

DISPLAY REQUESTS

- 0-8-0** Test Talk keys and displays (press CLR to exit)
- 0-8-1** Display frame port number (does not read panel dip switches)
- 0-8-2** Display level 2 Talk key assignment
- 0-8-3** Display Listen key assignments
- 0-8-7** Turn on tone generator (**press CLR to turn it off**)
- 0-8-8** Display setup page assignments
- 0-8-↑↓** Display request scroll up / down. press PGM key after making selection to view information. (gets into scroll mode)

Select **NAME** = name of person talking to this keypanel button.
Select **GAIN** = adjusts xpt levels on this panel button.

SETUP PAGE ASSIGNMENT

- 8-n-PGM-Talk / Listen** Assign setup page "n" to a keypanel or expansion panel

SCROLLING

- 0-↑ or 0-↓** Intercom scroll
- 0-5-↑↓** Type scroll (P-P, PL, etc.) (press PGM to view Type selected)
- 5-↑↓** Prefix scroll (press PGM to view Type selected)
- ↑↓** Single-step scroll
- 0-8 or 0-9** Use this to get to the matrix PGM section, then scroll to the remote farme you want, then press PGM to scroll to the port you want.

TALK AND LISTEN KEY ASSIGNMENT USING NUMERIC ENTRY

Notes *icm#* = intercom system number, enter only for remote key assignment. *n* = number of panel, party line etc.; leading zeros may be required for remote assignment.

- 1-icm#-n-PGM-Talk / Listen** Point-to-point key assignment
- 2-icm#-n-PGM-Talk / Listen** Party line key assignment
- 3-1-PGM-Listen** Auto listen (Listen keys only)
- 3-2-PGM-Listen** Auto follow (Listen keys only)
- 3-3-PGM-Listen** Auto mute (Listen keys only)
- 3-4-PGM-Listen** Auto reciprocal (Listen keys only)
- 3-5-PGM-Talk** All call (Talk keys only)
- 0-1-icm#-n-PGM-Talk / Listen** Special list key assignment
- 0-2-icm#-n-PGM-Talk / Listen** IFB key assignment
- 0-3-icm#-n-PGM-Talk / Listen** Camera ISO key assignment
- 0-4-icm#-n-PGM-Talk / Listen** Relay key assignment

COPYING

- 7-Talk / Listen** Copy Incoming Messages display to a key
- 0-Talk / Listen - Talk / Listen** Copy one key's assignment to another key

Note: Press the CLR key if you make a mistake while programming. Then start over.

KEYPAD LAYOUT



Keypad Programming Sequences -- Update

1. [MULT] does not work for programming talk level 2. Instead, prefix the entire sequence with [FUNC] [MULT] (0-0). E.g. To program Party Line 23 on talk level 2 of a key, enter 0-0-2-2-3-PGM-<key> (Func-Mult, PL-2-3).

2. Leading zeroes can be dropped from function numbers. For example, Point-to-Point 7 can be programmed as: 0-7-PGM-<key> (NUM-7-PGM-<key>), 0-0-7-PGM-<key>, or 0-0-0-7-PGM-<key>.

3. A remote assignment can be made by prefixing the function number by the matrix number (1 or 2 digits). In this case, leading 0's cannot be dropped. For example, to program a key with Point-to-Point 14 for matrix 3, use NUM-3-0-1-4-PGM-<key>. Note that the local matrix is always referred to as matrix 0.

4. Dial out on a TIF, press the listen key, enter **PHONE** (4), then **PGM**, then latch the desired talk key up. The display will clear. Enter digits on the keypad; they will scroll through the display of the key being dialed, and sent to the TIF. Briefly turn the talk key off to exit dial mode; the display will revert to normal. If the panel is a KP32 and a key is named a TIF in ADAMedit, you must use the new key equence found in the P32 manual.

5. Hang up a TIF, enter **PHONE-CLR-<key>** or **PHONE-0-PGM-<key>**. This is one of the very few times that the Clear key does something other than clear any entered programming sequences. However, two Clear keys in succession (**PHONE-CLR-CLR**) will really clear the sequence (if the keypad is not in TIF dial mode). If the panel is a KP32 and a key is named a TIF, you must use the new KP32 keypanel sequence found in the KP32 manual.

6. To scroll through different matrices, enter **FUNC-UP** or **FUNC-DOWN**. When the desired matrix name is found, either hit **PGM** (to get the scroll list for that matrix) or enter **FUNC-TYPE-UP/DOWN** to get into type scrolling mode for the remote matrix. For example, enter **FUNC-DOWN**, followed by **DOWN** a few times to get the desired matrix; then enter **FUNC-TYPE-DOWN**, followed by **DOWN**, until "PL" is displayed; then hit **PGM** to get the party line scroll list for the desired matrix (if available).

7. Matrix names are embedded in the local scroll list. When such a name is displayed, the first character alternates between the real alpha and a '+'. Hitting **PGM** when a matrix name is displayed requests the point-to-point list for that matrix.

8. Most diagnostic functions, and a few other functions, can be accessed by entering **FUNC-DISPLAY-UP/DOWN (0-8-6/9)**. Scrolling through this list shows the available functions:

- ID** (panel absolute ID)
- LEV2** (talk level 2 assignments)
- LSTN** (listen assignments)
- NAME** (requests scroll list of all inputs talking to this panel)
- TYPE** (shows function type, e.g. IFB, of all talk assignments)
- MTX** (shows matrix name of all talk assignments)
- GAIN** (press a listen key to enter volume control mode for that assignment)
- MVOL** (adjust the master volume for that panel)
- V8.0** (shows panel software version is Version 8.0)
- TEST** (enter test mode)
- STONE** (turn on tone generator)
- EPNL** (show software setups)