every few seconds. However, the time between refreshes can vary, depending on intercom activity, and the size of the intercom system. Use Refresh to ensure you are viewing the most recent information for a particular screen.

Refresh Alphas

Use **Refresh Alphas** to upload all current names from the intercom system to AZedit.

This item is available only in ONLINE mode.

Relay Alpha

The **Relay Alpha** box contains the alpha assigned to the selected relay. Relays are optional in special lists.

If a relay is selected, then the relay will close when the special list currently being viewed is activated from a keypanel.

Relay Number

The **Relay Number** box contains the number assigned to the selected relay. Relays are optional in special lists.

If a relay is selected, then the relay closes when the special list currently being viewed is activated from a keypanel.

Remote Intercoms

Use **Remote Intercoms** to view the status of remote intercoms. From this screen, you can choose to clear key assignments that refer to disconnected intercoms.

Reset Capabilities

Use **Reset Capabilities** to reactivate any capabilities of AZedit that may have been disabled. AZedit capabilities may have been disabled in several ways:

- Some AZedit features may be disabled by default because they are not commonly used.
- AZedit capabilities may have been disabled by directly editing the [capabilities] section of the AZedit.ini file (This file is located in your Windows folder and can be edited in any text editor, such as Windows Notepad.) Editing the [capabilities] section of the AZedit.ini file is not recommended.
- AZedit features may have been disabled by connecting to an intercom system that uses older firmware, with fewer capabilities than what is supported by your AZedit version. In this case you will see a prompt that there is a capabilities conflict, and you will be given the choice to reset AZedit capabilities to match the intercom system. If you do this, some capabilities may be deactivated, and you will not be able to use those features. See Capabilities Conflict Message for further details.

Reset Capabilities can only be selected in FILE mode.

Resource Type Pane

When you are viewing most screens, the **Resource Type Pane** displays the type of resource that is currently selected. In the keypad setup view or the LCP-102 setup view, if you move the cursor over an assignment, this pane displays the type of resource that is assigned.

Note: Whenever there is a resource type displayed here, the pane immediately to the right of this pane will indicate the identification number of the resource.

Restore

Restore returns the AZedit window to the previously changed size.

Restrict listen key



To prevent a keypad operator from changing a key assignment, select the **Restrict** check box (**R**) above that key assignment. (Or press **Ctrl+R** on the computer keyboard while the key assignment is selected.)

Note: You may wish to set all of the restriction check boxes for all setup pages at all intercom ports. You can do by using the Copy and Paste Special commands.

Restrict talk key



To prevent a keypanel operator from changing a key assignment, select the **Restrict** check box (**R**) above that key assignment. (Or press **Ctrl+R** on the computer keyboard while the key assignment is selected.)

Note: You may wish to set all of the restriction check boxes for all setup pages at all intercom ports. You can do this quite easily using the Copy and Paste Special commands.

S

Save



If you are currently editing a new file in FILE mode, clicking Save will let you select a file name and location to save.

- If you are in FILE mode, and editing a previously opened setup file, clicking Save allows you to save the file with the same file name or with a different name.
- If you are in ONLINE mode, clicking Save will cause the computer to upload the current intercom system configuration and merge it with any changes you have made but not sent to the intercom system. This assures that the latest settings are saved. For example, if one or two keypanel operators change key assignments on their keypanels while you are editing the Online configuration, both your changes and their changes will be saved.
- If you are operating in SERVER mode, you cannot save a file.

Note: By default, all setup files are saved in a folder called Setups, which is located in your AZedit program folder. This folder will not be deleted if you use the Uninstall utility to remove AZedit. We recommend that you save your files in this folder.

Save is available in the File menu and also via the **Save** button.

Save As

- If you are currently editing a new file in FILE mode, clicking on Save As will let you select a file name and location to save.
- If you are in FILE mode, and editing a previously opened setup file, clicking Save As allow you to save the file with a new file name.
- If you are in ONLINE mode, clicking Save As will cause the computer to upload the current intercom system configuration and merge it with any changes you have made but not sent to the intercom system. This assures that the latest settings are save. For example, if one or two keypanel operators change key assignments on their keypanels while you are editing the Online configuration, both your changes and their changes will be saved.
- If you are operating in SERVER mode, you cannot use Save As.

Note: By default, all setup files are saved in a folder called Setups, which is located in your AZedit program folder. This folder will not be deleted if you use the Uninstall utility to remove AZedit. We recommend that you save your files in this folder.

This item is available in the File menu only.

Search



Search helps you locate all intercom keys that are assigned to talk or listen to a particular intercom port, party line, etc.

Search is useful when you move a user from one intercom port to another. You will have to search for all keypanels that have keys assigned to that person's old port, and change them to the new port.

Search is available in the Edit menu and via the Search button.

Send Changes



Send Changes can only be selected in ONLINE mode. When you make changes, the changed items are highlighted in yellow. When you select Send Changes, these items will be sent to the intercom system.

Send Changes is available in the Online menu and also via the Send Changes button. ONLINE mode is indicated by the word "ONLINE" in the lower-right corner of the screen. If SERVER or FILE is indicated, Send Changes will not be available.

Send File



Send File lets you select a file from disk, view its contents, and then send it to the intercom system. If the file is a complete setup file, all configuration information in the intercom system will be overwritten. If the file was created using the Partial Save command, only those items contained in the file will be overwritten in the intercom system.

Send File is only available in ONLINE mode. You can access Send File in the Online menu, or with the Send File button.

Server Mode

When **SERVER Mode** is on, you can view the online configuration and also observe intercom activity, but you cannot make changes or manually load or send files. However, the intercom system can request files from the computer via UPL statements.

SERVER mode must be activated if you want to use UPL statements to download files. You can only select Server Mode when the computer is connected to the intercom system and communicating with it. (ONLINE must first appear in the lower-right corner of the screen. Then, when you select Server Mode, ONLINE will change to SERVER.)

Click **Server Mode** from the Online menu to turn it ON.

Click again to turn it OFF.

Note: You can set AZedit to always enter SERVER mode at startup:
In the Options menu, select **Preferences**.
Click the **Startup / Shutdown** tab.
Select the **Auto enter SERVER mode** check box to enable AZedit to enter Server Mode at startup.

Show volume buttons

Use the **Show Volume** button to view the current listen levels for a keypanel.

This is an optional description supplied by the user when defining alphas for the keypanel/port.

Size

Size allows you to change the size of the window using the arrow buttons on the keyboard.

SL Number

The **SL Number** box contains the number assigned to the Special List currently being viewed.

Sort Alphas Numerically

If checked, AZedit will sort alpha list boxes by port number.

If not checked, alpha list boxes will be sorted alphabetically.

Special List

Special Lists allow users to page a group or department consisting of a number of keypanels. This is useful when to talk to anyone in a group or when you are looking for someone but do not know which station they are at. When somebody in the group answers the page, a private conversation is initiated.

Special List Alphas

Use **Special List Alphas** to assign four character names and up to twenty-four character descriptions to special lists.

Note: You can also change the name for a particular special list using Ctrl+F12 alpha editing.

Standby Controller Status

Use **Standby Controller Status** to view connection status and data communication errors between the standby master controller card and the active master controller card.

Standby Controller Status Screen Information

Stby MC Status - Status Column

"-- --"

The **Stby MC Status - Status** columns show the status between the master controller and the standby master controller. Two consecutive dashes indicate that there has never been any data communication between the standby controller and the master controller during the current edit session. This could be because the device is not connected.

Bad Cut:

Indicates that there was a connection to the standby controller, but it is now not connected or there may be a power failure or other problem somewhere in the system.

OK Cur:

Indicates that the standby controller is connected and operating, and that it has been updated with the current intercom system configuration.

OK Old:

Indicates that the standby controller is connected and operating, but that it has not been updated with the current intercom system configuration.

Status Bar



For Help, press F1

FILE

Status Bar activates the status bar at the bottom of the AZedit window.

Toolbar is available under the View menu.

I

Toolbar



Toolbar turns the toolbar ON or OFF.

The toolbar is located at the bottom of the screen, above the Status Bar.

Toolbar is available under the View menu.

Trunk Master Status

If your intercom system uses an optional FR9589 or TM2000 Trunking Master Controller, you can use **Trunk Master Status** to view connection status and data communication errors between the TM2000 and the active master controller in your local ADAM or ADAM CS intercom system.

Trunk Master Status Screen Information

Trunk party line tallies

Use **Trunk Party Line Tallies** when two or more keypanels have keys assigned to talk to the same party line. For example, two different keypanels have the same party line assigned to a talk key. If one of the keypanels activates the party line talk key, the tally indication will be supplied at the other keypanel.

Note: This is not referring to keypanels that are members of the party line, but keypanels that can talk to the party line with an intercom key.

Typically, the tally indication is in the form of a flashing alphanumeric display (KP9x series keypanels) or a continuously lit, red LED talk key indicator (most other keypanels). The tally indication tells the keypanel operator that activating the party line key will break in on a conversation that is in progress.

Trunk Ports

Use **Trunk Ports** to view a list of trunk ports in the connected intercom. Using this feature, you can inspect the trunk port usage (as from CStrunk).

U

UIO-256 Status

Use **UIO-256** to view connection status and data communication errors between the master controller and any UIO-256 Universal Input / Output Frames that are connected to the intercom system.

UIO-256 Status Screen Information

Undo



Undo cancels up to 20 previous, consecutive changes. Undo clears every time you save your setup file or send your changes to the intercom system in ONLINE mode.

Undo is available in the Edit menu and via the Undo button.

UPL Resources

Use **UPL Resources** to set up the Scroll Enable feature for UPL Resources. If Ctrl+F12 Alpha Editing is activated, you can also use this menu item to assign names (Alphas) for UPL Resources.

User Programmable Logic Statements

Programmable Logic Statements create programming statements to trigger actions based on specified conditions.

V

View Log

View Log starts an auxiliary program called Log Viewer, which lets you view files that have been saved with the Log to File feature.

View Mode

Use **View Mode** to toggle between normal and enhanced views for some setup screens.

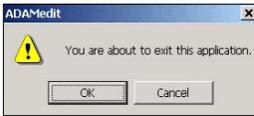
View mode is only used with the Keypanel / Ports screen to toggle between view by Panel Type and view by Setup Page.

Volume button

The Volume button accesses the gain controls for the current port or keypanel.

W

Warn on Exit



A **Warn on Exit** message appears to confirm whenever you attempt to exit AZedit.

X

XPT (CROSSPOINT)

Use the **XPT (Crosspoint)** window to view intercom ports that are currently talking and/or listening to each other. From this window you can turn talk and/or listen paths ON or OFF between selected intercom ports, as well as view all events and settings that are currently affecting the gain between two intercom ports.

XPT Force

Use the XPT Force button to force a crosspoint closure between the port currently being viewed and the port selected.

XPT Inhibit

Use the XPT Inhibit button to restrain a crosspoint closure between the port currently being viewed and the port selected.

XPT Port alpha

The XPT Port Alpha box contains the alpha assigned to the port currently being viewed.

XPT Port number

The **XPT Port Number** box contains the number assigned to the port currently being viewed.

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