

# *AZedit Software User Manual*

*Up to and including version 4.0.0*

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Technical questions should be directed to:

Customer Service Department  
Bosch Security Systems, Inc.  
12000 Portland Avenue South  
Burnsville, MN 55337 USA  
Telephone: 877-863-4169  
Fax: 800-323-0498  
[Info@rtsintercoms.com](mailto:Info@rtsintercoms.com)

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# *Introduction*

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## *Introduction*

Intercom system configuration has never been easier with the advent of Bosch'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. AZedit has the capability to load pre-built configuration files, which means configurations saved to a disk can be uploaded to the live application at anytime without the interruption of keypanel communications. AZedit's configuration capabilities allow you to make changes through AZedit directly to the application or uploaded from a file created at an earlier time.

**NOTE:** For the purposes of this user manual, the ADAM frame is seen as a peripheral device, therefore when the system is uploading information, information is being retrieved from the ADAM. When information is being downloaded, information is being sent to the system from the ADAM.

---

## *AZedit Description*

**AZedit** is designed to configure the ADAM, ADAM-M, ADAM-CS, Zeus, Zeus II, Zeus III, and Cronus products. It displays all resources available for the connected intercom system. In the case of DBX expanded multi-frame ADAM intercom systems, AZedit displays all of the available resources across multiple frames. If trunking is being used, it communicates with the trunk master to make trunked resources available to the local system.

---

## *Getting Started*

The AZedit software comes with a CD used to install the application onto the computer used to control the intercom.

### **Minimum Requirements for Software Installation**

- Pentium Processor
- 64 MB Ram
- Microsoft Internet Explorer 5.01 and higher or NT Service Pack 6.0.
- Microsoft Windows 98, NT, 2000, XP, Vista, Windows 7, Windows Server 2008, and Windows Server 2008 R2.

## AZedit Installation and Configuration

**NOTE:** In earlier versions of AZedit, not all of these folders are present.

During installation, AZedit creates nine (9) sub-folders within the application folder. These folders are:

- The **AUTH** folder is the default folder where authentication files are stored.
- The **DEBUG** folder is the default folder where debug reports are stored.
- The **FIRMWARE** folder is the default folder where the application looks for firmware update files.
- The **LOG** folder is the default location where the application saves the log files.
- The **RES** folder is the default location where the application saves restriction files.
- The **SETUPS** folder is the default location where the application saves setup files.
- The **SNMP** folder is the default location where the application saves SNMP configuration files.
- The **USB** folder is where the USB drivers reside for you to download for USB use.
- The **V3XX** (versions) folder is where the application stores the AZedit.exe file, the help files, and setup files used with AZedit.

When you remove the application, these sub-folders are not removed. This is so previously saved setup files, etc. are not be deleted when AZedit is upgraded.

**NOTE:** You can download the most current AZedit software at <http://www.rtsintercoms.com/azedit.php>.

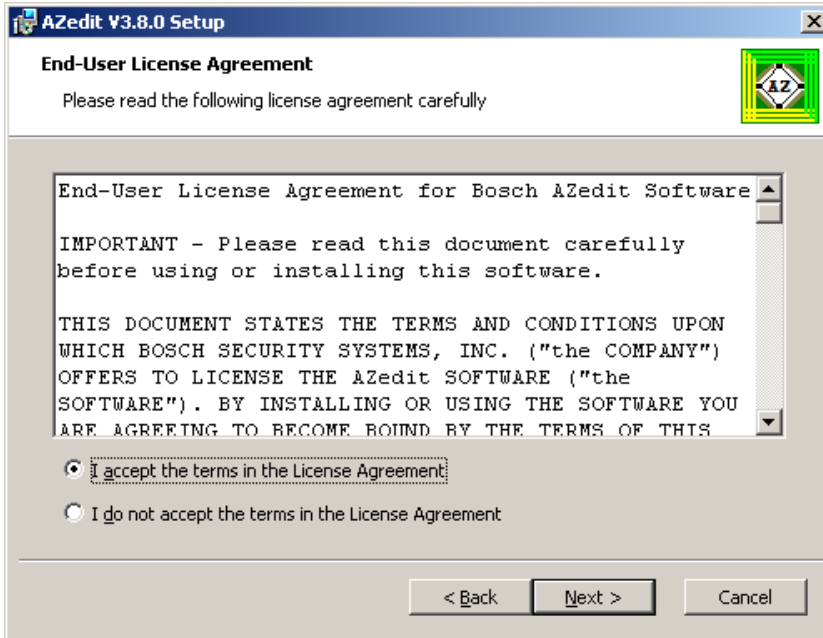
To **install AZedit**, do the following:

1. Insert the **AZedit CD** into the CD-ROM drive.

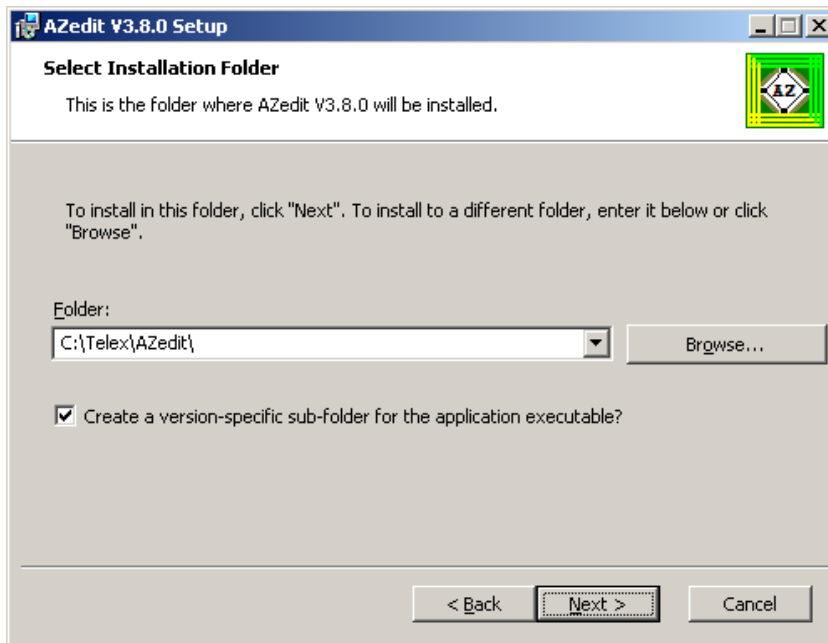
*The CD begins Autorun installation of the software. The Welcome Window of the Setup Wizard appears.*



2. Click **Next**.  
*The End-User License Agreement window appears.*



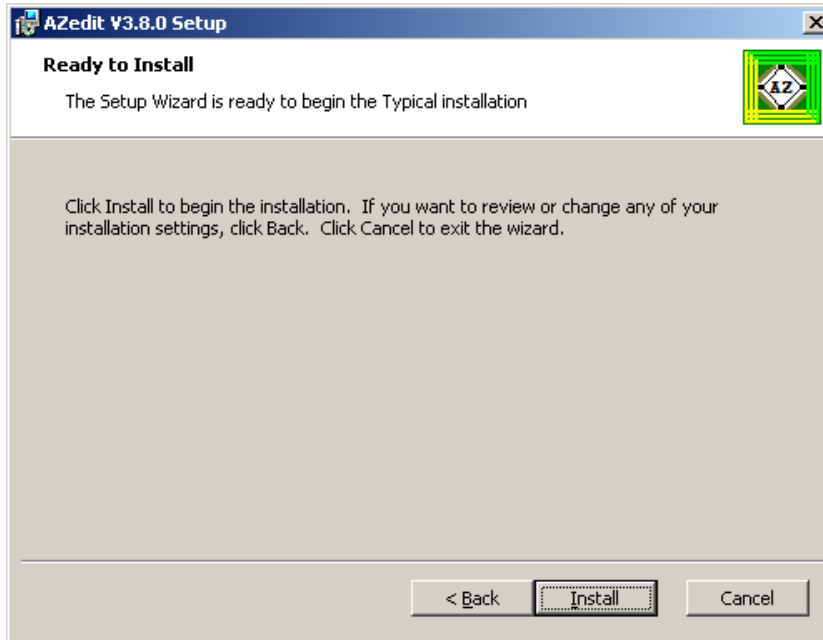
3. Select the **I accept the terms in the License Agreement** radio button.
4. Click **Next**.  
*The Select Installation Folder window appears.*



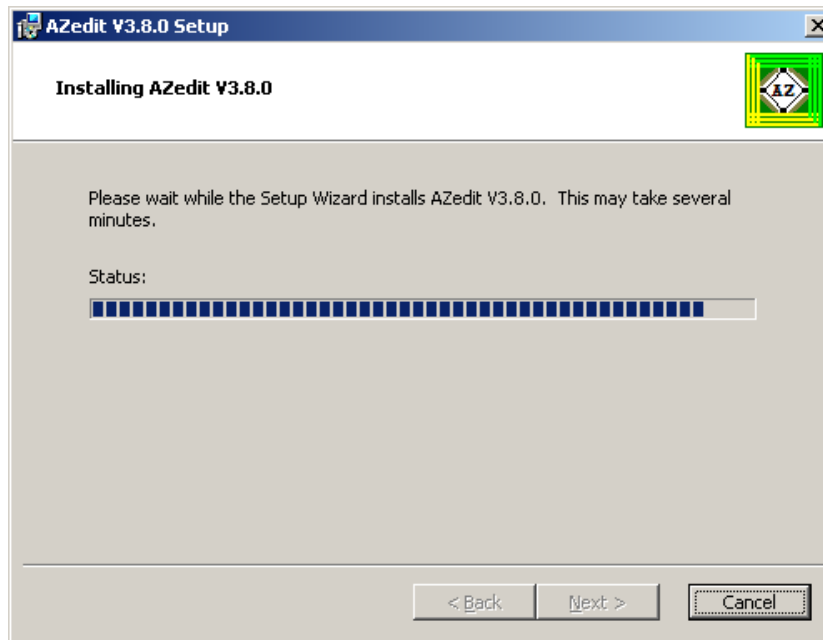
5. Navigate to the **folder** you want to install AZedit.
6. Select the **Create a version-specific sub-folder for the application executable?** check box, if desired.

7. Click **Next**.

*The Ready to Install window appears.*

8. Click **Install**.

*AZedit begins to install on the computer.*





9. When it is finished installing, click **Next**.  
*The Completing AZedit Installation window appears.*



10. Click **Finish**.

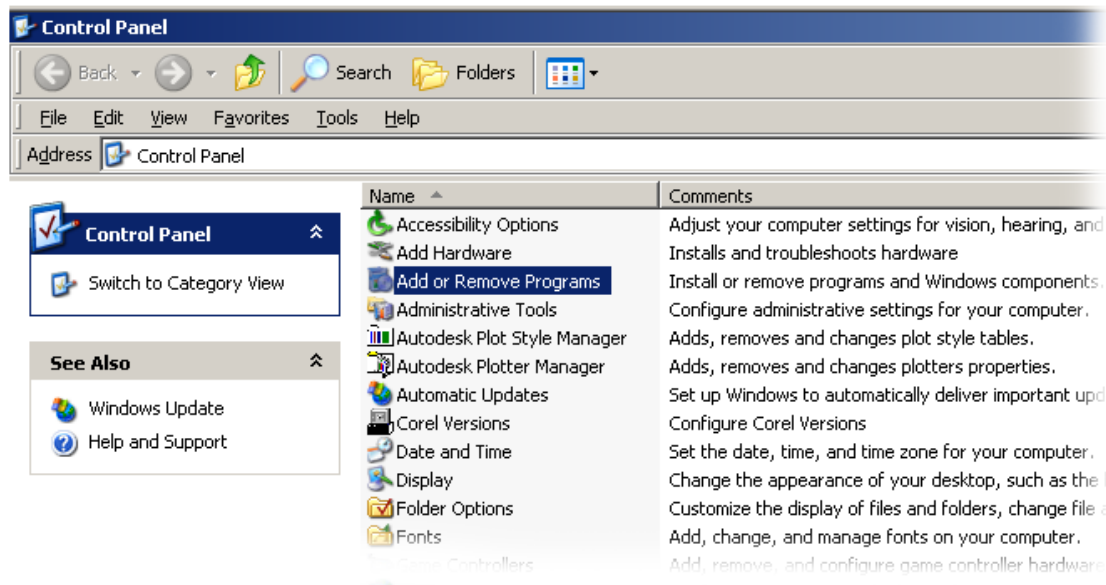
**NOTE:** If the AZedit CD does not engage Autorun, do the following:

1. Right-click **My Computer**.  
*A popup menu appears.*
2. Select **Explore**.  
*The My Computer window appears.*
3. Double-click the **CD drive**.  
*The CD contents appear.*
4. Double-click **Setup.exe**.  
*The AZedit installation begins.*

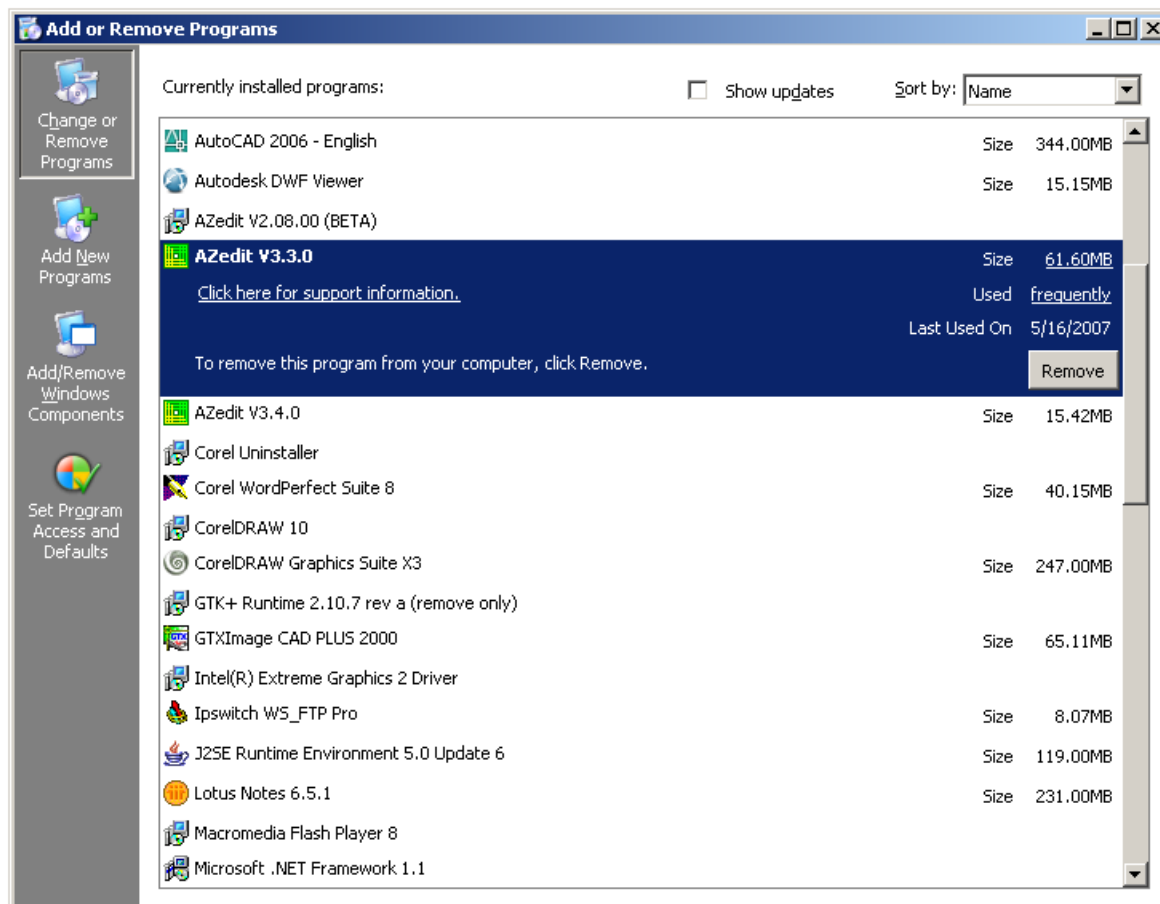
## Uninstalling AZedit

To **uninstall the software**, do the following:

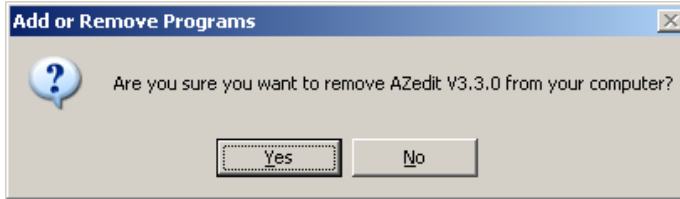
1. From the Start menu, select **Settings**, and then **Control Panel**.  
*The Control Panel window appears.*



2. From the Control Panel window, select **Add or Remove Programs**.  
*The Add or Remove Programs window appears.*
3. Using the slider, scroll to and select the **AZedit** program you want to remove.



- Click **Remove**.  
An *Add or Remove Programs* warning appears



- Click **Yes**.  
The windows uninstaller runs and AZedit is removed.

## Connection to Matrix Intercom System

Using Table 1, determine the type of intercom system you have and the type of connection you are using. Verify the cabling from the intercom system to the computer running AZedit is correct.

**TABLE 1.** Connecting to the Intercom System

	<b>ADAM &amp; ADAM M</b>	<b>ADAM CS</b>	<b>CRONUS</b>	<b>ZEUS &amp; ZEUS II</b>	<b>ZEUS III &amp; ZEUS III LE/LE+</b>
<b>Serial RS-485<sup>a</sup></b>	J1 connected to computer running AZedit		J1 connected to computer running AZedit	J25 connected to computer running AZedit	Trunk/To PC Connector connected to computer running AZedit
<b>Serial RS-232</b>	J1 connected to computer running AZedit	J900 connected to computer running AZedit	J1 connected to computer running AZedit	J25 connected to computer running AZedit	Trunk/To PC Connector connected to computer running AZedit
<b>USB</b>	N/A	N/A	J7 connected to computer running AZedit. The USB drivers are located in C:\Telex\AZedit\USB.  For more information, see the Cronus user manual (P/N 93507770000).	N/A	USB Connector on front panel of unit connected to the computer's USB port. The USB drivers are located in C:\Telex\AZedit\USB.  For more information, see the Zeus III user manual (P/N 93507843000).
<b>Ethernet/ Network</b>	Ethernet J1 on the Master Controller back card connected to the Ethernet connection on the computer or to a network switch.  <b>NOTE:</b> This cabling requires a crossover cable.	N/A	J8 connected to the Ethernet connection on the computer or a network switch.  <b>NOTE:</b> This cabling requires a crossover cable.	N/A	Ethernet Connector connected to the computer or to a network switch.  <b>NOTE:</b> This cabling requires a crossover cable.

a. Dip switch settings on the master controller must be set in order to activate this feature. For pinout information, see the Breakout Panel Resource Guide (P/N LIT000061000).

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## *Intercom Configuration Description*

AZedit **Intercom Configuration** is made up primarily of resources and options related to your intercom system. **Resources** are the number of intercom ports, party lines, etc. available on a system. **Options** describe such things as the number of talk levels for each talk key, or the number of setup pages for each keypanel. These resources and options may be changed to accommodate your unique environment.

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, the number of ports in a Resource list is limited to the number of **AIO** (Audio Input Output) 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.

The intercom configuration is actually defined in three (3) places within your intercom system: 1) in the master controller 2) in AZedit and 3) in each setup file. We normally recommend you set the intercom configuration in the master controller first, and then apply these settings to AZedit afterward. Once you have done this, your setup files are automatically set to the same settings as the master controller and AZedit. The following paragraphs contain a more detailed discussion of the three (3) resource settings, and how to manage the memory limitations.

**NOTE:** The only time a user might not want all three (3) settings to match is when configuring several independent intercom systems.

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## *Master Controller Intercom Configuration*

The **Master Controller** configuration is the backbone for your intercom system. Whatever is defined here, is allowed for actual intercom operation. 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.

### **Advantages of reducing master controller intercom configuration settings**

- The intercom system powers up faster with fewer resources.
- Less memory resources are 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 requires a large portion of the system memory. In such cases, unused IFBs, ISOs etc. can be removed from the resource configuration to make room for resources being used.
- Scroll lists are smaller (when viewing them either in AZedit or from a keypanel).
- AZedit connects to the intercom system faster (fewer items to upload).
- AZedit updates faster (fewer items to query).
- Saving/Loading files is faster (less data to upload, less data to save).
- Setup files require less disk space with fewer resources.
- Checks for duplicate names (alphas) is faster with fewer resources.
- Sending changes to the intercom system is faster with fewer resources.
- You cannot mistakenly configure resources that do not exist (i.e., using ports that do not have AIO Cards).

## Disadvantages of reducing master controller intercom configuration settings

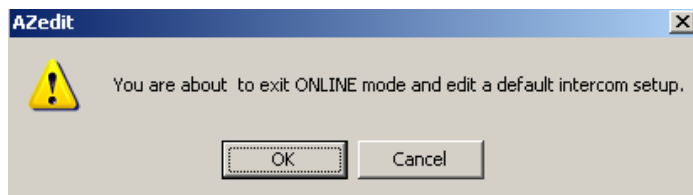
- If you add more hardware later (more AIO Cards, for example), you must readjust your Master Controller and AZedit configuration settings. Changing settings in the master controller can take up to 10 minutes. You may also have to reconfigure your setup files. This may require 2-3 minutes per file, if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

## AZedit Intercom Configuration Settings

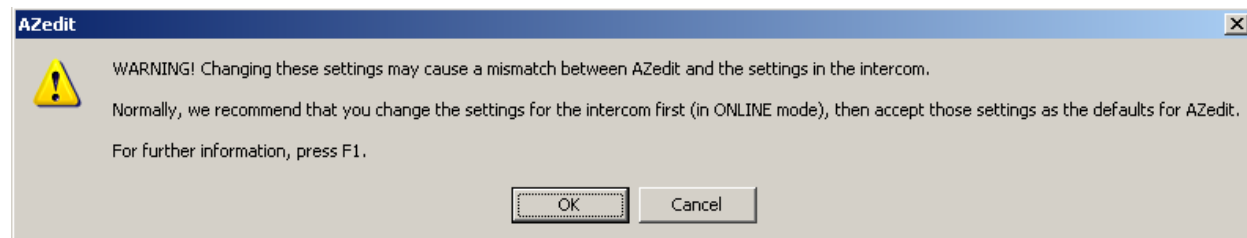
- In AZedit versions before 2.0, AZedit.ini, located in the AZedit folder, defined the quantity for each resource and option. These quantities can be changed.
- In AZedit versions 2.0 and higher, the .ini file is not used. The application defaults are defined through the registry editor (*Run/Regedit*).

To ensure you are viewing the intercom configuration for the application, do the following:

1. If you have been working in FILE mode, **save any changes** you have made.  
OR  
If you have been working in ONLINE mode, **send your changes** to the intercom system.
2. Select **New** from the File menu  
OR  
Click the **New File** icon.  
*A warning message appears.*



3. Click **OK**.
4. From the Options menu, select **Intercom Configuration**.  
*A warning message appears.*



5. Click **OK**.  
*The Intercom Configuration window appears.*
6. Click the **Resources** page.

**NOTE:** When you first install AZedit, it is set to the default resources for a single frame ADAM intercom system. If you are using AZedit with an ADAM CS Intercom System, or with a multi-frame ADAM Intercom System, you must change this. Although you can change the AZedit resource settings at this time, we recommend 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

Whenever you open a setup file, the intercom configuration settings for that setup file are loaded. You can change the intercom configuration to different settings than the AZedit default settings. However, the only time you might want to do this is when you are creating setup files for several different intercom systems, each with a different set of resources. Usually, you create your setup files using the default application resources.

To **create a new file with the default configuration settings**, do the following:

1. From the File menu, select **New**.  
*If you are in Online mode, a message indicating “You are about to exit ONLINE mode and edit a default intercom setup” appears.*
2. Click **OK**.  
*AZedit enters FILE mode and opens a default intercom setup file.*

---

## Modes of Operation

There are three (3) mode possibilities:

**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 existing setup files, without the worry of interrupting users.

File mode is an excellent way to make a lot of changes that can be uploaded to the intercom system as a batch change without interruptions. The changes made in File mode can also be saved to a disk for upload at a later time. This also ensures 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 send setup files to the intercom system.

**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 eliminates any redundancy of effort by more than one (1) user.

---

## Connecting to ONLINE Mode from FILE Mode

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

---

**IMPORTANT:** It is recommended you review your communication settings before continuing (Options|Communications).

---

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 (1) of the following:

To **open a file using the New menu**, do the following:

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.  
*The word FILE appears in the lower right-hand corner of the main AZedit window.*

To **open a file using the Open menu**, do the following:

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.  
*The Setup Browse window 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.*

To **open a file from the Save menu**, do the following:

1. From the File menu, select **Save**.  
*The Save (Online setup) Browse window 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 window appears.*
4. When the option to stay online or enter file mode appears, select **Enter FILE Mode**. Otherwise, select **ONLINE**.
5. Click **Continue**. Otherwise, click **Cancel** to cancel the upload and return to the main AZedit window.  
*The upload of the setup file begins. You 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.*

---

## Connecting/Disconnecting — SERVER Mode

Monitoring the status of the intercom system is vital to effective and efficient operation. Server Mode allows the user to view real-time intercom activity. Remember, changes to the intercom system can 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:

- > 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-hand corner of the main AZedit window.*

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

- > From the Online menu, select **Server Mode**.  
*The check mark is removed from Server Mode, the background in all fields returns to white, and the word ONLINE appears in the lower right-hand 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.

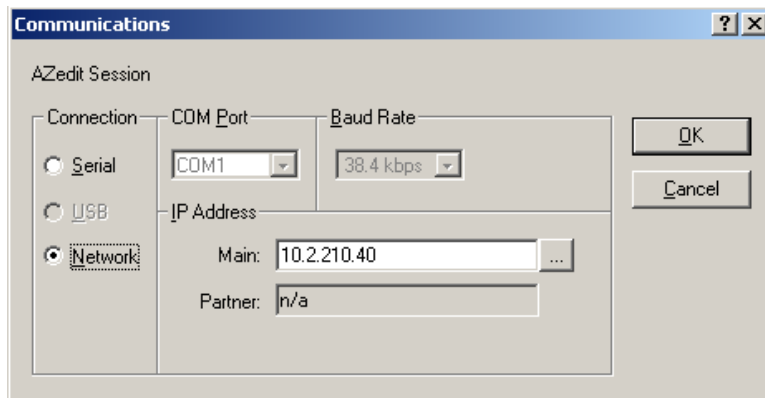
**REFERENCE:**Refer to the cable information you received with your intercom system.

- Verify the COM port and Baud rate settings are correct.

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

1. From Options menu, select **Communications**.

*The Communications window appears.*



2. Verify or select the **proper settings**.
3. Click **OK**.

*The Communications window closes.*

By default, AZedit is set for COM1 and 38,400kbps (38.4K 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 38,400kbps 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 30-50ft. (9-15 meters) have been used successfully with the 38,400kbps setting.

**NOTE:** If you are experiencing communication problems operating at this speed, check the Master Controller Status window. Rapid communication errors on the right side of the window 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 operation at 38,400kbps is possible.



## General Usage Tools

### Status Bar

The **Status Bar** runs along the bottom of the AZedit application. It displays information such as mode, assignments, users, and transmit/receive status.

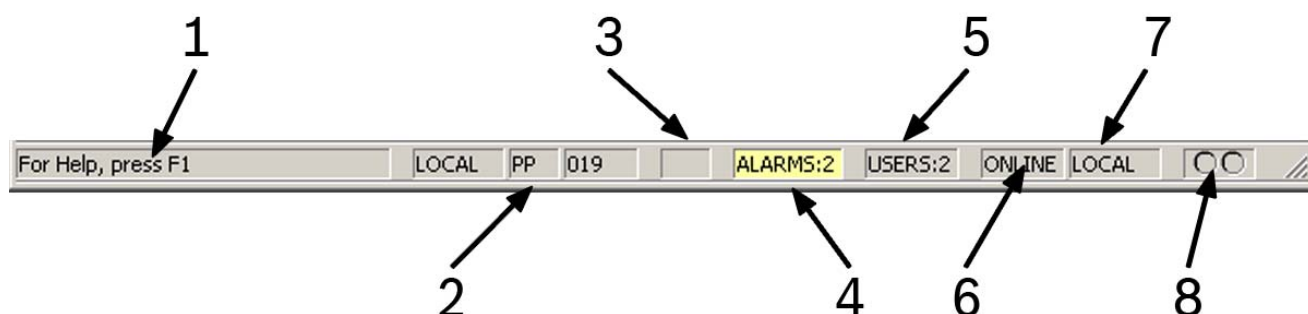




FIGURE 158. Status Bar - AZedit



1. **Hover Help:** By browsing over an icon, a brief description of the button or icon appears.
2. **Assignment Information:** When you hover over or click in a key assignment field, the assignment information is displayed in these three (3) fields. This is only available when connected to the intercom.
3. **Logging Information:** When enabled, this field shows the word LOGGING when logging is active.
4. **Alarms:** When an Alarm occurs in AZedit, a popup message displays and a highlighted message appear in the status bar.
5. **User Information:** When connected to the intercom, this field shows the number of users also connected.
6. **MODE Information:** This field shows which mode AZedit is running: FILE, ONLINE, or SERVER. For more information on modes, See “Modes of Operation” on page 14.
7. **Intercom Information:** When connected to the intercom, this field shows the name of the intercom you are connected to.
8. **Tx/Rx Information:** These lights display the transmit and receive status of the intercom system. Green lights mean operation is normal. Red lights mean there is a problem.

## Standard Toolbar

The **Standard Toolbars** at the top of the AZedit application window helps you easily and quickly perform common tasks within the application. Each icon represents a different task you can perform. You can customize the toolbars to have only the icons you use most. In addition, there is a second customizable standard toolbar available, if needed.

Both the Standard Toolbar and the Standard Toolbar 2 can either be docked to the top of the window or float separately from the window. By default, the Standard Toolbars are docked to the top of the application.

	<p><b>New Icon</b></p> <p>The <b>New</b> icon creates a new setup file for AZedit. New is also available from the File menu.</p> <ul style="list-style-type: none"> <li>• If you are currently editing a file in FILE mode, clicking New clears all settings and opens a new, blank setup file (you are prompted for confirmation first).</li> <li>• If you are in FILE mode, but no changes have been made, clicking New immediately starts a new setup file without any prompts.</li> <li>• If you are in ONLINE mode, clicking New causes the computer to disconnect from the intercom system and enter FILE mode (A confirmation message appears). Then, a new, blank setup file is opened.</li> <li>• If you are operating in SERVER mode, you cannot start a new file.</li> </ul> <p><b>NOTE:</b> Select <b>File New</b> from the menu bar in AZedit to start a new setup file.</p>
	<p><b>Open Icon</b></p> <p>The <b>Open</b> icon opens an existing AZedit setup file. Open is also available in the File menu.</p> <ul style="list-style-type: none"> <li>• If you are currently editing a file in FILE mode, clicking Open clears all settings and opens a file that you select from disk (you are prompted for confirmation first).</li> <li>• If you are in FILE mode, but no changes are made, clicking Open immediately lets you select a file to open from disk without any prompts.</li> <li>• If you are in ONLINE mode, clicking Open causes the computer to disconnect from the intercom system and enter FILE mode (you are prompted for confirmation). Then, you can select a file to open.</li> <li>• If you are operating in SERVER mode, you cannot open a file.</li> </ul> <p><b>NOTE:</b> Select <b>File Open</b> from the menu bar to open a setup file.</p>

	<p><b>Merge Icon</b></p> <p>The Merge icon combines the contents of a previously saved file into the file you are currently editing. Typically, merge is used with partial setup files previously saved using partial save.</p> <p><b>NOTE:</b> Select <b>File Merge</b> from the menu bar in AZedit to merge two (2) setup files.</p>
	<p><b>Save Icon</b></p> <p>The <b>Save</b> icon saves the current AZedit setup file. Save is available in the File menu and via the Save button.</p> <ul style="list-style-type: none"> <li>• If you are currently editing a new file in FILE mode, clicking Save lets you select a file name and location to save.</li> <li>• 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.</li> <li>• If you are in ONLINE mode, clicking Save causes 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.</li> </ul> <p>For example, if one (1) or two (2) keypanel operators change key assignments on their keypanels while you are editing the Online configuration, both your changes and their changes are saved.</p> <ul style="list-style-type: none"> <li>• If you are operating in SERVER mode, you cannot save a file.</li> </ul> <p><b>NOTE:</b></p> <ul style="list-style-type: none"> <li>• By default, all setup files are saved in a folder called <b>Setups</b>, which is located in your AZedit program folder. This folder is not deleted if you use the Uninstall utility to remove AZedit. We recommend that you save your files in this folder.</li> <li>• Select <b>File Save</b> from the menu bar.</li> </ul>



**Save As Icon**

The **Save As** icon saves the current AZedit setup file under another file name. Use the Save As operation to save an existing file you want to change without losing the original setup file. Save As is available in the File menu and via the Save As button.

- If you are currently editing a new file in FILE mode, clicking on Save As lets 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 allows you to save the file with a new file name.
- If you are in ONLINE mode, clicking Save As causes the computer to download\* the current intercom system configuration and merge it with any changes you have made but not sent to the intercom system. This assures the latest settings are saved.

For example, if one (1) or two (2) keypanel operators change key assignments on their keypanels while you are editing the Online configuration, both your changes and their changes are 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 is not to be deleted if you use the Uninstall utility to remove AZedit. We recommend that you save your files in this folder.
- Select **File|Save As...** from the menu bar to access Save As.

\* To download means to receive data from a remote system to a local system; whereas to upload means to send data from a local system to a remote system.



**Partial Save Icon**

The **Partial Save** icon 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. On the other hand, you can use the Merge command to merge the partial file into another setup file 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 using the Merge command.

**NOTE:** Select **File|Partial Save...** from the menu bar to perform a partial save.



**Print Icon**

The **Print** icon opens the Print window. You can print the configuration information for the view you are currently viewing.

**NOTE:** Select **File|Print...** from the menu bar to print a window.

For more information, see “Keypanel Print Options Window” on page 338.



**Print Preview Icon**

The **Print Preview** icon opens a display window to let you see how the printed page looks before you print it.

**NOTE:** Select **File|Print Preview** from the menu bar to access Print Preview.



**Print Setup Icon**

The **Print Setup** command lets you select a printer, the orientation of the paper, and any other options available on your printer.

**NOTE:** Select **File|Print Setup...** from the menu bar to access Print Setup.










**Communications Icon**

The **Communications** icon displays the Communications window. From this window you can configure the type of connection your intercom system is using: Serial, USB, or Network.

**NOTE:** Select **Options|Communications** from the menu bar to access the communications window.









For more information, see “Communications” on page 44.

	<p><b>Clear Icon</b></p> <p>The <b>Clear</b> icon (cancel changes command) cancels the operation without making changes.</p> <p>Unlike Undo, which only lets you work on a stack of changes (last change made, is the first change undone), cancel changes lets you move from window to window and clear the changes made to any item. In addition, when you select an item and then select cancel changes, the confirmation window asks whether you would like to Cancel Changes for all items of the selected type.</p> <p>For example, if you are viewing the IFB window and click on an IFB, then select Cancel Changes, the confirmation window reads, Are you sure you want to Cancel Changes for the selected IFB?, and a check box that reads Cancel Changes for ALL IFBs.</p> <p><b>NOTE:</b></p> <ul style="list-style-type: none"> <li>• 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.</li> <li>• Select <b>Edit Cancel Changes</b> from the menu bar to cancel changes that have been made.</li> </ul>
	<p><b>Abort Icon</b></p> <p>The <b>Abort</b> icon erases any changes you have made to the ONLINE configuration. You must be in ONLINE mode to select this.</p> <p>If SERVER or FILE is indicated, Abort Changes is not available.</p> <p><b>NOTE:</b> Select <b>Online Abort Changes</b> from the menu bar to abort changes that have been made.</p>
	<p><b>About Icon</b></p> <p>The <b>About</b> icon displays a window that details the AZedit version, its build date, and copyright information.</p> <p><b>NOTE:</b> Select <b>Help About AZedit</b> from the menu bar to access the About window.</p>





	<p><b>Activate (Send All Changes) Icon</b></p> <p>The <b>Activate</b> (Send All) icon sends changes made in AZedit to the Master Controller and the keypanels. Send Changes is only available in ONLINE mode. If SERVER or FILE is indicated, Send Changes is not available.</p> <p>When you make changes, the changed items are highlighted in yellow. When you select Send Changes, these items are sent to the intercom system.</p> <p>For more information, see “Send All Window” on page 327.</p> <p><b>NOTE:</b> Select <b>Online Send Changes</b> from the menu bar to send changes made to the master controller.</p>
	<p><b>Alpha Copy Icon</b></p> <p>The <b>Alpha Copy</b> icon opens the Copy Alpha window. The Copy Alpha window helps you quickly copy and paste selected alpha or alias names.</p> <p>For example, you could copy all Alpha names and paste them to all Alias names. You may want to do this if you have just added trunking to a stand alone intercom system and must employ using Alias names.</p> <p><b>NOTE:</b> Select <b>Alphas Advanced Copy Utility...</b> from the menu bar to open the Copy Alphas window.</p>
	<p><b>Refresh Alphas Icon</b></p> <p>The <b>Refresh Alphas</b> icon allows you to upload all current alphas from the intercom system to AZedit. Refresh Alphas is only available in ONLINE mode. This allows it to retrieve the most current configuration and status information from the intercom system.</p> <p><b>NOTE:</b> Select <b>Alphas Refresh Alphas</b> from the menu bar to perform a Refresh Alphas.</p>
	<p><b>Paste Icon</b></p> <p>The <b>Paste</b> icon pastes the contents of the Windows Clipboard into the current configuration window (if that window is of the same type as the one (1) that was copied).</p> <p>The paste command is only used after the copy command. (To select certain items you want to paste, or simultaneously paste to multiple windows, you can use Paste Special instead of Paste.)</p> <p><b>NOTE:</b> Select <b>Edit Paste</b> from the menu bar to paste selected items into the setup configuration.</p>






	<p><b>Preferences Icon</b></p> <p>The <b>Preferences</b> icon opens the Preferences window. Preferences are optional user settings for AZedit.</p> <p>For more information, see “Application Preferences Window” on page 94.</p> <p><b>NOTE:</b> Select <b>Options Preferences</b> from the menu bar to access the Preferences window.</p>
	<p><b>Redo Icon</b></p> <p>The <b>Redo</b> icon allows you to redo up to 20 consecutive changes you previously canceled with the Undo Button. The Redo command is cleared every time you save your setup file or send your changes to the intercom system.</p> <p><b>NOTE:</b> Select <b>Edit Redo</b> from the menu bar to perform a redo.</p>
	<p><b>Resources Icon</b></p> <p>The <b>Resources</b> icon opens the resource page of the Intercom Configuration window. In this window you can configure your intercom system manually or use the Intercom Sizing Wizard to help configure your system.</p> <p>For more information, see “Intercom Configuration Window” on page 52.</p> <p><b>NOTE:</b> Select <b>Options Intercom Configuration</b> from the menu bar to access the Resources window.</p>
	<p><b>Intercom Icon</b></p> <p>The <b>Intercom</b> icon opens the Select Intercom window. From this window, you can change the intercom system you are viewing.</p> <p><b>NOTE:</b> Select <b>Authentication Change Intercom</b> to change intercom systems.</p>
	<p><b>Send Icon (Send File)</b></p> <p>The <b>Send</b> icon 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 is overwritten. If the file was created using the Partial Save command, only those items contained in the file are overwritten in the intercom system.</p> <p>Send is only available in ONLINE mode.</p> <p><b>NOTE:</b> Select <b>Edit Send File</b> from the menu bar to access send file.</p>













	<p><b>SNMP Icon</b></p> <p>The <b>SNMP</b> icon opens the SNMP Configuration window. From this window you can configure SNMP to work with your intercom system.</p> <p>For more information, see “SNMP Configuration Window” on page 90.</p> <p><b>NOTE:</b> Select <b>Options SNMP Configuration...</b> from the menu bar to open the SNMP Configuration window.</p>
	<p><b>Toolbar Icon</b></p> <p>The <b>Toolbar</b> icon displays or hides the Standard Toolbar.</p> <p><b>NOTE:</b> Select <b>View Standard Toolbar</b> from the menu bar to show or hide the toolbar.</p>
	<p><b>Toolbars Drop Down Menu Icon</b></p> <p>The <b>Toolbars</b> drop down menu displays a list of the different types of toolbars available to show or hide in AZedit.</p> <p>You can show or hide:</p> <ul style="list-style-type: none"> <li>• Standard toolbar</li> <li>• Standard 2 toolbar</li> <li>• Navigation toolbar</li> <li>• Navigation 2 toolbar</li> <li>• Status Bar</li> <li>• Key Assignment Grid</li> </ul>
	<p><b>What's New Icon</b></p> <p>The <b>What's New</b> icon opens the developer's notes that describe the features, by version, within the AZedit application.</p> <p><b>NOTE:</b> Select <b>Help What's New</b> from the menu bar to access the What's New document.</p>
	<p><b>Authentication Icon</b></p> <p>The <b>Authentication</b> icon opens the authentication configuration window.</p> <p>For more information, see “Authentication Configuration Window” on page 85.</p> <p><b>NOTE:</b> Select <b>Authentication Configuration...</b> from the menu bar to access the authentication configuration window.</p>
	<p><b>Connected Users Icon</b></p> <p>The <b>Connected Users</b> icon opens the Connected Users window, which displays a list of all users currently logged on to the Intercom.</p> <p>For more information, see “Connected Users Window” on page 310.</p> <p><b>NOTE:</b> Select <b>Authentication Show Connected Users</b> from the menu bar to open the Connected Users window.</p>

	<p><b>Connect Icon</b></p> <p>The <b>Connect</b> icon connects the intercom system when AZedit is in FILE mode. Before connecting, the program checks to see if you have made any changes to your current intercom setup file. If there are changes, you can cancel the connection and save your file before connecting. If there are no changes, the current intercom system setup file is immediately uploaded from the intercom system master controller, and this over-writes any setup file currently open. After you are connected, ONLINE is displayed in the lower-right corner of the window. 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.</p> <p><b>NOTE:</b> Select <b>Online Connect</b> from the menu bar to connect the AZedit to the intercom system.</p>		<p><b>Duplicate Alphas Icon</b></p> <p>The <b>Duplicates Alphas</b> icon checks for duplicate alphas in your system after you modify the setup file. By default, AZedit prompts to check for duplicate alphas whenever you open a file from disk.</p> <p>In a large-scale intercom system, the possibility exists that you may accidentally assign the same name (alpha) to two (2) different resources. Two (2) resources of the same type can never have the same name (for example, two (2) intercom ports cannot have the name DIR1). For more information, see “Check For Duplicate Alphas Window” on page 329.</p> <p><b>NOTE:</b> Select <b>Alphas Check for Duplicate Alphas</b> from the menu bar to check for duplicate alphas.</p>
	<p><b>Copy Icon</b></p> <p>The <b>Copy</b> icon copies the entire window content you are currently viewing.</p> <p><b>NOTE:</b> Select <b>Edit Copy</b> from the menu bar to perform a copy.</p>		<p><b>Ethernet Configuration Icon</b></p> <p>The <b>Ethernet Configuration</b> icon opens the Ethernet Setup window. Configure the Ethernet connection for the intercom system.</p> <p>For more information, see “Ethernet Setup” on page 41.</p> <p><b>NOTE:</b></p> <ul style="list-style-type: none"> <li>You must be connected to the intercom using a serial or USB connection to configure Ethernet for the intercom system</li> <li>Select <b>Options Ethernet Configuration</b> from the menu bar to open the Ethernet Configuration window.</li> </ul>
	<p><b>Create Shortcut Icon</b></p> <p>The <b>Create Shortcut</b> button opens the Create Desktop Shortcut window. You can create a shortcut on your desktop to the intercom system.</p> <p>For more information, see “Create Desktop Shortcut Window” on page 311.</p> <p><b>NOTE:</b> Select <b>Authentication Create Shortcut</b> from the menu bar to create a shortcut for AZedit on the desktop.</p>		<p><b>Font Drop Down Menu Icon</b></p> <p>The <b>Font</b> drop down menu displays several different text sizes for viewing the setup windows. If you select one (1) of the larger text sizes, the completed setup information does not fit on your window. In this case, scroll bars appear on the window.</p>
	<p><b>Cut Icon</b></p> <p>The <b>Cut</b> icon cuts selected information and temporarily places it on the clipboard until you paste it to a different field.</p> <p><b>NOTE:</b> If you cut information and do not paste it before cutting more information, the original information cut is permanently lost.</p> <p><b>NOTE:</b> Select <b>Edit Cut</b> from the menu bar to perform a cut.</p>		<p><b>Shrink Icon</b></p> <p>The <b>Shrink</b> icon gives you the ability to manually decrease the size of the font in the application with the click of the mouse.</p> <p><b>NOTE:</b> Select <b>View Font Size</b> from the menu bar to set the size of text displayed in windows.</p>






	<p><b>Grow Icon</b></p> <p>The <b>Grow</b> icon gives you the ability to manually increase the size of the font in the application with the click of the mouse.</p> <p><b>NOTE:</b> Select <b>View Font Size</b> from the menu bar to set the size of text displayed in windows.</p>
	<p><b>GPIO-16 Icon</b></p> <p>The <b>GPIO-16</b> icon opens the GPIO-16 Configuration window. From this window you can setup various configuration options, such as IP Addressing, Ethernet settings, and Master Controller settings. For more information, see “GPIO-16 Configuration Window” on page 81.</p> <p><b>NOTE:</b> Select <b>Options GPIO-16 Configuration</b> from the menu bar to open the GPIO-16 window.</p>
	<p><b>Key Assignment Grid Icon</b></p> <p>The <b>Key Assignment Grid</b> icon provides easy access to key assignments to program keypanels. To use the grid, click the assignment type combo box and select the assignment type from the list that appears. Based on the assignment selected, the alphas appear in the grid below. Click the border of the grid’s outer frame and drag the mouse to resize the grid. Once the alpha that you wish to assign appears, place the mouse pointer over the assignment, hold down the left mouse button, and drag the assignment to the desired key (either talk or listen).</p> <p>The assignment types abbreviated are:</p> <ul style="list-style-type: none"> <li><i>PP</i> – Point-to-Point</li> <li><i>PL</i> – Party Line</li> <li><i>IFB</i> – Interrupt Fold-Back</li> <li><i>IFB SL</i> – Interrupt Fold-Back Special List</li> <li><i>SL</i> – Special List</li> <li><i>GPI Out</i> – GPI output</li> <li><i>ISO</i> – Isolate</li> <li><i>UPL</i> – Universal Programming Language (resource)</li> <li><i>SPCL</i> – Special Function (e.g. AL, AF, AC, etc...)</li> </ul> <p>For more information, see “Key Assignment Grid Window” on page 337.</p> <p><b>NOTE:</b> Select <b>View Key Assignment Grid</b> from the menu bar to open the Assignment Grid.</p>
	<p><b>Forward Icon</b></p> <p>The <b>Forward</b> icon allows the user to follow the same sequence of windows used to go back. Forward is used in conjunction with Back.</p> <p><b>NOTE:</b> Select <b>View Go Forward</b> from the menu bar to advance to the next window.</p>

	<p><b>NavBar 2 Icon</b></p> <p>The <b>NavBar 2</b> icon allows the user to show or hide the Navigation 2 Toolbar.</p> <p><b>NOTE:</b> Select <b>View Navigation Toolbar 2</b> from the menu bar in AZedit to show or hide the Navigation Toolbar 2.</p>
	<p><b>NavBar Icon</b></p> <p>The <b>Nav Bar</b> icon allows the user to show or hide the Navigation Toolbar.</p> <p><b>NOTE:</b> Select <b>View Navigation Toolbar</b> from the menu bar in AZedit to show or hide the Navigation Toolbar.</p>
	<p><b>Paste Special Icon</b></p> <p>The <b>Paste Special</b> icon opens the Paste Special window. Paste Special is available from the Edit menu. It gives you greater control over pasting than you get when using the Paste command. You can paste portions of the Windows Clipboard to a window. You can also paste to multiple windows. For more information, see “Paste Special Window” on page 313.</p> <p><b>NOTE:</b> Select <b>Edit Paste Special</b> from the menu bar to open the Paste Special window.</p>
	<p><b>Back Icon</b></p> <p>The <b>Back</b> icon allows you to go back up to 20 consecutive previously-viewed windows.</p> <p><b>NOTE:</b> Select <b>View Go Back</b> from the menu bar to return to the previous window.</p>
	<p><b>Refresh Icon</b></p> <p>The <b>Refresh</b> icon restores the current AZedit intercom port configuration and status information. Use Refresh with any window that provides status information. For example, if you are viewing a particular Keypanel/Port window, by selecting Refresh you can see the keys currently activated. For each key that is on, a red dot appears above the key.</p> <p>The windows refresh automatically 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 window.</p> <p><b>NOTE:</b> Select <b>View Refresh</b> from the menu bar to perform a refresh.</p>

	<p><b>Search Icon</b></p> <p>The <b>Search</b> icon opens the Search For Key Assignment window. From this window you can search for all ports or resources in an intercom system. Search (and Replace) helps you change ports without searching for all ports that are affected. Search is sometimes useful when you are moving a user from one (1) intercom port to another. You have to search for all keypanels with keys assigned to that person's old port, and change them to the new port.</p> <p>For more information, see "Search For Key Assignment Window" on page 332.</p> <p><b>NOTE:</b> Select <b>Edit Search</b> for key assignment from the menu bar to open the search for key assignment window.</p>		<p><b>Undo Icon</b></p> <p>The <b>Undo</b> icon can undo up to 20 consecutive previously made changes. The Undo command is cleared every time you save your setup file or send your changes to the intercom system in ONLINE mode.</p> <p><b>NOTE:</b> Select <b>Edit Undo</b> from the menu bar to undo previous modifications.</p>
	<p><b>User Icon</b></p> <p>The <b>User</b> icon opens the Select User window. From this window you can switch User profiles and log onto the intercom system.</p> <p>For more information, see "Select User Window" on page 308.</p> <p><b>NOTE:</b> Select <b>Authentication Change User</b> from the menu bar to open the Select User window.</p>		<p><b>Error Information Icon</b></p> <p>The <b>Error Information</b> icon opens the Error Information window, which displays enhanced error information on recently occurring errors.</p> <p><b>NOTE:</b> Select <b>Help Error Information</b> from the menu bar to open the Error Information window.</p>
	<p><b>Server Status Icon</b></p> <p>The <b>Server Status</b> icon toggles Server Mode on and off. This button is only available in ONLINE mode. For more information, see "Modes of Operation" on page 14.</p> <p><b>NOTE:</b> Select <b>Online Server Mode</b> from the menu bar to switch to Server Mode.</p>		<p><b>Load Icon</b></p> <p>The <b>Load</b> icon opens the Load File navigation window, where you can select the file to load into AZedit.</p> <p><b>NOTE:</b> Select <b>Online Load File</b> from the menu bar to open the Load File navigation window.</p>
	<p><b>Status Bar Icon</b></p> <p>The <b>Status Bar</b> icon shows or hides the status bar located at the bottom of the AZedit application window. For more information, see "Status Bar" on page 17.</p> <p><b>NOTE:</b> Select <b>View Status Bar</b> from the menu bar to advance to the next window.</p>		<p><b>Frame Icon</b></p> <p>The <b>Frame</b> icon displays a drop down menu containing a list of selectable frames within your intercom system.</p> <p><b>NOTE:</b> Select <b>Options Connect To Frame</b> to select the frame you want to connect to.</p>
	<p><b>Standard Toolbar2 Icon</b></p> <p>The <b>Standard Toolbar2</b> icon shows or hides the Standard Toolbar2.</p> <p><b>NOTE:</b> Select <b>View Standard Toolbar2</b> from the menu bar to show or hide the Standard Toolbar2.</p>		<p><b>Help Icon</b></p> <p>The <b>Help</b> icon opens the help file allowing you to search for information in one (1) of two (2) ways; by looking through the Index or by typing in keywords.</p> <p><b>NOTE:</b> Select <b>Help Help Topics</b> from the menu bar to open the Help file.</p>
			<p><b>Mapping Icon</b></p> <p>The <b>Mapping</b> icon opens the Frame Mapping Table window which is used to designate frame priority when using a multi-frame system.</p> <p>Select <b>Options Frame Mapping Table</b> from the menu bar to open the Frame Mapping Table window.</p>
			<p><b>Debug Info Icon</b></p> <p>The <b>Debug Info</b> icon opens the Upload Debug Information navigation window. This is used to select a target location for you to store debug information when events occur.</p> <p><b>NOTE:</b> Select <b>Options Upload Debug Information</b> from the menu bar to open the Upload Debug Information window.</p>







	<p><b>Password Icon</b></p> <p>The <b>Password</b> icon opens the Change Password window.</p> <p><b>NOTE:</b> Select <b>Authentication Change Password</b> from the menu bar to open the Change Password window.</p>
	<p><b>What's This Icon</b></p> <p>The <b>What's This</b> icon allows you to quickly access context sensitive help by clicking on a field.</p>
	<p><b>TM Communications Icon</b></p> <p>The <b>TM Communications</b> icon opens the Trunk Master Communications Window.</p> <p><b>NOTE:</b> Select <b>Options TM Communications</b> from the menu bar to open the Change Password window.</p>










### Navigation Toolbars










The **Navigation** toolbars at the bottom of the AZedit application window help you easily and quickly maneuver around the application. Each icon represents a different window you can open by simply clicking. Besides being able to jump to different windows within AZedit, you can customize the navigation toolbars to have only the icons you use. For example, you can customize the navigation bar to have an icon for the Keypanel/Ports window, RVON and all the status windows. In addition, there is a second navigational bar available, if needed.











Both the Navigation and Navigation 2 Toolbars can either be docked to the bottom of the window or float separate from







the window. By default, the Navigation Toolbars are docked at the bottom of the application window.





	<p><b>AGRP's Alpha Icon</b></p> <p>The <b>AGRP's Alpha</b> icon opens the Assignment Group Alphas window. From this window you can create or modify descriptions and alphas for assignment groups in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Assignment Group Alphas window by selecting <b>Alphas Assignment Groups</b> from menu bar.</p> <p>For more information, see "Alpha Windows" on page 227.</p>
	<p><b>DIMs Description Icon</b></p> <p>The <b>DIMs Description</b> icon opens the Inter-panel Dim Descriptions window. From this window you can create or modify the description for inter-panel DIMs in your intercom system.</p> <p><b>NOTE:</b> You can also get to the DIMs Description window by selecting <b>Alphas Dim Table</b> from the menu bar.</p> <p>For more information, see "GPI Input and DIM Description Windows" on page 231.</p>
	<p><b>Gains Drop Down Menu Icon</b></p> <p>The <b>Gains</b> drop down menu icon displays a list of three options: <i>Crosspoint</i>, <i>Party Line</i>, and <i>I/O Gains windows</i>.</p> <p>From these windows you can modify gain settings for crosspoints, party lines, and inputs/outputs in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Gains drop down menu by selecting <b>System Gains</b> from the menu bar.</p> <p>For more information, see "Crosspoint Gains Window" on page 214, "Party Line Gains Window" on page 217, or "Input/Output Gains Window" on page 220.</p>
	<p><b>GPIs Icon</b></p> <p>The <b>GPIs</b> Icon opens the GPI Input window. From this window, you can designate or modify the port, alpha, the key number, and the key type for GPIs in your intercom system.</p> <p><b>NOTE:</b> You can also get to the GPI Input window by selecting <b>System GPI Input</b> from the menu bar.</p> <p>For more information, see "GPI Input Window" on page 158.</p>

	<p><b>IFBs Alphas Icon</b></p> <p>The <b>IFB Alphas</b> icon opens the IFB Alphas window. From this window you can modify the description, alpha, and alias of IFBs in your intercom system.</p> <p><b>NOTE:</b> You can also get to the IFB Alphas window by selecting Alphas IFB from the menu bar</p> <p>For more information, see “Alpha Windows” on page 227.</p>		<p><b>I/O Card Versions Icon</b></p> <p>The <b>I/O Card Versions</b> icon opens the IO Card Versions window. From this window, you can view I/O card versions and upgrade I/O card firmware versions.</p> <p><b>NOTE:</b> You can also get to the I/O Card Versions window by selecting Status Software Versions I/O Cards from the menu bar</p> <p>For more information, see “I/O Card Version Information Window” on page 278.</p>
	<p><b>IFB Drop Down Menu Icon</b></p> <p>The <b>IFB drop down menu icon</b> opens the IFBs window. From this window you can view, create, and modify IFBs in the intercom system.</p> <p>Use the drop down arrow to display a list of view options to choose. These include:</p> <ul style="list-style-type: none"> <li>• IFB Priority</li> <li>• PGM Listen Source</li> <li>• IFB Listen Destination</li> <li>• IFB Special List</li> </ul> <p>From these windows you can view the IFB priorities, configure the PGM Listen Source, IFB listen destinations, or the IFB special lists windows.</p> <p>For more information, see “IFB Priorities Window” on page 144, “Program Listen Source Window” on page 152, “IFB Listen Destination Window” on page 147, or “IFB Special Lists Window” on page 149.</p>		<p><b>ISO Alphas Icon</b></p> <p>The <b>ISO Alpha</b> icon opens the ISO Alphas window. From this window you can rename default alphas, aliases and descriptions for ISOs in your intercom system.</p> <p><b>NOTE:</b> You can also get to the ISO Alphas window by selecting Alphas ISO from the menu bar.</p> <p>For more information, see “Alpha Windows” on page 227.</p>
	<p><b>IFB SL Alphas Icon</b></p> <p>The <b>IFB SL Alpha</b> icon opens the IFB Special List Alphas window. From this window you can rename default alphas, aliases, and descriptions for IFB Special Lists in your intercom system.</p> <p><b>NOTE:</b> You can also get to the IFB SL Alphas window by selecting Alphas IFB Special List from the menu bar</p> <p>For more information, see “Alpha Windows” on page 227.</p>		<p><b>Keypanel/Ports Status Icon</b></p> <p>The <b>Keypanel/Ports Status</b> icon opens the Keypanel/Ports Status window. From this window, you can view the status of the Keypanel/Ports and upgrade keypanel firmware versions.</p> <p><b>NOTE:</b> You can also get to the Keypanel/Ports Status window by selecting Status Keypanel/Ports from the menu bar.</p> <p>For more information, see “Port Status Window” on page 238.</p>
	<p><b>I/O Cards Alphas Icon</b></p> <p>The <b>I/O Cards Alpha</b> icon opens the IO Card Descriptions window. From this window, you can modify I/O card descriptions for cards in your intercom system.</p> <p><b>NOTE:</b> You can also get to the I/O Card Alphas window by selecting Alphas I/O Card from the menu bar</p> <p>For more information, see “I/O Card Description Window” on page 233.</p>		<p><b>Keypanel/Ports Icon</b></p> <p>The <b>Keypanel/Ports</b> icon opens the Keypanel/Ports window. From this window, you can configure keypanels in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Keypanel/Ports window by selecting System Keypanel Assignment from the menu bar.</p> <p>For more information, see “Ports Window” on page 109.</p>
			<p><b>Listen Destination Icon</b></p> <p>The <b>Listen Destination</b> icon opens the Listen Destination window. From this window you can configure listen ports and output ports for IFBs in your intercom system.</p> <p>For more information, see “IFB Listen Destination Window” on page 147.</p>










	<p><b>Master Controller Version Icon</b></p> <p>The <b>Master Controller Version</b> icon opens the Master Controller Version window. From this window you can view Master Controller version information and upgrade the master controller firmware.</p> <p>For more information, see “Master Controller Version Information Window” on page 277.</p>		<p><b>MADI Status Icon</b></p> <p>The <b>MADI Status</b> icon opens the MADI Status window. From this window you can view MADI port allocations, link status, and MADI card location in the frame, etc.</p> <p><b>NOTE:</b> You can also get to the MADI Status window by selecting Status MADI Cards from the menu bar.</p> <p>For more information, “MADI Card Status Window” on page 70.</p>
	<p><b>PAPs and LCPs Descriptions Icon</b></p> <p>The <b>PAPs and LCPs Description</b> icon opens the PAP and LCP Descriptions window. From this window you can create or modify the descriptions for PAPs or LCP-102s in your intercom system.</p> <p>For more information, see “PAP/LCP Description Window” on page 235.</p>		<p><b>MC Status Icon</b></p> <p>The <b>MC Status</b> icon opens the Master Controller Status window. From this window you can view Master Controller status values for the Active and Standby master controller.</p> <p><b>NOTE:</b> You can also get to the Master Controller Status window by selecting Status Master Controller from the menu bar.</p>
	<p><b>PAPs and LCPs Status Icon</b></p> <p>The <b>PAPs and LCPs Status</b> icon opens the PAP and LCP Status window. From this window you can view the status for PAPs or LCPs in your intercom system.</p> <p><b>NOTE:</b> You can also get to the PAPs and LCP-102 by selecting Status PAP and LCP-102 from the menu bar</p> <p>For more information, see “PAP &amp; LCP-102 Status Window” on page 253.</p>		<p><b>RVON Connection Status Icon</b></p> <p>The <b>RVON Connection Status</b> icon opens the RVON Connection Status window. From this window you can display Card/Channel, Connection, VOIP, Network, Errors, and Pass-Through status information for RVON devices in your intercom system.</p> <p><b>NOTE:</b> You can also get to the RVON Connection window by selecting Status RVON Connection from the menu bar.</p> <p>For more information, see “RVON Connection Status Window” on page 266.</p>
	<p><b>PL Gains Icon</b></p> <p>The <b>PL Gains</b> icon opens the Party Line Gains window. From this window you can modify gain settings for party lines in your intercom system.</p> <p><b>NOTE:</b> You can also get to the PL Gains window by selecting System Gains Party Line Gains from the menu bar.</p> <p>For more information, see “Party Line Gains Window” on page 217.</p>		<p><b>RYs Icon</b></p> <p>The <b>RYs</b> icon opens the GPI Outputs window. From this window you can determine input and output ports, as well as individual scroll enable settings.</p> <p><b>NOTE:</b> You can also get to the GPI Output window by selecting System GPI Output from the menu bar.</p> <p>For more information, see “GPI Output Window” on page 154.</p>
	<p><b>Keypanel/Ports Alphas Icon</b></p> <p>The <b>Keypanel/Ports Alpha</b> icon opens the Keypanel/Port Alphas window. From this window you can create or modify descriptions, output alphas, input alphas, and aliases for keypanel/ports in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Keypanel/Port Alphas window by selecting Alphas Keypanels/Ports from the menu bar.</p> <p>For more information, see “Port Alphas Window” on page 222.</p>		





	<p><b>SLs Icon</b></p> <p>The <b>SLs</b> icon opens the Special Lists window. From this window you can create and configure special lists in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Special Lists window by selecting System Special Lists from the menu bar.</p> <p>For more information, see “Special Lists Window” on page 135.</p>		<p><b>XCP Icon</b></p> <p>The <b>XCP</b> icon opens the Crosspoints Status window. From this window you can create and configure crosspoints used in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Crosspoint Status window by selecting System Crosspoint from the menu bar.</p> <p>For more information, see “Crosspoint Status Window” on page 181.</p>
	<p><b>UIO Status Icon</b></p> <p>The <b>UIO Status</b> icon opens the UIO Status window. From this window you can view the status for UIO-256 and GPIO-16 units in your intercom system.</p> <p><b>NOTE:</b> You can also get to the UIO Status window by selecting Status UIO from the menu bar.</p> <p>For more information, see “UIO-256 Status Window” on page 255.</p>		<p><b>GPIOs Icon</b></p> <p>The <b>GPIOs</b> icon opens the GPIO-16s window. From this window you can enable/disable Ethernet, change IP Addresses, and view information concerning GPIO-16 units in your intercom system.</p> <p><b>NOTE:</b> You can also get to the GPIO-16 window by selecting System GPIO-16 from the menu bar.</p> <p>For more information, see “GPIO-16s Window” on page 165.</p>
	<p><b>URs Alphas Icon</b></p> <p>The <b>URs Alpha</b> icon opens the UPL Resource Alphas window. From this window you can create or modify the description, alpha, and alias for UPL resources in your intercom system.</p> <p><b>NOTE:</b> You can also get to the UPL Resources window by selecting Alphas UPL Resource from the menu bar.</p> <p>For more information, see “Alpha Windows” on page 227.</p>		<p><b>BX Status Icon</b></p> <p>The <b>BX Status</b> icon opens either the DBX Link Status window or the TBX Link Status window, depending on what is installed. From this window you can view the status of DBX bus expansion cards installed and upgrade the firmware.</p> <p>For more information, see “DBX or TBX Link Status Window” on page 246.</p>
	<p><b>Versions Drop Down Menu Icon</b></p> <p>The <b>Versions</b> drop down menu icon opens the Select Device window. From this window, select the device for which you want to view status. Options include Master Controllers, Keypanels, I/O Cards, or GPIO-16s.</p> <p>Use the drop down menu to display a list of view options. These include:</p> <ul style="list-style-type: none"> <li>• Master Controllers</li> <li>• I/O Cards</li> <li>• Keypanels</li> <li>• GPIO-16s</li> </ul>		<p><b>Trunks Status Icon</b></p> <p>The <b>Trunks Status</b> icon opens the Trunk Status window. From this window can view the status of trunked lines in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Trunk Status window by selecting Status Trunks from the menu bar.</p> <p>For more information, see “Trunk Inspection Window” on page 262.</p>
	<p><b>XCP Status Icon</b></p> <p>The <b>XCP Status</b> icon opens the Crosspoint Controller Status window. From this window, you can view the status of crosspoints in your intercom system.</p> <p>For more information, see “Crosspoint Status Window” on page 181.</p>		<p><b>AGRs Icon</b></p> <p>The <b>AGRs</b> icon opens the Assignment Groups window. From this window you can create, modify, and delete assignment groups in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Assignment Groups window by selecting System Assignment Groups from the menu bar.</p> <p>For more information, see “Assignment Group Window” on page 168.</p>





	<p><b>DIMs Icon</b></p> <p>The <b>DIMs</b> icon opens the Inter-panel Dim Tables window. From this window you can add and remove ports to and from DIM tables in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Inter-panel DIM Table window by selecting System Dim Table from the menu bar.</p> <p>For more information, see “Inter-Panel Dim Table Window” on page 192.</p>
	<p><b>GPIs Alpha Icon</b></p> <p>The <b>GPIs Alpha</b> icon opens the GPI Input Description window. From this window you can change the default description of the GPI Input.</p> <p><b>NOTE:</b> You can also get to the GPI Input Descriptions window by selecting Alphas GPI Input from the menu bar.</p> <p>For more information, see “GPI Input and DIM Description Windows” on page 231.</p>
	<p><b>Icoms Status Icon</b></p> <p>The <b>Icoms Status</b> icon opens the Remote Intercoms Status window.</p> <p>This window displays a two (2)-column status window and four (4) operations radio buttons that can be performed from this window. The text description of options 1 and 3 can change depending on the intercom selected in the status list.</p> <p><b>NOTE:</b> You can also get to the Remote Intercom Status window by selecting Status Remote Intercom from the menu bar.</p> <p>For more information, see “Remote Intercoms Status Window” on page 264.</p>
	<p><b>Priorities Icon</b></p> <p>The <b>Priorities</b> icon opens the IFB Priorities window. From this window, you can configure IFB priorities for selected IFB assignments in your intercom system.</p> <p>For more information, see “IFB Priorities Window” on page 144.</p>
	<p><b>IFBs Icon</b></p> <p>The <b>IFBs</b> icon opens the IFBs window. From this window you can configure scroll enable actions, input ports, output ports, DIM level, and listen source ports.</p> <p>For more information, see “IFBs Window” on page 139.</p>
	<p><b>IFB SL Icon</b></p> <p>The <b>IFB SL</b> icon opens the IFB Special Lists window. From this window you can create and configure IFB special lists for your intercom system.</p> <p>For more information, see “IFB Special Lists Window” on page 149.</p>







	<p><b>I/O Cards Status Icon</b></p> <p>The <b>I/O Cards Status</b> icon opens the IO Card Status window. From this window you can view the status of the I/O cards in the intercom system and upgrade firmware for most of the cards in your intercom system.</p> <p><b>NOTE:</b> You can also get to the I/O Cards Status window by selecting Status I/O Cards from the menu bar.</p> <p>For more information, see “I/O Card Status Window” on page 250.</p>
	<p><b>IO Gains Icon</b></p> <p>The <b>IO Gains</b> icon opens the IO Card Gains window. From this window you can set or modify gain levels for IO cards in your intercom system.</p> <p><b>NOTE:</b> You can also get to the I/O Gains window by selecting System Gains Input / Output Gains from the menu bar.</p> <p>For more information, see “Input/Output Gains Window” on page 220.</p>
	<p><b>ISOs Icon</b></p> <p>The <b>ISOs</b> icon opens the ISOs window. From this window you can create and configure ISO assignments in your intercom system.</p> <p><b>NOTE:</b> You can also get to the ISOs window by selecting System ISO from the menu bar.</p> <p>For more information, see “ISO Window” on page 161.</p>
	<p><b>KPs Version Icon</b></p> <p>The <b>KPs Version</b> icon opens the Keypanel Versions Information window. From this window you can view keypanel/port versions and upgrade firmware.</p> <p><b>NOTE:</b> You can also get to the Keypanel Version Information window by selecting Status Software Versions Keypanels from the menu bar.</p> <p>For more information, see “Keypanel Version Information Window” on page 279.</p>



	<p><b>LCPs Icon</b></p> <p>The <b>LCPs</b> icon opens the LCP-102s window. From this window you can configure LCPs in your intercom system.</p> <p><b>NOTE:</b> You can also get to the LCP-102s window by selecting System LCP-102 Assignment from the menu bar.</p> <p>For more information, see “PAP &amp; LCP-102 Status Window” on page 253.</p>		<p><b>PLs Icon</b></p> <p>The <b>PLs</b> icon opens the Party Line window. From this window you can configure party lines for your intercom system.</p> <p><b>NOTE:</b> You can also get to the Party Lines window by selecting System Party Line from the menu bar.</p> <p>For more information, see “Party Lines Window” on page 131.</p>
	<p><b>Logs Icon</b></p> <p>The <b>Logs</b> icon opens the Log Viewer window. From this window you can view log files (if enabled) in your intercom system. You can view these files by date and/or times.</p> <p><b>NOTE:</b> You can also get to the Log Viewer window by selecting Logging View Log from the menu bar.</p> <p>For more information, see “Log Viewer Window” on page 281.</p>		<p><b>RVON Icon</b></p> <p>The <b>RVON</b> icon opens the RVON Configuration window. From this window you can configure the origination and destination points, device types, codec information, and serial pass through information for RVON devices in your intercom system.</p> <p><b>NOTE:</b> You can also get to the RVON Configuration window by selecting System Miscellaneous RVON Configuration from the menu bar.</p> <p>For more information, see “Port Allocation Table Window” on page 72.</p>
	<p><b>Standby Status Icon</b></p> <p>The <b>Standby Status</b> icon opens the Standby Master Controller Status window. From this window you can view the standby master controller status and upgrade firmware.</p> <p><b>NOTE:</b> You can also get to the Standby Master Status window by selecting Status Standby <i>Controller</i> from the menu bar.</p> <p>For more information, see “Standby Master Controller Status Window” on page 244.</p>		<p><b>RYs Alpha Icon</b></p> <p>The <b>RYs Alpha</b> icon opens the GPI Output Alphas window. From this window you can create or modify descriptions, alphas, and aliases for GPI Outputs in your intercom system.</p> <p><b>NOTE:</b> You can also get to the GPI Output Alphas window by selecting Alphas GPI Output from the menu bar.</p> <p>For more information, see “Alpha Windows” on page 227.</p>
	<p><b>PAP Icon</b></p> <p>The <b>PAP</b> icon opens the PAP-32 window. From this window you can configure PAP-32s for your intercom system.</p> <p><b>NOTE:</b> You can also get to the PAP-32 window by selecting System Crosspoint from the menu bar.</p> <p>For more information, see “PAP-32 Window” on page 174.</p>		<p><b>SL Alphas Icon</b></p> <p>The <b>SL Alphas</b> icon opens the Special List Alphas window. From this window you can create or modify descriptions, alphas, and aliases for special lists in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Special List Alphas window by selecting Alphas Special List from the menu bar.</p> <p>For more information, see “Alpha Windows” on page 227.</p>
	<p><b>PL Alphas Icon</b></p> <p>The <b>PL Alphas</b> icon opens the Party Line Alphas window. From this window you can create or modify party line descriptions, alphas, and aliases.</p> <p><b>NOTE:</b> You can also get to the Party Line Alphas window by selecting Alphas Party Line from the menu bar.</p> <p>For more information, see “Alpha Windows” on page 227.</p>		

	<p><b>TM Status Icon</b></p> <p>The <b>TM Status</b> icon opens the Trunk Master Status window. From this window you can view the trunk master status for your intercom system.</p> <p><b>NOTE:</b> You can also get to the Trunk Master Status window by selecting Status Trunk Master from the menu bar.</p> <p>For more information, see “Trunk Master Status Window” on page 260.</p>
	<p><b>UPL Icon</b></p> <p>The <b>UPL</b> icon opens the User Programmable Logic Statements window. From this window you can create, enable, disable, and delete user programmable statements for your intercom system.</p> <p><b>NOTE:</b> You can also get to the User Programmable Logic window by selecting System UPL Statements from the menu bar.</p> <p>For more information, see “UPL Statements Window” on page 198.</p>
	<p><b>URs Icon</b></p> <p>The <b>URs</b> icon opens the User Programmable Logic Resources window. From this window you can view and scroll enable UPL resources in your intercom system.</p> <p><b>NOTE:</b> You can also get to the User Programmable Logic Resources window by selecting System UPL Resources from the menu bar.</p> <p>For more information, see “UPL Resources Window” on page 194.</p>
	<p><b>VOX Icon</b></p> <p>The <b>VOX</b> icon opens the VOX Settings window. From this window you can configure vox settings for specific ports in your intercom system.</p> <p><b>NOTE:</b> You can also get to the VOX Settings window by selecting System VOX from the menu bar.</p> <p>For more information, see “VOX Window” on page 208.</p>

	<p><b>XPT Gains Icon</b></p> <p>The <b>XPT Gains</b> icon opens the Crosspoint Gain window. From this window you can set and adjust gains for crosspoints defined in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Crosspoint Gain window by selecting System Gains Crosspoint Gains from the menu bar.</p> <p>For more information, see “Crosspoint Gains Window” on page 214.</p>
	<p><b>ARPs Icon</b></p> <p>The <b>ARPs</b> icon opens the ARP-32 Assignment window. From this window you can create and modify ARP options for units in your intercom system.</p> <p><b>NOTE:</b> You can also get to the ARP-32 Assignment window by selecting System ARP-32 Assignment from the menu bar.</p> <p>For more information, see “ARP-32 Window” on page 177.</p>
	<p><b>GPIO-16 Version Icon</b></p> <p>The <b>GPIO-16 Version</b> icon opens the GPIO-16 Version Information window. From this window you can view GPIO-16 version information and upgrade the GPIO-16 firmware.</p> <p><b>NOTE:</b> You can also get to the GPIO-16 Version Information window by selecting Status Software Versions GPIO-16 from the menu bar.</p> <p>For more information, see “GPIO-16 Version Information Window” on page 280.</p>
	<p><b>Lstn Src Icon</b></p> <p>The <b>Lstn Src</b> icon opens the Program Listen Source window. From this window you can configure program listen source options for IFBs in your intercom system.</p> <p><b>NOTE:</b> You can also get to the Program Listen Source window by selecting System PGM Listen Source from the menu bar.</p> <p>For more information, see “Program Listen Source Window” on page 152.</p>

	<p><b>Alpha Icon</b></p> <p>The <b>Alpha</b> icon opens the Keypanel/Port Alphas window (see, “Port Alphas Window” on page 222). From this window you can modify keypanel/port descriptions, input alphas, output alphas, and aliases.</p> <p>Use the drop down arrow to display a list of options to choose to view. These include:</p> <ul style="list-style-type: none"> <li>• <i>Party Line</i></li> <li>• <i>IFB</i></li> <li>• <i>IFB Special List</i></li> <li>• <i>Special List</i></li> <li>• <i>GPI Output</i></li> <li>• <i>ISO</i></li> <li>• <i>UPL Resource</i></li> <li>• <i>Assignment Groups</i></li> <li>• <i>Auto Dials</i></li> <li>• <i>GPI Input</i></li> <li>• <i>DIM Tables</i></li> <li>• <i>I/O Cards</i></li> <li>• <i>PAP and LCP-102</i></li> </ul> <p>For more information, see “Alpha Windows” on page 227.</p>		<p><b>MADI Cards Icon</b></p> <p>The <b>MADI Cards</b> icon opens the MADI Card Window. There are three (3) pages in this window—MADI Card Configuration, MADI Channel Mapping, and MADI Card Status.</p> <p><b>NOTE:</b> You can also get to the MADI Card window by selecting System\Miscellaneous\MADI Configuration from the menu bar.</p>
	<p><b>TM Links Icon</b></p> <p>The <b>TM Links</b> icon opens the Ethernet Links Status: Trunk Master window. From this window, you can check the status of your trunk master links between frames.</p> <p><b>NOTE:</b> You can also get to the Ethernet Links Status: Trunk Master window by selecting Status\Ethernet Links\Trunk Master Links from the menu bar.</p>		<p><b>Keypanel Colors Icon</b></p> <p>The <b>Keypanel Colors</b> icon opens the Keypanel Colors window. From this window, you can color code assignment types, function types, group and talk/listen indications.</p> <p><b>NOTE:</b> You can also get to the Keypanel Colors window by selecting System\Miscellaneous\Keypanel Colors from the menu bar.</p>
	<p><b>Frame Links Icon</b></p> <p>The <b>Frame Links</b> icon opens the Frame-to-Frame Status window. From this window you can check the status of Tribus links within your system.</p> <p><b>NOTE:</b> You can also get to the Ethernet Links Status: Trunk Master window by selecting Status\Ethernet Links\Frame-To-Frame Links from the menu bar.</p>		
	<p><b>Alarms Icon</b></p> <p>The <b>Alarms</b> icon opens the Intercom Alarm window. From this window, you can view a list of alarms raised by different events in the Intercom system.</p> <p><b>NOTE:</b> You can also get to the Intercom Alarm window by selecting Status\Alarms from the menu bar.</p>		



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## *Frequently Used Toolbar Operations*

Below are many of the most frequently used toolbar operations in AZedit.

### **Show/Hide the Status Bar**

To **show/hide the status bar**, do the following:

- > From the View menu, select **Status Bar**
- OR

Click the **status icon**.



*The Status Bar appears (or disappears) at the bottom of the AZedit application window.*

### **Show/Hide the Toolbars**

**NOTE:** These instructions can be applied to either the Standard Toolbar(2) or the Navigation Toolbar(2).

To **show the toolbar**, do the following:

- > From the View menu, select **Navigation/Standard Toolbar** or **Navigation/Standard Toolbar 2**.  
*A check mark appears next to your selection and the toolbar appears.*

To **hide the toolbar**, do the following:

- > From the View menu, select **Navigation/Standard Toolbar** or **Navigation/Standard Toolbar 2**.  
*The check mark is removed from next to your selection and the toolbar disappears.*

**NOTE:** When the Toolbars are not docked to the application window, you can hide them by clicking the **X** in the upper right corner of the toolbar.

### **Dock and Undock the Toolbars**

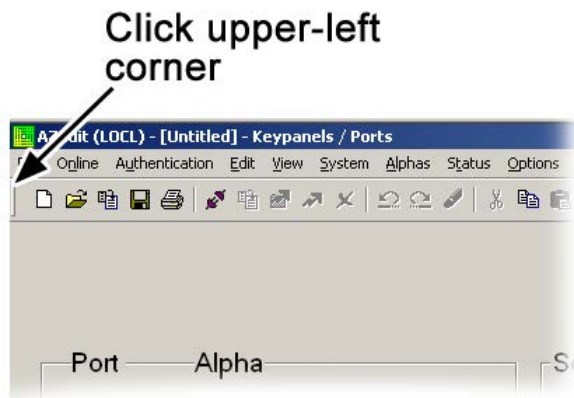
Often you may need to create space on the application desktop but do not want to lose the usefulness of the toolbars. AZedit gives you the freedom to have docked or floating (undocked) toolbars. The floating toolbars can be moved inside or outside the application desktop, giving you more space to work.

You can dock toolbars on the top, bottom, or sides of the application window.

**NOTE:** These instructions can be applied to either the Standard Toolbar(2) or the Navigation Toolbar(2).

To **undock a toolbar**, do the following:

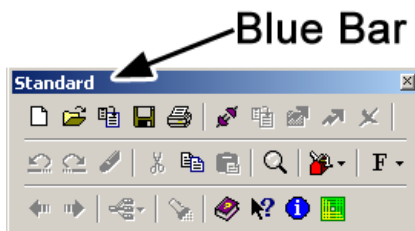
- > On the far left side of a toolbar, click and drag **the toolbar** away from its docked position.  
*The toolbar becomes detached from the application desktop.*



**NOTE:** You can also undock the toolbar by double-clicking the upper-right side of the toolbar. The toolbar returns to its last floating position.

To **dock a toolbar**, do the following:

- > On the toolbar, click the **blue banner** and drag it to the desired docking position on the application desktop.  
*The toolbar docks itself to the specified position.*



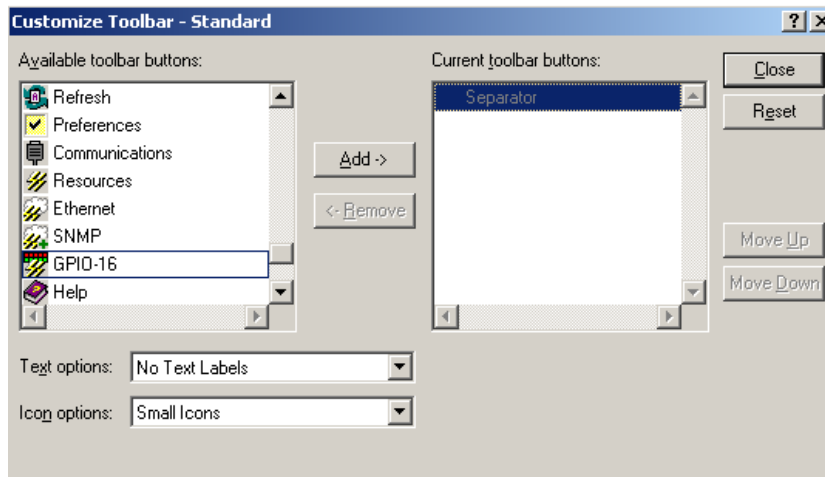
**NOTE:** You can also dock the toolbar by double-clicking the upper-right side of the toolbar.

## Customize a Toolbar

Customize the Standard, Standard2, Navigation, Navigation2 toolbar to arrange your most used icons.

To **customize a toolbar**, do the following:

1. From the View menu, select **Customize Toolbars**.  
*The Customize Toolbars flyout menu appears.*
2. From the flyout menu, select **Standard**, **Standard 2**, **Navigation**, or **Navigation 2**, depending on the toolbar you want to customize.  
*The Customize Toolbar screen appears.*



3. From the Available toolbar buttons list, select an **icon** you want to put on the toolbar.

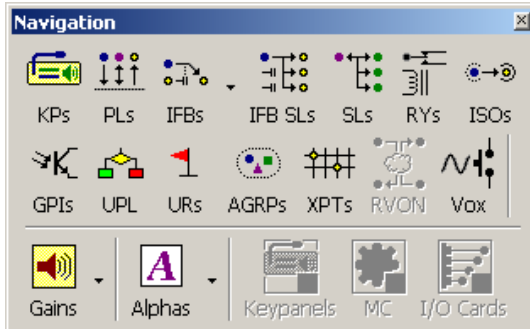
**NOTE:** You can move only one (1) icon at a time when customizing a toolbar.

4. Click **Add**.  
*The icon moves to the Current toolbar buttons list.*

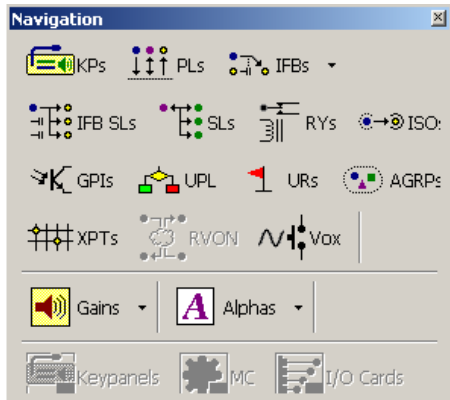
**NOTE:** To remove an icon from an existing toolbar, select the icon in the Current toolbar buttons list, and then click **Remove**.

5. Once you are finished moving the desired buttons to the current toolbar list, use the **Move Up** and **Move Down** buttons to select the toolbar position for your icons.

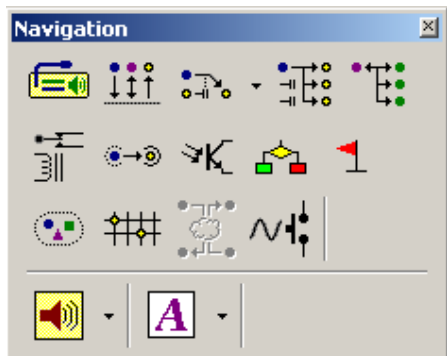
- From the Text Options drop down menu, select **Show Text Labels**, **Selective Text Right**, or **No Text Labels**.



Show Text Labels



Selective Text Right



No Text Labels

- From the Icon Options drop down menu, select **Small Icons** or **Large Icons**.



Large Icons



Small Icons

- When you are finished, click **Close**.  
*The toolbar automatically reflects the modifications.*

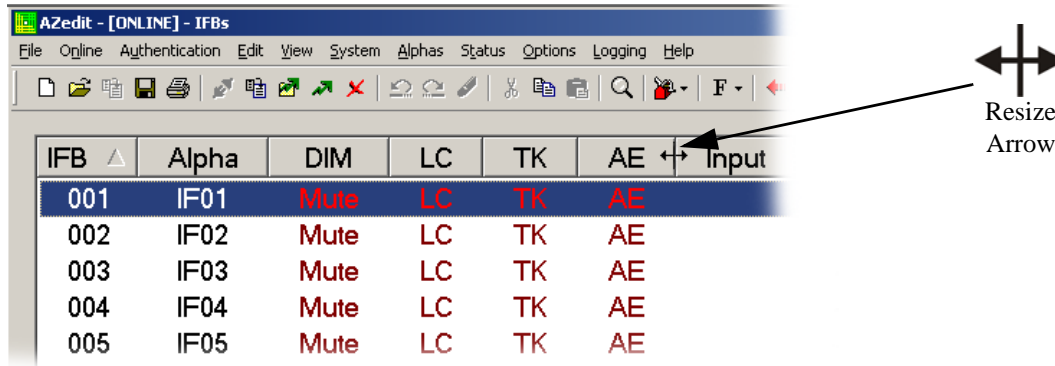
## Frequently Used Column Features

### Resize List Columns

Occasionally, the columns in AZedit are too narrow to display all their information at one (1) time. When this happens, you can resize any column to any width you like.

To **resize a column**, do the following:

1. Open a **window** with a column view.
2. Place your cursor over a column marker, **left-click** and **hold** (see below).



3. Drag your **cursor** to the desired column width.

**NOTE:** You can automatically resize columns to display all the information by double-clicking the resize spot.

## Hide and Display List columns

On many screens with column views, you have the ability to hide columns. This is useful because it allows you to hide columns you rarely use or do not want other users to see.

To **hide columns**, do the following:

1. Open the **window** (with column views) in which you want to hide a column.
2. Right-click the **column header**, and then select **Hide**.

*The column closes.*

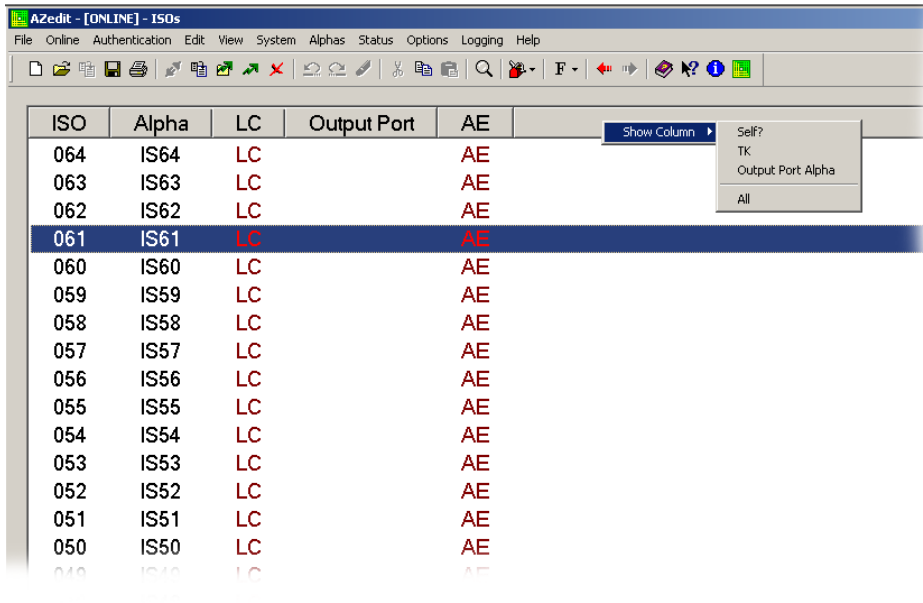
ISO ▲	Alpha	Self?	LC	TK	Output Port	Output Port Alpha
001	IS01	No	LC	TK		-----
002	IS02	No	LC	TK		-----
003	IS03	No	LC	TK		-----
004	IS04	No	LC	TK		-----
005	IS05	No	LC	TK		-----
006	IS06	No	LC	TK		-----
007	IS07	No	LC	TK		-----
008	IS08	No	LC	TK		-----
009	IS09	No	LC	TK		-----
010	IS10	No	LC	TK		-----
011	IS11	No	LC	TK		-----

**NOTE:** You can hide only one (1) column at a time.

3. Repeat **step 2** for any other columns you want to hide.

To **display hidden columns**, do the following:

1. Right-click the **column header**, and then select **Show Column**.  
*The Show Column popup menu displays.*
2. From the Show Column menu, select the **column** you want to show.  
OR  
Select **All** to show all the hidden columns.

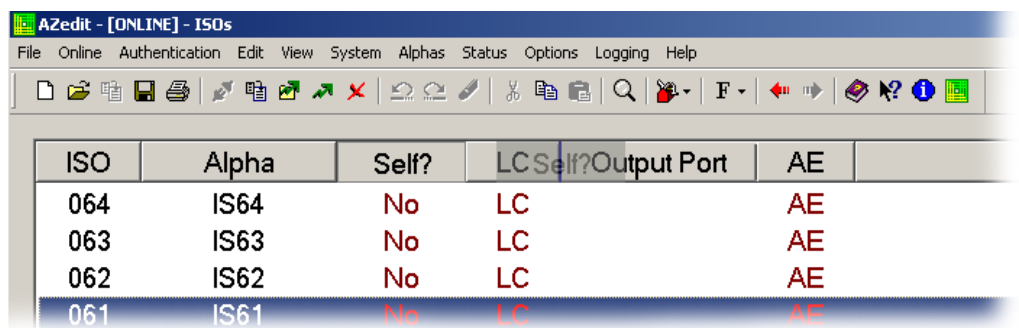


## Rearrange Columns

AZedit allows for many of its columns throughout the application to be rearranged. This means you can group columns together to better suit the information you want to view.

To **rearrange columns**, do the following:

1. In AZedit, open a **window** with columns.
2. Click and drag the **column header** to the position you desire.



3. Repeat **step 2** until you have rearranged your columns to your satisfaction.





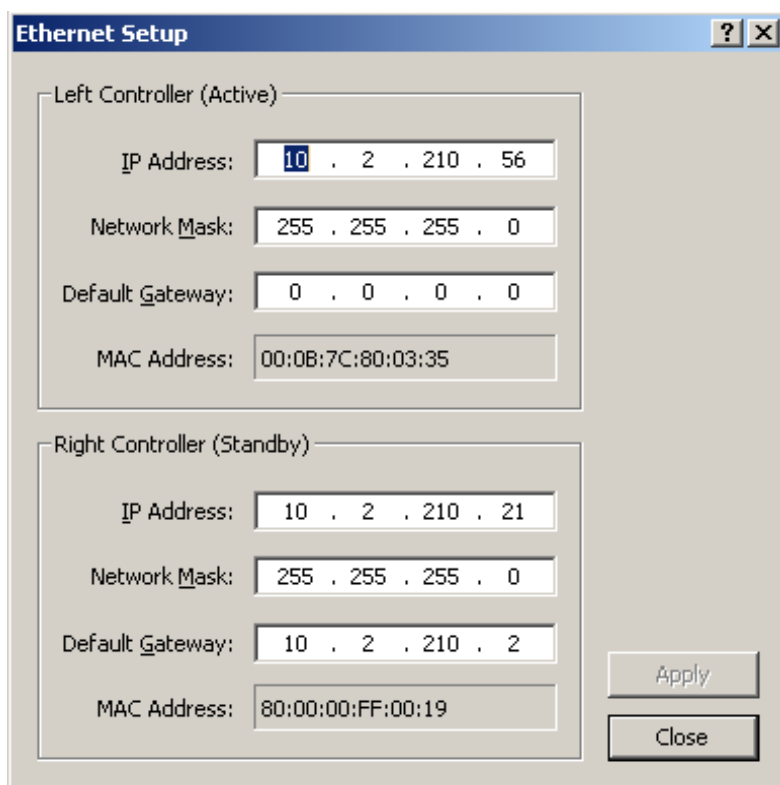
## System Configuration Windows

### Ethernet Setup

The **Ethernet Setup** window, shown in Figure 159, is used to configure an Ethernet connection between the matrix and AZedit.

**NOTE:** You must be connected to the intercom using a serial or USB connection to configure Ethernet for the intercom system.

**NAVIGATION:** From the menu bar, select **Options|Ethernet Setup**.



The screenshot shows the 'Ethernet Setup' window with two sections: 'Left Controller (Active)' and 'Right Controller (Standby)'. Each section contains four input fields for IP Address, Network Mask, Default Gateway, and MAC Address. The 'Apply' and 'Close' buttons are located at the bottom right of the window.

Controller	IP Address	Network Mask	Default Gateway	MAC Address
Left Controller (Active)	10 . 2 . 210 . 56	255 . 255 . 255 . 0	0 . 0 . 0 . 0	00:0B:7C:80:03:35
Right Controller (Standby)	10 . 2 . 210 . 21	255 . 255 . 255 . 0	10 . 2 . 210 . 2	80:00:00:FF:00:19

FIGURE 159. Ethernet Setup Window

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## Left Controller (Active) Group Box

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The **Left Controller (Active)** group box displays the configuration options for the active master controller. The active master controller is the backbone for controlling communication across the intercom system.

**NOTE:** When a failover occurs, the standby master controller becomes the active master controller. For example, if the Left Controller (Active) fails, the Right Controller (Standby) becomes the active controller. This means the Active controller is now in the Right slot (physically) in the intercom system.

### IP Address Field

The **IP Address** field identifies the IP Address of the active master controller.

### Network Mask Field

The **Network Mask** field defines the size (the number of IP Addresses available) of a given network. A network mask determines which computers can be accessed locally without using a gateway, and which computers can only be reached through a gateway.

### Default Gateway Field

The **Default Gateway** field identifies the default gateway address of the active master controller. A default gateway is a node on a computer network that serves as an access point to another network. The gateway address is usually the IP Address of the router used to grant other computers access to a network.

### MAC Address Field

The **MAC Address** field identifies the **MAC** (Media Access Card) address of the active master controller. A MAC Address is a unique code (address) assigned to most forms of networking hardware. This address is permanently assigned to the hardware.

This field cannot be modified.

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## Right Controller (Standby) Group Box

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The **Right Controller (Standby)** group box displays the configuration options for the standby master controller. The right controller acts as a backup for the active master controller. This means if the active master controller fails, the right controller takes over the Active Controller spot.

**NOTE:** When a failover occurs, the standby master controller becomes the active master controller. For example, if the Left Controller (Active) fails, the Right Controller (Standby) becomes the active controller. This means the Active controller is now in the Right slot (physically) in the intercom system.

### IP Address Field

The **IP Address** field identifies the IP Address of the standby master controller.

### Network Mask Field

The **Network Mask** field defines the size (the number of IP Addresses available) of a given network. A network mask determines which computers can be accessed locally without using a gateway, and which computers can only be reached through a gateway.

## Default Gateway Field

The **Default Gateway** field identifies the default gateway address of the standby master controller. A default gateway is a node on a computer network that serves as an access point to another network. The gateway address is usually the IP Address of the router used to grant other computers access to a network.

## MAC Address Field

The **MAC Address** field identifies the MAC Address of the standby master controller. A MAC Address is a unique code (address) assigned to most forms of networking hardware. The address is permanently assigned to the hardware.

This field is cannot be modified.

## Apply Button

The **Apply** button applies the modifications to the Ethernet settings without closing the window.

## Close Button

The **Close** button closes the window without saving the modifications made.

To **configure Ethernet in AZedit**, do the following:

1. Verify the PC running AZedit is **connected to the intercom system** by either a serial connection or a USB connection.
2. In AZedit, from the Options menu, select **Ethernet Setup**.  
*The Ethernet Setup window appears.*

The screenshot shows the 'Ethernet Setup' window with the following configuration:

Controller	IP Address	Network Mask	Default Gateway	MAC Address
Left Controller (Active)	10 . 2 . 210 . 56	255 . 255 . 255 . 0	0 . 0 . 0 . 0	00:0B:7C:80:03:35
Right Controller (Standby)	10 . 2 . 210 . 21	255 . 255 . 255 . 0	10 . 2 . 210 . 2	80:00:00:FF:00:19

Buttons: Apply, Close

*In the Left Controller (Active) Group Box*

3. In the IP Address field, enter the **IP Address** of the active master controller.
4. In the Network Mask field, enter the **network mask address** of the active master controller.

- In the Gateway Address field, enter the **gateway address** of the active master controller.

*In the Right Controller (Standby) Group Box*

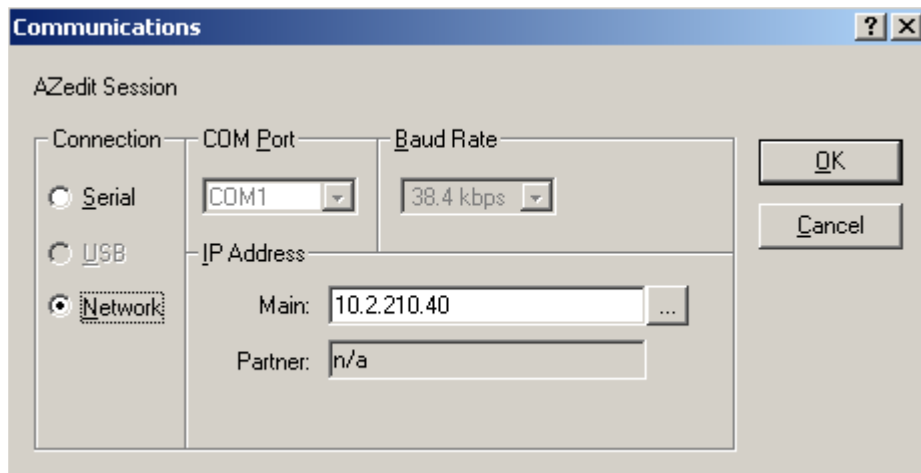
- In the IP Address field, enter the **IP Address** of the standby master controller.
- In the Network Mask field, enter the **network mask address** of the standby master controller.
- In the Gateway Address field, enter the **gateway address** of the standby master controller.
- Click **Apply**.  
*Ethernet is configured in AZedit.*

---

## Communications

The **Communications** window, shown in Figure 160, is used to select and configure the type of connection AZedit uses to communicate with the intercom system.

**NAVIGATION:** Select **Options|Communications**.



**FIGURE 160.** Communications Window

To access the **Communications** window, do the following:

- > From the Options menu, select **Communications**.  
*The Communications window appears.*

---

## Connection Radio Buttons

The **Connection** radio buttons identify the type of connection AZedit uses to communicate with the intercom system. The following connection types are available:

- Serial* - when selected, a serial connection is used to connect AZedit to the intercom system.
- USB* - when selected, a USB connection is used to connect AZedit to the intercom system.
- Network* - when selected, an Ethernet connection is used to connect AZedit to the intercom system.

---

## COM Port Drop Down Menu

The **COM Port** drop down menu identifies the COM port (of the PC running AZedit) to use for a serial connection.

By default, the following selections are available in the drop down menu:

*COM 1*

*COM 2*

*COM 3*

*COM 4*

**NOTE:** By default, COM 1– 4 are listed in the drop down menu, however you can also manually enter the COM port number into this field, if desired.

## Baud Rate Drop Down Menu

The **Baud Rate** drop down menu identifies the baud rate the serial connection uses to send and receive audio and data.

Available selections are:

*9600bps*

*19.2kbps*

*38.4kbps*

---


## IP Address Group Box

---

### Main Field

The **Main** field identifies the IP Address given to the Active Master Controller. There are two IP Addresses AZedit can use to contact the intercom system—the Main and Partner. If AZedit gets no response from one (1) of the IP Addresses, then it switches to the other IP Address.

### Browse Button

The **Browse** button  opens the Available Intercoms window. From this window you can select the intercom to which you want to connect with AZedit. For more information on the Available Intercoms window, see “Available Intercoms” on page 46.

### Partner Field

The **Partner** field identifies the IP Address given to the Standby Master Controller. When connected to the network with Ethernet an intercom system has two (2) Master Controllers (the Active and Standby). The Standby Master Controller acts as the Active Master Controller's backup in failover protection.

### Advanced Button

The **Advanced** button opens the secondary AZedit sessions communications configuration window (see “Secondary AZedit Sessions” on page 48). From this window you can configure the COM port and baud rate for additional, serially connected AZedit sessions on the J9 and J10 connectors of the intercom system. This is available with ADAM systems only.

## OK Button


The **OK** button applies the modifications made and closes the window.

## Cancel Button

The **Cancel** button does not apply the modifications and closes the window.

## Available Intercoms

The **Available Intercoms** window, shown in Figure 161, displays a list of available intercom systems AZedit can connect to.

**NAVIGATION:** Select **Options|Communications** and press the **browse button**. 

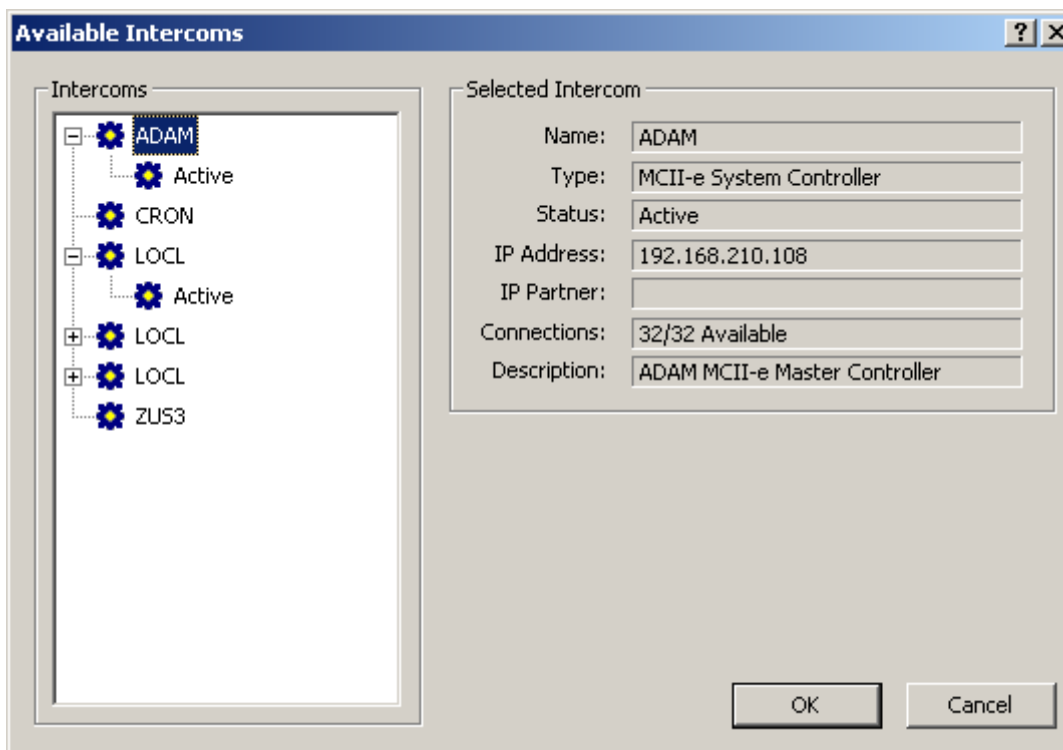


FIGURE 161. Available Intercoms Window

## Intercoms Group Box

The **Intercoms** group box displays a selectable list of intercoms (active and standby) in the system.

**NOTE:** When you have a Standby Master Controller installed, a black and white intercom icon appears in this window.

## Selected Intercom Group Box

The **Selected Intercom** group box displays information detailing the intercom selected from the Intercoms group box.

**Name Field**

The **Name** field displays the name of the selected intercom.

This field cannot be modified, unless the intercom is connected to a TM-2000 Trunk Master system via TrunkEdit.

**Type Field**

The **Type** field displays the type of master controller used in the selected intercom.

This field cannot be modified.

**Status Field**

The **Status** field displays the status of the master controller used in the selected intercom.

This field cannot be modified.

**IP Address Field**

The **IP Address** field displays the active master controller IP Address of the selected intercom system.

This field cannot be modified

**IP Partner Field**

The **IP Partner** field displays the standby master controller IP Address of the selected intercom system, if used. The standby master controller serves as a backup to the active master controller in case of a failure.

This field cannot be modified

**Connections Field**

The **Connections** field displays the number of connections currently available on the intercom system.

This field cannot be modified

**Descriptions Field**

The **Description** field displays the description created for the selected intercom.

This field cannot be modified

**OK Button**

The **OK** button applies the selection made and closes the window.

**Cancel Button**

The **Cancel** button does not apply the selection and closes the window.

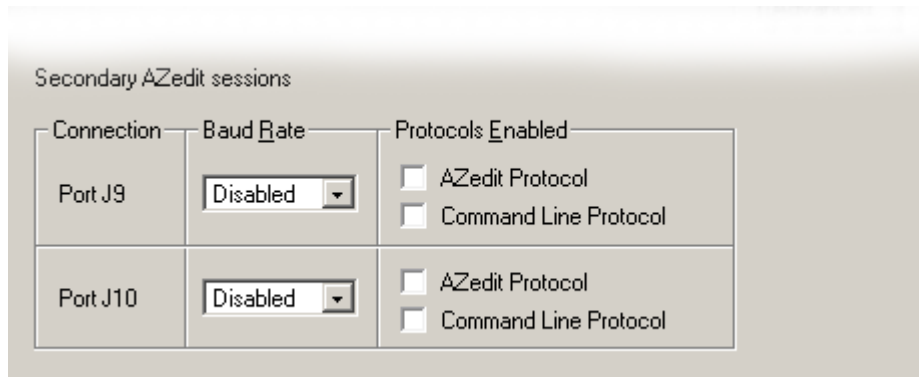
---

## Secondary AZedit Sessions

The **Secondary AZedit Sessions**, shown in Figure 162, is used to configure up to three (3) additional AZedit sessions connected to the same intercom system, but run on separate computers. Multiple sessions are not supported for ADAM CS.

You must configure the advanced communications settings on the computer running the primary AZedit session which is connected to J1 of the XCP-ADAM-MC Master Controller Breakout Panel to use this feature. Second and third computers can then be connected to J9 and J10 of the Master Controller Breakout Panel.

**NOTE:** From the menu bar, select **Options|Communications** and then press **Advanced**.



**FIGURE 162.** Secondary AZedit Sessions Window

---

### Connection Group Box

The **Connection** group box displays Port J9 and Port J10 which are used to connect multiple AZedit sessions on different computers to one (1) intercom system.

---

### Baud Rate Group Box

#### Baud Rate Drop Down Menu

The **Baud Rate** drop down menu indicates the baud rate at which the multiple sessions are connecting to the intercom system.

Available selections are: *9600bps*, *19.2kbps*, and *38.4kbps*.

---

### Protocols Enabled Group Box

#### AZedit Protocol Check Box

The **AZedit Protocol** check box indicates AZedit is being used for the multiple session.

#### Command Line Protocol Check Box

The **Command Line Protocol** check box indicates that command line protocol is being used for the multiple session.



---

## Trunk Master Communications Window

The **Trunk Master Communications** window, shown in Figure 163, is used to configure how the intercom connects to the Trunk Master.

Available options are: *Serial*, *Disabled*, and *Network*.

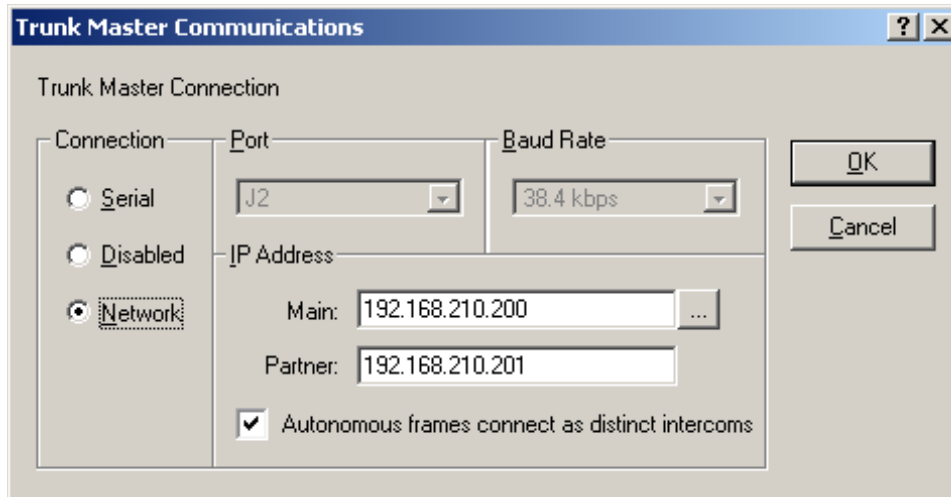


FIGURE 163. Trunk Master Communications Window

---

## Connection Group Box

The **Connection Group Box** contains radio buttons that identify the type of connection from the intercom to the trunk master.

The following connection types are available:

- Serial* - when selected, a serial connection is used to connect AZedit to the intercom system.
- USB* - when selected, a USB connection is used to connect AZedit to the intercom system.
- Network* - when selected, an Ethernet connection is used to connect AZedit to the intercom system.

---

## Port Group Box

### Port Drop Down Menu

The **Port** drop down menu is used to select the port that communication is transmitted over.

---

## Baud Rate Group Box

---

### Baud Rate Drop Down Menu

The **Baud Rate** drop down menu indicates the baud rate at which the multiple sessions are connecting to the intercom system.

Available selections are:

*9600bps*

*19.2kbps*

*38.4kbps*

---


## IP Address Group Box

---

### Main Field

The **Main** field identifies the IP Address given to the Active Trunk Master. There are two (2) IP Addresses AZedit can use to contact the Trunk Master – the Main and Partner. If AZedit gets no response from one of the IP Addresses, then it switches to the other IP Address.

### Browse Button

The **Browse** button  opens the Available Trunk Masters window. From this window you can select the trunk master to which you want to connect with AZedit. For more information, see “Available Trunk Masters Window” on page 51.

### Partner Field

The **Partner** field identifies the IP Address given to the Standby Trunk Master. When connected to the network with Ethernet an intercom system has two (2) Trunk Masters (the Active and Standby). The Standby Trunk Master acts as the Active Trunk Master's backup in failover protection.

### Autonomous Frames Connect As Distinct Intercoms Check Box

The **Autonomous Frames Connect As Distinct Intercoms** check box is used to specify whether frames operating autonomously should attempt to connect by proxy (i.e., in place of frame 1) or as distinct intercoms (i.e., in addition to other autonomous frames).

This feature requires the following firmware:

- MCII-e v2.2.0 or later
- Cronus v1.6.0 or later
- Zeus III v1.1.0 or later
- DBX v1.23.0 w PCII-e v1.23.0
- TM-2000 v8.9.0 (for Ethernet connections)

### OK Button

The **OK** button applies the modifications made and closes the window.

### Cancel Button

The **Cancel** button does not apply the modifications made and closes the window.

---

## Available Trunk Masters Window

The **Available Trunk Masters** window, shown in Figure 164, is used to view the Trunk Master systems that are available on the IP network.

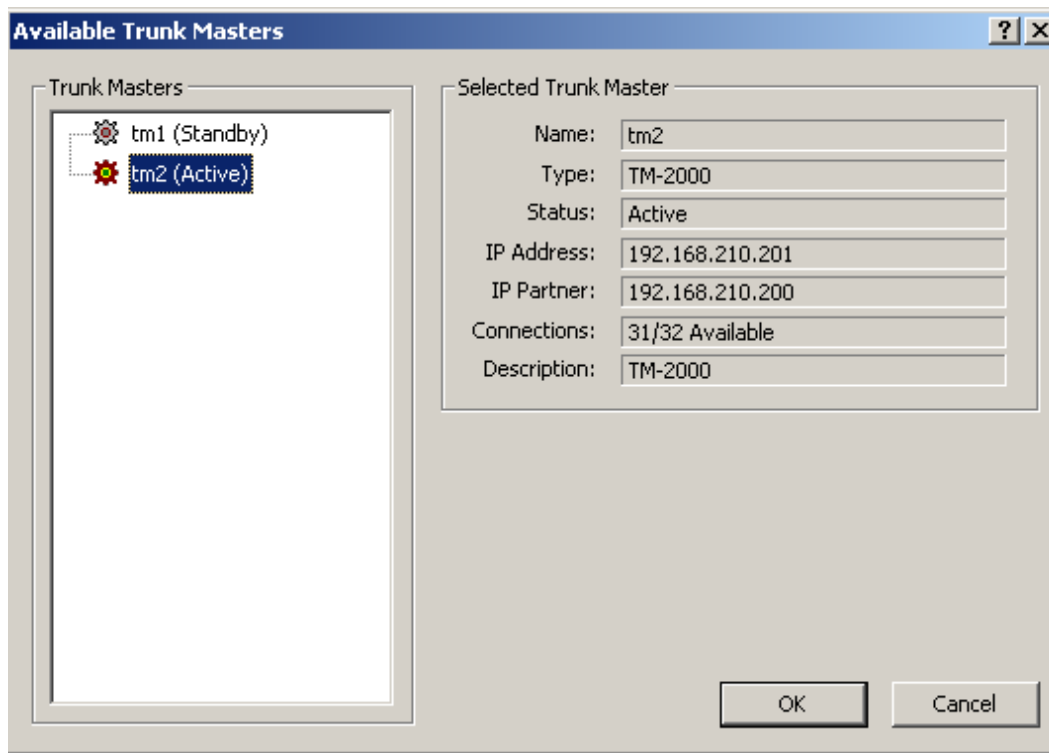


FIGURE 164. Available Trunk Masters

---

## Trunk Masters Group Box

The **Trunk Masters** group box displays the available trunk masters available to connect to. The active and standby trunk masters are labeled in parentheses.

---

## Selected Trunk Master Group Box

### Name Field

The **Name** field displays the name of the selected trunk master.

### Type Field

The **Type** field displays the type of trunk master selected.

### Status Field

The **Status** field displays the status of the selected trunk master.

Available options for this field are *Active* and *Standby*.

---

**IP Address**

The **IP Address** field displays the IP Address of the selected trunk master.

**IP Partner Field**

The **IP Partner** field displays the IP Address of the backup trunk master.

**Connections Field**

The **Connections** field displays the number of connections available to the trunk master.

**Description**

The **Description** field displays a unique description of the selected trunk master.

---

***Intercom Configuration Window***

---

The **Intercom Configuration** window is used to configure AZedit to match the intercom system to which it is connected.

---

**IMPORTANT:** This causes a First Birthday on the Intercom System. A first birthday completely erases all data and resets the application to the factory defaults.

---

This window contains two (2) pages:

*Resources* - the quantities of intercom ports, party lines, etc. available.

*Options* - the quantities for 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.

**NAVIGATION:** Select **Options|Intercom Configuration** and then press **Intercom Sizing Wizard**.

Also available, is the Intercom Sizing Wizard. The Intercom Sizing Wizard, when used in online mode, polls the intercom system for its available resources and then displays the results in the resource page fields.

**NOTE:** You can use the Intercom Sizing Wizard in File mode to run test intercom system configurations. This is helpful when you are planning to implement a new system or upgrade an existing system.

## Resources Page

The **Resources** page, shown in Figure 165, is used to define the resources available in intercom system such as the number of frames, the number of ports available, assignment type allocations, and intercom system setup.

**NAVIGATION:** Select **Options|Intercom Configuration** and then select **Resources**.

**FIGURE 165.** Intercom Configuration Window - Resources Page

### Frames Field

The **Frames** field identifies the number of frames in the intercom system. You must use the Intercom Sizing Wizard to make changes to this field.

### Ports Field

The **Ports** field identifies the number of ports in the intercom system. When multiple frames are used, this field displays the total number of ports available across every connected frame. You must use the Intercom Sizing Wizard to make changes to this field.

### Intercom Sizing Wizard Button

The **Intercom Sizing Wizard** button opens the Intercom Sizing Wizard. The Intercom Sizing Wizard guides you through a series of questions related to your intercom system to determine the resources available.

---

## Assignment Type Resources Group Box

---

**NOTE:** Some resources listed in this section do not appear in all intercom systems. The resources seen is dependent upon intercom system resource availability.

### Party Lines Field

The **Party Lines** field identifies the number of party lines allowed in your intercom system. This field may be set to any amount, within memory limits, or may be reduced to zero (0) if no party lines are used. If party lines are reduced to 0, all party line (PL) features become inactive and do not appear in scroll lists.

The range for this field is 0 to 999.

For more information, see “Party Lines Window” on page 131.

### IFBs Field

The **IFBs** field identifies the number of IFB assignments allowed in your intercom system. This field may be set to any amount, within memory limits, or may be reduced to zero (0) if no IFBs are used. If IFBs are reduced to 0, all IFB features become inactive and do not appear in scroll lists. Also, Program Assign Panels are not able to operate.

The range for this field is 0 to 999.

For more information, see “IFBs Window” on page 139.

### IFB Special Lists Field

The **IFB Special Lists** field identifies the number of IFBSL assignments allowed in your intercom system. This field may be set to any amount, within memory limits, or may be reduced to zero (0) if no IFBs are used. If IFBs are reduced to 0, all IFB SL features become inactive and do not appear in scroll lists.

The range for this field is 0 to 999.

For more information, see “IFB Special Lists Window” on page 149.

### Special Lists Field

The **Special Lists** field identifies the number of Special List assignments allowed in your intercom system. This field may be set to any amount, within memory limits, or may be reduced to zero (0) if no special lists are used. If special lists are reduced to 0, all special list (SL) features become inactive and do not appear in scroll lists.

The range for this field is 0 to 999.

For more information, see “Special Lists Window” on page 135.

## GPI Outputs Field

The **GPI Outputs** field identifies the number of GPI Outputs allowed in your intercom system. All ADAM, ADAM CS, and Zeus frames include eight (8) GPI inputs and eight (8) GPI outputs. (In a multi-frame ADAM system, only the GPI inputs and outputs of the first frame, called the master frame, are used.)

Additional GPI inputs and outputs are supplied by optional UIO-256 Universal Input/Output frames. If you do not have any UIO-256 frames, you can reduce GPI inputs and outputs to eight (8). If you do not plan on using the GPI at all, you can reduce the quantity to zero (0). If GPI inputs or outputs are reduced to zero (0), all GPI features become inactive and do not appear in scroll lists.

The value range for this field is 1 to 8 to the local frame. With additional accessories, *up to 256 inputs* may be possible.

For more information, see “GPI Output Window” on page 154.

## ISOs Field

The **ISOs** field identifies the number of ISOs allowed in your intercom system. This field may be set to any amount, within memory limits, or may be reduced to zero (0) if no ISOs are used. If ISOs are reduced to zero (0), all ISO features become inactive and do not appear in scroll lists.

The range for this field is 0 to 999.

For more information, see “ISO Window” on page 161.

## Assignment Groups Field

The **Assignment Groups** field identifies the number of **AGRP** (Assignment Groups) allowed in your intercom system. This field may be set to any amount, within memory limits, or may be reduced to zero (0) if no AGRPs are used. If AGRPs are reduced to zero (0), all AGRP features become inactive and do not appear in scroll lists.

The range for this field is 0 to 999.

For more information, see “Assignment Group Window” on page 168.

## UPL Resources Field

The **UPL Resources** field identifies the number of UPL Resources allowed in your intercom system. This field may be set to any amount, within memory limits, or may be reduced to zero (0) if no UPL resources are used. If UPL Resources is set to zero (0), all UPL resource features become inactive and do not appear in scroll lists.

The range for this field is 0 to 999.

For more information, see “UPL Resources Window” on page 194.

## UPL Statements Field

The **UPL Statements** field identifies the number of UPL Statements allowed in your intercom system. This field may be set to any amount within memory limits, or may be reduced to zero (0) if no UPL statements are used. If UPL statements are reduced to zero (0), UPL features become inactive.

The range for this field is 0 to 2000.

For more information, see “UPL Statements Window” on page 198.

### Auto Dials

The **Auto Dials** field identifies the number or auto dial entries allowed in your intercom system.

The range for this field is 0 to 999.

For more information, see “Auto Dials Window” on page 189.

### GPI Inputs Field

The **GPI Inputs** field identifies the number of GPI Inputs allowed in your intercom system.

The range for this field is 1 to 8 local to the frame. With additional accessories, up to 256 inputs may be possible.

For more information, see “GPI Input Window” on page 158.

### Inter-panel Dims Field

The **Inter-Panel Dims** field identifies the number of inter-panel dims allowed in your intercom system. This field may be set to any amount, within memory limits, or may be reduced to zero (0) if no inter-panel dim tables are used. If inter-panel dims are reduced to zero (0), references to this feature become inactive.

The range for this field is 0 to 999.

For more information, see “Inter-Panel Dim Table Window” on page 192.

### PAP / LCP-102 Field

The **PAP/LCP-102** field identifies the number of PAP/LCP-102 devices allowed in your intercom system.

The maximum number of devices is 15 (*PAPs and LCPs combined*).

- For more information, see “PAP-32 Window” on page 174.
- For more information, see “Edit PAP/LCP Description Window” on page 236.

---

## Intercom Setup Group Box

---

The **Intercom Setup** group box displays the type of intercom system to which AZedit is connected and whether redundant audio, test audio, or high density audio is enabled.

### Intercom System Field

The **Intercom System** field indicates the type of intercom system AZedit is connected to. This field also displays whether **DBX** (Dual Bus Expander) or **TBX** (Tribus Card) is being used. DBX and TBX are used to connect and pass audio between two (2) ADAM intercom frames. Redundancy between frames can be achieved through the use of DBX cards.



### Redundant Audio Check Box

The **Redundant Audio** check box indicates redundant audio is being used. Redundant audio (also known as fail-over protection) means it is possible to disable any one (1) DBX coaxial link without losing any audio between frames.

In order for redundant audio to exist, there must be two (2) coaxial links between every pair of frames. For example, in a three (3) frame system two (2) links between frames 1 and 2, two (2) links between frames 2 and 3, and two (2) links between frames 1 and 3 (or six [6] links in total) must exist. A non-redundant three (3) frame system needs only one (1) link between each pair of frames, (1-2, 2-3, and 1-3, or three links in total). When there are two (2) links between a pair of frames, only one (1) link is required to pass audio (although both carry the audio between frames, the audio is only used from one [1] link). So, if one (1) link is cut, the other link can immediately be used to provide the same audio.

### Test Audio Check Box

The **Test Audio** check box indicates test audio is enabled and being passed between frames. DBX cards use test audio to constantly monitor the audio being passed between frames. If an audio problem persists, the DBX cards try to correct it. Without test audio, the links between frames can be operational, but it is possible that no audio is being passed over the links.

### High Density Check Box

The **High Density** check box indicates the number of ports available for use within a multi-frame system. For example, a standard frame has 128 ports available for use; however, when high density is selected, the number of ports available becomes 256 including the DBX cards. (272 ports without DBX cards). As the number of frames increases, the number of ports available on each frame decreases to accommodate the number of DBX cards used to connect the frames.

## Options Page

The **Options Page**, shown in Figure 166, is used to view and/or modify system options, such as talk levels, setup pages per port, panels with key labels, etc.

In online or server mode, this window shows you the Options settings in the master controller.

If you start AZedit in file mode (without opening a setup file) this screen shows you the AZedit Option settings.

If you open a setup file in file mode, this screen shows you the Option settings for that setup file.

**NOTE:** We recommend you have a thorough understanding of the intercom configuration before modifying options on this page.

**NAVIGATION:** Select **Options|Intercom Configuration** and then select **Options**.

**FIGURE 166.** Intercom Configuration Window - Options Page

### Talk Levels Field

The **Talk Levels** field indicates the number of Talk Levels available in the system. By default this field is set to 2; however, you can change this number to accommodate your particular intercom system.

This field value can range from 2 to 4.

### **Listen Levels Field**

The **Listen Levels** field indicates the number of Listen Levels available in the system. Currently, one (1) listen level is supported.

This field cannot be modified

### **Panels with Key Labels Field**

The **Panels with Key Labels** field indicates the number keypanels allowed to have key labels in the system. By default, this value is set to zero (0).

This field value can range from 0 to 272.

### **Key Labels Per Panel Field**

The **Key Labels Per Panel** field indicates the number of key labels allowed per key panel in the system.

This field value can range from 0 to 64.

By default, this value is set to zero (0).

### **Setup Pages Per Port Field**

The **Setup Pages Per Port** field indicates the number of talk/listen key pairs allowed per port.

This field value can range from 4 to 15.

### **Physical Panels Per Port Field**

The **Physical Panels Per Port** field indicates the number of keypanels and expansion panels are allowed in the system. Currently, only one (1) keypanel and three (3) expansion panels are supported.

This field cannot be modified.

### **Keys Per Setup Page Field**

The **Keys Per Setup Page** field indicates the numbers of keys allowed per setup page. Currently, 16 talk/listen key pairs are allowed per setup page.

This field cannot be modified.

### **Maximum IFB Priority Field**

The **Maximum IFB Priority** field indicates the highest priority allowed to be assigned to an IFB in the system. IFB priorities determine which keypanel gets first access to an IFB in cases where two (2) or more keypanels are trying to access the 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 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 IFBs.

This field value can range from 1 to 8.

### **Use Input Alphas Check Box**

The **Use Input Alphas** check box indicates that input alphas are enabled for the system.

### **Auto Listen Functions Pick Up All Talk Levels Check Box**

The **Auto Listen Function Pick Up All Talk Levels** check box indicates the keypanel operator can automatically talk and listen to all talk levels when the talk key is activated. The listen-level adjustment only adjusts a single listen crosspoint level. This feature is only available when auto-listen is assigned to a key and the key also has several assigned talk levels.

**NOTE:** The listen-level adjustment only adjusts a single listen crosspoint level.

### **Allow For Remote Trunk Master Check Box**

The **Allow for Remote Trunk Master** check box indicates your intercom system is connected to a remote trunk master via a modem. In this case, there may be some data transmission delay, so the time-out period extends to compensate. In addition, the normal baud rate for direct connection to the trunk master (38.4 kbaud) changes to 9600 baud for the modem connection.

**NOTE:** This overrides the setting of Dip switch 4 on the master controller in an ADAM or ADAM CS frame.

### **Don't Generate Tallies For In-Use Trunk Assignments Check Box**

The **Don't Generate Tallies for In-Use Trunk Assignments** check box indicates you do not want to generate tallies for in-use trunk assignments.

### **Don't Generate Tallies For Off-Hook TIF Assignments Check Box**

The **Don't Generate Tallies for Off-Hook TIF Assignments** check box indicates you do not want to generate tallies for off-hook TIF assignments.

### **Don't Generate Indefinite PL Tallies Check Box**

The **Don't Generate Indefinite PL Tallies** check box indicates you do not want to generate tallies for indefinite PLs.

### **Always Stack Callers in Call Waiting Window Check Box**

The **Always Stack Callers in Call Waiting Window** check box indicates callers are stacked in the call waiting window.

### **Configure Onboard GPI Outputs in FR9528 Mode Check Box**

The **Configure Onboard GPI Outputs in FR9528 Mode** check box indicates you are using a FR9528 Relay Frame. Remove the check mark if you are using the GPI connector on your ADAM or ADAM CS frame, instead of FR9528.

### **Generate Snoop Tallies Check Box**

The **Generate Snoop Tallies** check box indicates you want to generate snoop tallies. Snoop tallies provide an indication to keypanel users that somebody is listening to them.

**NOTE:** The keypanel must be working in HOT MIC (USM) mode to use Snoop Tallies. This is available only on KP-32 keypanels.

### **Force Autonomous Mode When No Audio Links Up Check Box**

The **Force Autonomous Mode When No Audio Links Up** check box is used to force the current frame into autonomous (independent) mode, if none of its Tribus audio links are active. If selected, the frame refuses to communicate with any other frames if none of its Tribus links are up, even if Ethernet communications are fine. And, once one (1) or more of its audio links are restored, the frame automatically tries to re-establish messaging links to the other frames in the cluster.

## Intercom Sizing Wizard

In AZedit version 2.08.00 or higher, an **Intercom Sizing Wizard** is provided to help users setup their intercom systems quickly and easily. The primary function of this wizard allows users to configure their intercom systems without worrying about incorrect configuration options. The wizard walks you through each step to set up your intercom system, asking a series of specific questions, resulting in an easy and efficient setup procedure.

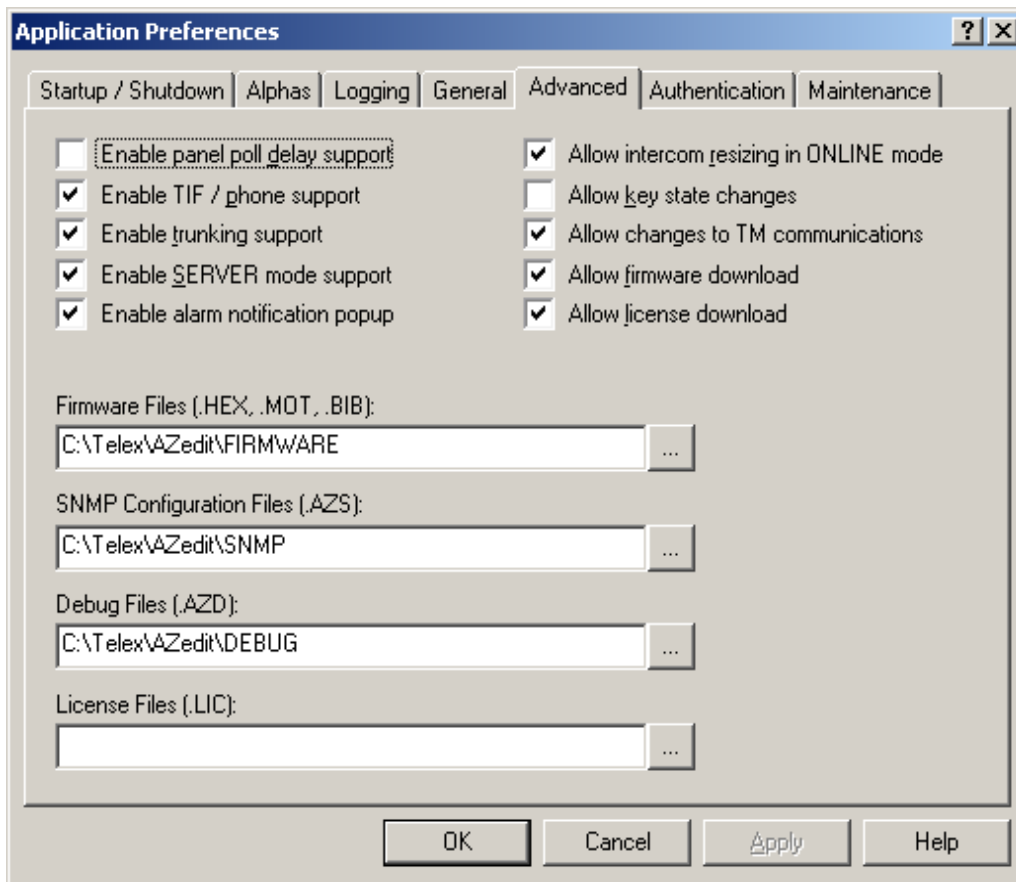
**IMPORTANT:** This causes a First Birthday on the Intercom System. A first birthday completely erases all data and resets the application to the factory defaults.

**NOTE:** You can use this wizard in online mode or file mode. If you plan on using the Intercom Sizing Wizard in online mode, you must remember to select the Allow Intercom Resizing in Online Mode checkbox.

### How to Use the Intercom Sizing Wizard

To allow intercom resizing in online mode, do the following:

1. From the Option menu in AZedit, select **Preferences**.  
*The Application Preferences window appears.*
2. Click the **Advanced** page.  
*The Advanced window appears.*
3. Select the **Allow intercom resizing in ONLINE mode** checkbox.



**NOTE:** You must use the *Intercom Sizing Wizard* if you are changing the number of frames, the number of ports, or the Intercom Setup options in your system.

To access the **Intercom Sizing Wizard**, do the following:

1. From the Options menu, select **Intercom Configuration**.  
A warning message reading, “*WARNING! You are about to reconfigure the intercom! The existing intercom setup is ERASED and intercom system will be reset*” appears.
2. Click **OK**.  
The *Intercom Configuration* screen appears.

The screenshot shows the 'Intercom Configuration' dialog box with the following settings:

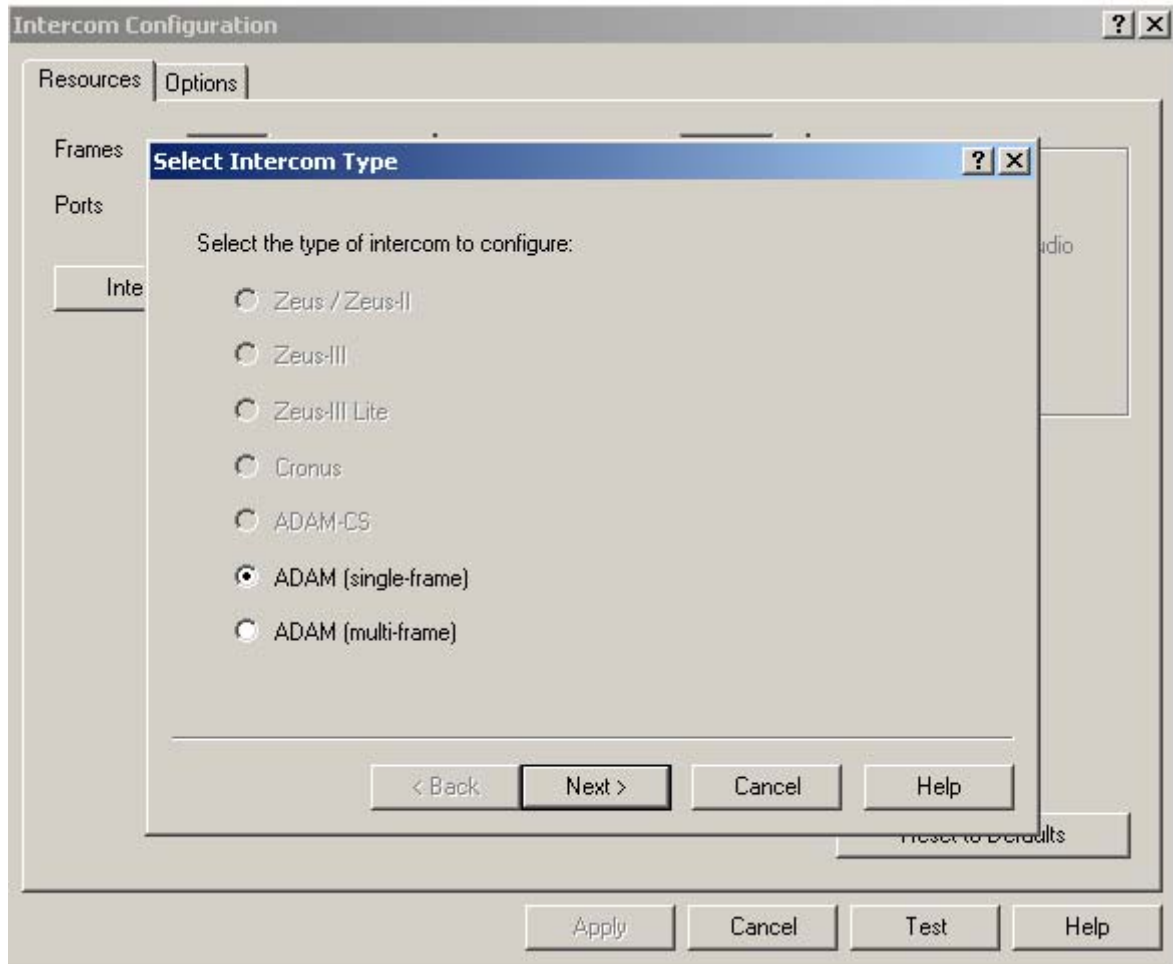
Parameter	Value
Frames	1
Ports	272
Party Lines	96
IFBs	64
IFB Special Lists	32
Special Lists	64
GPI Outputs	96
ISOs	64
Assignment Groups	32
UPL Resources	120
UPL Statements	256
Auto Dials	20
GPI Inputs	96
Inter-panel Dims	32

The 'Intercom Setup' section includes the following options:

- ADAM
  - Redundant Audio
  - Test Audio

Buttons at the bottom of the dialog: Apply, Cancel, Test, Help. A 'Reset to Defaults' button is located in the bottom right of the main configuration area.

3. Click **Intercom Sizing Wizard**.  
*The Intercom Sizing Wizard begins.*

**NOTE:**

In online mode, the wizard automatically determines your intercom system size, and then walks you through to get information that is more specific for configuring your system.

In file mode, you must pick your intercom system, and then the wizard walks you through the different options to determine the intercom system setup.





## Other Configuration Windows

### MADI Configuration Window

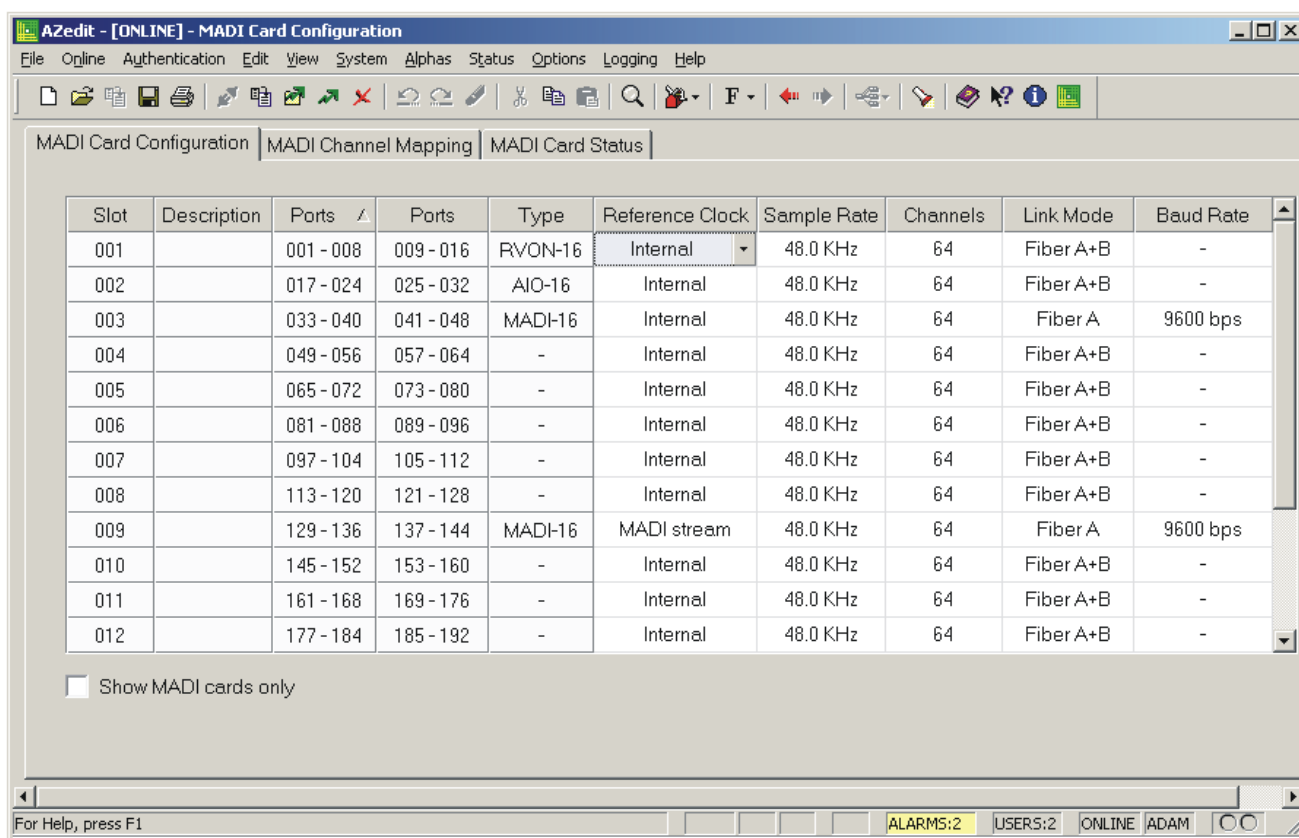


FIGURE 167. MADI Card Configuration Page

**NOTE:** If you do not see all the columns, you may need to verify no columns are hidden. For more information, see “Show or Hide List columns” on page 399.

## MADI Card Configuration Page

### *Slot Display Column*

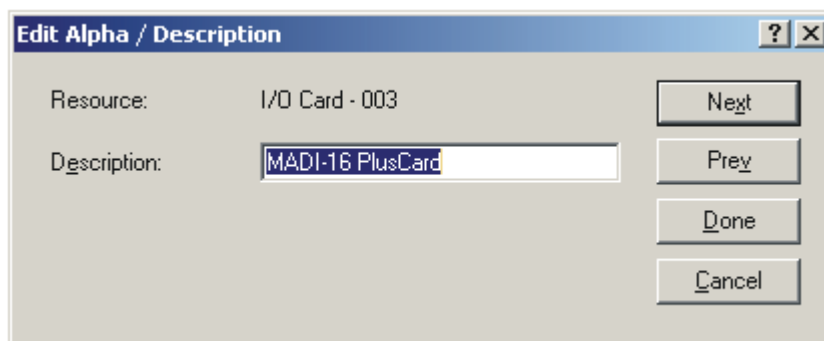
The **Slot** display column shows the location of the card in relation to the frame the card resides and its position in the frame. For example, 2:017 indicates the card is in frame two (2) and slot 17 in the frame.

### *Description Display Column*

The **Description** display column shows the unique description of the card. This description can be created or modified in the I/O Status Description window.

To **create or modify the description**, do the following:

1. From the Alpha menu in Azedit, select **I/O Card**.  
*The I/O Card Descriptions window appears.*
2. Double-click the **slot entry** where the card resides.  
*The Edit Alpha/Description window appears.*



3. In the Description field, enter a **description** for the card.
4. Press **Done**.  
*The Edit Alpha/Description window closes.*

### *Ports Display Column (1)*

The **Ports** display column shows the ports assigned to the card.

### *Ports Display Column (2)*

The **Ports** display shows the ports assigned to the card.

### *Ports Display Column (3)*

The **Ports** display shows the ports assigned to the card, if applicable.

### *Ports Display Column (4)*

The **Ports** display shows the ports assigned to the card, if applicable.

### ***Reference Clock Drop Down Column***

The **Reference Clock** drop down column is used to select the type of clock the MADI card uses to synchronize its transmissions.

Available options for this field are:

<i>Internal</i> -	The MADI card generate its own clock which is used to synchronize transmissions.
<i>MADI Stream</i> -	The clock is retrieved from the MADI stream.
<i>NTSC/PAL</i> -	The clock is sent from the <b>NTSC</b> (National Television System Committee)/ <b>PAL</b> (Phase Altering Line) connection.
<i>Word</i> -	The clock from a word clock driver is used to synchronize the MADI transmission.

### ***Sample Rate Drop Down Column***

The **Sample Rate** drop down column is used to select the speed the MADI card references for transmission.

#### **IMPORTANT:**

When Word Clock is selected as the type of clock, the sample rate must match the word clock driver.  
When Internal or NTSC/PAL is selected as the type of clock, the sample rate must match that of the device.

Available options for this field are: *44.1KHz* and *48KHz*.

### ***# of Channels Drop Down Column***

The **# of Channels** drop down column is used to select the number of channels on the MADI card. The MADI card can have up to 64 channels assigned to each card.

Available options for this field are: *56* and *64*.

### ***Link Mode Drop Down Column***

The **Link Mode** drop down column is used to select the connector you want to use.

Available options for this field are:

<i>Fiber A</i> -	The signal is sent over the Fiber A connection.
<i>Fiber B</i> -	The signal is sent over the Fiber B connection.
<i>Fiber A+B</i> -	The signal is sent over the Fiber A connection, however, if Fiber A fails or is damaged, the Fiber B connection takes over sending the MADI stream.
<i>Coax</i> -	The signal is sent over the coaxial connection.

### Baud Rate Drop Down Column

The **Baud Rate** drop down column is used to select the baud rate used to send the MADI stream.

Available options for this field are:

*None*

*9600bps*

*19.2Kbps*

*38.4Kbps*

### Show MADI Cards Only Check Box

The **Show MADI Cards Only** check box indicates only MADI cards are displayed in the window.

### MADI Channel Mapping Window

The **MADI Channel Mapping** window, shown in Figure 168, is used to map the available MADI channels to available intercom ports in the system.

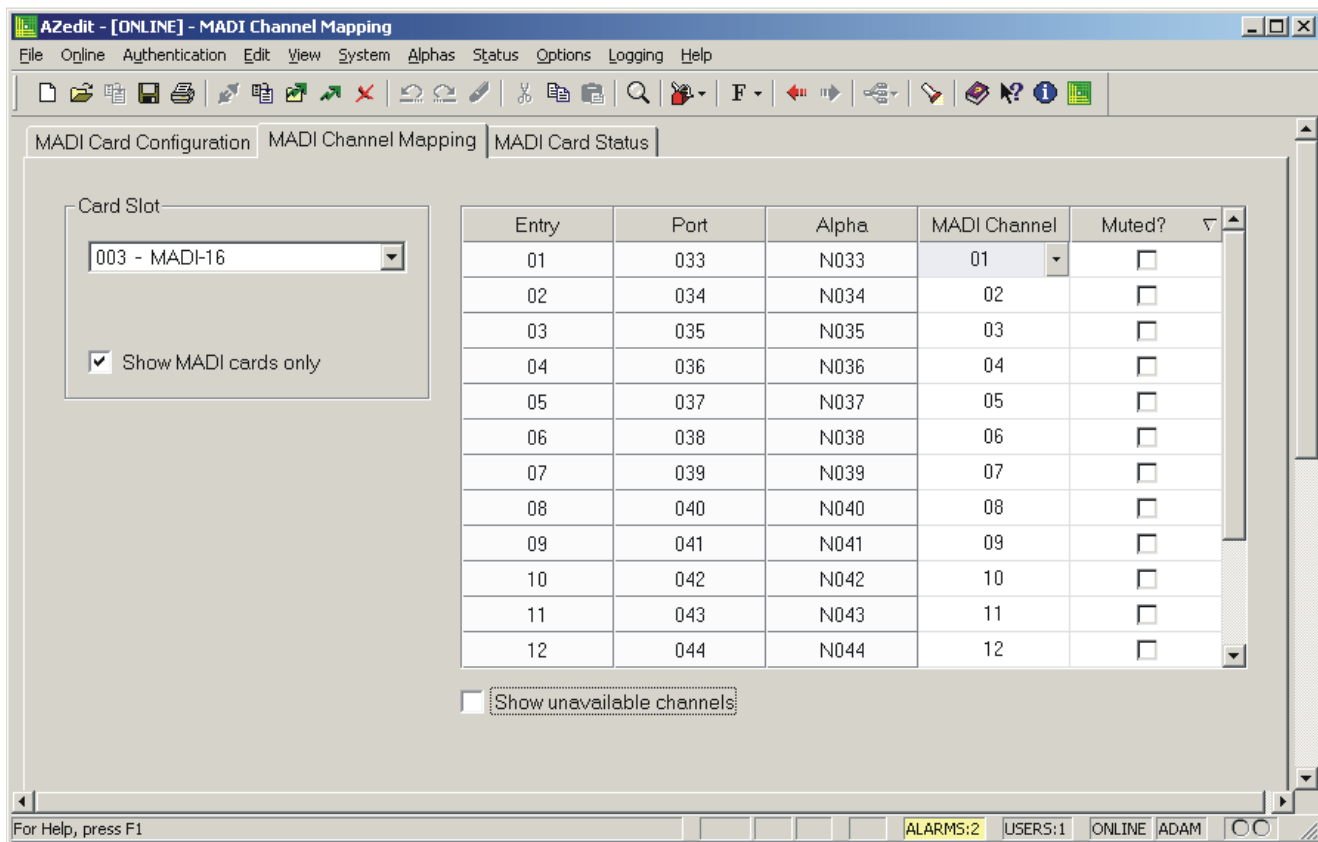


FIGURE 168. MADI Channel Mapping Window

---

## Card Slot Group Box

---

### *Card Slot Drop Down List*

The **Card Slot** drop down list is used to select the card you want to view.

### *Show MADI Cards Only Check Box*

The **Show MADI Cards Only** check box indicates to only show MADI cards in the Card Slot drop down list.

By default, all cards in the system are shown.

### *Entry Display Column*

The **Entry** display column displays the number of audio channels you have available to use for the selected MADI card.

### *Port Display Column*

The **Port** display column shows the port number associated with the entry.

### *Alpha Display Column*

The **Alpha** display column shows the alpha of the selected port. Alphas can be 4-, 6-, or 8-character names depending on the configuration. For more information, see “Preferred Alpha Size Drop Down Menu” on page 97.

### *MADI Channel Drop Down Column*

The **MADI Channel** drop down column is used to select the MADI channel associated with the intercom port. You can have up to 64 channels to choose from.

Available selections for this field are:

- (*dash*)                      No Channels are assigned
- Channels 1–64*

### *Muted? Check Box Column*

The **Muted?** check box column is used to turn the transmit and receive channel audio off. By default, Muted? is not selected.

### *Show Unavailable Channels Check Box*

The **Show Unavailable Channels** check box is used to display all channels in the system whether they are available for assignment or not.

By default, only available channels are shown.

## MADI Card Status Window

Slot	Description	Ports	Ports	Type	Active Link	Backup Link	Status	Pass Through	MADI to Serial	Serial to MADI
003		033 - 040	041 - 048	MADI-16	Fiber A : OK	-	OK	RS-232	2374	0
009		129 - 136	137 - 144	MADI-16	Fiber A : OK	-	OK	RS-232	0	0

FIGURE 169. MADI Card Status Window

### *Slot Display Column*

The **Slot** display column shows the slot location of the card in the intercom system.

### *Description Display Column*

The **Description** display column shows the description assigned to the slot.

### *Ports Display Column (1)*

The **Ports** display column (1) shows the first eight (8) channels assigned to the slot.

### *Ports Display Column (2)*

The **Ports** display column (2) shows the second eight (8) channels assigned to the slot.

### *Ports Display Column (3)*

The **Ports** display column (3) shows the third eight (8) channels assigned to the slot.

### ***Ports Display Column (4)***

The **Ports** display column (4) shows the fourth eight (8) channels assigned to the slot.

### ***Type Display Column***

The **Type** display column shows the type of card in the slot (i.e., MADI-16, AIO-16, etc).

### ***Active Link Display Column***

The **Active Link** display column shows the status of the active link (Fiber A, Fiber B, or Coax).

### ***Backup Link Display Column***

The **Backup Link** display column shows the status of the backup link, if configured. This column is blank if the card is not configured for redundant fiber and the link mode set to Fiber A+B.

**NOTE:** The backup link can never be Coax.

There are two (2) status messages possibilities: *OK* and *Bad*.

### ***Status Display Column***

The **Status** display column shows status of the MADI card in the slot.

There are four (4) status message possibilities:

*OK*

*Wrong Back Card*

*FPGA Boot Failure*

*PLL Unlocked*

### ***Pass-Through Display Column***

The **Pass-Through** display column shows the type of pass-through connection being used.

Available selections for this field are: *RS-232* and *RS-485*.

### ***MADI to Serial Display Column***

The **MADI to Serial** display column shows the number of bytes received on the MADI link and transmitted out on the serial connection.

### ***Serial to MADI Display Column***

The **Serial to MADI** display column shows the number of bytes received on the Serial connection and transmitted out on the MADI link.

### Port Allocation Table Window

The **Port Allocation Table** is used to support I/O cards with more than 16 ports. It allows you to select which card types occupy which intercom slots and which ports are allocated to each card. Ports can be allocated in groups of four (4). Each group contains 16 ports. Each MADI card can have no more than 64 ports per card.

**NOTE:** If you are running a single frame system, the single frame can hold up to 880 ports; if you are running a multi-frame Tribus system, you are limited to 256 ports per frame.

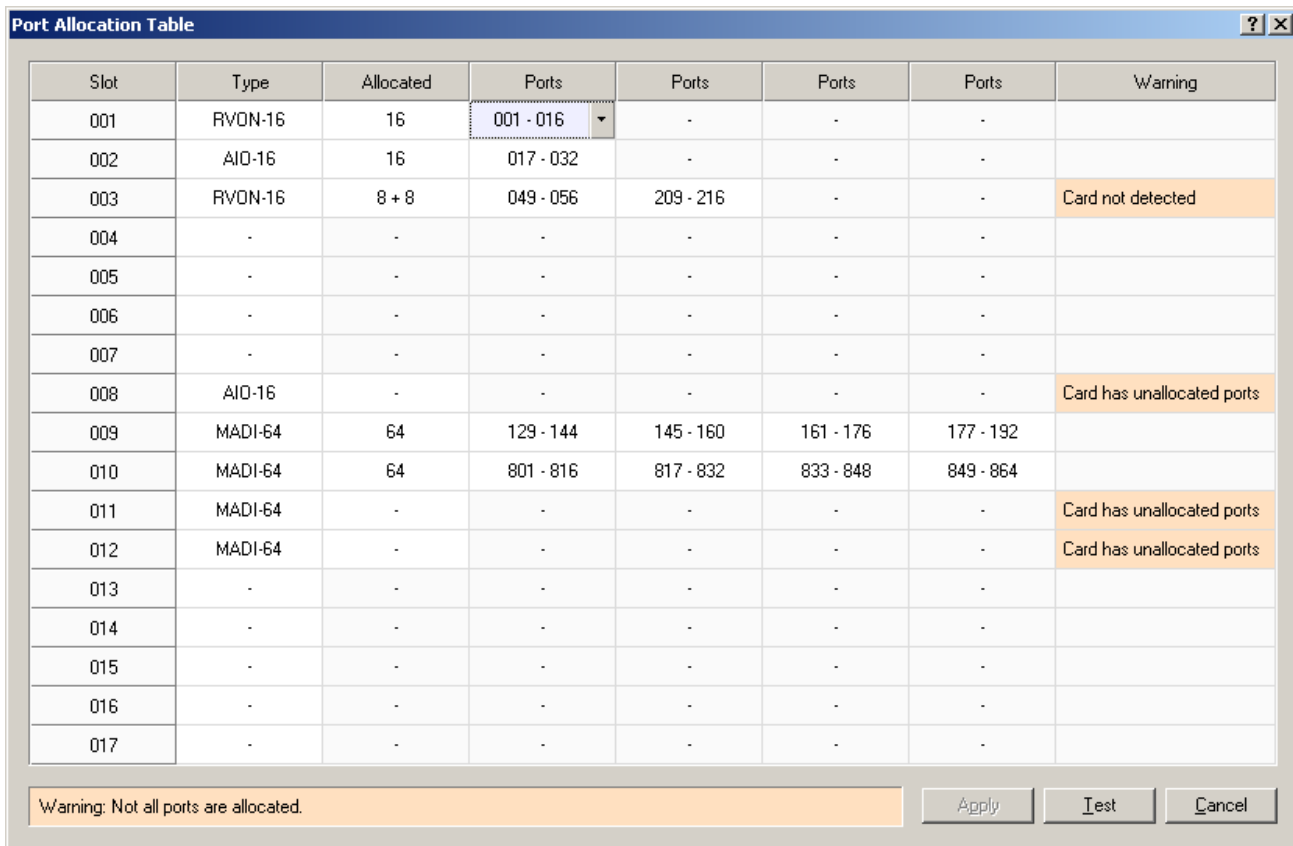
**IMPORTANT:** Check power limitations of each frame before building large intercom systems.

**Requirements:**

The Port Allocation Table requires the following minimum firmware versions:

- AZedit V4.0.0
- MCII-e V2.3.0
- DBX V1.24.0, w/PCII-e V1.24.0

**NAVIGATION:** Select **Options|Port Allocation Table**.



**FIGURE 170.** Port Allocation Table Window



## Slot Column

The **Slot** column displays the number of the slot where the card resides.

This field is not editable.

## Type Column

The **Type** column is used to select the type of card in the slot. Use the drop down menu to select the type of card in the slot.

Available options are: *AIO-8, AIO-16, RVON-8, RVON-16, MADI-16, MADI-32, MADI-48, MADI-64, and AES-3.*

The screenshot shows a window titled "Port Allocation Table" with a table containing 11 rows. The columns are "Slot", "Type", and "Allocated". Row 005 is selected, and a dropdown menu is open over the "Type" cell, listing the following options: AIO-8, AIO-16, RVON-8, RVON-16, MADI-16, MADI-32, MADI-48, MADI-64, and AES-3.

Slot	Type	Allocated
001	RVON-16	
002	AIO-16	
003	RVON-16	8
004	-	
005	-	
006		
007		
008		
009		
010		
011		

FIGURE 171. Type Column Options

## Allocated Column

The **Allocated** column is used to select the number of ports to allocate. Use the drop down menu to select the number of ports you want to allocate.

Available options are:

- 8 - Used to allocate 8 ports in a Base 8 system.
- 8+8 - Used to allocate 16 ports in a Base 8 system.
- 16 - Used to allocate 16 ports in a Base 16 system.
- 24 - Used to allocate 24 ports in a Base 16 system.
- 32 - Used to allocate 32 ports in a Base 16 system.
- 40 - Used to allocate 40 ports in a Base 16 system.
- 48 - Used to allocate 48 ports in a Base 16 system.
- 56 - Used to allocate 56 ports in a Base 16 system.
- 64 - Used to allocate 64 ports in a Base 16 system.

Port Allocation Table			
Slot	Type	Allocated	Ports
001	MADI-64	16	00
002	AIO-16	-	01
003	RVON-16	8 + 8	04
004	-	16	
005	MADI-64	24	
006	-	32	
007	-	40	
		48	
		56	
		64	

FIGURE 172. Allocated Menu Options

#### Ports Columns (4)

The **Ports** column is used to assign ports in either groups of eight (8) or 16 ports, depending on what is selected in the Allocated column.

Up to four (4) groups of 16 ports are allowed.

**TIP:** To assist in setup and configuration debug, assign consecutive port numbers for multi-group port columns.

**NOTE:** The Ports column only becomes active for the number of ports you are allocating. For example, if you have 32 ports, only the first two (2) Ports columns are enabled.

Port Allocation Table				
Slot	Type	Allocated	Ports	Warning
001	MADI-64	16	001 - 016	
002	AIO-16	16	-	
003	RVON-16	8 + 8	033 - 048	209
004	-	-	057 - 072	
005	MADI-64	64	065 - 080	
006	-	-	073 - 088	
007	-	-	081 - 096	
008	AIO-16	-	089 - 104	
009	MADI-64	64	097 - 112	145
010	MADI-64	64	105 - 120	81
	MADI-64	-	113 - 128	
			193 - 208	
			217 - 232	
			225 - 240	
			233 - 248	
			241 - 256	

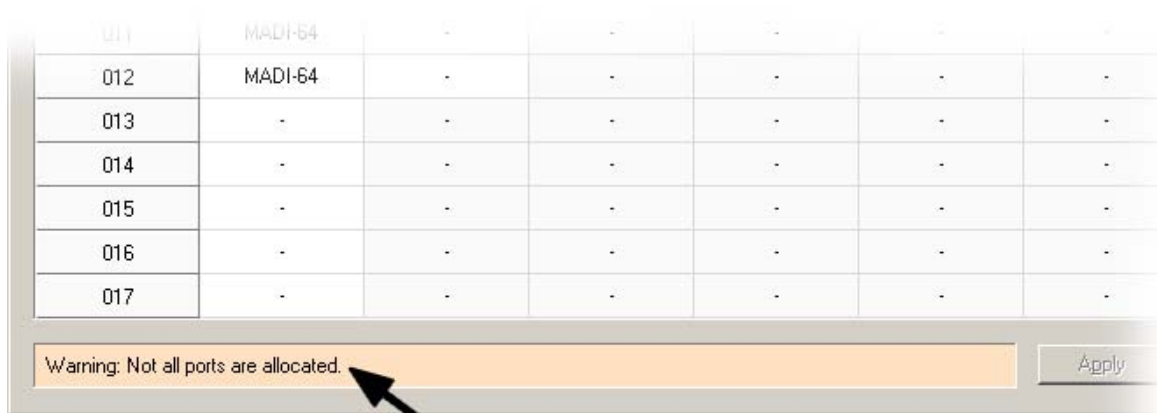
FIGURE 173. Ports Column Options

**Warning Column**

The **Warning** column displays a warning when configured card types do not match detected card types and when not all ports are allocated (for a given card, or for the intercom as a whole).

## Warning Field

The **Warning** field displays warnings pertaining to the intercom system as a whole.



## Warning Field

FIGURE 174. Warning Field

## Apply Button

The **Apply** button is used to apply any modifications made to the port allocation table to the intercom system while the window remains open.

## Test Button

The **Test** button is used to test the modifications you made to the port allocation table before you apply it to the intercom system. A message displays when the test is finished notifying you if the port allocation table is valid or not.

## Cancel Button

The **Cancel** button is used to close the window without implementing any of the modifications made to the port allocation window.

---

## *RVON Configuration Window*

The **RVON Configuration** window, shown in Figure 175, is used to configure RVON devices in the intercom system.

All five (5) RVON devices provide **VoIP** (Voice Over Internet Protocol) communications for the RTS family of intercoms. In general, voice over IP means sending voice information in digital form using discrete packets, rather than the traditional telephone network. All of the RVON devices deliver an integrated solution for connecting custom keypanels to the Intercom Matrix over standard IP networks by supporting 8 or 16 channels (ports) of audio in and out.

The RVON devices supported by AZedit are as follows:

*RVON-8* - Provides eight (8) channels in and out of digital audio.

*RVON Keypanel* - Provides voice over IP (Internet Protocol) communications for the KP-32, KP-812, CLD families of keypanels.

*RVON-C* - Provides voice over IP (Internet Protocol) communications for the Cronus intercom system.

*RVON-16* - Provides 16 channels in and out of digital audio.

RVON devices are fully compatible with internationally recognized standards and support the following protocols: G.711, G.729AB, and G.723 (5.3k and 6.3k).

**NOTE:** RVONedit is a Windows-based, **GUI** (Graphical User Interface) application designed exclusively for Bosch Security Systems, Inc. RVON products. The application can be used to display or configure RVON (VoIP) options associated with the different devices. RVONedit is to the VoIP products as AZedit is to ADAM, Cronus, and Zeus. Please contact your customer service representative for ordering details.

There are five (5) RVON devices in the RVON family:

*RVON-8*

*RVON-Keypanel*

*RVON-I/O*

*RVON-C*

*RVON-16*

**NAVIGATION:** Select **System**|**Miscellaneous**|**RVON Configuration**.


**NOTE:** Remember to send any changes you make to the intercom system using **Online**|**Send Changes** or the Activate button. 

FIGURE 175. RVON Configuration Window

## Settings for RVON Card Group Box

### RVON Card Drop Down Menu

The **RVON Card** drop down menu is used to select the card slot where the RVON card resides.

### IP Address Field

The **IP Address** field indicates the IP Address of the RVON card.

**NOTE:** An **IP Address** is an identifier or numerical name for a computer or device on a network. Data between computers is routed over the network using these addresses to identify which computer a message is being sent to and which computer a message is being sent from. The format of an IP Address is a 32-bit numeric address written as four (4) numbers separated by periods. For example, an IP Address looks like 10.100.1.1.

### Network Mask Field

The **Network Mask** field indicates the network mask address of the RVON card, if applicable.

**NOTE:** A network mask indicates which computers can be accessed locally without using a gateway, and which computers can only be reached through a gateway. The bits in the network mask determine what is a network and what is a computer.

---

## Default Gateway Field

The **Default Gateway** field indicates the default gateway address used of the RVON card, if applicable. The gateway address is the IP Address used when a connection outside your network is commenced.

---

## Settings for Pass-Through Serial Via Ethernet Group Box

---

### Target IP Address

The **Target IP Address** field displays the IP Address of the device to which you want to connect over Ethernet.

### Serial Baud Rate Drop Down Menu

The **Serial Baud Rate** drop down menu is used to select the baud rate at which the data is transmitted.

Available selections for this field are:

*9600kbps*

*19.2kbps*

*38.4kbps*

---

## Settings for Connected Devices Group Box

---

### *RVON Channel Drop Down Menu*

The **RVON Channel** drop down menu is used to select the channel used to communicate to another device across the network.

### *Device IP Address Field*

The **Device IP Address** field indicates the device IP Address to which you want to connect.

### *Device Type Drop Down Menu*

The **Device Type** drop down menu is used to select the type of device to which you want to connect.

### *Device Channel Drop Down Menu*

The **Device Channel** drop down menu is used to select the channel on the device to which the RVON card communicates.

### ***Codec Type Drop Down Menu***

The **Codec Type** drop down menu is used to select the codec type for this channel.

Available selections are:

*G.711m $\mu$ -law*  
*G.711A (8kbps)*  
*G.729AB*  
*G.723 (5.3kbps)*  
*G.723 (6.3kbps)*

**NOTE:** A codec is an algorithm used to compress audio. There are five (5) codecs supported by Bosch Security Systems, Inc.: G.711m $\mu$  law, G.711A law, G.729AB, G.723 (5.3k), and G.723 (6.3k). The type of codec dictates the quality of audio you hear and the network bandwidth used. The packet size determines how much audio data is carried across the network in each transmitted packet. The codec type and packet size chosen require different amounts of bandwidth from the network.

The Intercom System Administrator and the Network Administrator might want to work together in choosing the codec type and packet size suitable for the size of the network.

### ***Packet Size Drop Down Menu***

The **Packet Size** drop down menu is used to select the size of each audio packet.

Available selections for this field are:

*10ms audio/packet*  
*20ms audio/packet*  
*40ms audio/packet*  
*60ms audio/packet*

As with the codec type, the packet size you choose for the audio transfer affects the audio you hear and the bandwidth you use over the network. Using a larger audio packet size results in less bandwidth use. However, the larger packet size can result in higher delays and longer gaps if the packet is lost. On the other hand, smaller packet sizes result in larger bandwidth use, but lower delays and smaller gaps if the packet is lost.

**NOTE:** The Intercom System Administrator and the Network Administrator may want to work together in choosing the codec type and packet size suitable for the size of the network.

### ***Enable VAD (Voice Activity Detection) Check Box***

The **Enable VAD (Voice Activity Detection)** check box is used to enable VAD on the channel. VAD saves network bandwidth by stopping the flow of audio packets when silence is detected.


**NOTE:** VAD is similar to VOX. **VOX** (Voice Operated Switch) is a switch that operates when sound over a certain threshold is detected. The circuitry usually includes a delay or hold time threshold that leaves the circuit activated when the sound stops. This keeps the circuit from turning off during short pauses in speech.



## GPIO-16 Configuration Window

The **GPIO-16 Configuration** window, shown in Figure 176, is used to configure the GPIO-16 device. Some settings include the *IP Address*, *Network Mask*, and *Gateway Address*.

**NAVIGATION:** Select **Options|GPIO-16 Configuration**.

**NOTE:** Remember to send any change you make to the intercom system using **Online|Send Changes** or the Activate button. 

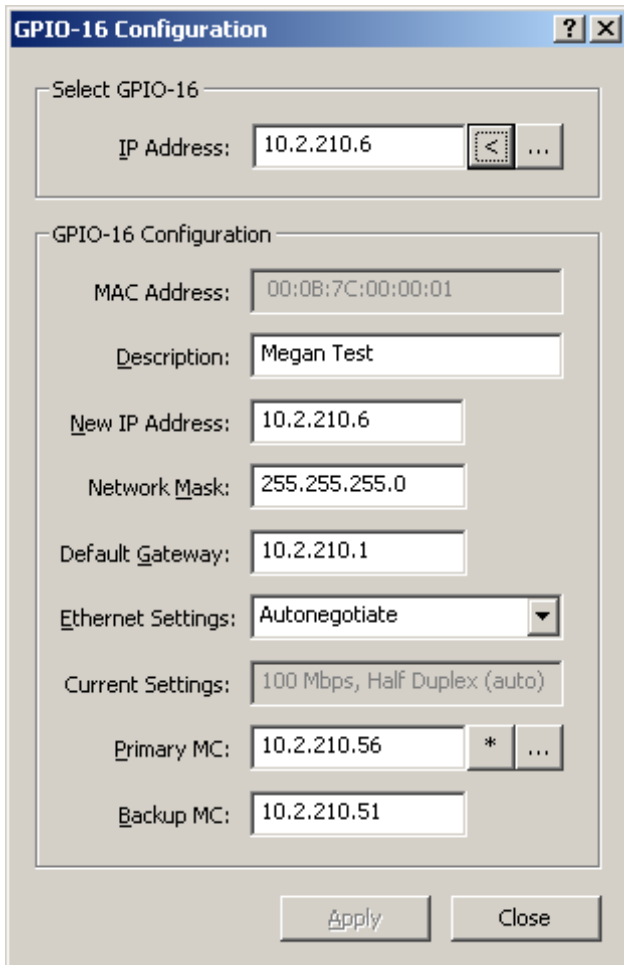



FIGURE 176. GPIO-16 Configuration Window

## Select GPIO-16 Group Box


### IP Address Field

The **IP Address** field indicates the IP Address of the GPIO-16 device.

### Lookup Button

The **Look-Up** button  is used to look up a GPIO-16 IP Address entered manually into the IP Address field. This IP Address may be on the other side of the gateway.

## Browse Button

The **Browse** button  opens the “Select GPIO-16 Window” on page 167. From this window, you can select a GPIO-16 device from a list of all the devices on the local network that can respond to a broadcast. The MAC Address, IP Address, and a description of the device are displayed in the window.

**NOTE:** If this is the first time the GPIO-16 is being used, only the MAC Address of the unit displays.

---

## GPIO-16 Configuration Group Box

---

### MAC Address Field

The **MAC Address** field displays the MAC Address of the GPIO-16. This field is not configurable.

**NOTE:** Do not confuse the MAC Address with an IP Address. The MAC Address is a fixed address that identifies a physical piece of hardware on a network. An IP Address, on the other hand, is a network identifier for a computer or device on a TCP/IP network. Where, typically, MAC Addresses are hard-coded to a device, an IP Address is not.

### Description Field

The **Description** field is used to enter a unique description for the GPIO-16 device. This description appears in the GPIOs window (**System|GPIO-16**).

This field can contain *up to 48 characters*.

### New IP Address Field

The **New IP Address** field is used to enter or change the IP Address for the GPIO-16 device.

### Network Mask Field

The **Network Mask** field is used to enter a network mask, if applicable, for the GPIO-16 device.

**NOTE:** A network mask is a 32-bit number indicating the range of IP Addresses residing on a single IP/Subnet/Supernet. An example of a network mask is 255.255.255.0.

### Default Gateway Field

The **Default Gateway** field is used to enter the default gateway address for the GPIO-16 device.

**NOTE:** A default gateway is a node on a computer network that serves as an access point to another network.

## Ethernet Settings Drop Down Menu

The **Ethernet Settings** drop down menu is used to select the Ethernet settings for the GPIO-16 device.

Available selections for this field are:

*10Mbps, Half-Duplex*

*100Mbps, Half-Duplex*

*10Mbps, Full-Duplex*

*100Mbps, Full-Duplex*

*Auto negotiate*

**NOTE:** The GPIO-16 automatically alternates between 100Mbps half-duplex and 10Mbps half-duplex in an attempt to determine link speeds supported.

## Current Settings Field

The **Current Settings** field displays the current Ethernet speed, selected by the auto-negotiate menu item.

## Primary MC Field

The **Primary MC** field indicates the IP Address of the primary master controller.

## Current Button

The **Current** button  is used to select the IP Address of the intercom AZedit is communicating with.

## Primary MC Browse Button

The **Primary MC Browse** button is used to display all intercoms on the local network that can respond to a broadcast.

## Backup MC Field

The **Backup MC** field indicates the IP Address of the backup master controller.

## Apply Button

The **Apply** button sends all changes to the intercom. It saves all changes you have made and does not close the active window.

## Close Button


The **Close** button closes the current window without saving any changes.

## Configure Logging Window

The **Configure Logging** window, shown in Figure 177, is used to configure the connection type of the AZedit sessions where log messages are sent when the Log To File (See “Logging Page” on page 98.) option is selected. The Configure Logging window is only accessible when connected to AZedit using the J1 serial connection or using the target AZedit session.

**IMPORTANT:** If you are using an ADAM system, you must be running a MCII-e version 1.5.1 or later.

**NAVIGATION:** Select **Logging|Configure Logging**.

**NOTE:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

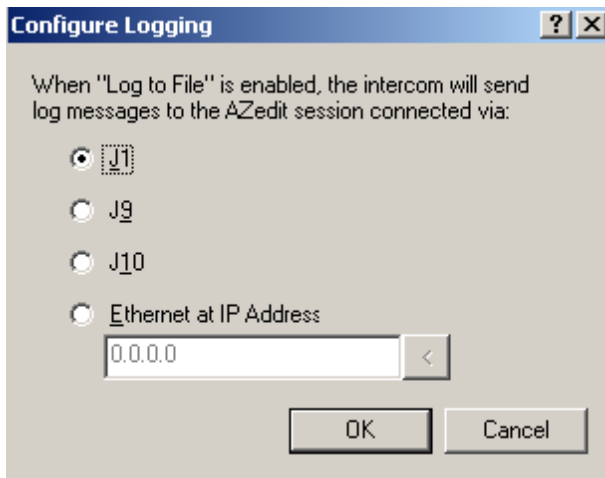


FIGURE 177. Configure Logging Window

**NOTE:** When a Cronus is connected and running, a USB radio button is seen. You may select the USB radio button to send log messages to another AZedit session connected via a USB connection.

### J1 Radio Button

The **J1** radio button indicates log messages are sent to another AZedit session connected serially over the J1 port.

**NOTE:** The only AZedit sessions allowed to configure the log destination are the AZedit session currently configured as that target destination for log messages or the main serial connection connected to J1 of the ADAM MC breakout panel. Restrictions can be set up for the AZedit destination session to restrict access to the Configure Logging window.

### J9 Radio Button

The **J9** radio button indicates log messages are sent to another AZedit session connected serially over the J9 port.

### J10 Radio Button

The **J10** radio button indicates log messages are sent to another AZedit session connected serially over the J10 port.

## Ethernet Radio Button

The **Ethernet** radio button indicates log messages are sent to another AZedit session connected over Ethernet.

## IP Address Field

The **IP Address** field is used to enter the IP Address of the computer running the AZedit session you want to send log messages to over Ethernet.

---

## *Authentication Configuration Window*

The **Authentication Configuration** window, shown in Figure 178, is used to configure authentication for your intercom system. Authentication is the process of determining whether someone is who he or she declares to be. In private and public computer networks (including the Internet), and similarly AZedit, authentication is commonly done through user profiles and passwords. Intercoms supporting authentication may require a username and password for each AZedit session.


With the introduction of Ethernet connections, it is easier for users to log onto AZedit from more places within the network and beyond. Because of this capability, the security of your Intercom can become compromised. With Authentication, a level of security is placed on your intercom that requires the use of profiles and personal passwords.

Authentication is enabled on J9, J10, USB or Ethernet sessions. However, the J1 or serial connection session is always unauthenticated.

Authentication is configured through AZedit, where usernames and passwords are specified for each user. You can configure users as administrators for the different intercom systems or require a restrictions file to be present. Editing authentications requires Administrator status or connection on an authenticated system.

When user profiles are present, users can change their passwords and have passwords remembered for future automated logons. With the ability to have multiple AZedit sessions running different intercom sessions and allowing for multiple users on each computer, controlling access is made easier through the use of user profiles. User profiles include configuration, capabilities, communication settings, preferences and toolbar configurations. Profiles are stored separately for each intercom. For example, if you have three (3) intercom systems (Intercom 1, Intercom 2, and Intercom 3), each intercom system has its own user profile folder.

**NAVIGATION:** Select **Authentication|Configuration** from the menu bar.

**NOTE:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

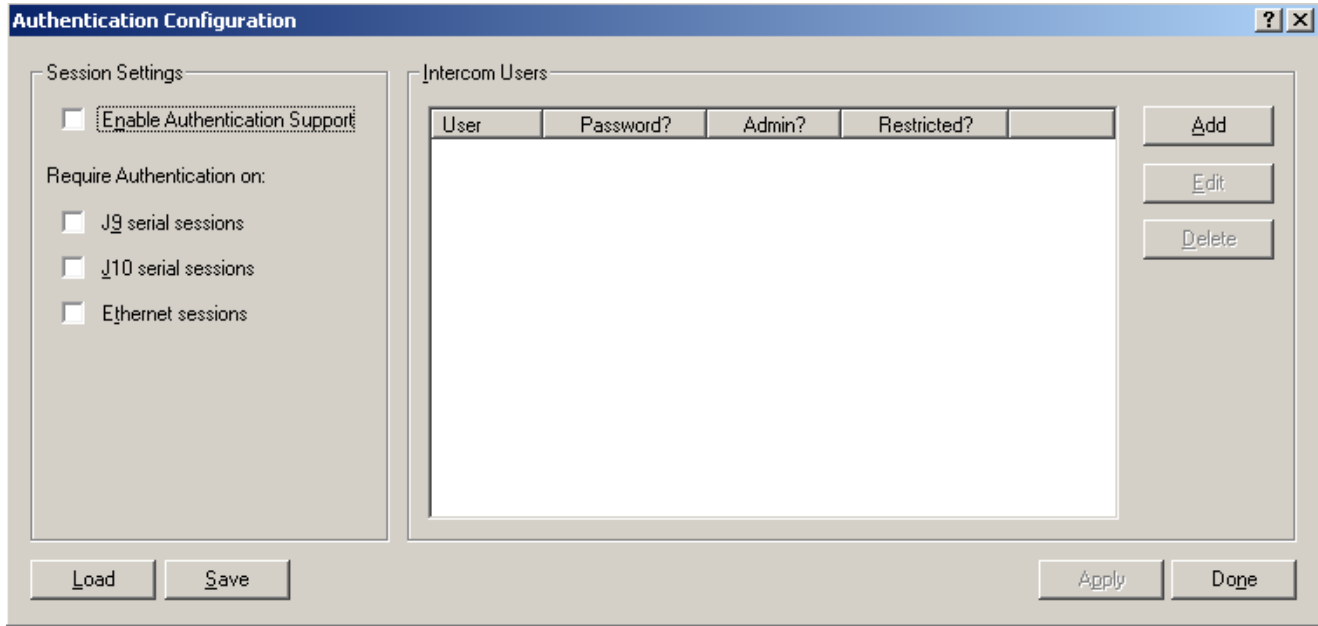


FIGURE 178. Authentication Configuration Window

---

## Sessions Settings Group Box

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### Enable Authentication Support Check Box

The **Enable Authentication Support** check box is used to enable authentication for the current AZedit session.

### Require Authentication On Check Boxes

The **Require Authentication On** check boxes are used to select the types of connections that require authentication to use.

*J9* - All J9 serial sessions

*J10* - All J10 serial sessions

*Ethernet* - All Ethernet sessions

**NOTE:** When connected to a Cronus, a USB option is available.

---

## Intercom Users Group Box

---

### User Column

The **User** column displays the name of the user added to the authentication file.

### **Password? Column**

The **Password?** column displays whether the user has a password associated with the authentication file for the intercom.

### **Admin? Column**

The **Admin?** column displays if the user is an administrator for the intercom. If the user is an administrator, Yes appears in the column. Otherwise, No is displayed.

### **Restricted? Column**

The **Restricted?** column indicates a restrictions file should be used by AZedit. If a restrictions file is needed, Yes appears in the column. Otherwise, No is displayed.

### **Add Button**

The **Add** button opens the Add User window. From this window you can create users to add to the intercom users list. For more information, see “Add/Edit User Window” on page 88.

### **Edit Button**

The **Edit** button opens the Edit User window. From this window you can edit existing user profiles from the intercom users list.

To **edit existing user profiles**, do the following:

1. Highlight the **users profile**.
2. Click **Edit**.

### **Delete Button**

The **Delete** button deletes the selected user profile from the Intercom Users list.

### **Load Button**

The **Load** button is used to load the Authentication File to the current intercom system.

### **Save Button**

The **Save** button is used to save the current authentication file. If this is the first save performed, you must name the file. Files are saved to the file path defined in AZedit Preferences on the Authentication page. See “Authentication Page” on page 105.

### **Apply Button**

The **Apply** button sends all changes to all cards in the intercom. It saves all changes you have made and does not close the active window.

### **Done Button**


The **Done** button closes the current window after an Apply has been made. The Done button is the default button seen on the Authentication window.

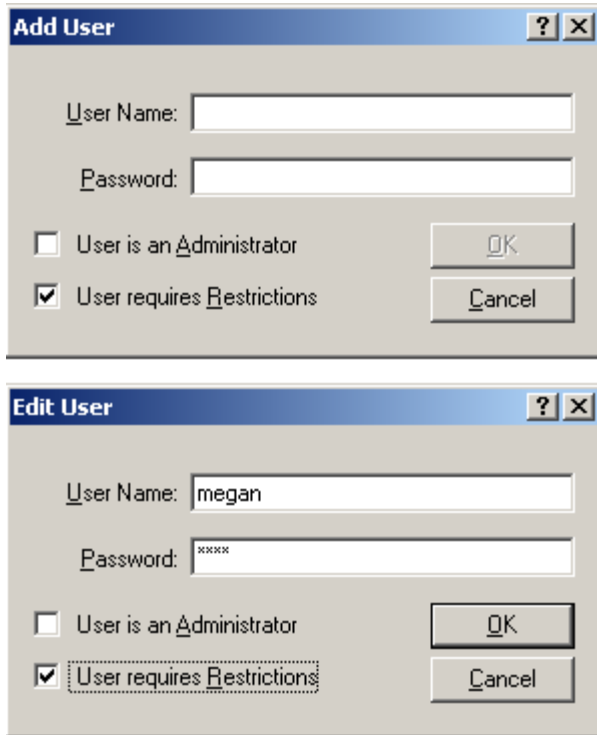
### **Cancel Button**

The **Cancel** button closes the current window without saving or applying any modifications. The Cancel button appears only after you create or modify an authentication file. Otherwise, the Done button is shown.

## Add/Edit User Window

The **Add/Edit User** window, shown in Figure 179, is used to create or modify user profiles for use with authentication.

**NOTE:** Remember to send any changes you make to the intercom system using *Online/Send Changes* or the Activate button. 



The figure shows two windows side-by-side. The top window is titled 'Add User' and contains two text input fields: 'User Name:' and 'Password:'. Below these are two checkboxes: 'User is an Administrator' (unchecked) and 'User requires Restrictions' (checked). There are 'OK' and 'Cancel' buttons at the bottom right. The bottom window is titled 'Edit User' and contains the same fields. The 'User Name' field contains the text 'megan' and the 'Password' field contains 'xxxxx'. The checkboxes are the same as in the 'Add User' window. It also has 'OK' and 'Cancel' buttons.

FIGURE 179. Add User and Edit User Windows

### User Name Field

The **User Name** field is used to enter the user name for the profile you create or modify in the authentication file.

This field can contain an unlimited number of characters; anything over 24 characters is truncated in the username column on the Authentication Configuration window.



## Password Field

The **Password** field is used to enter or modify a password for the profile you create in the authentication file. Passwords display as asterisks (\*) when you enter them into the field.

There is no character limit on the password field. However, use the password tips below to create secure and easy to remember passwords.

**TIP:** To create a secure password that is easy for you to remember, do the following:

Do not use personal information.

Do not use words. Tools are available to help attackers guess your password. With today's computing power, it doesn't take long to try every word in the dictionary and find your password, so it is best if you do not use words for your password.

Mix different character types. You can make a password much more secure by mixing different types of characters. Use some uppercase letters along with lowercase letters, numbers and even special characters such as '&' or '%'.

Use a pass-phrase. Rather than trying to remember a password created using various character types which is also not a word from the dictionary, you can use a pass-phrase.

Think a sentence or a line from a song or poem that you like and create a password using the first letter from each word.

## User is an Administrator Check Box

The **User is an Administrator** check box is used to indicate the current user profile is an administrator for this intercom system. Administrator rights allow the user to make changes to the authentication file.

## User Requires Restrictions Check Box

The **User Requires Restrictions** check box indicates a restrictions file is applied to this user.

A Restrictions File is a set of permissions created for a specific user. For example, you can set restrictions so certain users are unable to create new users within the intercom system.


**NOTE:** Bosch's Restriction Editor is a 32-bit Windows application designed to run under Windows 2000 and Windows XP. It may also run on Windows NT/95/98/ME with Internet Explorer V6.0 or later. Restriction Editor requires a copy of AZedit.exe to be available in order to determine the AZedit menu structure for creating restrictions.

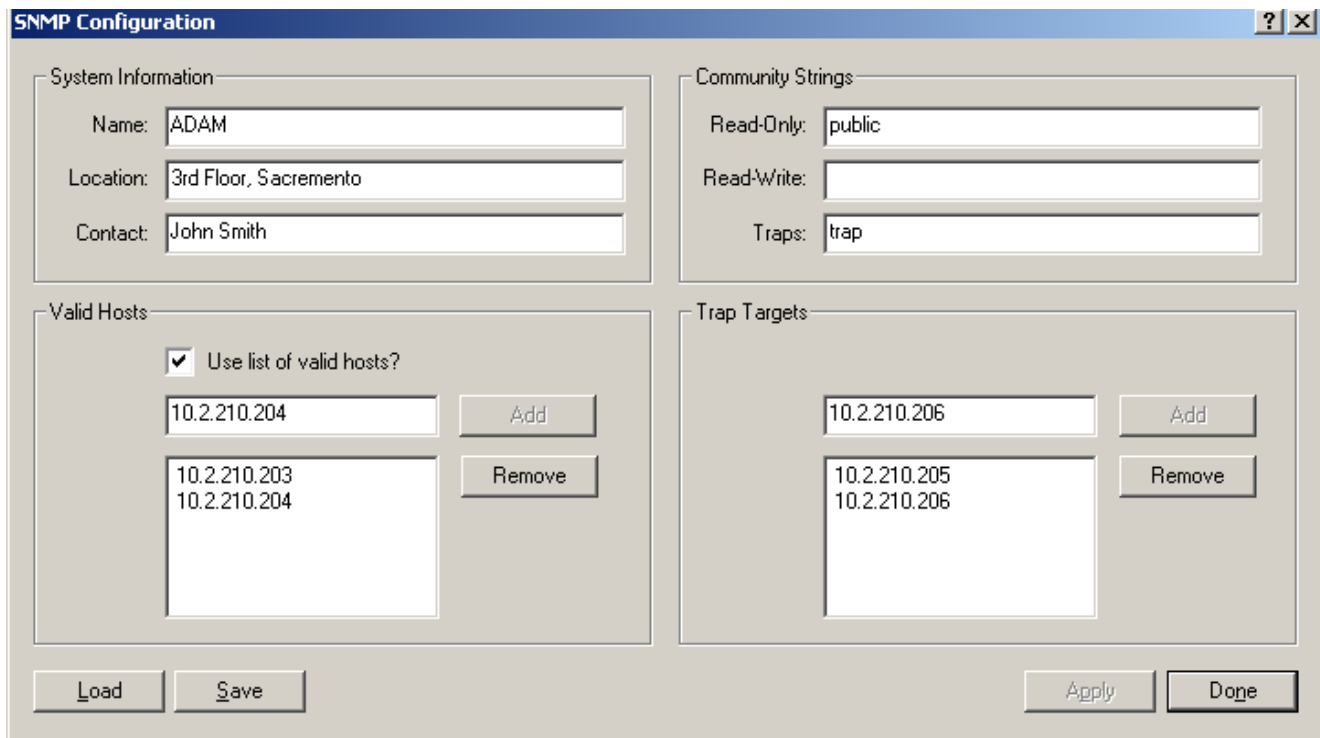
Restriction Editor is a tool to create restriction files for use with AZedit Intercom software. Restriction Files allow administrators to manage user access to resources and features. AZedit includes support for user restrictions by reading and analyzing a text file (the restrictions file) that sends out the set of resources and features available to each user.

## SNMP Configuration Window

The **SNMP Configuration** window, shown in Figure 180, is used to configure **SNMP** (Simple Network Management Protocol) for your Intercom System. Simply put, SNMP allows you to send messages when specified events occur over the Intercom System.

**NAVIGATION:** From the menu bar, select **Options|SNMP Configuration**.

**NOTE:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 



The screenshot shows the 'SNMP Configuration' dialog box with the following details:

- System Information:** Name: ADAM; Location: 3rd Floor, Sacramento; Contact: John Smith.
- Community Strings:** Read-Only: public; Read-Write: (empty); Traps: trap.
- Valid Hosts:**  Use list of valid hosts?; List: 10.2.210.203, 10.2.210.204; Buttons: Add, Remove.
- Trap Targets:** List: 10.2.210.205, 10.2.210.206; Buttons: Add, Remove.
- Buttons:** Load, Save, Apply, Done.

FIGURE 180. SNMP Configuration Window

## System Information Group Box

The **System Information** group box is used for documentation purposes. This is so the user knows which device is configured and where it is physically located.

### Name Field

The **Name** field identifies the name of the Intercom System in which SNMP is configured.

This field can contain *up to 255 characters*.

### Location Field

The **Location** field identifies the physical location of the intercom system (for example, 3rd floor, Sacramento).

This field can contain *up to 255 characters*.

---

## Contact Field

The **Contact** field identifies the name of the person responsible for the specified SNMP device.

This field can contain *up to 255 characters*.

---

## Community Strings Group Box

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The **Community Strings** group box is used to define the level of security to use when queries are submitted. SNMP Community Strings are like passwords for network devices.

Most often, there is one (1) community string used for read-only access to a network device. The default value for this community string is often *public*. Using this community string like a password, the NMS retrieves data from network devices.

## Read-Only Field

The **Read-Only** field displays the password that provides read-only access via SNMP.

This field can contain *up to 64 characters*.

The default entry is public.

## Read-Write Field

The **Read-Write** field displays the password that provides read-write access via SNMP. If the Read-Write field is empty, SNMP is limited to read-only access.

This field can contain *up to 64 characters*.

## Traps Field

The **Traps** field displays the trap identifier for the SNMP event monitor. The traps community string specifies the community string included in all SNMP traps generated by the intercom.

This field can contain *up to 64 characters*.

The default entry is trap.

**NOTE:** A **SNMP Trap** is a notification event issued by a managed device (the intercom system) to the network management system when an event or error occurs. When an event or error occurs, the notification includes the trap community string.

---

## Valid Hosts Group Box

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### Use List of Valid Hosts? Check Box

The **Use List of Valid Hosts?** check is used to allow queries by the specified SNMP monitoring machines. You can specify the IP Address of these machines in the Valid Host list.

If this box is selected, then only devices included in the list of valid hosts are allowed to send SNMP requests to the device. If the device (TM-2000, MCII-e, etc.) receives an ANMP request, and the sender's IP Address does not appear in the list of valid hosts, then the request is silently discarded.

If the box is not selected, then the targeted device response to any and all SNMP requests, no matter the sender's IP Address.

### Valid Host Entry Field

The **Valid Host** entry field is used to add up to five (5) IP Addresses of host machines that accept SNMP requests.

**NOTE:** You must enter a valid IP Address structure for the Add button to become active.

### Valid Host List

The **Valid Host** list displays the IP Addresses of the machines that are allowed to generate SNMP queries.

### Add Button

The **Add** button adds the specified IP Address structure for the Add button to become active.

**NOTE:** You must enter a valid IP Address structure for the Add button to become active.

### Remove Button

The **Remove** button removes the selected IP Address from the trap target list. You can only remove one (1) IP Address at a time.

---

## Trap Targets Group Box

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### *Trap Target Entry Field*

The **Trap Target** entry field displays the IP Address of the computers where the trap messages are sent. You can have up to five (5) devices configured to accept these messages.

**NOTE:** You must enter a valid IP Address structure for the Add button to become active.

### *Trap Target List*

The **Trap Target** list displays a list of all the IP Addresses (computers) where you want trap messages sent.

### *Add Button*

The **Add** button adds the IP Address in the trap target entry field to the trap target list.

**NOTE:** You must enter a valid IP Address structure for the Add button to become active.

***Remove Button***

The **Remove** button removes the selected IP Address from the trap target list. You can only remove one (1) IP Address at a time.

**Load Button**

The **Load** button is used to read an SNMP file. Once the file has been read, you can modify the settings and save or apply them.

**Save Button**

The **Save** button is used to save the current SNMP settings to a disk file. The default directory for SNMP files is defined in Preferences on the Advanced page. See “Advanced Page” on page 102.

**Apply Button**

The **Apply** button sends all changes to the intercom. It does not close the active window.

**Done Button**

The **Done** button closes the current window after an Apply has been made. The Done button is the default button seen on the SNMP Configuration screen.

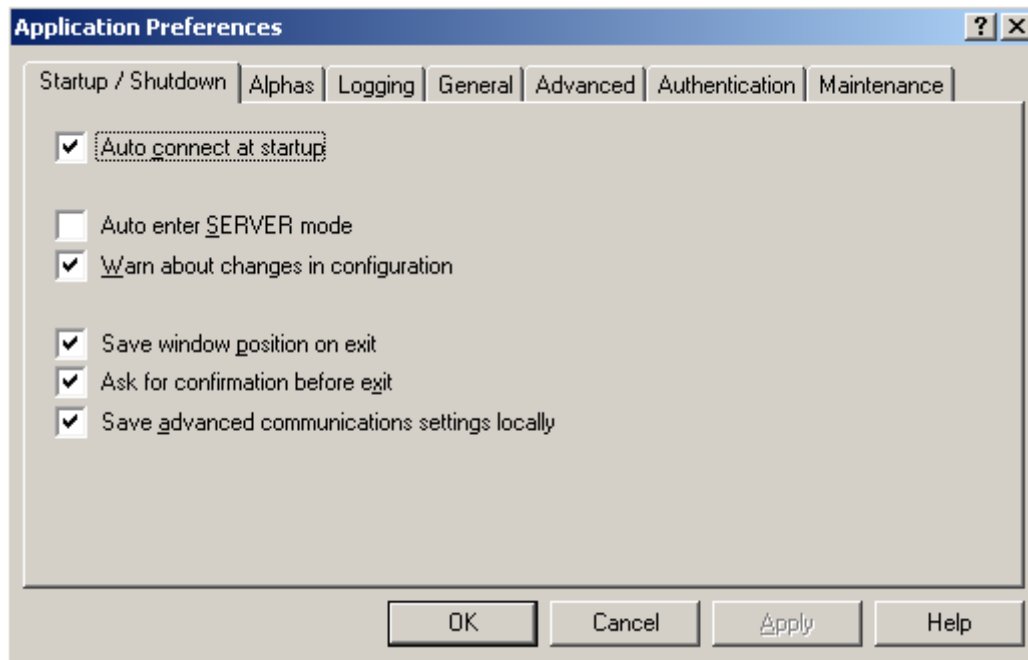
**Cancel Button**

The **Cancel** button closes the current window without saving or applying any modifications. The Cancel button appears only after you modify the settings or load new settings from a file. Otherwise, the Done button is shown.

## Application Preferences Window

The **Application Preferences** window, shown in Figure 181, is used to set application preferences for Startup/Shutdown operations, Alpha displays, Logging operations, General operations, Advanced operations, Authentication save options, and Maintenance operations.

**NAVIGATION:** Select **Options|Preferences.**



**FIGURE 181.** Application Preferences Window - Startup/Shutdown page

## Startup/Shutdown Page

The **Startup/Shutdown** page, shown in Figure 181, is used to configure startup and shutdown options for the AZedit application.

### Auto Connect at Startup Check Box

The **Auto Connect at Startup** check box indicates AZedit enters online mode when the application is started.

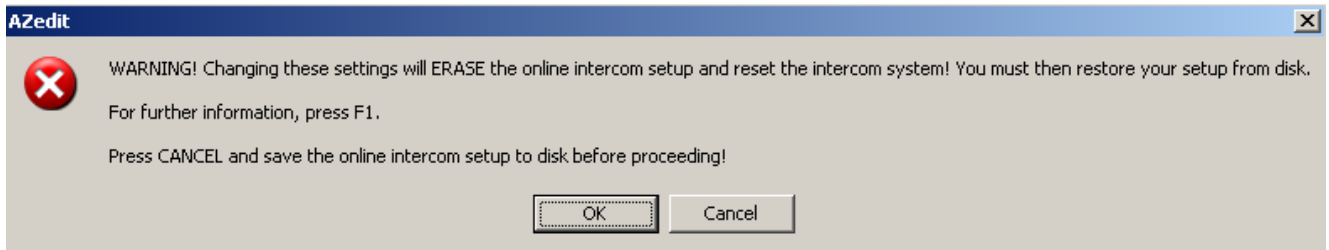
### Auto Enter SERVER Mode Check Box

The **Auto Enter SERVER Mode** check box indicates AZedit enters SERVER mode when the application is started.

### Warn About Changes in Configuration Check Box

The **Warn About Changes in Configuration** check box indicates a warning message (Figure 182) displays every time the Intercom Configuration window is accessed.

**NAVIGATION:** Select **Options|Intecom Configuration**.



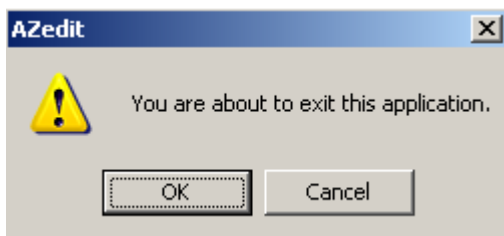
**FIGURE 182.** Configuration Change Warning

### **Save Window Position on Exit Check Box**

The **Save Window Position on Exit** check box indicates the current window position is saved upon exit. This setting keeps the last window placement when you close AZedit and remembers the setting when you open AZedit again.

### **Ask For Confirmation Before Exit Check Box**

The **Ask For Confirmation Before Exit** check box indicates the popup message below appears every time AZedit is closed.



**FIGURE 183.** AZedit Exit Message

### **Save Advanced Communication Settings Locally Check Box**

The **Save Advanced Communication Settings Locally** check box indicates communication settings are saved locally on the intercom system.

## Alphas Page

The **Alphas** page, shown in Figure 184, is used to configure the way AZedit displays Alphas, from sorting to character length.

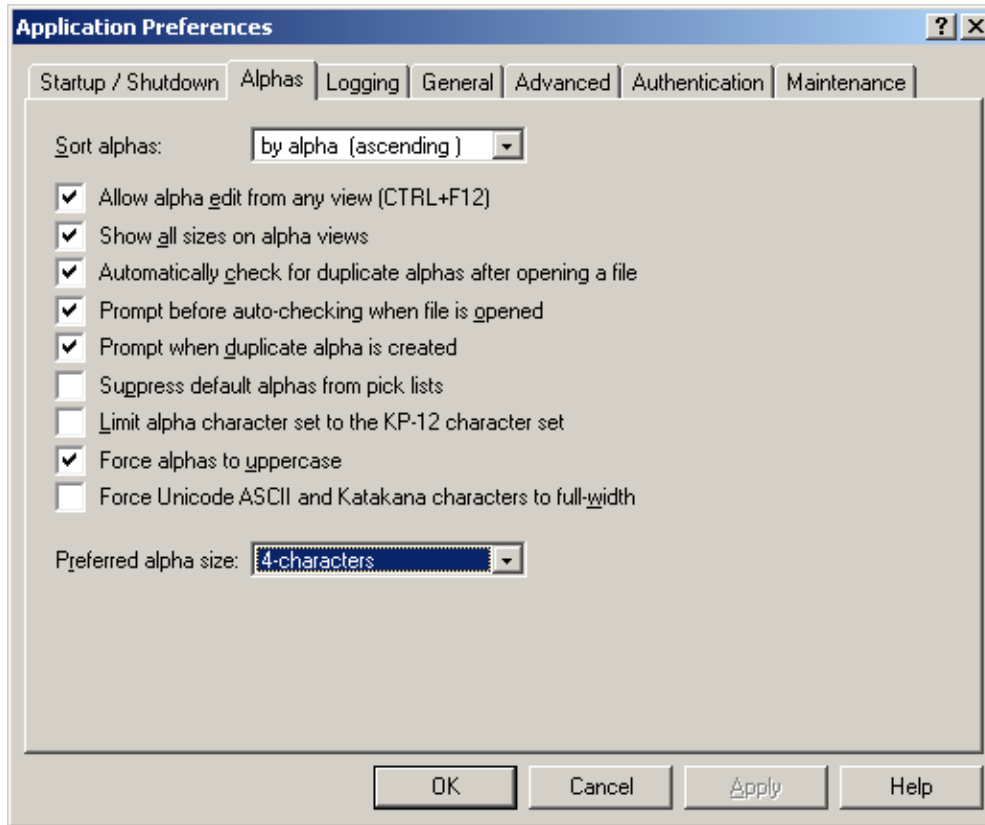


FIGURE 184. Application Preferences - Alphas page

### Sort Alphas: Drop Down Menu

The **Sort Alphas:** drop down menu is used to select how alphas appear in a list.

Available selections for this field are:

*by alpha-* the alphas appear in alphabetical order.

*by number-* the alphas appear in numerical order.

### Allow Alpha Edit From Any View (CTRL+F12) Check Box

The **Allow Alpha Edit From Any View (CTRL+F12)** check box indicates changes to alphas on any screen within AZedit are allowed. By selecting this configuration option, you are not limited to editing alphas in the Alpha window.

### Show All Sizes on Alpha Views Check Box

The **Show All Sizes on Alpha Views** check box displays all alpha sizes (*4-, 6-, and 8-character*) in all alpha columns. These columns refer to the character length of the alpha.

**NOTE:** When you enter a 4-character alpha, and View All Sizes on Alpha Views, the 4-character alpha populates the 6-character and 8-character fields.



### **Automatically Check for Duplicate Alphas After Opening a File Check Box**

The **Automatically Check for Duplicate Alphas After Opening a File** check box indicates AZedit automatically searches a new file for duplicate alphas in the system. This can help decrease the possibility of having duplicate alphas for different ports.

### **Prompt Before Auto-Checking When a File is Opened Check Box**

The **Prompt Before Auto-Checking When a File is Opened** check box is used to display the message, Do you want to check for duplicate alphas? every time a new setup file is loaded.

### **Prompt When Duplicate Alpha is Created Check Box**

The **Prompt When Duplicate Alpha is Created** check box is used to display a warning message when a duplicate alpha is created on the intercom system.

By default, this check box is selected.

### **Suppress Default Alphas From Pick Lists Check Box**

The **Suppress Default Alphas From Pick Lists** check box indicates any alpha with a default label is hidden in the application display.

### **Force Alphas to Uppercase**

The **Force Alphas to Uppercase** check box indicates alphas are displayed in all capitalized letters.

By default, the Force Alphas to Uppercase check box is selected.

**NOTE:** In software version 4.0.0 and later, alphas can be created with upper and lower case letters.

### **Force Unicode ASCII and Katakana to Full-Width**

The **Force Unicode ASCII and Katakana to Full-Width** check box is used to force Unicode ASCII and Katakana characters to display full-width. This means it is easy to read the display information in AZedit.

By default, the Force Unicode ASCII and Katakana to Full-Width check box is selected.

### **Preferred Alpha Size Drop Down Menu**

The **Preferred Alpha Size** drop down menu displays alpha size options available to create and display in AZedit, including drop down lists throughout the application.

Options include: *4-character*, *6-character*, and *8-character*.

## Logging Page

The **Logging Page**, shown in Figure 185, is used to configure how logging in AZedit operates. You can also configure where Log Files are archived.

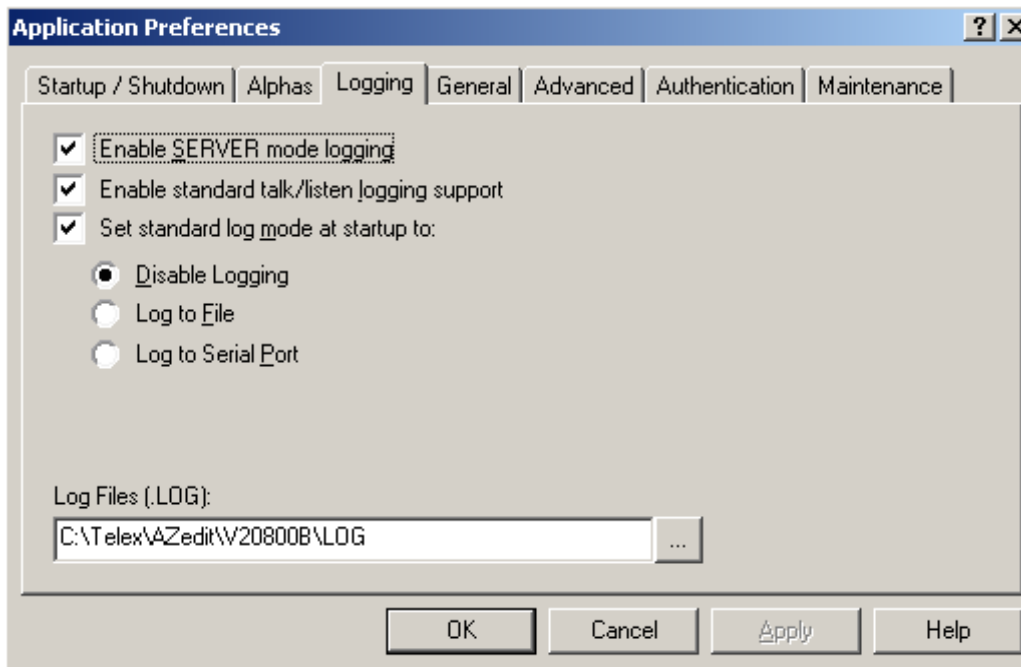


FIGURE 185. Application Preferences - Logging Page

### Enable SERVER Mode Logging Check Box

The **Enable SERVER Mode Logging** check box indicates events that occur in SERVER mode are logged to the Log File. For example, an intercom system requests a file from a keypanel. A record of this event is sent to the log file.

### Enable Standard Talk/Listen Logging Support Check Box

The **Enable Standard Talk/Listen Logging Support** check box indicates standard logging is active in online and FILE Mode. This is also known as key press logging.

### Set Standard Log Mode and Startup To Check Box

The **Set Standard Log Mode and Startup To** check box allows the user to select how to log events when AZedit starts. The following radio button options are used to configure this feature:

#### *Disable Logging Radio Button*

Logging is not active.

#### *Log to File Radio Button*

Log events are written to a predetermined file on the computer or network.

#### *Log to Serial Port Radio Button*

Log events are sent to a device connected over a serial port.

## Log Files .LOG Field

The **Log Files .LOG** field indicates where log events are logged on the computer or network. You must have the Log to File radio button selected.

## Browse Button

The **Browse** button opens a navigation window you can use to navigate to a folder to log events on the computer or network.

## General Page

The **General Page**, shown in Figure 186, is used to further configure AZedit to fit your intercom system application. From this window you can configure AZedit to automatically create backup files (.bak), confirm file names, prompt an online save before going into FILE mode, etc.

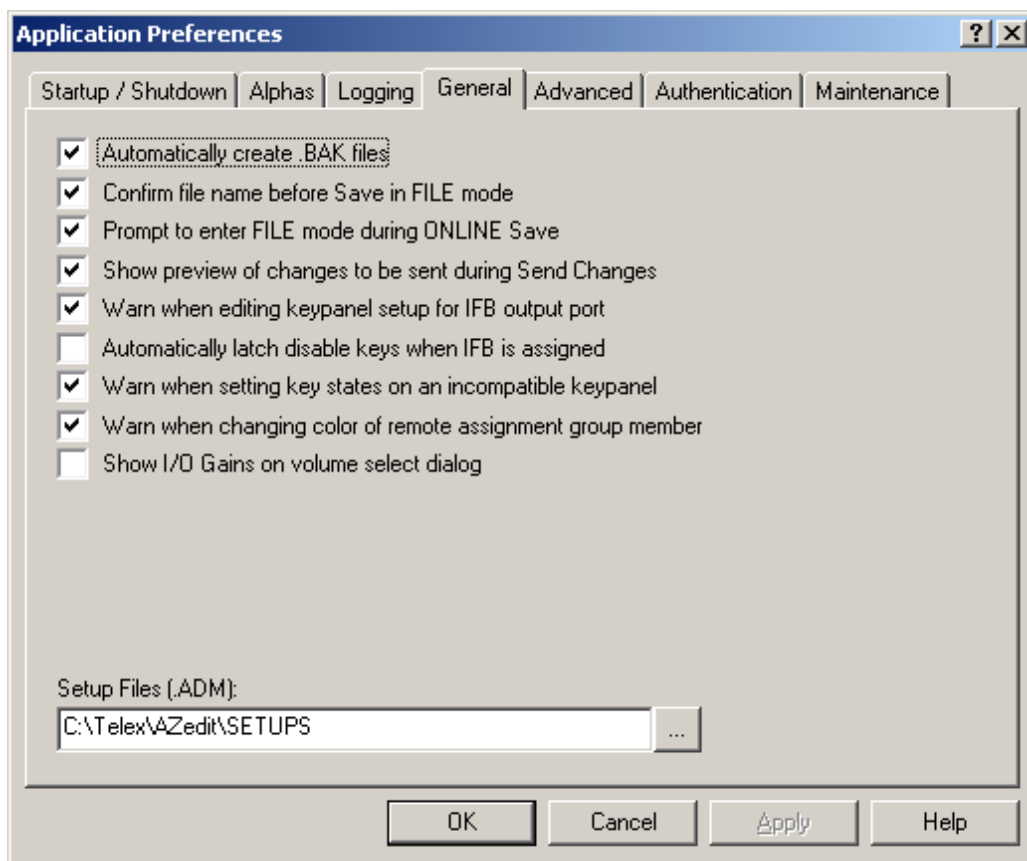


FIGURE 186. Application Preferences - General Page

## Automatically Create .BAK Files Check Box

The **Automatically Create .BAK Files** check box indicates AZedit automatically creates a backup file every time a Save is performed. The backup file is created in the same file as the setup file and retains all settings from the last Save. The backup file can be useful when you want to return to the previously saved file settings.

By default, Automatically create .BAK files is selected.

### Confirm File Name Before Save in FILE Mode Check Box

The **Confirm File Name Before Save in FILE Mode** check box enables a confirmation message verifying the file name and save directory to be shown every time you save a setup file.

By default, Confirm File Name Before Save in FILE Mode is selected.

### Prompt to Enter FILE Mode During ONLINE Save Check Box

The **Prompt to Enter FILE Mode During ONLINE Save** check box indicates a confirmation window appears when a Save is performed in online mode. When you save the online configuration to a file on disk, AZedit always uploads the current intercom settings before proceeding with the save. These settings are merged with any changes you have made, but have not yet been sent to the intercom system. The file you save contains current system settings, plus any changes you have made.

**NOTE:** A backup copy of your system configuration is not needed for protection against power loss since the system's master controller retains the system configuration (even during a power outage). However, the backup copy does give you protection against a complete failure of the master controller itself. A backup master controller in the ADAM or ADAM CS frame also accomplishes this. In addition, a backup disk copy gives you protection against unwanted changes to the intercom system configuration.

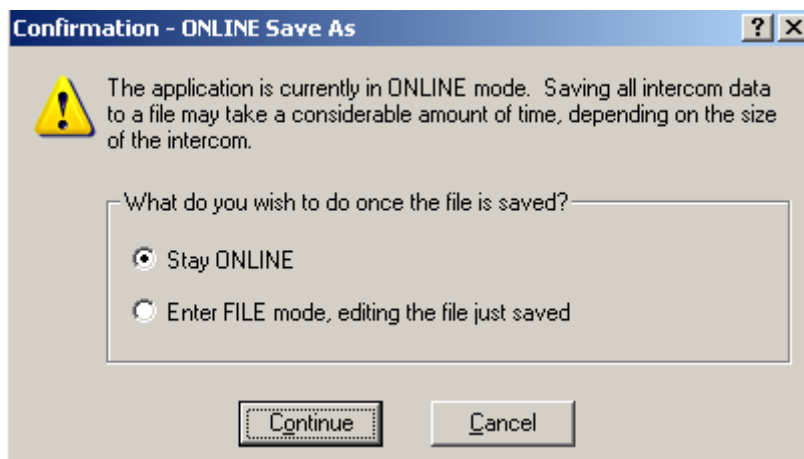


FIGURE 187. Online Save Warning Message

When the confirmation window appears, you have two (2) options when saving the setup file:

*Stay ONLINE:* AZedit stays in online mode when the save is performed. If you choose to stay in online mode, you can later send changes you have made to the intercom system, and your online configuration then matches what you have saved to disk.

**WARNING:** If you stay online, there is a risk of changes being made by another keypad operator to the setup file after you save in online mode.

*Enter File mode, editing the file just saved:* AZedit enters file mode. If you choose to enter file mode the current system settings, plus your changes, are saved to disk; however, the changes are not sent to the intercom system. In this case, if you want to update the intercom system to match the file you have saved, you must enter online mode and send the file you saved to the intercom system.

### Show Preview of Changes to be Sent During Send Changes Check Box

The **Show Preview of Changes to be Sent During Send Changes** check box indicates the Send All window appears displaying a list of changes you made. This allows you to verify the changes before you send them to the intercom system.

By default, Show Preview of Change to be Sent During Send Changes is enabled.

For more information, see “Send All Window” on page 327.

### Warn When Editing Keypanel Setup for IFB Output Port Check Box

The **Warn When Editing Keypanel Setup for IFB Output Port** check box displays the message “*This port is configured as an IFB output bus for at least one IFB. There may not be a physical keypanel associated with this port every time changes are made to an IFB output port.*” This helps to insure no changes are made to existing IFB assignments.

### Automatically Latch Disable Keys when IFB is Assigned Check Box

The **Automatically Latch Disable Keys when IFB is Assigned** check box disables latching for keys with IFB assignments.

### Warn When Setting Key States on an Incompatible Keypanel Check Box

The **Warn When Setting Key States on an Incompatible Keypanel** check box displays the warning message, *This command may not work as expected due to physical design of this port’s keypanel*, when an incompatible keypanel is being modified.

### Warn When Changing Color of Remote Assignment Group Member Check Box

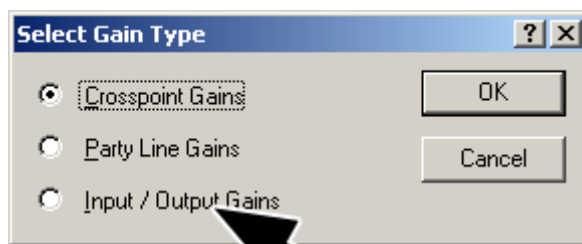
The **Warn When Changing Color of Remote Assignment Group Member** check box indicates a warning message appears anytime a change is made to a remote assignment group member profile.

By default, this check box is selected.

### Show I/O Gains on Volume Select Dialog Check Box

The **Show I/O Gains on Volume Select** check box is used to either display or hide the I/O gains option when Alt + F2 or the Gains icon is selected on the navigation bar.

**NOTE:** This does not remove the option from the Gains Icon down arrow. This only removes the I/O gains option from the Select Gain Type window.



Can be hidden  
or displayed

### Setup Files (.ADM): Field

The **Setup Files (.ADM)** field indicates where to save setup files on the computer or network.

## Browse Button

The **Browse** button opens a navigation window you can use to navigate to a folder to save setup files on the computer or network.

## Advanced Page

The **Advanced Page**, shown in Figure 188, is used to set advanced options for the currently connected intercom system. These options include: panel poll delay support, TIF support, Trunking support, SERVER mode support, allow intercom resizing in online mode, allow crosspoint inspection in FILE mode, allow firmware download and allow key state changes.

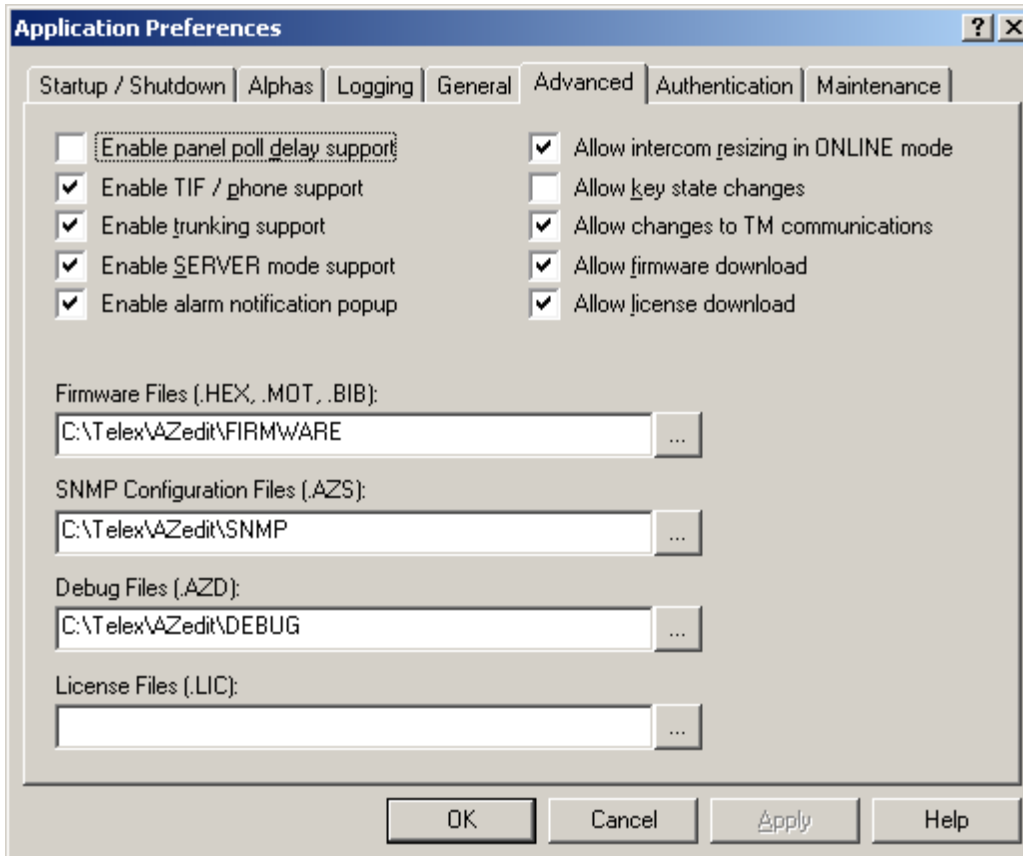


FIGURE 188. Application Preferences - Advanced Page

### Enable Panel Poll Delay Support Check Box

The **Enable Panel Poll Delay Support** check box enables panel poll support in AZedit. 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. In this situation, there may be a slight delay in data transmission from the remote keypanel to the intercom system. This may cause sporadic operation or no operation at all. However, by setting a delay time, the intercom system waits a little longer for data transmissions from the remote keypanel.

### Enable TIF/Phone Support Check Box

The **Enable TIF/Phone Support** check box enables **TIF** (Telephone Interface Frame) or phone devices to be used with AZedit.

### Enable Trunking Support Check Box

The **Enable Trunking Support** check box enables the alias alphas and trunking on the system. Aliases 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 other intercom systems. Aliases are provided because sometimes an alpha being used in your intercom system is also being used in some other intercom system. In this case, you can enter an alias that does not conflict with the name already in use. Another reason you might want to use an alias is some other name might be more meaningful to keypanel operators in another intercom system.

### Enable SERVER Mode Support Check Box

The **Enable SERVER Mode Support** check box allows users to enter server mode.

**NOTE:** When server mode is on, you can view the online configuration and also observe intercom activity, but you cannot make any changes and you cannot manually load or send files.

### Enable Alarm Notification Popup Check Box

The **Enable Alarm Notification Popup** check box indicates a popup message appears when an alarm is triggered within AZedit.


### Allow Intercom Resizing in ONLINE Mode Check Box

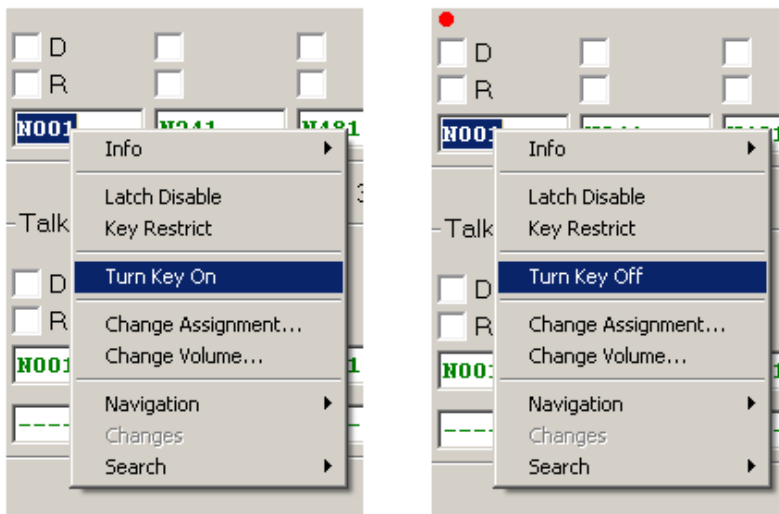
The **Allow Intercom Resizing in ONLINE Mode** check box allows changes to the intercom system via the Intercom Sizing Wizard. If this option is not selected, no configuration changes may be made to the Intercom.

### Allow Key State Changes Check Box

The **Allow Key State Changes** check box allow users to toggle the talk or listen key function on and off in AZedit.

To **Toggle Key States on or off**, do the following:

1. In AZedit, click the **Keypanel/Ports icon**.    
The *Keypanel/Ports window* appears.
2. Right-click in a **listen** or **talk** field.   
A *popup menu* appears.



3. From the popup menu, select **Turn Key On**.   
A *red dot* appears above the key assignment to signify the key is active.

### Allow Changes to TM Communications Check Box

The **Allow Changes to TM Communications** check box allows users to make changes to the Trunk Master Communications window. For more information, see “Trunk Master Communications Window” on page 49.

### Allow Firmware Download Check Box

The **Allow Firmware Download** check box allows users to download firmware to connected devices in AZedit. If you do not want users to be able to download firmware to connected devices, clear the check box. For more information, see “Downloading Firmware Updates” on page 364.

### Allow License Download Check Box

The **Allow License Download** check box allows users to download MADI license files. If you do not want users to be able to download licenses, clear the check box. For more information, see “Download License File to a MADI Card” on page 425.

### Firmware Files (.HEX, .MOT, .BIB): Field

The **Firmware Files (.HEX, .MOT, .BIB):** field indicates where the firmware files are stored on the computer or network. By default, firmware files are stored in *C:\TELEX\AZedit\FIRMWARE*.

### Browse Button

The **Browse** button opens a window to navigate to save firmware files on the computer or network.

### SNMP Configuration Files (.AZS): Field

The **SNMP Configuration Files (.AZS):** field indicates where SNMP configuration files are stored on the computer or network. By default, SNMP configuration files are stored in *C:\TELEX\AZedit\SNMP*.

### Browse Button

The **Browse** button opens a window to navigate to save SNMP configuration files on the computer or network.

### Debug Files (.AZD): Field

The **Debug Files (.AZD):** field indicates the stored debug files location are on the computer or network. By default, debug files are stored in *C:\TELEX\AZedit\DEBUG*.

### Browse Button

The **Browse** button opens a window to navigate to save debug files on the computer or network.

### License Files (.LIC): Field

The **License Files (.LIC):** field indicates the stored license files location are on the computer or network.

### Browse Button

The **Browse** button opens a window to navigate to save debug files on the computer or network.



## Authentication Page

The **Authentication Page**, shown in Figure 189, is used to indicate where to store restriction and authentication files.

Authentication is the process of determining whether someone is, in fact, who he or she declares to be. In private and public computer networks (including the Internet), and similarly AZedit, authentication is commonly done through user profiles and passwords. Intercoms supporting authentication may require a username and password for each AZedit session.

Restrictions Editor, a tool to create restriction files for use with AZedit, is a 32-bit Windows application designed to run under Windows 2000 and Windows XP. It may also run on Windows NT/95/98/ME with Internet Explorer V6.0 or later.

Restriction files allow administrators to manage user access to resources and features. AZedit includes support for user restrictions by reading a text file (the restrictions file) and parsing out the set of resources and features available to each user.

**NOTE:** Restrictions Editor requires a copy of AZedit.exe is available in order to determine the AZedit menu structure for creating restrictions.

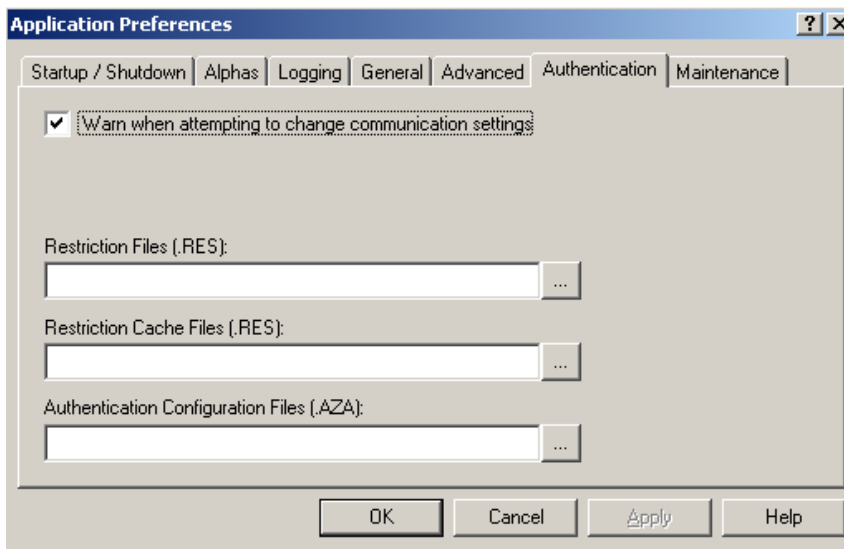


FIGURE 189. Application Preferences - Authentication Page

### Warn When Attempting to Change Communication Settings Check Box

The **Warn When Attempting to Change Communication Settings** check box displays a warning message when you make changes to the Communications window.

### Restriction Files (.RES): Field

The **Restriction Files (.RES):** field indicates where restriction configuration files are stored on the computer or network.

The Restrictions file can be on a network shared drive so one (1) computer can run Restrictions Editor and create .RES files for each connected intercom from a central location. In addition, AZedit caches a copy of a .RES file on the local machine. So, if the network is down, AZedit is still able to access the most recent copy of the .RES file by using this cached version. If you are not using a network share, you do not have to specify the Restriction Files directory, AZedit only looks in the cache directory.

**NOTE:** Restriction files are only used with the Restriction Editor software. For more information, contact Bosch Security Systems, Inc. technical support.

### Browse Button

The **Browse** button opens a window you can use to navigate to a folder to save Restriction files on the computer or network.

### Restriction Cache Files (.RES): Field

The **Restriction Cache Files (.RES):** field indicates where to save the restriction files AZedit saves locally to prevent any downtime in case of network failure. The Restrictions Cache File saves these files in the Restrictions Cache Directory (C:\TELEX\AZEDIT\RES). If you are not using a network share, you do not have to specify the restriction files directory, AZedit only looks in the cache directory.

**NOTE:** Restriction files are only used with the Restriction Editor software. For more information, contact Bosch Security Systems, Inc. technical support.

### Browse Button

The **Browse** button opens a navigation window you can use to navigate to a folder to save Restriction Cache files on the computer or network.

### Authentication Configuration Files (.AZA) Field

The **Authentication Configuration Files (.AZA)** field indicates where to store the authentication configuration files. When using Authentication, AZedit creates an authentication configuration file (.AZA) that retains the settings you specify for AZedit use.

The AZedit Installation creates a directory under C:\Telex\AZedit\ called AUTH to hold these files. You can change where AZedit is to store these files, if desired.

### Browse Button

The **Browse** button opens a window you can use to navigate to a folder to save authentication files on the computer or network.

## Maintenance Page

The **Maintenance Page**, shown in Figure 190, is used to grant users specific user/device configuration abilities, such as adding, deleting and editing user and device profiles.

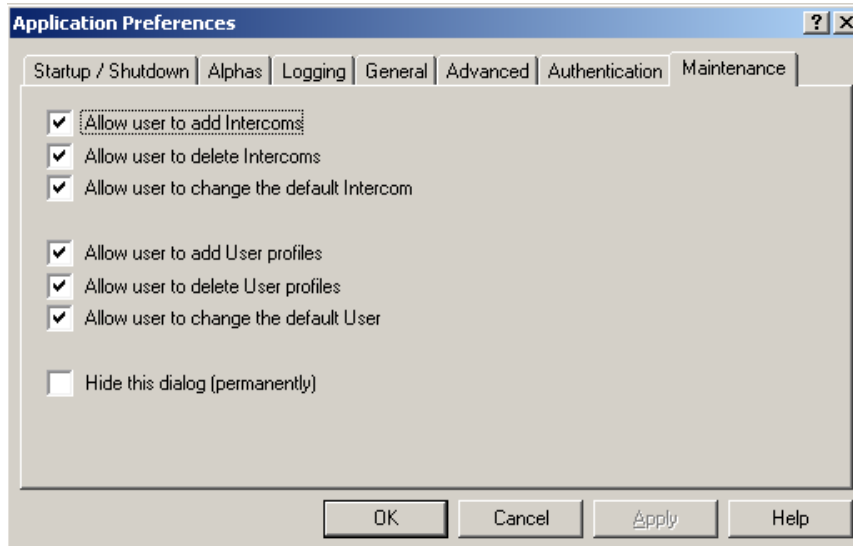


FIGURE 190. Application Preferences - Maintenance Page

### Allow User to Add Intercoms Check Box

The **Allow User to Add Intercoms** check box allows users to add intercom systems to the AZedit application.

### Allow User to Delete Intercoms Check Box

The **Allow User to Delete Intercoms** check box allows users to delete intercom systems from the AZedit application.

### Allow User to Change the Default Intercom Check Box

The **Allow User to Change the Default Intercom** check box allows users to change the default intercom system AZedit connects with.

### Allow User to Add User Profiles Check Box

The **Allow User to Add User Profiles** check box allows users to create user profiles used in AZedit.

### Allow User to Delete User Profiles Check Box

The **Allow User to Delete User Profiles** check box allows users to delete user profiles from the AZedit application.

### Allow User to Change the Default User Check Box

The **Allow User to Change the Default User** check box allows users to change the default user profile used when logging on to AZedit.

### Hide This Dialog (Permanently) Check Box

The **Hide This Dialog (Permanently)** check box to hide the maintenance page.

**IMPORTANT:** Once you choose this option, there is no way to turn this page back on through AZedit. You must use Windows Registry Editor to re-enable the maintenance page



## Setup Windows

---


### Ports Window

The **Keypanels/Ports** window, shown in Figure 191, is used mainly to set up keypanels in the intercom system. However it can be used to do the following:

- |                                       |  |
|---------------------------------------|--|
| <i>Keypanel Setup -</i>               | You use this window to connect a keypanel to a particular intercom port, and then set up that keypanel. Keypanel setup includes assigning the keys and options.  |
| <i>Non-keypanel Usage of a Port -</i> | Even if you are not using a keypanel at a port, there may still be a few items you want to configure.  |
| <i>View Keypanel Activity -</i>       | You can view keypanel activity, such as key activations, during operation in online or server mode.  |
| <i>GPI Input Assignment -</i>         | You can use GPI inputs to simulate keypanel keys even when no keypanel is connected at an intercom port. First, you use GPI Input setup to define which key to activate at a specific port. Then, use keypanel setup to select that port and assign the key. |

**NAVIGATION:** Select **System|Keypanel Assignment**.

---

**IMPORTANT:** Remember to send any change you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

---

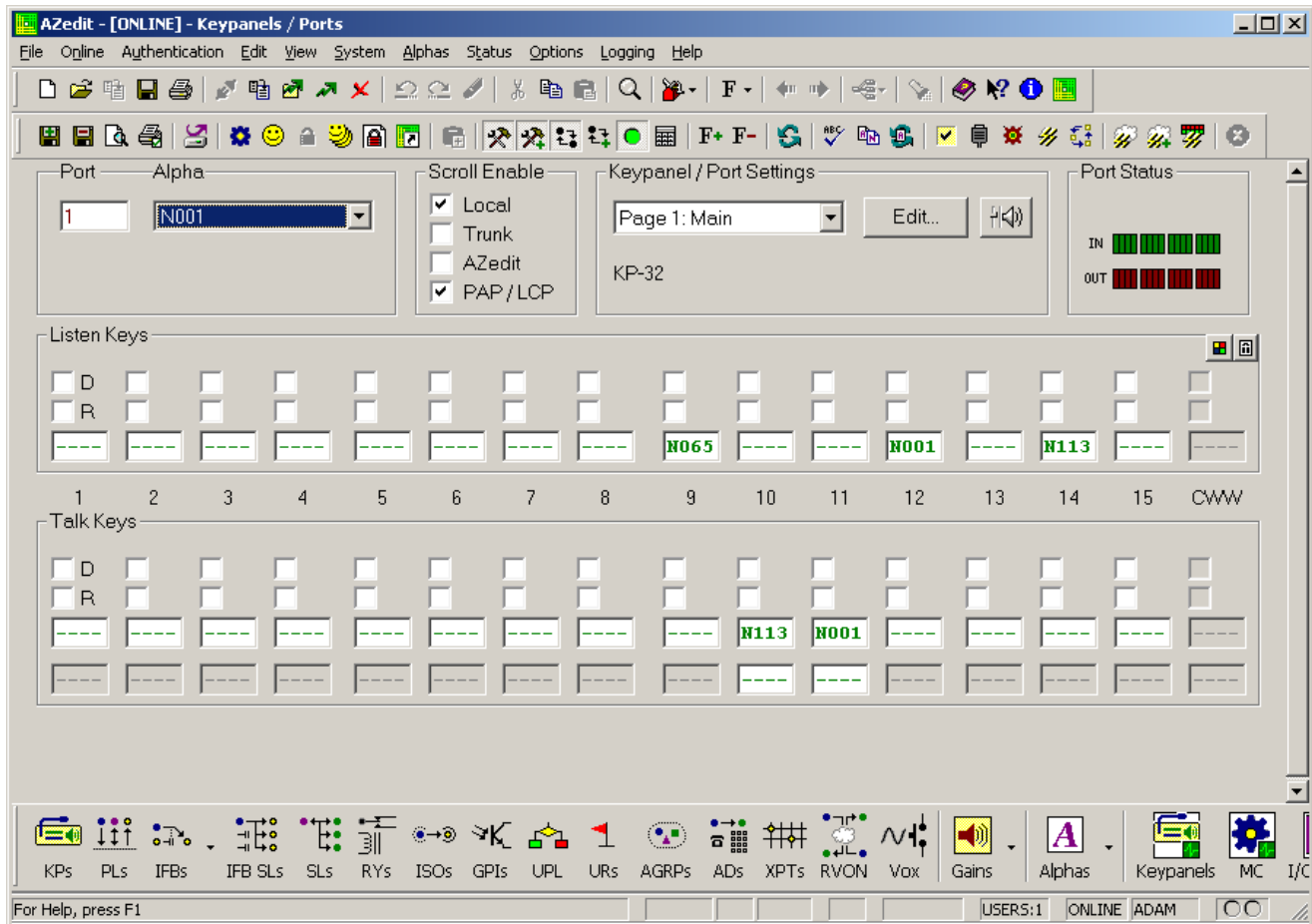


FIGURE 191. Keypanel/Ports Window

### Port Field

The **Port** field indicates the port number for the keypanel setup currently being viewed. Typing a different port number in this box shows the setup information for the specified port.

**NOTE:** Once the port number has been entered, the Alpha drop down menu populates with the corresponding name. You can also populate the Alpha drop down menu first, which in turn, automatically populates the Port field.

### Alpha Drop Down Menu

The **Alpha** drop down menu indicates the port alpha for the port setup currently being viewed.

**NOTE:** Once the port alpha has been entered, the Port field populates with the corresponding name.

---

## Scroll Enable Group Box

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**Scroll Enable** check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFBs, Special Lists, GPI Outputs, UPL Resources, and ISOs. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypad keys.

AZedit allows you to manage scroll lists within your intercom system by the following:

### Local Check Box

The **Local** check box indicates any keypad operator in your intercom system with a programmable keypad can find the destination name in a scroll list and assign it to a key.

If you clear this check box and send the change to the intercom system, keypad operators cannot see the destination name in their scroll lists, and therefore, are not able to assign it to a key. Also, they are not able to assign it using keypad numeric entry (KP9X series keypads). And, if the destination name appears in any display on their keypad, they are not able to copy it to any other key.

### Trunk Check Box

The **Trunk** check box indicates any keypad operator in a remote intercom system with a programmable keypad can view the destination in a scroll list and assign it to a key on their keypad.

If you clear this check box and send the change to the intercom system, remote keypad operators are not able to view the destination or assign it to a key by any means.

**NOTE:** The trunk check box is only selectable if trunking has been activated.

### AZedit Check Box

The **AZedit** check box indicates an AZedit user in a remote intercom system is able to view the destination in a scroll list and assign it to keypad keys in the remote intercom system.

If you clear this check box, remote AZedit users do not have access to these scroll lists

**NOTE:** The AZedit check box is only selectable if trunking has been activated.

### LCP-102 Check Box

The **LCP-102** check box indicates the intercom port is displayed in the IFB input scroll list of an LCP-102 operating in PAP mode. When enabled, the port can be selected as the program source for an IFB input.

**NOTE:** The LCP-102 check box only appears in the Keypads/Ports main screen.

---

## Keypad/Port Settings Group Box

---


### Page Drop Down Menu

The **Page** drop down menu is used to select which page of keypad assignments you want to view. By default, there are four (4) pages available to view.

## Edit Button

The **Edit** button opens the Keypanel/Port Configuration window. From this window you can configure an intercom port for use with a keypanel. Some setup options include selection modes of keypanels, default views, setup page options, priorities, panel poll delays, IFB listen destinations, and **VOX** (Voice Operated Switch)<sup>1</sup>. For more information, see “Keypanel/Port Configuration Window” on page 117.

## Gain Button

The **Gain** button  opens the Gain Setup window. From this window you can set the listen gains for point-to-point and party line assignment types and input/output gains. For more information, see “Gain Setup Window” on page 126.

The **Port Status** group box displays various status icons indicating processes running in the intercom system. The following items are displayed 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 a data device (keypanel, TIF, or Camera Delegate Panel) is connected to the intercom port.



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



*Headset Icon* - Indicates the connected keypanel has a headset selected.



*LEDs Icon* - Indicates 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. Bright Green/ Bright Red=On (Asserted), Green/ Red=Off (Inhibited) in 16 slices to show RVON GPI activity.



*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.

## Listen Keys Group Box

### D (Latch Disable) Check Box

The **D (Latch Disable)** check box indicates the keypanel key cannot be latched on by the user. Clear the check box to activate latching capabilities for that key.

**NOTE:** You can also enable and disable the Latch Disable check box by pressing **Ctrl+D**.

### R (Key Restrict) Check Box

The **R (Key Restrict)** check box indicates the keypanel key is restricted and cannot be modified by the user. Use this option to prevent a keypanel operator from changing a key assignment

**NOTE:** You can also enable and disable the Key Restrict check box by pressing **Ctrl+R**.

1. *VOX or voice operated switch is a switch that activates when sound over a certain threshold, in dB, is detected. It is usually used to turn on a transmitter or recorder when someone speaks. It is sometimes used instead of a push-to-talk button on transmitters or to save storage space on recording devices. The circuitry usually includes a delay or hold time threshold that leaves the circuit activated when the sound stops. This keeps the circuit from turning off during short pauses in speech.*



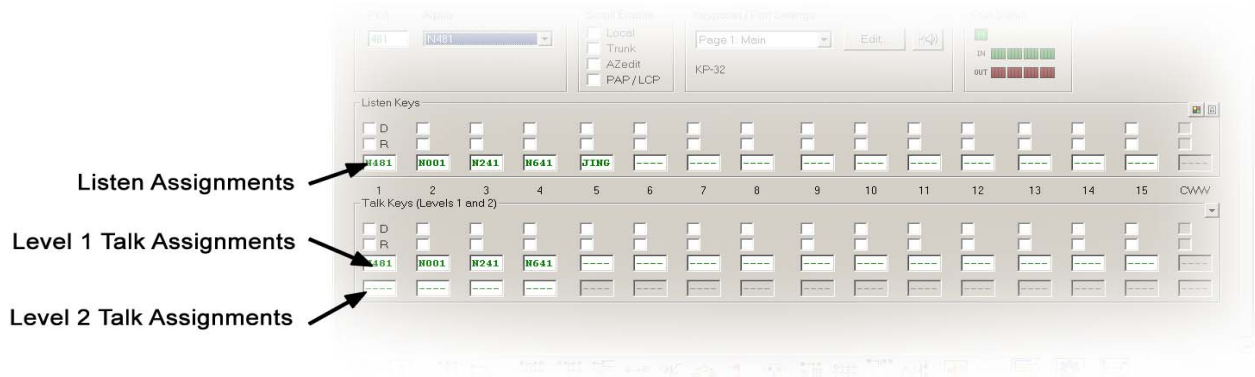


FIGURE 192. Listen, Talk and Talk Level 2 Assignments

### Listen Field

The **Listen** field (shown in Figure 192) displays the key assignments assigned to the keypanel listen keys. You can modify the listen assignment by right-clicking in the listen field you want to change and select **Change Assignment**. For more information on changing the key assignment, see “Select Key Assignment Window” on page 129.

Available selections for this field are:

- Ports*
- Party Lines*
- IFBs*
- IFB Special Lists*
- Special Lists*
- GPI Outputs*
- ISOs*
- UPL Resources*
- Special Functions*

The type of keypanel being configured determines the number of keys displayed in the application window.

**NOTE:** By default listen assignment alphas are 4 characters in length. However, with the proper hardware, you can set the alpha length to 6 and 8 characters.


To **change the alpha character length**, do the following:

1. Select **Options|Preferences** from the menu bar.
2. Select the **Alphas** page.
3. From the Preferred Alpha Size drop down menu, select the **alpha size** desired.

### CWW Field

The **CWW** (Call Waiting Window) field (shown in Figure 192) is used to receive and respond to callers in the intercom system who do not have key assignments. Typically, the CWW is the 16th key on the keypanel and has the special function *Auto-Follow* assigned to it. No key assignments can be made to this field. The CWW window can also be used to view scroll lists and call people from the scroll list.

### Show Volume Button

The **Show Volume** button  displays the current listen levels for the keypanel being viewed. The listen levels only display on keys that have assignments configured.

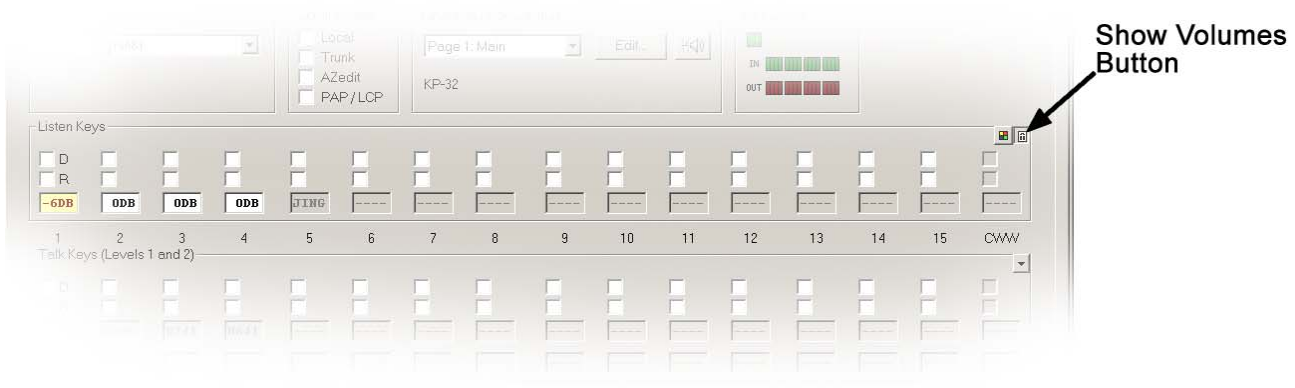


FIGURE 193. Show Volume Example

### Keypanel Color Button


The **Keypanel Color** button  is used to display the color assignments in the keypanel. See Figure 194. For more information, see “The Log View field is used to see the different logs written. Double-click any log to view the contents.” on page 283.



FIGURE 194. Key Color Example

## Talk Keys Group Box

### D (Latch Disable) Check Box

The **D (Latch Disable)** check box indicates the keypanel key cannot be latched on by the user. Clear the check box to activate latching capabilities for that key.

**NOTE:** You can also enable and disable the Latch Disable check box by pressing **Ctrl+D**.

## R (Key Restrict) Check Box

The **R (Key Restrict)** check box indicates the keypad key is restricted and cannot be modified by the user. Use this option to prevent a keypad operator from changing a key assignment

**NOTE:** You can also enable and disable the Key Restrict check box by pressing **Ctrl+R**.

## Talk Field

The **Talk** field (as shown in Figure 192 on page 113) displays the key assignments assigned to the keypad talk keys. You can modify the talk assignment by right-clicking in the listen field you want to change and selecting Change Assignment. For more information on changing the key assignment, see “Select Key Assignment Window” on page 129.

Available selections for this field are:

*Ports*  
*Party Lines*  
*IFBs*  
*IFB Special Lists*  
*Special Lists*  
*GPI Outputs*  
*ISOs*  
*UPL Resources*  
*Special Function*

Depending on the type of keypad being configured, determines the number of keys displayed in the application window.

**NOTE:** By default talk assignment alphas are 4 characters in length. However, you can set the alpha length to 6 and 8 characters.

To **change the alpha character length**, do the following:

1. Select **Options|Preferences** from the menu bar.
2. Select the **Alphas** page.
3. From the Preferred Alpha Size drop down menu, select the **alpha size** desired.

## Level 2 Talk Field

The **Level 2 Talk** field, shown in Figure 192 on page 113, displays the key assignments for the keypad level 2 talk keys. You can assign a level 2 talk key to activate along with a normal talk key assignment (talk level 1). Talk Level 2 is typically used with inter-panel dim tables, or to activate a relay or GPI Output. You can modify the special function by right-clicking in the listen field you want to change and selecting Change Assignment. For more information on changing the key assignment, see “Select Key Assignment Window” on page 129.

**NOTE:** The following causes a first birthday on your intercom. Be sure to save your Setup file. You can only assign talk level 2 after you have assigned talk level 1. You can also activate additional talk levels. In the Options menu, select Intercom Configuration, then select the Options Page. You can set Talk levels to 2, 3, or 4. To have more than 2 talk levels requires the following firmware:

ADAM Master Controller firmware version V9.6.1 or greater.

ADAM Audio Input/Output card firmware version V9.5.1 or greater.

Assignments types available for level 2 talk are:

*Ports*

*Party Lines*

*IFBs*

*IFB Special Lists*

*Special Lists*

*GPI Outputs*

*ISOs*

*UPL Resources*

*Special Function* - for more information, see “Select Key Assignment Window” on page 129.

**NOTE:** By default, level 2 talk assignment alphas are 4 characters in length. However, you can set the alpha length to six (6) and eight (8) characters.

To **change the alpha character length**, do the following:

1. Select **Options|Preferences** from the menu bar.
2. Select the **Alphas** page.
3. From the Preferred Alpha Size drop down menu, select the **alpha size** desired.

## Keypanel/Port Configuration Window

The **Keypanel/Port Configuration Window** is used to configure a selected port. There are three (3) pages divided into logical option groups: *Setup*, *Advanced*, and *VOX*.

### Setup Page

The **Setup Page**, shown in Figure 195, is used to configure an intercom port for use with a keypanel. Each keypanel can have up to four (4) setup pages of key assignments, and each setup page can assign up to 16 pairs of talk/listen keys. Typically, one (1) setup page is used for the main keypanel, and one (1) setup page is used for each expansion panel connected to the main keypanel (if there are any).

**NOTE:** Some keypanels may have more or less than 16 keys. Therefore, 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 not only all of the keys on one setup page, but also all of the keys on another setup page.

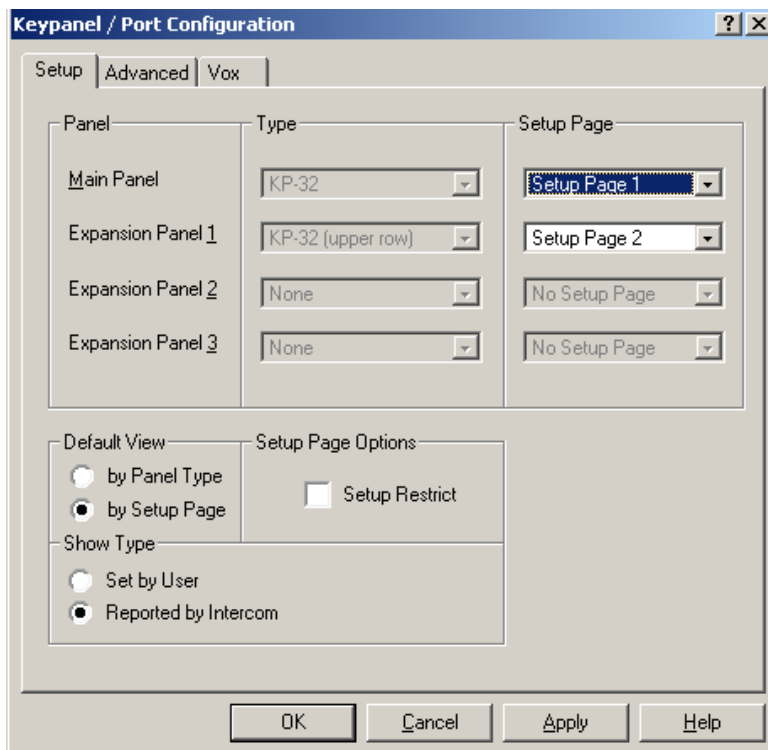


FIGURE 195. Keypanel/Port Configuration Setup Window

## Panel Group Box

The **Panel** group box displays the four types of setup pages allowed per port in AZedit. Currently, only four (4) setup pages are supported - one (1) main panel and three (3) expansion panels.

### Type Drop Down Menu

The **Type** drop down menu identifies the type of keypanel or expansion panel being used.

## Setup Page Drop Down Menu

The **Setup Page** drop down menu identifies the setup page to display for the specified keypanel or expansion panel.

Available selections for this field are: *Setup Page 1*, *Setup Page 2*, *Setup Page 3*, and *Setup Page 4*.

If the keypanel and expansion panels have been automatically selected (AZedit in online mode and Reported by Intercom radio button selected), the Setup Pages are also assigned automatically to match the keypanel/expansion panel configuration.

If you have manually selected the keypanel and expansion panel types, then you must use the Setup Page radio buttons to assign a setup page to each keypanel and expansion panel. If you are not using expansion panels, assign a **page** to the Main keypanel, and select **No Setup Page** for all expansion panels.

**NOTE:** **KP-12:** There are two (2) types of expansion panels for the KP-12: the EKP-12, with 12 keys, and the EKP-20, with 20 keys. One (1) or more of each type can be connected to the KP-12 in any order, and there may not be an absolute relationship between setup pages and expansion panels. In this case, assign enough setup pages to expansion panels to take care of the total number of expansion panel keys available.

**EXAMPLE:** Suppose there is only an EKP12 expansion panel connected to the KP-12. In this case, assign Expansion Panel 1 to any available setup page. This takes care of all 12 keys on the expansion panel, with four (4) keys left over.

**EXAMPLE:** An EKP20 and an EKP-12 is connected to the KP-12. This means there are a total of 32 expansion panel keys available. In this case, assign Expansion Panel 1 to any available setup page to take care of the first 16 expansion keys. Then, assign Expansion Panel 2 to another setup page to take care of expansion keys 17-32.

---

## Default View Group Box

---

### By Panel Type Radio Button

The **By Panel Type** radio button indicates the Keypanel/Ports window displays the correct quantity of Talk and Listen keys based on the Type settings. For example, a setup page assigned to the KP-12 displays only 12 Talk and Listen keys. Typically, view by Panel Type is the preferred viewing mode.

**NOTE:** For **KP-32 Users:** In view by Panel Type mode, all 32 keys on the KP-32 displays on one (1) screen. In this mode, it is not possible to display the talk, listen, and talk level 2 assignments at the same time. Therefore, a selection arrow appears in the upper-right corner of the key group. Click the arrow to select which type of keys you want to assign.

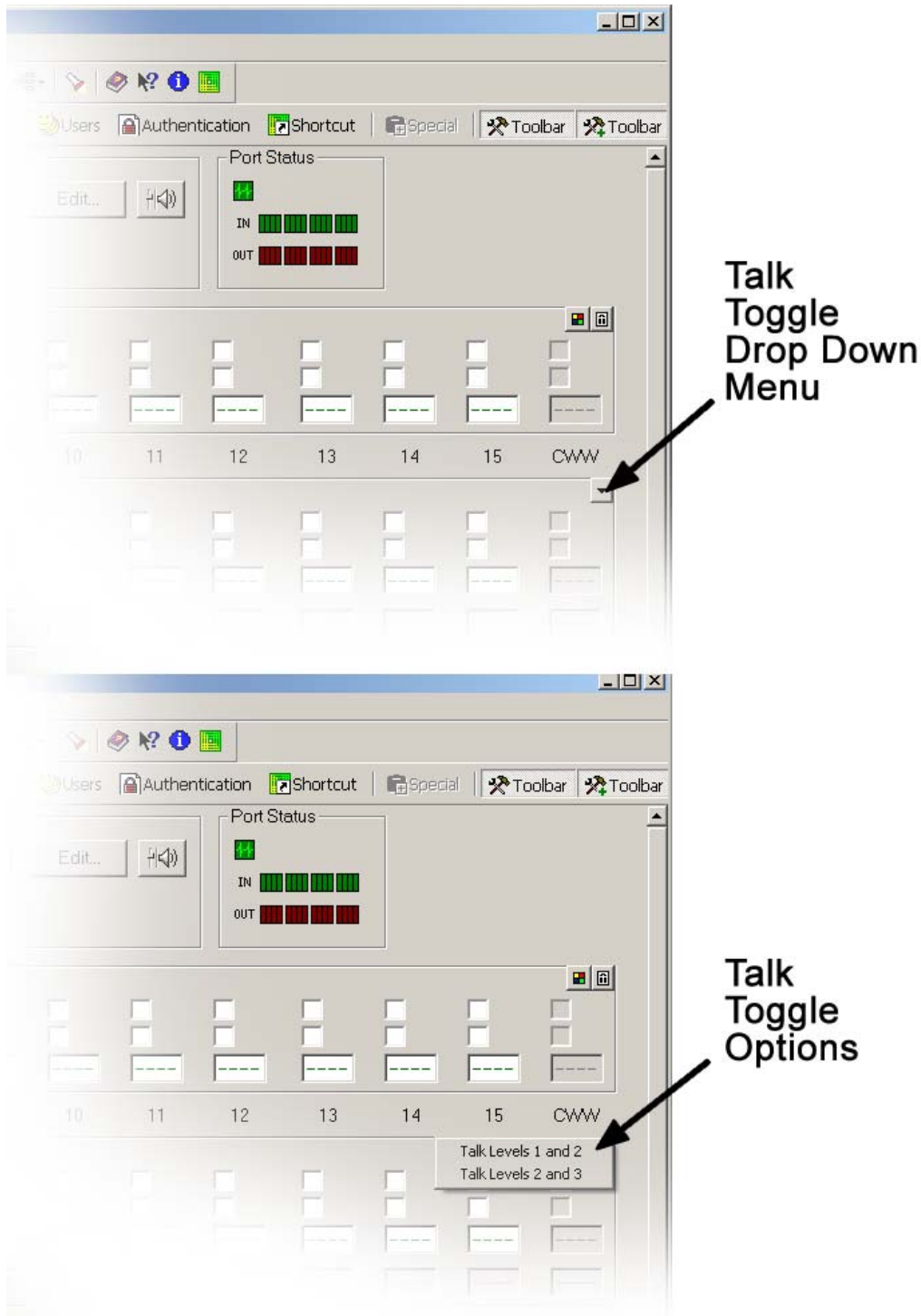


FIGURE 196. Talk Toggle

To **toggle between views**, do the following:

Press **Ctrl+Tab** on the computer keyboard.

OR

Press **Shift+Ctrl+Tab** to change the view mode for all intercom ports.

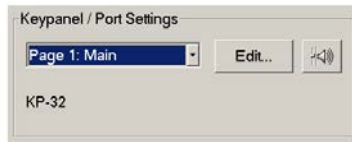
## By Setup Page Radio Button

The **By Setup Page** radio button indicates 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.

**NOTE:** For **KP-32 Users:** In view by Setup Page mode, only 16 keys on the KP-32 displays in one (1) window. However, you can assign talk, listen, and talk level 2 all in the same screen as for any other keypanel.

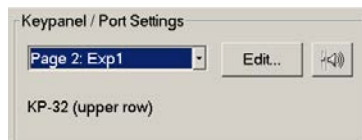
To **assign the first 16 keys**, do the following:

Select the **setup page** currently assigned to the main keypanel.



To **assign the remaining 16 keys**, do the following:

Select the **setup page** currently assigned to expansion panel Exp1.



To **toggle between views**, do the following:

Press **Ctrl+Tab** on the computer keyboard.

OR

Press **Shift+Ctrl+Tab** to change the view mode for all intercom ports.

---

## Show Type Group Box

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### Set by User Radio Button

The **Set by User** radio button enables manual selection of keypanel and expansion panel model names in the Type selection boxes. You must select Set by User if you want to setup keypanels in file mode. You must also select this option if your intercom system master controller cannot correctly determine (in online mode with the Reported by Intercom radio button selected) the type of keypanel connected to the intercom port.

Most of the keypanel types in the Type list box are self-explanatory, being various models of keypanels. A few selections, such as the TIF interface and the CDP-950 may not be thought of as keypanels, though they are specialized types of keypanels.

If you are using one (1) or more GPI inputs to activate key assignments at a particular intercom port, we recommend you set Show Type to Set by User, and then set the Type list box for the Main Panel to Virtual. This helps to remind you, GPI inputs are being used to control key assignments for this port. For more information on this subject, see System GPI Description.



## Reported by Intercom Radio Button

The **Reported by Intercom** radio button enables the master controller to display the type of keypanel you select to view. You must be in online mode for this option to work properly.

---

## Setup Page Options Group Box

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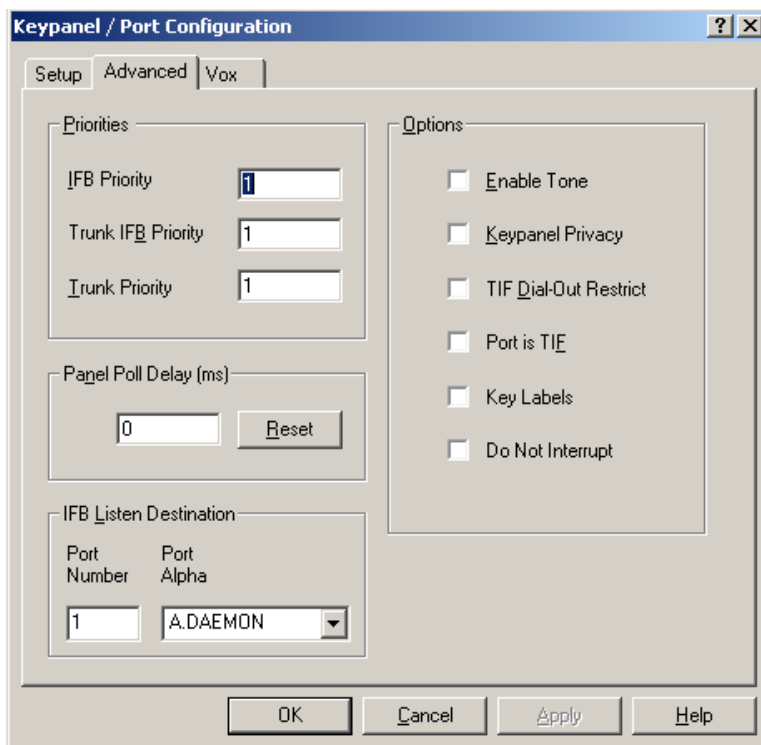
### Setup Restrict Check Box

The **Setup Restrict** check box indicates the keypanel operator cannot change the setup page they are viewing. By default, keypanel operators can change the setup page usage from their keypanels. If you do not want the keypanel operator to do this, select the Setup Restrict check box.

---

## Advanced Page

The **Advanced Page**, as shown in Figure 197, is used to further configure options for the selected port, such as priority levels, panel poll delay time, listen destinations, etc.



**FIGURE 197.** Keypanel/Port Configuration - Advanced Page

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## Priorities Group Box

---

### IFB Priority Field

The **IFB Priority** field indicates the default IFB priority level for the selected port. This means any IFB assigned to this keypanel is assigned this priority automatically. You can change individual priority levels using the IFB Priority window. For more information, see “IFB Priorities Window” on page 144.

By default, this field is set to *three (3)*.  
The range for this field is *0* to *8*.

### Trunk IFB Priority Field

The **Trunk IFB Priority** field indicates the default trunk IFB priority level for the selected port. This means any trunked IFB assigned to this keypanel is assigned this priority automatically. You can change individual priority levels using the IFB Priority window. For more information, see “IFB Priorities Window” on page 144.

This field value can range from *0* to *8*.

### Trunk Priority Field

The **Trunk Priority** field indicates the default trunk priority level for the selected port. This means any trunk assigned to this keypanel is assigned this priority automatically. You can change individual priority levels using the IFB Priority window. For more information, see “IFB Priorities Window” on page 144.

The range for this field is *0* to *8*.

### Panel Poll Delay (ms) Field

The **Panel Poll Delay (ms)** field indicates the amount of time, in ms, data transmissions from remote keypanel to the intercom system is delayed. Panel poll delay is used when a keypanel’s data line is connected to the intercom system using a modem link from a remote location. A slight delay in data transmission from the remote keypanel to the intercom system, may be seen and may cause sporadic or no operation. By setting the delay time, the intercom system waits longer for data transmissions from the remote keypanel.

The range for this field is *0* to *500ms*.

---

**IMPORTANT:** Connect only one (1) remote keypanel per AIO card, and assign only one (1) panel poll delay per AIO card. In addition, 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.

---

## VOX Page

The **VOX** page, shown in Figure 198, is used to configure VOX on the selected port. VOX is the threshold level of audio at which a channel becomes active. When a threshold is set, a microphone does not activate until the preset audio level is attained. This prevents a channel from staying on when no one is around in a high activity area.

VOX is supported in Cronus Intercom system and in intercoms with AIO-16 cards. Through AZedit, you can control enabling and disabling VOX, as well as setting the threshold level and the hold time.

VOX support requires the following minimum firmware versions:

Master Controller V9.25.0, or Master Controller II-e V1.1.0

DBX V1.15.0 with Peripheral Controller V10.15.0, or Peripheral Controller II-e V1.15.03

RVON-16 V2.1.1 or later

AIO-16 V1.1.0 or later

Cronus V1.1.0 or later

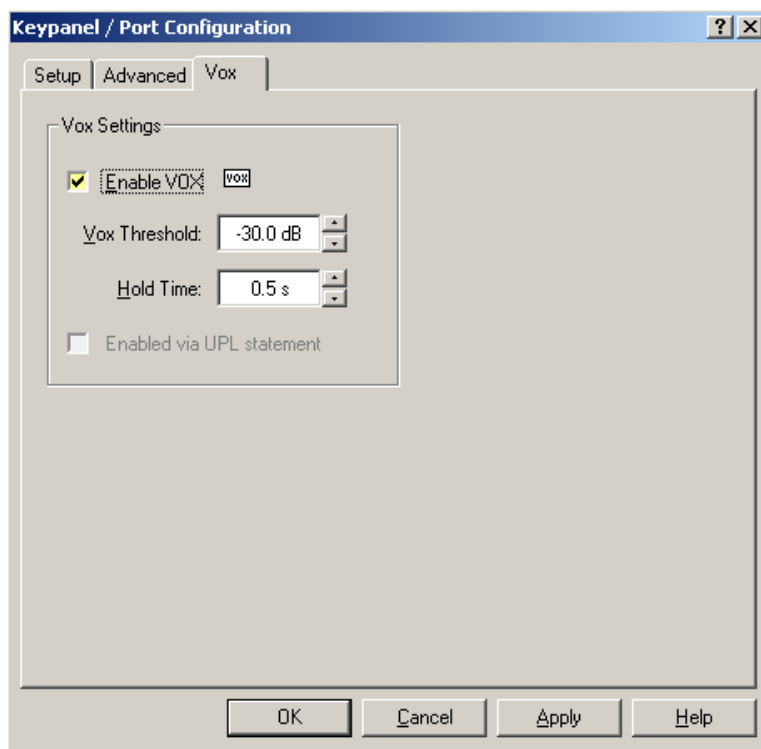


FIGURE 198. Keypanel/Port Configuration - VOX Page

### Enable VOX Check Box

The **Enable VOX** check box is used to activate VOX on the specified port.

**NOTE:** Cronus and the AIO-16 cards are the only devices with VOX support.

### VOX Threshold Box

The **VOX Threshold** box displays the level, in dB, at which VOX activates on the keypanel. Use the arrows to change the VOX level.

The range for this field is *0.0dB* to *-126.0dB*.

**Hold Time Box**

The **Hold Time** box displays the amount of time, in seconds, the port stays open when no activity is present. Use the arrows to change the Hold Time amount.

The range for this field is *0.2 seconds* to *12.5 seconds*.

**Enabled Via UPL Statement Check Box**

The **Enabled Via UPL Statement** check box enables VOX to be activated on a port through the use of a UPL statement.

---

## 2-Wire Settings Page (Zeus III only)

The **2-Wire Settings** window, shown in Figure 199, is used to override the Dip switch settings you set on the Zeus III unit using AZedit.

**NOTE:** CH-A or CH-B must be selected on the Zeus III for the 2-Wire Settings page to appear.

**NAVIGATION:** From the Keypanel/Ports window, select the **Edit** button.

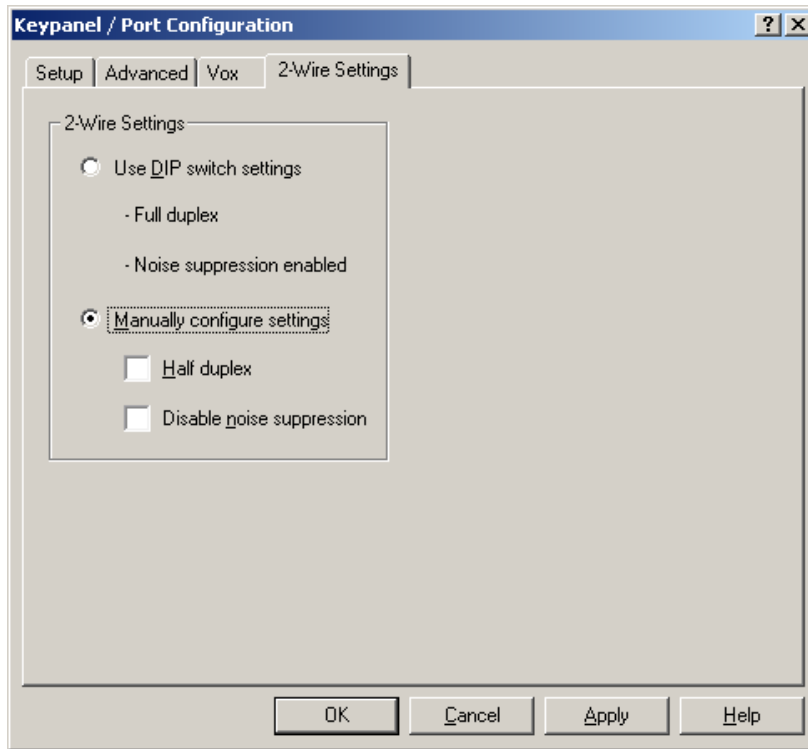


FIGURE 199. 2-Wire Settings Page

---

## 2-Wire Settings Group Box

Use the **2-Wire Settings** options to use either the currently set Dip switches, as set in the Zeus III or to override the Dip switch settings for the selected channel. You can set CH-A and CH-B independent from each other, if desired.

### Use Dip Switch Settings Radio Button

The **Use Dip Switch Settings** radio button indicates the currently set Dip switch settings should be used. The current settings are displayed below the radio button.

## Manually Configure Settings Radio Button

The **Manually Override Settings** radio button allows the user to select override options to the currently set Dip switch options. Once the Manually Override Settings radio button is selected, the override options check boxes become active below the radio button.

Available options for this field are:

*Half Duplex Check Box* - Half-duplex operation is enabled.


*Disable Noise Suppression Check Box* - Noise suppression is disabled.

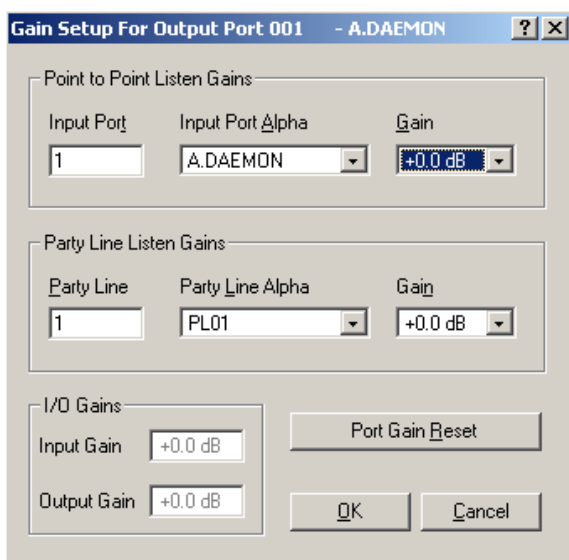
## Gain Setup Window

The **Gain Setup** window, shown in Figure 200, is used to set point-to-point, party line, and I/O listen gains or to reset gain levels to application defaults. 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.

**IMPORTANT:** Do not make an adjustment here, when it would be better to adjust an Analog Input gain.

For example, suppose there is an external audio source connected at port 1, and keypanels at ports 2 through 5 have keys assigned to listen to the external audio source. Now, suppose all of the keypanel operators are always turning their volume controls down when listening to port 1, and then turning them up again to listen to everything else. You could adjust the point-to-point listen level from port 1 to each of the keypanel ports. However, the real problem is the external audio coming into port 1 at a higher level than the normal system level. To correct this, reduce the analog input gain for port 1 instead of adjusting point-to-point gains for ports 2 through 5.

**NAVIGATION:** On the Kepanel/Ports window, click the **gain setup** icon .



**FIGURE 200.** Gain Setup Window

---

## Point-to-Point Listen Gains Group Box

---

The **Point-to-Point Listen Gains** group box is used to adjust the level at which the currently selected intercom port hears a specified intercom port.

### Input Port Field

The **Input Port** field indicates the intercom port number where the audio source is connected. You can manually enter the port number to which you want to adjust the listen gain level.

**NOTE:** You can also use the Input Port Alpha drop down menu to select the port number to which you want to change the listen gain level.

### Input Port Alpha Drop Down Menu

The **Input Port Alpha** drop down menu displays a list of input ports to select from when you want to change the listen gain level. Once you have selected a port from this list, the Input Port field automatically populates with the input port number.

### Gain Drop Down Menu

The **Gain** drop down menu displays a list of gain levels, in dB, from which you can select the specified input port listen gain.

The range for this field is *6.0dB* to *-72.2dB* or *Mute*.

---

## Party Line Listen Gains Group Box

---

The **Party Line Listen Gains** group box is used to adjust the level at which the currently selected intercom port hears a specified party line.

### Party Line Field

The **Party Line** field indicates the port number of the party line where the audio source is connected. You can manually enter the port number of the party line you want to adjust the listen gain level.

**NOTE:** You can also use the Party Line Alpha drop down menu to select the party line port alpha to which you want to change the listen gain level.

### Party Line Alpha Drop Down Menu

The **Party Line Alpha** drop down menu displays a list of party line alphas from which you can choose to change the listen gain level. Once you have selected an alpha from this list, the Party Line field automatically populates with the party line port number.

### Gain Drop Down Menu

The **Gain** drop down menu displays a list of gain levels, in dB, from which you can set the specified party line port listen gain.

The range for this field is *6.0dB* to *-72.2dB* or *Mute*.

---

## I/O Gains Group Box

---

The **I/O Gains** group box is used to view input gain and output gain.

### Input Gain Field

The **Input Gain** field displays the amount of gain, in dB, the input level to the intercom port has been increased or decreased.

The range for this field is  $+20dB$  to  $-20dB$ .

**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.

### Output Gain Field

The **Output Gain** field displays the amount of gain, in dB, the output level to the intercom port has been increased or decreased.

The range for this field is  $+20dB$  to  $-20dB$ .

**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.

### Port Gain Reset Button

The **Port Gain Reset** button opens the gain reset window. You can choose to reset Point-to-Point listen gains and/or Party Line listen gains to the application defaults ( $0dB$ ).

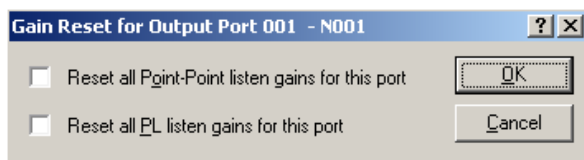


FIGURE 201. Gain Reset Window

### OK Button

The **OK** button applies the changes made and closes the Gain Setup window.

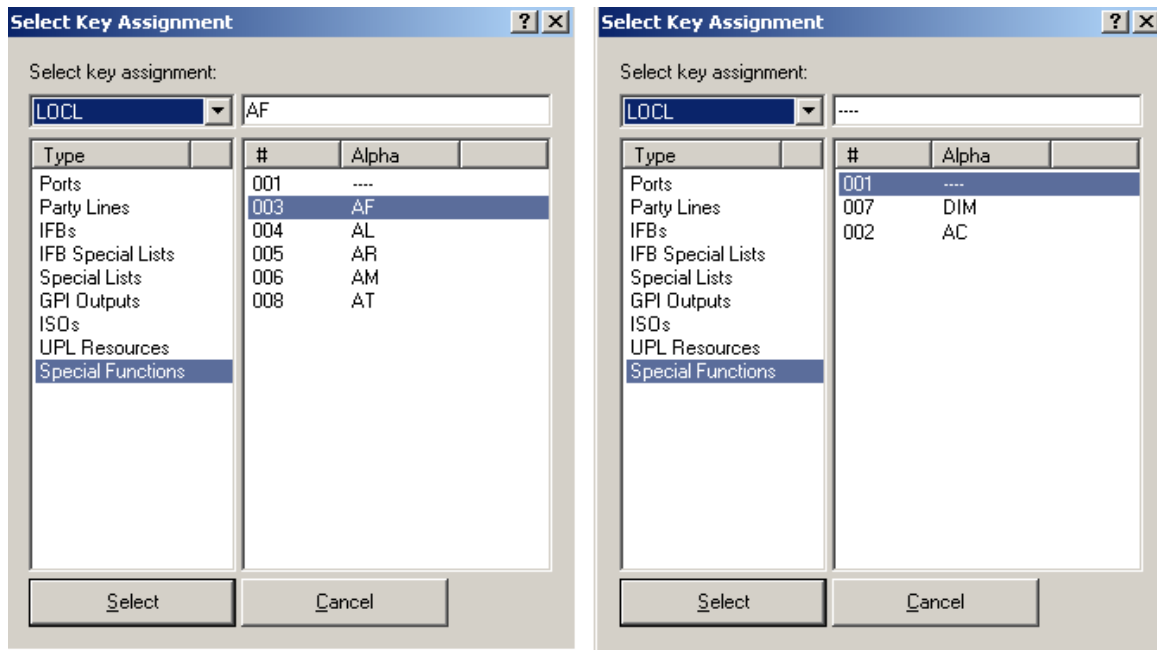
### Cancel Button

The **Cancel** button disregards the changes made and closes the Gain Setup window.



## Select Key Assignment Window

The **Select Key Assignment** window, shown in Figure 202, is used to change key assignments and special functions for listen and talk keys on the Keypanel/Ports window.



Listen Key Assignments

Talk Key Assignments

FIGURE 202. Select Key Assignments for Listen and Talk Keys

### Select Intercom System Drop Down Menu

The **Select Intercom System** drop down menu indicates the intercom for which you want to see key assignments. Once you have selected the intercom system to view, the assignment types appear in the Type List window.

**NOTE:** You must have Enable Trunking Support (**Options|Preferences|Advanced**) selected to view other intercom systems in AZedit.

## Type List Window

The **Type List** window displays a list of assignment types from which to choose. Once an assignment type is chosen, a list of port numbers and their alphas appear in the #/Alpha window.

The assignment types available are as follows:

*Ports*

*Party Lines*

*IFBs*

*IFB Special Lists*

*Special Lists*

*GPI Outputs*

*ISOs*

*UPL Resources*

*Special Functions*

### **Special Functions**

There are separate special functions for talk and listen keys

#### *Special Functions For Talk Keys*

**All-Call (AC) -** When a talk key is assigned as an All-Call talk key, activating the key also activates the talk paths for all talk keys to the left of it (up to, but not including another All-Call key). All Call is typically used for IFBs, allowing one user to talk to a group of users.

**DIM -** DIM (for talk level 2 assignments only, when talk level 1 is a point-to-point key assignment) This assignment is used with inter-panel dim tables.

#### *Special Functions For Listen Keys*

**Auto-Follow (AF) -** This special function causes a listen key assignment to always be the same as the talk key paired with it. Auto-follow is a convenient assignment because you only have to assign a listen key once. Then, whenever you change the talk key assignment, the listen key automatically follows to the new assignment.

Many users find it convenient to assign auto-follow to all listen keys. That way, they rarely have to bother with listen key assignments, because as they change talk key assignments, the listen key assignments automatically change as well.

When you assign auto-follow to a listen key, you still have to manually activate the listen key to hear certain types of destinations. For example, if you activate a talk key to talk to a party line, you have to activate a listen key if you want to listen to the party line. The same is also true for belt packs connected to intercom ports. This is because party lines and belt packs cannot themselves activate talk crosspoints in the intercom system (the talk button on most belt packs is simply a microphone on/off switch). In cases where you need to activate both a talk and a listen key to communicate with a destination, try using auto-listen.

**Auto-Listen (AL) -** This special function causes a listen key assignment to always be the same as the talk key that is paired with it. Auto-Listen is similar to Auto-Follow except listen automatically activates whenever the talk key is activated. Auto-listen is an effective listen key assignment for use with party lines or other non-keypanel devices such as belt packs. This is because these devices do not have the talk-back capability that keypanels have. If you find that you are always activating the listen key when you want to talk to a particular destination, you might want to assign auto-listen to that listen key. Auto-listen is generally required when listening to party lines or belt packs from a keypanel that does not have listen keys.

- Auto-Mute (AM)* - This special function causes a listen key assignment to always be the same as the talk key it is paired with. Auto-Mute is similar to Auto-Follow except listening is automatically muted when the talk key is activated. Auto-mute is useful for talking to devices that echo your voice back to you. If you need to activate the listen key when conversing with a destination, but you hear an echo whenever you activate the talk key, consider assigning auto mute to the listen key.
- Auto-Reciprocal (AR)*- This special function causes a listen key's assignment to be the same as the talk key it is paired with. Auto-Reciprocal is similar to Auto-Follow except listening is forced continuously on, even when the talk key is off. Auto-reciprocal is useful, for example, when you wish to monitor a party line continuously from a keypanel without actually making the keypanel a listener on the party line.
- Auto-Table (AT)* - This special function causes a listen key's assignment to be the same as the Listen Source for whatever IFB is currently assigned to the talk key. (You define the Listen Source during IFB setup.) Auto Table is convenient in a broadcast environment when a director needs 2-way communication with the IFB talent, and the IFB keys are being reassigned frequently during the course of a program to talk to new talent locations. Several IFBs can be set up in advance, and their Listen Sources can be defined. Then, when the IFB key is reassigned on the director keypanel, the Listen Source for each new IFB automatically becomes the listen key assignment for the IFB key.

**NOTE:** Use this assignment with a listen key only when the corresponding talk key has been assigned to an IFB.

---

## *Party Lines Window*

The **Party Lines** window, as shown in Figure 203, is used to create a port where any number of people can talk and/or listen to a group. A party line (also known as a conference line) is typically 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. For example, a TV station has two (2) control rooms and three (3) studios. Because the producers in the control rooms want to talk to the everyone in the individual studios (but not all the studios), a dedicated port is setup to act as a party line for each studio. The producer can press one (1) key (assigned to the designated party line) on the keypanel and talk to everyone assigned to that party line

---


**IMPORTANT:** Do not confuse party lines and special lists.

A party line is typically used when several users of non-keypanel devices (such as belt packs or camera intercoms) are engaged in a specific common activity and they need to talk and/or listen to each other all the time. Keypanels are almost never members of party lines (although they can be). However, a keypanel key can be assigned to occasionally talk or listen to a party line, if desired.

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.

---

**NAVIGATION:** Select **System|Party Lines**.

**NOTE:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

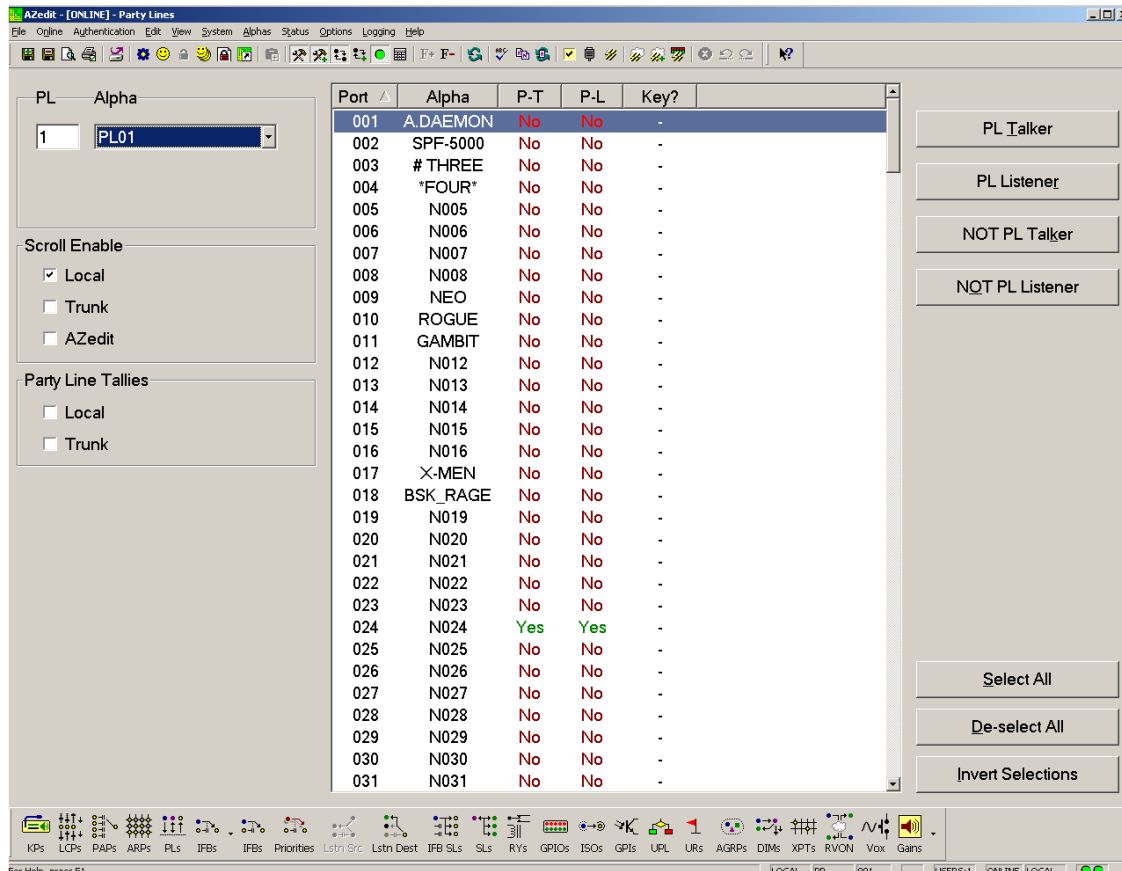


FIGURE 203. Party Lines Window

## PL Field

The **PL** field indicates the party line port number for which you are configuring.

**NOTE:** Once the port number has been entered, the Alpha drop down menu populates with the corresponding name. You can also populate the Alpha drop down menu first, which in turn automatically populates the Port field.

## Alpha Drop Down Menu

The **Alpha** drop down menu indicates the party line port alpha for the port setup currently being viewed.

**NOTE:** Once the port alpha has been entered, the Port field populates with the corresponding name.

## Scroll Enable Group Box

The **Scroll Enable** check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFBs, Special Lists, GPI Outputs, UPL Resources, and ISOs. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypanel keys.

AZedit allows you to manage scroll lists within your intercom system by the following:

## Local Check Box

The **Local** check box indicates any keypanel operator in your intercom system with a programmable keypanel can find the destination name in a scroll list and assign it to a key.

If you clear this check box and send the change to the intercom system, keypanel operators cannot see the destination name in their scroll lists, and therefore, are not be able to assign it to a key. Also, they are not able to assign it using keypad numeric entry (KP9X series keypanels). And, if the destination name appears in any display on their keypanel, they are not able to copy it to any other key.

## Trunk Check Box

The **Trunk** check box indicates any keypanel operator in a remote intercom system with a programmable keypanel can view the destination in a scroll list and assign it to a key on their keypanel.

If you clear this check box and send the change to the intercom system, remote keypanel operators are not able to view the destination or assign it to a key by any means.

**NOTE:** The trunk check box is only selectable if trunking has been activated.

## AZedit Check Box

The **AZedit** check box indicates an AZedit user in a remote intercom system are able to view the destination in a scroll list and assign it to keypanel keys in the remote intercom system.

If you clear the check box, remote AZedit users do not have access to these scroll lists

**NOTE:** The AZedit check box is only selectable if trunking has been activated.

---

## Party Line Tallies Group Box

---

**Party Line Tallies** are used when two (2) or more keypanels have keys assigned to talk to the same party line.

**NOTE:** These are not keypanels that are members of the party line, but keypanels that can talk to the party line with an intercom key.

For example, two (2) different keypanels have the same party line assigned to a talk key. If one (1) of the keypanels activates the party line talk key, the tally indication is supplied at the other keypanel. Typically, the tally indication is a flashing alphanumeric display (KP9X series keypanels) or a continuously lit red LED indicator (most other keypanels). The tally indication tells the keypanel operator that activating the party line key breaks in on a conversation already in progress.

Available selections for this field are: *Local Party Line Tallies* and *Trunk Party Line Tallies*.

## Local Check Box

The **Local** check box is used to enable local party line tallies on the local intercom system.

## Trunk Check Box

The **Trunk** check box is used to enable party line tallies on a remote intercom system.

## Port Column

The **Port** column displays a list of ports on the Intercom System.

## Alpha Column

The **Alpha** column displays a list of alphas for the ports on the intercom system.

## P-T Column

The **P-T** column indicates the port is a Party Line Talker. If there is a green *YES*, the port is a party line talker. If a red *NO* displays, the port is not a party line talker.

## P-L Column

The **P-L** column indicates the port is a Party Line Listener. If there is a green *YES*, the port is a party line listener. If a red *NO* displays, the port is not a party line listener.

## Key? Column

The **Key?** column provides a valid indication in online or server mode only. This column indicates when an intercom port is talking or listening to the party line using intercom keys. It refreshes (updates with current information) frequently during normal operation.

To **force a refresh**, do the following:

- From the View menu, select **Refresh**.
- OR
- Press **Ctrl+Space Bar**.

Available display options are:

- \$Talk* - The port has a talk key pressed to talk to the party line.
- \$Listen* - The port has a listen key pressed to listen to the party line.
- \$Both* - The port has both a talk and listen key pressed for 2-way communication with the party line.

## PL Talker Button

The **PL Talker** button designates the selected port as a permanent talker on the currently viewed party line assignment. This means this port is always able to talk. The permanent talker 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.

**NOTE:** You can assign both PL Talker and PL Listener on party line assignments.

## PL Listener Button

The **PL Listener** button designates the selected port as a permanent listener on the currently viewed party line assignment. This means the port is always able to listen. 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.

**NOTE:** You are able to assign both PL Talker and PL Listener on the currently viewed party line assignment.

## NOT PL Talker Button

The **NOT PL Talker** button removes the PL Talk assignment from the selected port.

## NOT PL Listener Button

The **NOT PL Listener** button removes the PL Listen assignment from the selected port.

---

### Select All Button

The **Select All** button highlights all of the items from the Available or Selected list.

### De-Select All Button

The **De-select All** button clears any selected items from the Available or Selected list.

### Invert Selections Button

The **Invert Selections** button reverses the selections in the current view.

For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

---

## *Special Lists Window*

The **Special List** window, shown in Figure 204, is used to configure special lists in AZedit. A special list is a group of intercom ports keypanel operators can talk or listen to by activating a single key. Special lists are typically used for paging, All Call, Group Call, etc. Using AZedit, you can define the members of the special list. Once a special list has been set up, you typically assign it to a keypanel key using **Keypanel setup**. The keypanel operator can then 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 typically used when several users of non-keypanel devices (such as belt packs or camera intercoms) are engaged in a specific common activity and they need to talk and/or listen to each other all the time. Keypanels are almost never members of party lines (although they can be). However, a keypanel key can be assigned to occasionally talk or listen to a party line, if desired.

---

**NAVIGATION:** Select **System|Special List**.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---

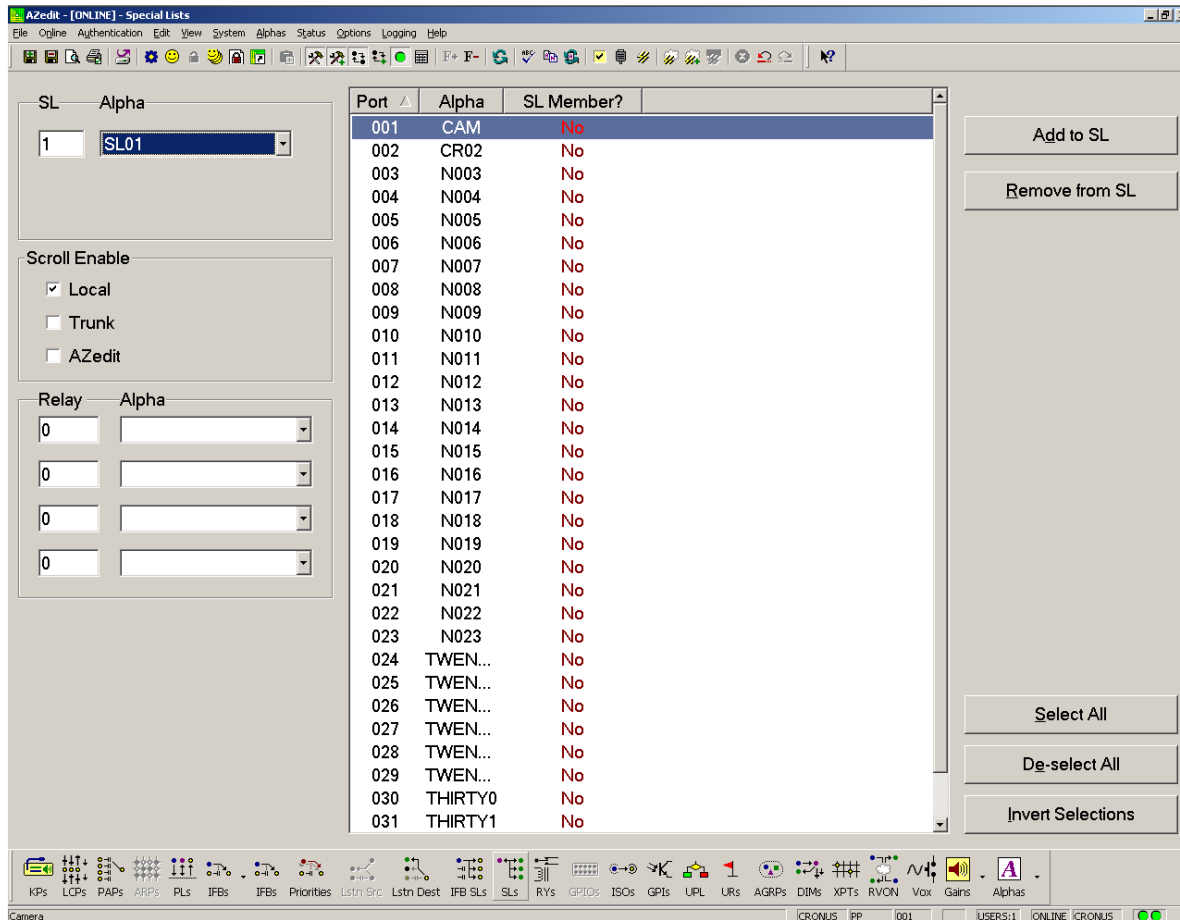


FIGURE 204. Special Lists Window

## SL Field

The **SL** field indicates the port number for which you are configuring a special list.

**NOTE:** Once the port number has been entered, the Alpha drop down menu populates with the corresponding name. You can also populate the Alpha drop down menu first, which, in turn, automatically populates the Port field.

## Alpha Drop Down Menu

The **Alpha** drop down menu indicates the special list port alpha currently being viewed.

**NOTE:** Once the special list alpha has been selected, the SL field populates with the corresponding port number.



---

## Scroll Enable Group Box

---

The **Scroll Enable** check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFBs, Special Lists, GPI Outputs, UPL Resources, and ISOs. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypad keys.

AZedit allows you to manage scroll lists within your intercom system by the following:

### Local Check Box

The **Local** check box indicates any keypad operator in your intercom system with a programmable keypad can find the destination name in a scroll list and assign it to a key.

If you clear this check box and send the change to the intercom system, keypad operators cannot see the destination name in their scroll lists, and therefore, are not able to assign it to a key. Also, they are not able to assign it using keypad numeric entry (KP9X series keypads). And, if the destination name appears in any display on their keypad, they are not able to copy it to any other key.

### Trunk Check Box

The **Trunk** check box indicates any keypad operator in a remote intercom system with a programmable keypad can view the destination in a scroll list and assign it to a key on their keypad.

If you clear this check box and send the change to the intercom system, remote keypad operators are not able to view the destination or assign it to a key by any means.

**NOTE:** The trunk check box is only selectable if trunking has been activated.

### AZedit Check Box

The **AZedit** check box indicates an AZedit user in a remote intercom system is able to view the destination in a scroll list and assign it to keypad keys in the remote intercom system.

If you clear the check box, remote AZedit users does not have access to these scroll lists.

**NOTE:** The AZedit check box is only selectable if trunking has been activated.

### Relay Field

The **Relay** field contains the number assigned to a selected relay. Relays are switches that open and close. 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 keypad.

### Alpha Drop Down Menu

The **Alpha** drop down menu contains the alpha assigned to the Special List currently being viewed.

**NOTE:** Once the relay alpha has been selected, the relay field populates with the corresponding relay number.

### Port Column

The **Port** column displays a list of all the ports in the intercom system.

## Alpha Column

The **Alpha** column displays the name assigned to the port.

**NOTE:** You can change these names to ones that are more meaningful to keypad operators. Click on the row where you want to change the name, and then press Ctrl+F12.

## SL Member? Column

The **SL Member?** column displays whether the port is part of a special list. If the selected port belongs to a special list, a green *Yes* appears, otherwise, a red *No* appears in this column.

## Add to SL Button

The **Add to SL Button** adds selected ports to a special list. When a port is added to a special list, a green *Yes* appears in the SL Member? column.

## Remove from SL Button

The **Remove from SL Button** removes selected ports from a special list. When a port is added to a special list, a green *Yes* appears in the SL Member? column.

## Select All Button

The **Select All** button highlights all of the items from the Available or Selected list.

## De-Select All Button

The **De-select All** button clears any selected items from the Available or Selected list.

## Invert Selections Button

The **Invert Selections** button reverses the selections in the current view.

For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

## IFBs Window


The **IFB** window, shown in Figure 205, displays configuration information for the IFB assignments created in your intercom system. IFB, also known as interrupted fold-back, interrupted feedback, or switched talk back, is a method for a keypanel operator to interrupt an audio source 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, for example, 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.

**NOTE:** Use the Edit IFB window to create or modify IFB assignments. For more information, see “Edit IFB Window” on page 141.

To access the **Edit IFB window**, do the following:

- Double-click an **IFB assignment**.
- The Edit IFB window appears.*

**NAVIGATION:** Select **System|IFB**, from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using *Online|Send Changes* or the *Activate* button. 

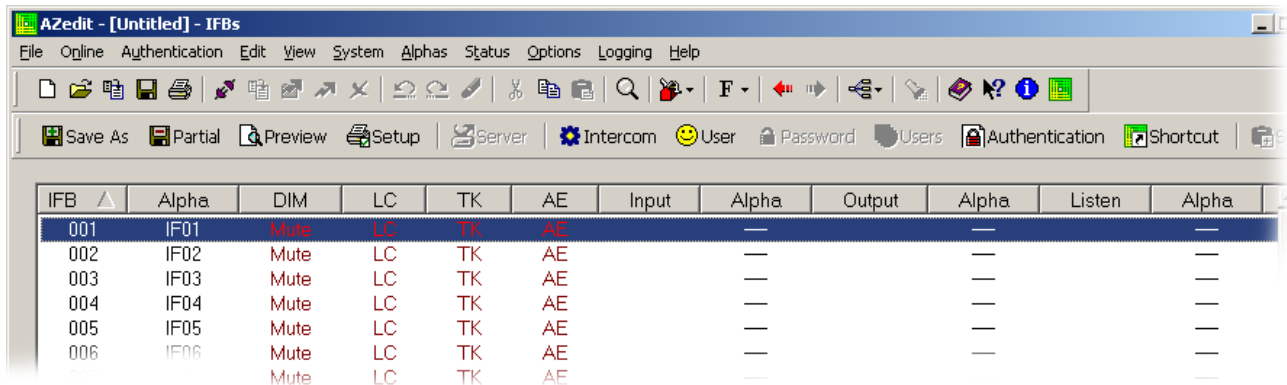


FIGURE 205. IFBs Window

### IFB Column

The **IFB** column displays the IFB number. This number is not configurable. However, you can control how many IFBs are available for use by changing the intercom configuration settings. See, “Intercom Configuration Window” on page 52.

### Alpha Column

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. See, “Alpha Windows” on page 227.

### DIM Column

The **DIM** column displays the dim level, in dB, for program audio.

The range for this field is *-72.2dB to 1.0dB* and *MUTE*. *MUTE* indicates there is no dimming value and the program audio mutes during IFB operation.

### LC Column

The **LC** column displays the scroll enable settings: LC indicates Local, TK indicates Trunk, and AE indicates AZedit. 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.

### TK Column

The **TK** column displays the scroll enable settings: LC indicates Local, TK indicates Trunk, and AE indicates AZedit. 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.

### AE Column

The **AE** column displays the scroll enable settings: LC indicates Local, TK indicates Trunk, and AE indicates AZedit. 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.

### Input Column

The **Input** column displays the input port number for the selected IFB. This is the source that is interrupted when the IFB is used. This is typically the mix minus<sup>1</sup> for the IFB.

### Alpha Column

The **Alpha** column displays the input port alpha for the selected IFB.

### Output Column

The **Output** column displays the output port for the selected IFB.

### Alpha Column

The **Alpha** column displays the output port alpha for the selected IFB.

### Listen Column

The **Listen** column displays the listen audio source to which the destination is listening. This is uninterrupted audio.

### Alpha Column

The **Alpha** column displays the listen source port alpha for the selected listen source.

### Gain Column


The **Gain** column displays the analog output gain for the intercom port designated as the IFB Output. If the IFB listening device connected to the output port does not have a volume control, you can adjust the analog output gain to suit the listener's preference. Adjust the analog output gain through either AZedit (*System/Gains/Input/Output Gains*) or from an LCP-102 operating in PAP mode.

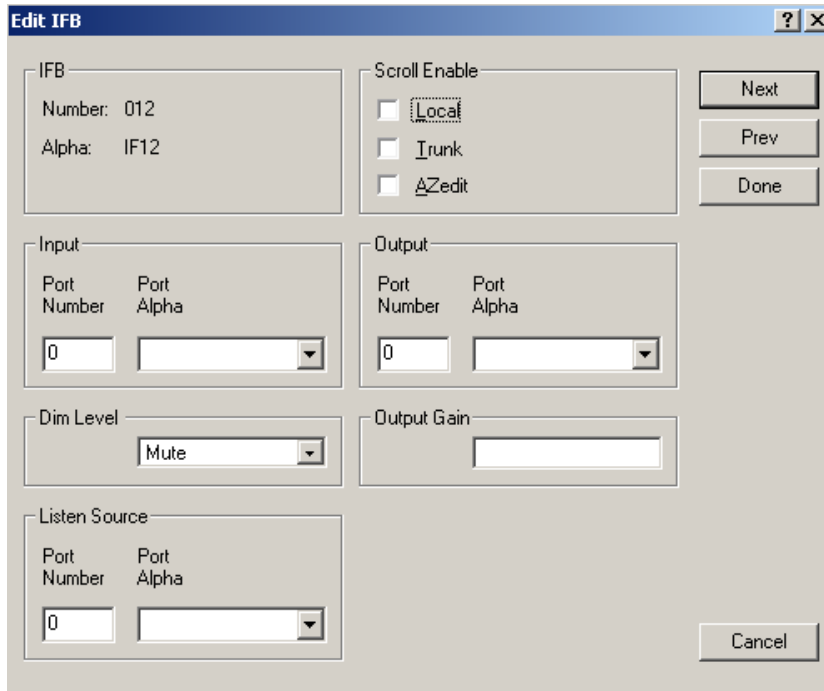
---

1. *Mix Minus is the final mix of the audio minus what the listener has requested to be removed from the mix.*

## *Edit IFB Window*

The **Edit IFB** window, shown in Figure 206, is used to configure IFB assignments in your intercom system.

**NOTE:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 



**FIGURE 206.** Edit IFB Window

## **IFB**

The **IFB** group box displays the IFB Number and Alpha. You can modify the Alpha using the IFB Alpha screen (**Alphas|IFB**). See, “Alpha Windows” on page 227.

## **Scroll Enable Group Box**

The **Scroll Enable** check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFBs, Special Lists, GPI Outputs, UPL Resources, and ISOs. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypad keys.

AZedit allows you to manage scroll lists within your intercom system by the following:

---

### Local Check Box

The **Local** check box indicates any keypanel operator in your intercom system with a programmable keypanel can find the destination name in a scroll list and assign it to a key.

If you clear this check box and send the change to the intercom system, keypanel operators cannot see the destination name in their scroll lists, and therefore, are not able to assign it to a key. Also, they cannot assign it using keypad numeric entry (KP9X series keypanels). And, if the destination name appears in any display on their keypanel, they are not able to copy it to any other key.

### Trunk Check Box

The **Trunk** check box indicates any keypanel operator in a remote intercom system with a programmable keypanel can view the destination in a scroll list and assign it to a key on their keypanel.

If you clear this check box and send the change to the intercom system, remote keypanel operators are not able to view the destination or assign it to a key by any means.

**NOTE:** The trunk check box is only selectable if trunking has been activated.

### AZedit Check Box

The **AZedit** check box indicates an AZedit user in a remote intercom system is able to view the destination in a scroll list and assign it to keypanel keys in the remote intercom system.

If you clear the check box, remote AZedit users do not have access to these scroll lists.

**NOTE:** The AZedit check box is only selectable if trunking has been activated.

---

## Input Group Box

---

### Port Number Field

The **Port Number** field indicates the Program Input port. Program Input is audio coming into the Matrix. Program input is sometimes referred to as Mix Minus (-).

**NOTE:** Once the port number has been entered, the Alpha drop down menu populates with the corresponding name. You can also populate the Alpha drop down menu first, which, in turn, automatically populates the Port field.

### Port Alpha Drop Down Menu

The **Port Alpha** drop down menu indicates the IFB port alpha currently being viewed.

**NOTE:** Once the IFB alpha has been selected, the Port field populates with the corresponding IFB port number.

---

## Output Group Box

---

### Port Number Field

The **Port Number** field indicates the IFB output port. The IFB Output is the audio heard by the talent. For example, the Program Input plus the Talent's mic (so they can hear themselves talk) is routed and heard as the IFB output.

**NOTE:** Once the port number has been entered, the Alpha drop down menu populates with the corresponding name. You can also populate the Alpha drop down menu first, which, in turn, automatically populates the Port field.

### Port Alpha Drop Down Menu

The **Port Alpha** drop down menu indicates the IFB output port alpha currently being viewed.

**NOTE:** Once the IFB output port alpha has been selected, the Port field populates with the corresponding port number.

### Dim Level Drop Down Menu

The **Dim Level** drop down menu allows you to choose to diminish the speaker or headphone audio level by a specific amount.

The range for this field is  $-1.0dB$  to  $-72.2dB$  and *MUTE*.

**NOTE:** By default, the audio source mutes while the keypanel operator is talking. If you want the signal to diminish by a certain amount during IFB, select a different amount in the DIM Level drop down list.

### Output Gain Field

The **Output Gain** field displays the analog output gain (in dB) for the intercom port designated as the IFB output. If the IFB listening device connected to the output port does not have volume control, you can adjust the output gain to suit the listener's preferences on the Analog Input/Output Gains screen or from and LCP-102 operating in PAP mode.

This field cannot be modified.

Change the output gain for the port using the Analog Gain Input/Output Window (Systems|Gain|Input/Output). For more information, see "Input/Output Gains Window" on page 220.

---

## Listen Source Group Box

---

The **Listen Source** is audio usually mixed into the program input.

For example, anchors desk mic audio (listen source audio) mixed into the newscast (program input). Or, the talent's pre-fade mic is used as the listen source so the talent can always be heard by the keypanel operator.

### Port Number Field

The **Port Number** field indicates the Listen Source port.

**NOTE:** Once the port number has been entered, the alpha drop down menu populates with the corresponding name. You can also populate the Alpha drop down menu first, which, in turn, automatically populates the Port field.

### Port Alpha Drop Down Menu


The **Port Alpha** drop down menu indicates the listen source port alpha currently being viewed.

**NOTE:** Once the IFB output port alpha has been selected, the Port field populates with the corresponding port number. For more information, see AT on page 131.

### IFB Priorities Window

The **IFB Priorities** window, shown in Figure 207, is used to configure the IFB Port priority. This allows you to put higher priority on specific IFB assignments over other IFB assignments.

**NAVIGATION:** Select **System|IFB Priority** from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

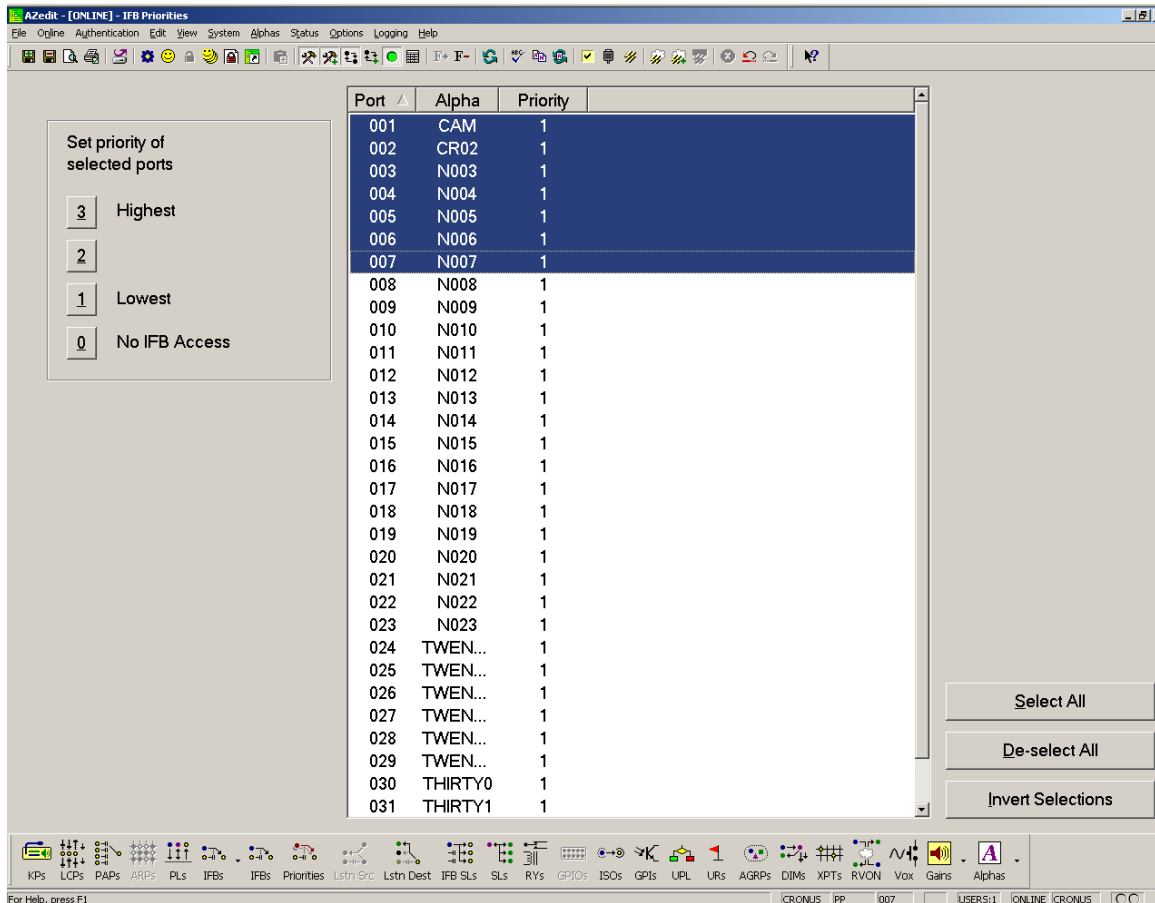


FIGURE 207. IFB Priorities Window



## Set Priority of Selected Ports Group Box

The **Set Priority of Selected Ports** group box allows the user to determine which keypanel gets first access to an IFB in cases where two (2) or more keypanels are trying to access the IFB at the same time. By default, the IFB priority for each intercom port can be individually set from 0 through 3. 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 IFBs.

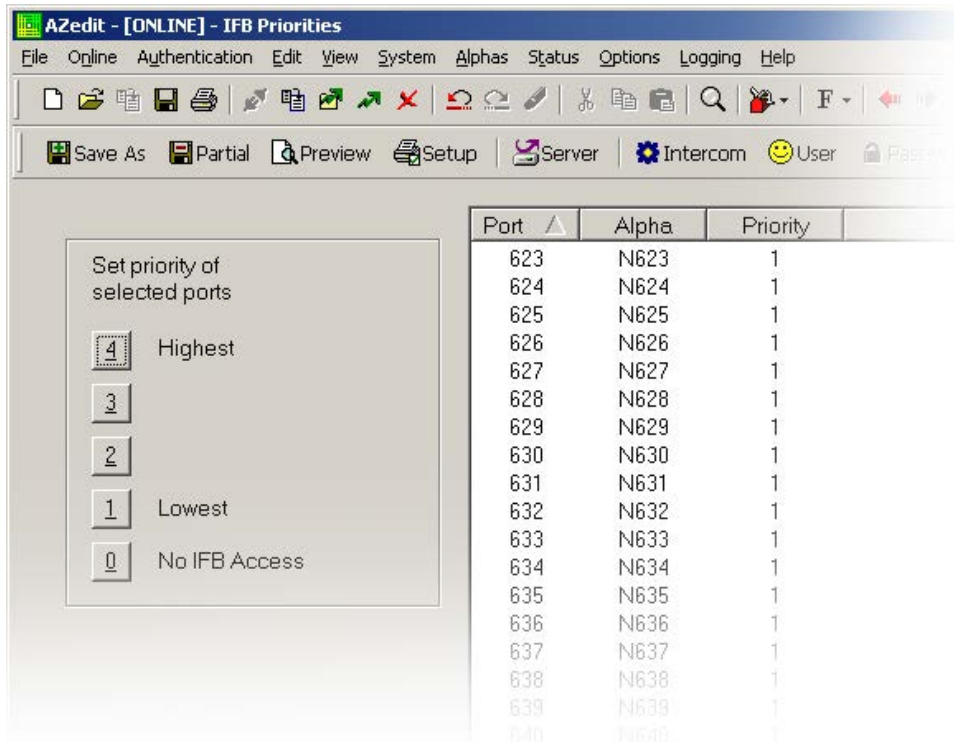


FIGURE 208. IFB Priority Levels

**NOTE:** You can add more IFB priority levels (up to 8) in the intercom configuration settings (**Options|Intercom Configuration|Options Page**). For more information, see “Intercom Configuration Window” on page 52.

### Port

The **Port** column displays a list of IFB ports on the intercom system.

### Alpha

The **Alpha** column displays a list of alphas (if applicable) for the IFB ports on the intercom system.

### Priority

The **Priority** column displays the priority level for the selected IFB port.

**Select All Button**

The **Select All** button highlights all of the items from the Available or Selected list.

**De-Select All Button**

The **De-select All** button is used to clear any selected items from the Available or Selected list.

**Invert Selections Button**


The **Invert Selections** button reverses the selections in the current view.

For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

## IFB Listen Destination Window

The **IFB Listen Destination** window, shown in Figure 209, is used to configure the listen destinations for an IFB.

**NAVIGATION:** Select **System|IFB Listen Destination** from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

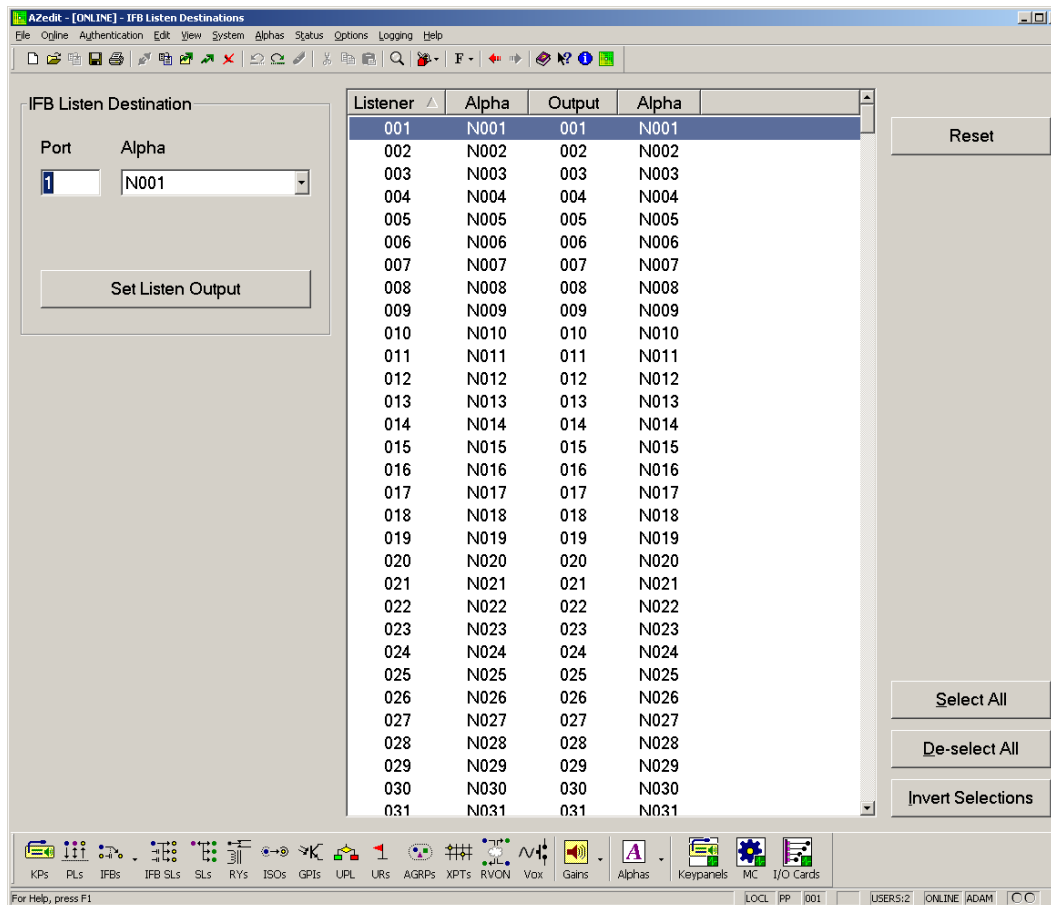


FIGURE 209. IFB Listen Source Window

### Port Field

The **Port** field contains the port number of the origin to which you want the listener port to connect.

**NOTE:** Once the port number has been entered, the Alpha drop down menu populates with the corresponding name. You can also populate the Alpha drop down menu first, which, in turn, automatically populates the Port field.

## Alpha Drop Down Menu

The **Alpha** drop down menu indicates the IFB listen origination port alpha.

**NOTE:** Once the alpha has been entered, the Port field populates with the corresponding name.

## Set Listen Output Button

The **Set Listen Output** button assigns the selected destination listen port to the selected port in the Listener column.

## Listener column

The **Listener** column displays the listen destination port.

## Alpha column

The **Alpha** column displays the listen destination alpha.

## Output column

The **Output** column displays the listen origin port.

## Alpha column

The **Alpha** column displays the listen origin alpha.

## Reset Button

The **Reset** button is used to return selected IFB listen destinations to their original configuration. Use the Select All, Invert Selections and De-Select All button to select the IFB listen destinations with which you want to work.

To **select several individual ports**, do the following:

1. Press **Ctrl** on the keyboard.
2. With the mouse, click the **different ports** you want to select.

## Select All Button

The **Select All** button highlights all of the items from the Available or Selected list.

## De-Select All Button

The **De-select All** button clears any selected items from the Available or Selected list.

## Invert Selections Button

The **Invert Selections** button reverses the selections in the current view.

For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

## IFB Special Lists Window

The **IFB Special Lists** window, shown in Figure 210, is used to create and maintain IFB Special Lists. An IFB Special List is similar to a Special List, except the members are IFBs instead of ports.


**NOTE:** Requires the following minimum firmware versions:

Master Controller v9.22.0

DVX v1.13.0 with Peripheral Controller v10.13.0

TM-2000 v8.5.1 (for remote access to IFB SLs)

**NAVIGATION:** Select **System|IFB Special Lists** from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

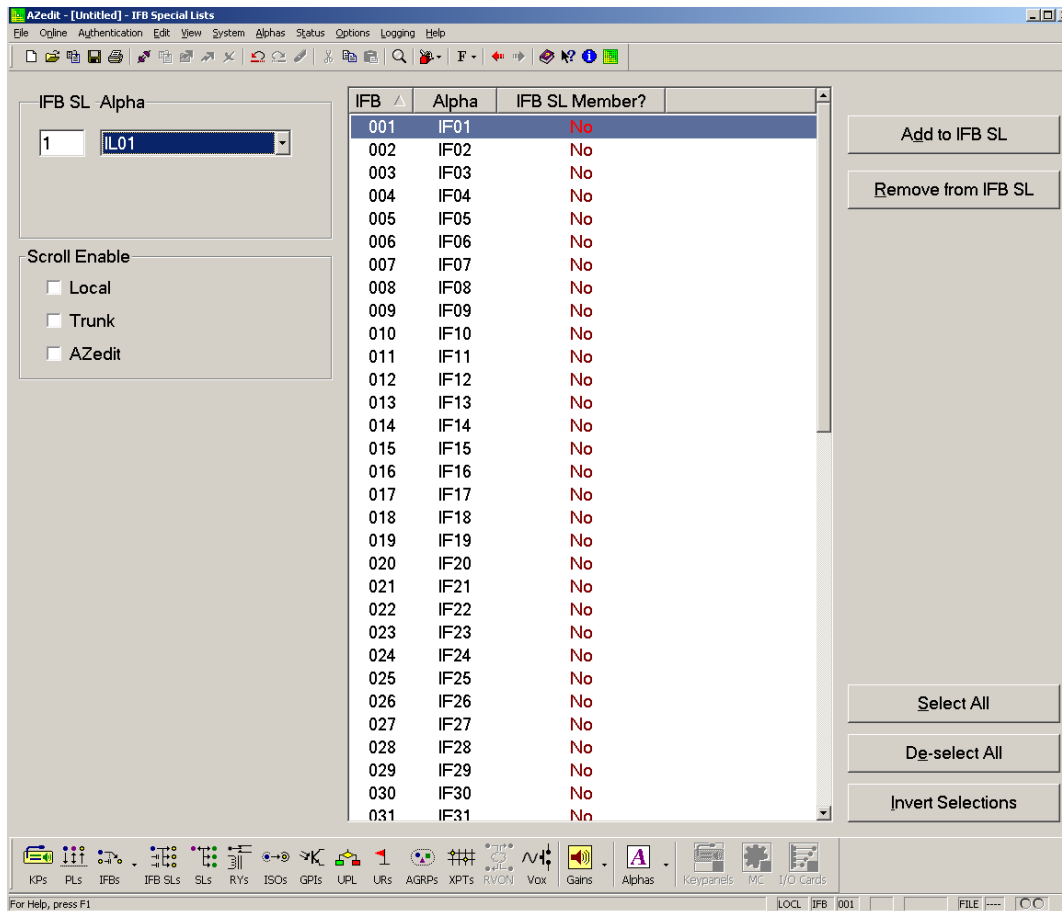


FIGURE 210. IFB Special Lists Window

## IFB SL Field

The **IFB SL** field indicates the IFB special list number. By default, you can have 32 IFB SLs. However, the number of IFB SLs is a configurable option on the Resources page of the Intercom Configuration window, found on page 52. You can designate the number of IFB SLs from 0-999.

**NOTE:** Once the IFB SL number has been entered, the Alpha drop down menu populates with the corresponding name. You can also populate the Alpha drop down menu first, which, in turn, automatically populates the Port field.

## Alpha Drop Down Menu

The **Alpha** drop down menu displays a list of IFB special list port alphas from which to select.

**NOTE:** Once the alpha has been entered, the IFB SL field populates with the corresponding number.

---

## Scroll Enable Group Box

---

The **Scroll Enable** check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFBs, Special Lists, GPI Outputs, UPL Resources, and ISOs. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypad keys.

AZedit allows you to manage scroll lists within your intercom system by the following:

### Local Check Box

The **Local** check box indicates any keypad operator in your intercom system with a programmable keypad can find the destination name in a scroll list and assign it to a key.

If you clear this check box and send the change to the intercom system, keypad operators cannot see the destination name in their scroll lists, and therefore, are not able to assign it to a key. Also, they cannot assign it using keypad numeric entry (KP9X series keypads). And, if the destination name appears in any display on their keypad, they are not able to copy it to any other key.

### Trunk Check Box

The **Trunk** check box indicates any keypad operator in a remote intercom system with a programmable keypad can view the destination in a scroll list and assign it to a key on their keypad.

If you clear this check box and send the change to the intercom system, remote keypad operators are not able to view the destination or assign it to a key by any means.

**NOTE:** The trunk check box is only selectable if trunking has been activated.

### AZedit Check Box

The **AZedit** check box indicates an AZedit user in a remote intercom system is able to view the destination in a scroll list and assign it to keypad keys in the remote intercom system.

If you clear the check box, remote AZedit users do not have access to these scroll lists.

The AZedit check box is only selectable if trunking has been activated.

**NOTE:** Once the port alpha has been selected, the SL field populates with the corresponding name.

### **IFB Column**

The **IFB** column displays a list of IFBs that can be added to the IFB special list. This number is not configurable. However, you can control how many IFBs are available for use by changing the intercom configuration settings, see “Intercom Configuration Window” on page 52.

### **Alpha Column**

The **Alpha** column displays the name assigned to the IFB. Default names are IF01, IF02, etc. You can change these names using the IFB SL Alphas screen. For more information, see “Alpha Windows” on page 227.

### **IFB SL Member? Column**

The **IFB SL Member?** column displays whether the IFB is part of an IFB SL. If the selected port belongs to a special list, a green *Yes* appears, otherwise, a red *No* appears in this column.

### **Add to IFB SL Button**

The **Add to IFB SL** button adds selected IFBs to an IFB special list.

### **Remove from IFB SL Button**

The **Remove from IFB SL** button removes selected IFBs from the IFB special list.

### **Select All Button**

The **Select All** button highlights all of the items from the Available or Selected list.

### **De-Select All Button**

The **De-select All** button clears any selected items from the Available or Selected list.

### **Invert Selections Button**


The **Invert Selections** button reverses the selections in the current view.

For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

## Program Listen Source Window

The **Program (PGM) Listen Source** window, shown in Figure 211, is used to direct the IFB PGM Listen Source audio when the IFB Program Input changes. The Program Listen Source Window is only used when IFB PGM Input changes are made using a **UPL** (User Programmable Logic) Statement, **PAP-32** (Program Assign Panel), or an **LCP-102** (Level Control Panel).

**NAVIGATION:** Select **System|PGM Listen Source** from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

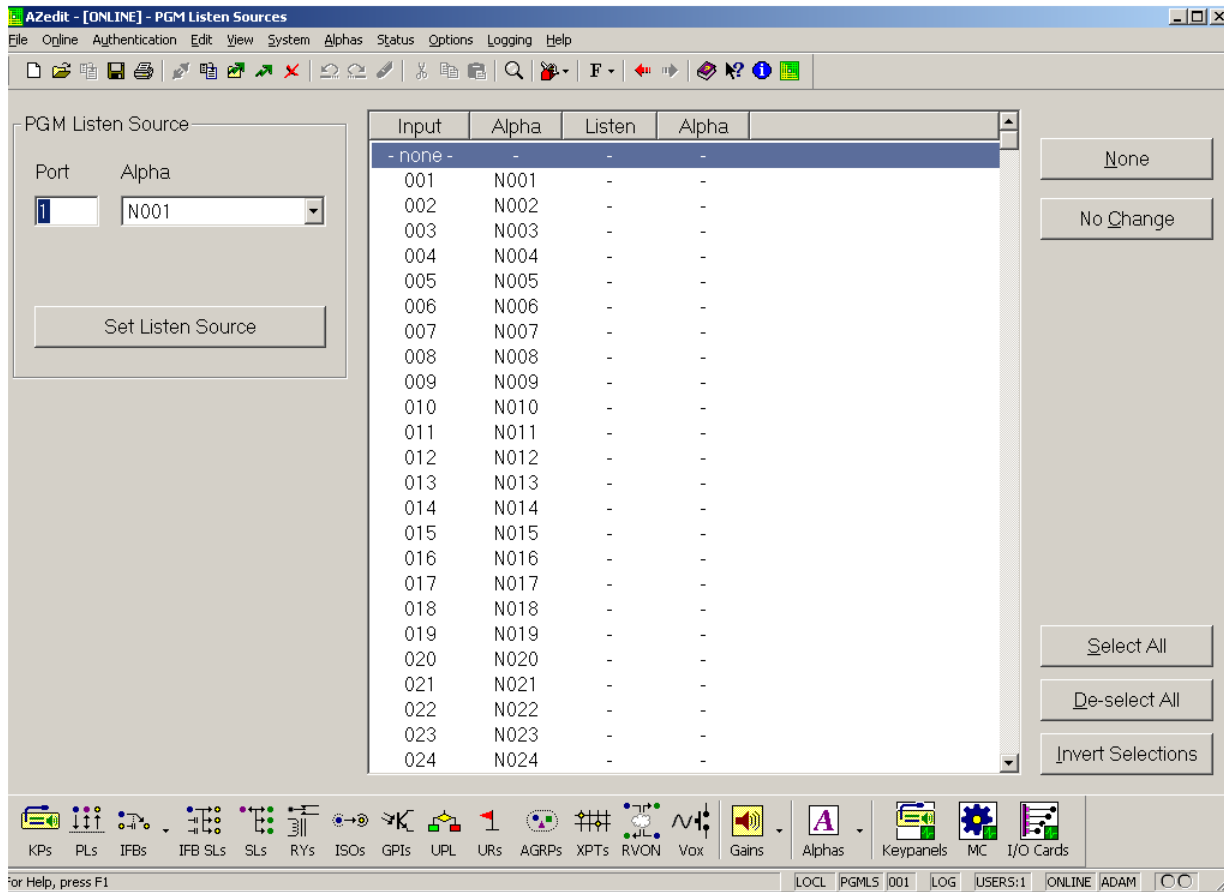


FIGURE 211. Program Listen Source Window

### Port Field

The **Port** field contains the port number for the PGM Listen Source (for example, news anchor's desk microphone). Once the port is entered, the Alpha drop down list populates with the ports associated alpha.



## Alpha Drop Down Menu

The **Alpha** drop down menu displays a list of program listen source port alphas from which the user can select. Once the port alpha is chosen, the port field automatically populates with the corresponding port number.


Use the Port Alphas window to change the name of the port alpha.

To **access the Port Alphas window**, do the following:

From the Alphas menu, select **Port**.

*The Port Alphas window appears.*

OR

Click the **Alphas** icon in the navigation toolbar. 

*The Port Alphas window appears.*

## Set Listen Source Button

The **Set Listen Source** button sets the IFB PGM listen source for the selected Program Input (Input column).

## Input Column

The **Input Column** displays a list of IFB program input ports in the intercom system.

## Alpha Column

The **Alpha** column displays the IFB program port alpha for the corresponding program input port.

## Listen Column

The **Listen** column displays the port number of the program listen source you assign to the selected program input port.

## Alpha Column

The **Alpha** column displays the port alpha of the program listen source you assign to the selected program input port.

## None Button

The **None** button clears the listen source assignment information when the program input assignment changes. When assigned, a *dash (-)* appears in the listen and alpha columns.

## No Change Button

The **No Change** button indicates the listen source assignment information does not change when the program input assignment changes. When assigned, *No Change* appears in the listen column.

## Select All Button

The **Select All** button highlights all of the items from the Available or Selected list.

## De-Select All Button

The **De-select All** button clears any selected items from the Available or Selected list.

### Invert Selections Button

The **Invert Selections** button reverses the selections in the current view.

For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

### GPI Output Window


The **GPI Output** window, shown in Figure 212, is used to display the configuration information for GPI Outputs.

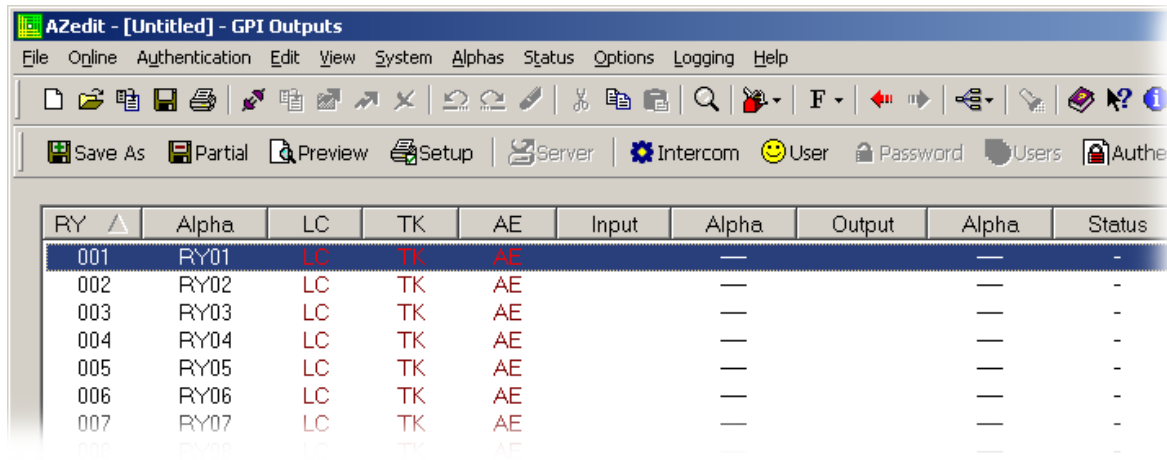
**NAVIGATION:** Select **System|GPI Output** from the menu bar.

**NOTE:** Use the Edit GPI Output window to create or modify a GPI Output. For more information, see “Edit GPI Output Window” on page 156.

To **access the Edit GPI Output window**, do the following:

- Double-click the **GPI Output** for which you want to edit.
- The *Edit GPI Output window appears.*

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 



RY ▲	Alpha	LC	TK	AE	Input	Alpha	Output	Alpha	Status
001	RY01	LC	TK	AE					-
002	RY02	LC	TK	AE					-
003	RY03	LC	TK	AE					-
004	RY04	LC	TK	AE					-
005	RY05	LC	TK	AE					-
006	RY06	LC	TK	AE					-
007	RY07	LC	TK	AE					-

FIGURE 212. GPI Outputs Window

### RY Column

The **RY** column displays the GPI Output number. This number is not configurable. However, you can control how many GPI Outputs are available for use by changing the intercom configuration (see “GPI Outputs Field” on page 55).

### Alpha Column

The **Alpha** column displays the name assigned to the GPI Output. Changes can be made to the Alpha using the GPI Output Alphas window (**Alphas|GPI Output**).

### LC Column

The **LC** column displays the local scroll enable settings. A red *LC* indicates local scroll enable is not active. A green *LC* indicates local scroll enable is active.

### TK Column

The **TK** column displays the trunk scroll enable settings. A red *TK* indicates trunk scroll enable is not active. A green *TK* indicates trunk scroll enable is active.

### AE Column

The **AE** column displays the AZedit scroll enable settings. A red *AE* indicates AZedit scroll enable is not active. A green *AE* indicates AZedit scroll enable is active.

### Input Column

The **Input** column displays the GPI input port number configured for the GPI Input

### Alpha Column

The **Alpha** column displays the GPI input port alpha configured for the GPI Input

### Output Column

The **Output** column displays the GPI output port number configured for the GPI Output.

### Alpha Column

The **Alpha** column displays the GPI output port alpha configured for the GPI Output.

### Status Column

The **Status** column displays status information in online or server mode. If the GPI Output is activated, *On* appears; otherwise, *Off* appears. The information in this column updates periodically.

To **force an update**, do the following:

From the View menu, select **Refresh**.

OR

Press **Ctrl+Space** on the keyboard.

## Edit GPI Output Window

The **Edit GPI Output** window, shown in Figure 213, is used to configure GPI outputs you want to use in your intercom system.

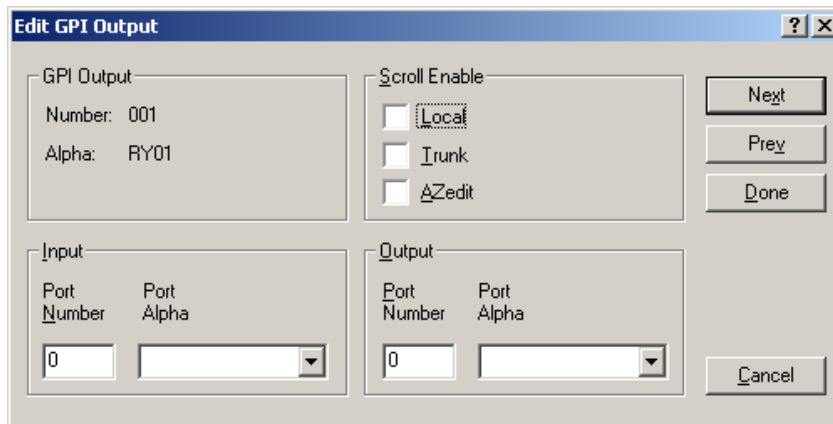


FIGURE 213. Edit GPI Output Window

## GPI Output Group Box

The **GPI Output** group box displays the GPI Output Number and Alpha. You can modify the Alpha using the GPI Output Alpha screen (**Alphas|GPI Output**).

## Scroll Enable Group Box

The **Scroll Enable** check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFBs, Special Lists, GPI Outputs, UPL Resources, and ISOs. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypanel keys.

AZedit allows you to manage scroll lists within your intercom system by the following:

### Local Check Box

The **Local** check box indicates any keypanel operator in your intercom system with a programmable keypanel can find the destination name in a scroll list and assign it to a key.

If you clear this check box and send the change to the intercom system, keypanel operators cannot see the destination name in their scroll lists, and therefore, are not able to assign it to a key. Also, they cannot assign it using keypad numeric entry (KP9X series keypanels). And, if the destination name appears in any display on their keypanel, they are not able to copy it to any other key.

---

## Trunk Check Box

The **Trunk** check box indicates any keypanel operator in a remote intercom system with a programmable keypanel can view the destination in a scroll list and assign it to a key on their keypanel.

If you clear this check box and send the change to the intercom system, remote keypanel operators are not able to view the destination or assign it to a key by any means.

**NOTE:** The trunk check box is only selectable if trunking has been activated.

## AZedit Check Box

The **AZedit** check box indicates an AZedit user in a remote intercom system is able to view the destination in a scroll list and assign it to keypanel keys in the remote intercom system.

If you clear the check box, remote AZedit users do not have access to these scroll lists.

**NOTE:** The AZedit check box is only selectable if trunking has been activated.

---

## Input Group Box

---

### Port Number Field

The **Port Number** field indicates the GPI Input port.

**NOTE:** Once the port number has been entered, the Alpha drop down menu populates with the corresponding name. You can also populate the Alpha drop down menu first, which, in turn, automatically populates the Port field.

### Port Alpha Drop Down Menu

The **Port Alpha** drop down menu indicates the GPI Input port alpha currently being viewed.

**NOTE:** Once the alpha has been selected, the Port field populates with the corresponding port number.

---

## Output Group Box

---

### Port Number Field

The **Port Number** field indicates the GPI Output port.

**NOTE:** Once the port number has been entered, the Alpha drop down menu populates with the corresponding name. You can also populate the Alpha drop down menu first, which, in turn, automatically populates the Port field.

### Port Alpha Drop Down Menu

The **Port Alpha** drop down menu indicates the GPI Output port alpha currently being viewed.

**NOTE:** Once the alpha has been selected, the Port field populates with the corresponding port number.

## GPI Input Window


The **GPI Input** window, shown in Figure 214, is used to display the configuration information for the intercom system GPI Inputs. GPI Inputs can be used to activate key assignments, as inputs to UPL statements and for many other applications.

**NAVIGATION:** Select **System|GPI Input** from the menu bar.

**NOTE:** Use the Edit GPI Input window to create or modify a GPI Output. For more information, see “Edit GPI Input Window” on page 159.

To access the **Edit GPI Input window**, do the following:

- Double-click the **GPI Input** for which you want to edit.
- The Edit GPI Input window appears.*

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

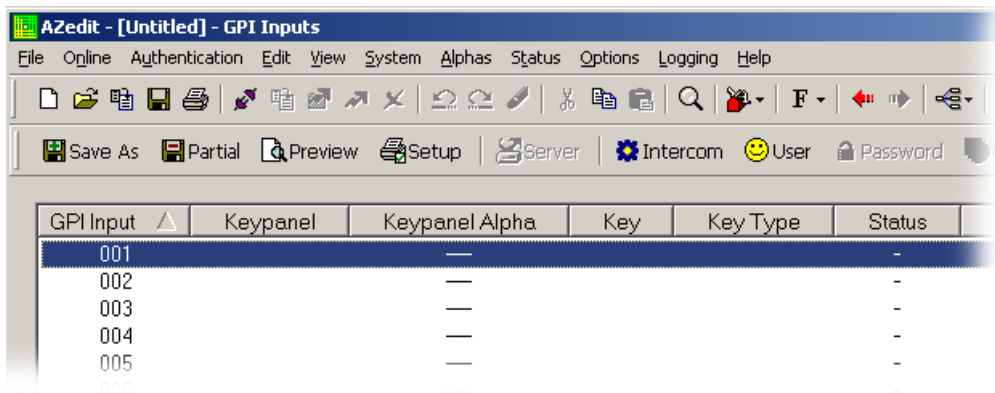


FIGURE 214. GPI Inputs Window

### GPI Input Column

The **GPI Input** column displays the GPI Input number. This number cannot be modified. However, you can control the number of GPI Inputs available for use by changing the intercom configuration (**Options|Configuration**). The basic system hardware has eight (8) GPI Inputs. If you do not have additional UIO-256 or GPIO-16 frames attached, you can limit your GPI Inputs to eight (8).

### Keypanel Column

The **Keypanel** column displays the keypanel number assigned to activate by the GPI Input.

### Keypanel Alpha Column

The **Keypanel Alpha** column displays the keypanel alpha of the keypanel activated by the GPI Input.

### Key Column

The **Key** column displays the key assigned to be activated by the GPI Input.

## Key Type Column

The **Key Type** column displays the type of key activated by the GPI Input - either *Talk* or *Listen*. This column is blank when *No Key* is selected as the key type.

**NOTE:** You can temporarily deactivate a GPI input by checking the No Key box. This is the same as entering 0 for the key number. The No Key assignment is included so that you can reactivate the GPI input again later without having to redefine all of the parameters.

## Status Column

The **Status** column displays status information in online or SERVER mode. If the GPI Input is active, On appears. Otherwise, Off appears. The information in this column updates periodically.

To **force an update**, do the following:


From the View menu, select **Refresh**.

---

## Edit GPI Input Window

The **Edit GPI Input** window, shown in Figure 215, is used to configure the GPI Input to select the intercom port and the intercom key activated whenever the selected GPI input is activated. There does not have to be an actual keypanel installed at the selected intercom port. Each GPI input itself acts like a key. Alternatively, you can connect a keypanel to the intercom port and set up one (1) or more GPI inputs as well. This would allow you to activate key assignments not only by pressing the keypanel keys, but also by activating the GPI inputs.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---

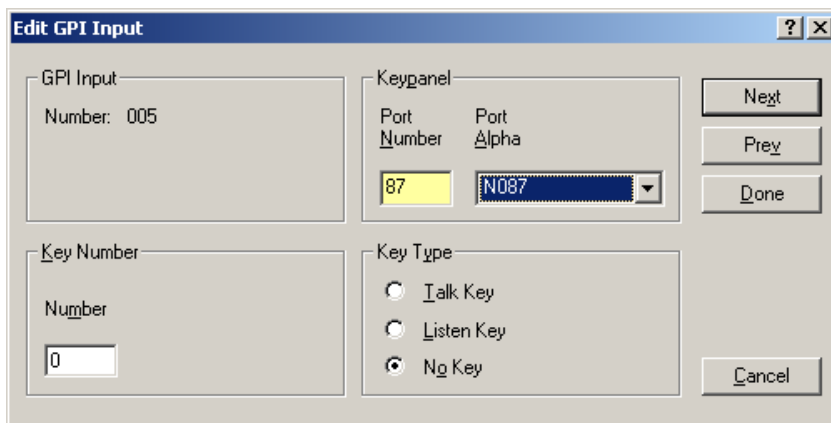


FIGURE 215. Edit GPI Input Window

---

## GPI Input Group Box

---

The **GPI Input** group box displays the number assigned to the GPI Input. This number cannot be modified. However, you can control the number of GPI Inputs available for use by changing the intercom configuration (**Options|Configuration**).

**NOTE:** Without a UIO-256, there are only eight (8) GPI Inputs with the basic system.

---

## Keypanel Group Box

---

### Port Number Field

The **Port Number** field indicates the port number of the keypanel activated by the GPI Input. When you populate this field, the corresponding Port Alpha appears in the drop down menu.

### Port Alpha Drop Down Menu

The **Port Alpha** drop down menu indicates the port alpha of the keypanel activated by the GPI Input. When you select a Port Alpha from the list, the corresponding Port Number appears in the port number field.

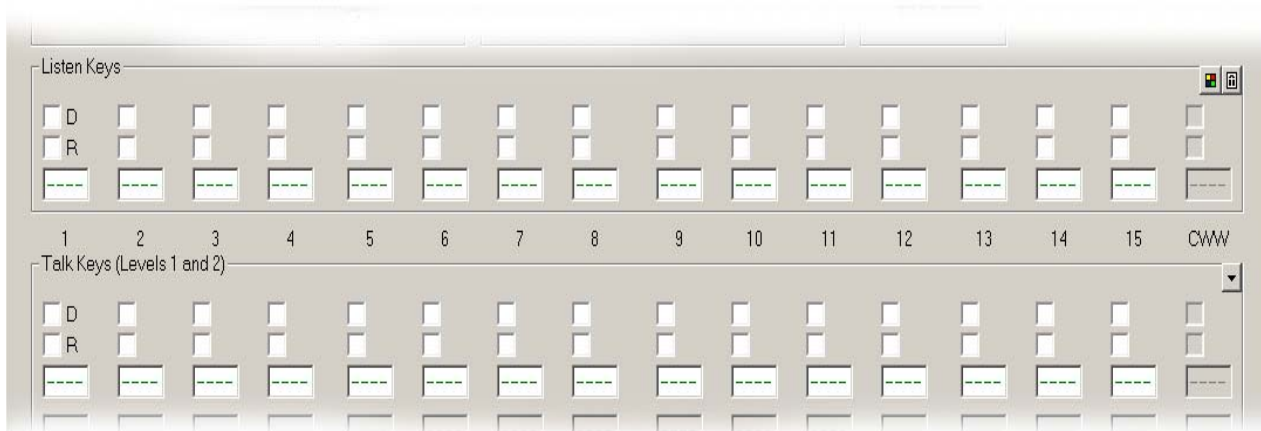
---

## Key Number Group Box

---

### Number Field

The **Number** field indicates the actual keypanel key number activated by the GPI Input. Numbering of keys begins at the bottom left, ending at the top right.



**FIGURE 216.** Keypanel Numbering

**NOTE:** Keypanel numbering differs between keypanel types.



---

## Key Type Group Box

---

The **Key Type** radio buttons are used to select the type of key activated by the GPI Input.

Selections available are:

- |                              |   |
|------------------------------|---|
| <i>Talk Radio Button</i> -   | Sets the GPI port as a Talk key.  |
| <i>Listen Radio Button</i> - | Sets the GPI port as a Listen key.  |
| <i>No Key Radio Button</i> - | Temporarily deactivates a GPI input. This is the same as entering 0 for the key number. The No Key assignment is included so you can reactivate the GPI input again later without having to redefine all of the parameters. |

---

## ISO Window

The **ISO** (Isolate) window, shown in Figure 217, displays configuration settings for ISOs in the intercom system. An ISO is a type of key assignment used by a keypanel operator to separate an intercom port completely from the rest of the intercom system. ISOs are used when a user wants to have a private conversation with a particular intercom port. There is also an option, called ISO Self, that cuts the keypanel operator's keypanel off from the rest of the intercom system. 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 to direct the camera operator without outside interference.

Once all configurations have been sent to the intercom system, the keypanel operator is able to isolate the specified ISO output by pressing the ISO key.


**NAVIGATION:** Select **System|ISO** from the menu bar.

**NOTE:** Use the Edit ISO window to create or modify an ISO. For more information, see "Edit ISO Window" on page 163.

To **access the Edit ISO window**, do the following:

- Double-click the **ISO** for which you want to edit.
- The Edit ISO window appears.*

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---

The screenshot shows the AZedit software interface with a table of ISO settings. The table has columns for ISO number, Alpha name, Self?, LC, TK, AE, Output Port, and Output Port Alpha. The first row (ISO 001) is highlighted in blue. The 'Self?' column contains 'No' for all rows. The 'LC', 'TK', and 'AE' columns contain 'LC', 'TK', and 'AE' respectively for all rows. The 'Output Port' and 'Output Port Alpha' columns are empty for all rows.

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		

FIGURE 217. ISO Window

### ISO Column

The **ISO** column displays the default ISO number (001, 002, etc.). This number cannot be modified.

### Alpha Column

The **Alpha** column displays the name assigned to each ISO. You can change the default alphas (IS01, IS02, etc.) to more meaningful names using the Alpha ISO window (*Alphas/ISO*).

**NOTE:** The Alpha Size selected from the “Preferred Alpha Size Drop Down Menu” on page 97, determines the length of Alpha allowed. Selections are 4-, 6- and 8-character lengths.

### ISO Self? Column

The **ISO Self?** column displays whether the keypanel’s active talk key assignment is suspended while the ISO key is pressed.

### LC Column

The **LC** column displays the local scroll enable settings. A red *LC* indicates local scroll enable is not active. A green *LC* indicates local scroll enable is active.

### TK Column

The **TK** column displays the trunk scroll enable settings. A red *TK* indicates trunk scroll enable is not active. A green *TK* indicates trunk scroll enable is active.

### AE Column

The **AE** column displays the AZedit scroll enable settings. A red *AE* indicates AZedit scroll enable is not active. A green *AE* indicates AZedit scroll enable is active.

## Output Port Column

The **Output Port** column displays the port number of the port to isolate when the ISO key is pressed.

## Output Port Alpha Column


The **Output Port Alpha** column displays the port alpha of the port to isolate when the ISO key is pressed.

---

## Edit ISO Window

The **Edit ISO** window, shown in Figure 218, is used to configure ISO assignments in the intercom system.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---

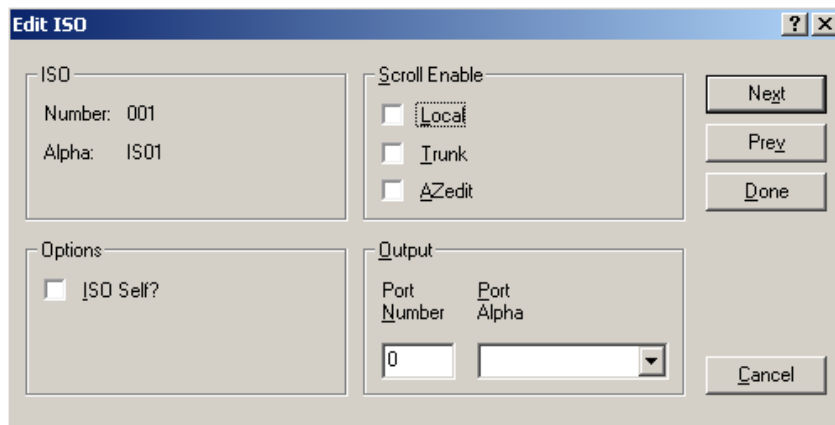


FIGURE 218. Edit ISO Window

---

## ISO Group Box

The **ISO** group box displays the ISO Number and Alpha. You can modify the Alpha using the ISO Alpha screen (**Alphas|ISO**).

---

## Scroll Enable Group Box

The **Scroll Enable** check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFBs, Special Lists, GPI Outputs, UPL Resources, and ISOs. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypanel keys.

AZedit allows you to manage scroll lists within your intercom system by the following:

---

### Local Check Box

The **Local** check box indicates any keypanel operator in your intercom system with a programmable keypanel can find the destination name in a scroll list and assign it to a key.

If you clear this check box and send the change to the intercom system, keypanel operators cannot see the destination name in their scroll lists, and therefore, are not able to assign it to a key. Also they cannot assign it using keypad numeric entry (KP9X series keypanels). And, if the destination name appears in any display on their keypanel, they are not able to copy it to any other key.

### Trunk Check Box

The **Trunk** check box indicates any keypanel operator in a remote intercom system with a programmable keypanel can view the destination in a scroll list and assign it to a key on their keypanel.

If you clear this check box and send the change to the intercom system, remote keypanel operators are not able to view the destination or assign it to a key by any means.

**NOTE:** The trunk check box is only selectable if trunking has been activated.

### AZedit Check Box

The **AZedit** check box indicates an AZedit user in a remote intercom system is able to view the destination in a scroll list and assign it to keypanel keys in the remote intercom system.

If you clear the check box, remote AZedit users cannot have access to these scroll lists.

**NOTE:** The AZedit check box is only selectable if trunking has been activated.

---

## Options Group Box

---

### ISO Self? Check Box

The **ISO Self?** check box indicates the keypanel operator's talk key is suspended while the ISO key is active. By selecting this option, the keypanel operator, when the ISO key is selected, cannot be interrupted by another caller.

---

## Output Group Box

---

### Port Number Field

The **Port Number** field indicates the port number of the port to isolate when the ISO key is pressed. Once the port number field is populated, the corresponding port alpha appears in the port alpha drop down menu.

### Port Alpha Drop Down Menu

The **Port Alpha** drop down menu indicates the port alpha of the port to isolate when the ISO key is pressed. Once the port alpha is selected from the drop down menu, the corresponding port number appears in the port number field.

## GPIO-16s Window


The **GPIO-16s** window, shown in Figure 219, displays the setup options selected for each GPIO-16 frame configured in the intercom system.

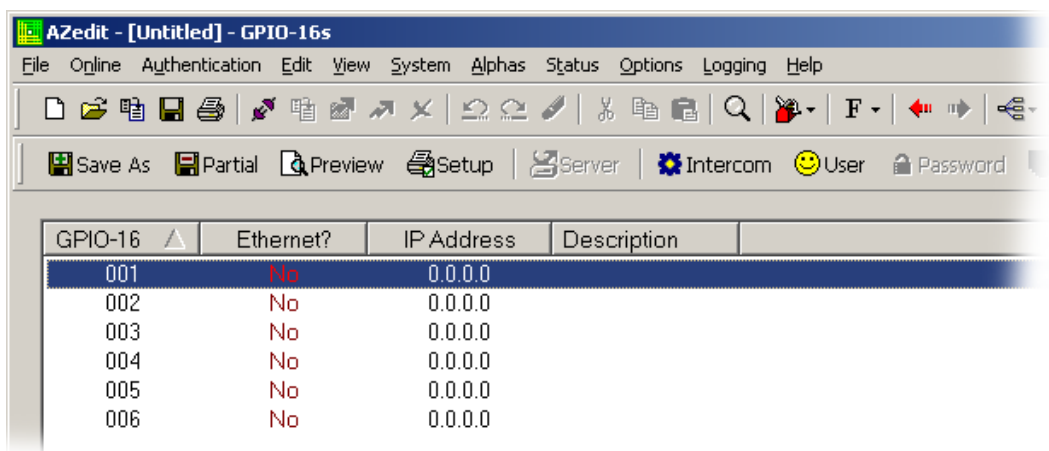
**NAVIGATION:** Select **System|GPIO-16** from the menu bar.

**NOTE:** Use the Edit GPIO-16 window to create or modify a GPIO-16. For more information, see “Edit GPIO-16 Window” on page 166.

To access the **Edit GPIO-16 window**, do the following:

Double-click the **GPIO-16** for which you want to edit.  
The *Edit GPIO-16 window* appears.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 



GPIO-16	Ethernet?	IP Address	Description
001	No	0.0.0.0	
002	No	0.0.0.0	
003	No	0.0.0.0	
004	No	0.0.0.0	
005	No	0.0.0.0	
006	No	0.0.0.0	

FIGURE 219. GPIO-16 System Window

### GPIO-16 Column

The **GPIO-16** column displays the GPIO-16 relay group number. By default, AZedit is configured for six (6) groups (each group consisting of 16 relays).

This field can contain *up to 16 groups (with a maximum of 256 relays)*.

### Ethernet? Column

The **Ethernet?** column displays whether or not Ethernet is enabled on the GPIO-16 device.

### IP Address Column


The **IP Address** column displays the IP Address assigned to the GPIO-16 device.

## Description Column

The **Description** column displays a brief description of the GPIO-16 device. This description is created in the GPIO-16 Configuration screen (**Options|GPIO-16 Configuration**). For more information, see “GPIO-16 Configuration Window” on page 81.

## Edit GPIO-16 Window

The **Edit GPIO-16** window, shown in Figure 220, is used to modify existing GPIO-16 device settings, such as IP Address, and Ethernet connectivity. For complete configuration options, see “GPIO-16 Configuration Window” on page 81.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

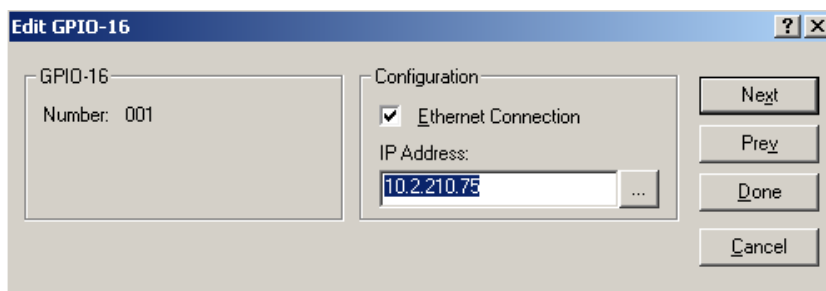


FIGURE 220. Edit GPIO-16 Window

## GPIO-16 Group Box

The **GPIO-16** group box displays the GPIO-16 relay group number.

This number cannot be modified.

## Configuration Group Box

### Ethernet Connection Check Box

The **Ethernet Connection** check box enables Ethernet on the GPIO-16 device.

### IP Address Field

The **IP Address** field indicates the IP Address for the selected GPIO-16 device.

## Browse Button

The **GPIO-16 Browse** button opens the Select GPIO-16 window. From this window, you can select a GPIO-16 device from a list of all the devices on the local network that can respond to a broadcast. For more information, see “Select GPIO-16 Window” on page 167.


**NOTE:** If this is the first time the GPIO-16 is being used, only the MAC Address of the unit appears.

---

## Select GPIO-16 Window

The **Select GPIO-16** window, shown in Figure 221, is used to select a GPIO-16 device from a list of all the devices on the local network that can respond to a broadcast. The MAC Address, IP Address, and a description of the device are displayed in the window.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

---

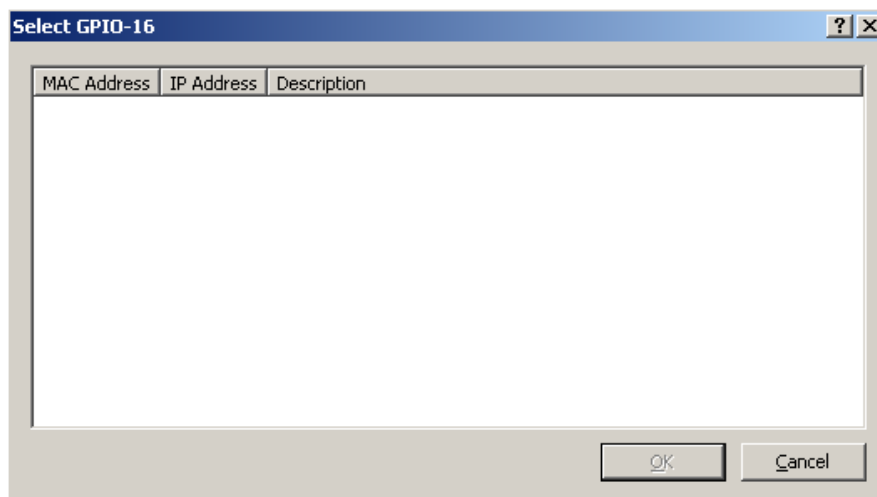


FIGURE 221. Select GPIO-16 Window

## MAC Address Column

The **MAC Address** column displays the MAC Address of the GPIO-16.

**NOTE:** If this is the first time the GPIO-16 is being used, only the MAC Address of the unit appears.

## IP Address Column

The **IP Address** column displays the IP Address of the GPIO-16 device.

**NOTE:** If this is the first time you are connecting the GPIO-16, this column may be blank.

## Description Column

The **Description** column displays a unique description of the GPIO-16. This description is configured in the GPIO-16 Configuration screen (**Options|GPIO-16 Configuration...**).

---

## Assignment Group Window

The **Assignment Group** window, shown in Figure 222, is used to configure Assignment Groups to be used in your intercom system. Assignment Groups are lists of random key assignments (both local and remote) of any key type, which is available in a single scroll list, to any keypanel. Assignment Groups logically group different types of key assignments into one (1) single scroll list.

For example, you can combine all ports, party lines, and IFBs associated to a studio into one (1) assignment group that can then be called up by a keypanel.

An Assignment Group has an alpha and description, as well as scroll restriction flags. They are not available to remote intercoms, however assignment groups can have remote keys assigned to them. In addition, assignment groups can contain key assignments that are scroll restricted.

**NOTE:** At the keypanel, press **PGM/SEL** in an idle state that brings up a list of Assignment Groups sorted by alpha. Press **PGM/SEL** again to select a specific group.

Requires the following minimum firmware versions:

Master Controller v9.22.0


DBX v1.13.0 with Peripheral Controller v10.13.0

KP-32 v2.0.1

KP-96 v8.9

**NAVIGATION:** From the menu bar, select **System|Assignment Groups**.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---



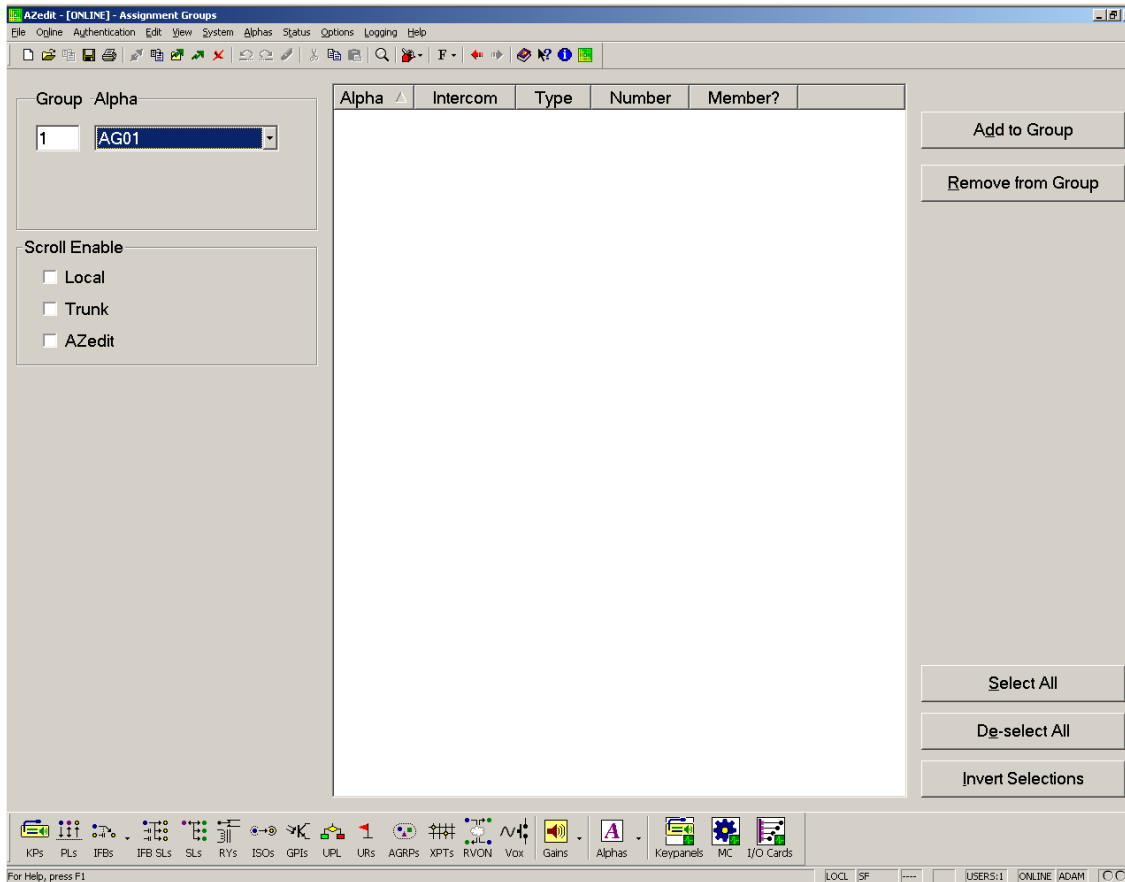


FIGURE 222. Assignment Group Window

### Group Field

The **Group** field indicates the assignment group number. By default, there are 32 assignment group positions available. Using the Intercom Configuration window (**Options|Intercom Configuration**), you can set the number of assignment groups to allow.

When the Group field is entered, the alpha drop down menu automatically populates with the corresponding alpha name.

The range for this field is 1 to 999.

### Alpha Drop Down Menu

The **Alpha** drop down menu indicates the alpha name attached to the group number. When the Alpha name is selected from the drop down list, the group field automatically populates with the corresponding group number.

---

## Scroll Enable Group Box

---

The **Scroll Enable** check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFBs, Special Lists, GPI Outputs, UPL Resources, and ISOs. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypad keys.

AZedit allows you to manage scroll lists within your intercom system by the following:

### Local Check Box

The **Local** check box indicates any keypad operator in your intercom system with a programmable keypad can find the destination name in a scroll list and assign it to a key.

If you clear this check box and send the change to the intercom system, keypad operators cannot see the destination name in their scroll lists, and therefore, are not able to assign it to a key. Also, they are not able to assign it using keypad numeric entry (KP9X series keypads). And, if the destination name appears in any display on their keypad, they cannot copy it to any other key.

### Trunk Check Box

The **Trunk** check box indicates any keypad operator in a remote intercom system with a programmable keypad can view the destination in a scroll list and assign it to a key on their keypad.

If you clear this check box and send the change to the intercom system, remote keypad operators are not able to view the destination or assign it to a key by any means.

**NOTE:** The trunk check box is only selectable if trunking has been activated.

### AZedit Check Box

The **AZedit** check box indicates an AZedit user in a remote intercom system are able to view the destination in a scroll list and assign it to keypad keys in the remote intercom system.

**NOTE:**

If you clear the check box, remote AZedit users do not have access to these scroll lists.

The AZedit check box is only selectable if trunking has been activated.

Once the port alpha has been selected, the SL field populates with the corresponding name.

### Alpha Column

The **Alpha** column displays Alpha of the assignment type in the assignment group.

### Intercom Column

The **Intercom** column displays the intercom name where the key assignment resides. Because AZedit supports trunking systems, multiple intercom systems may be connected and share port assignments.

### Type Column

The **Type** column displays the type of assignment for that port.

### Number Column

The **Number** column displays the port number where the assignment resides.

## Member? Column

The **Member?** column displays whether a key assignment is part of an Assignment Group. A *Y* appears in the column indicating it is part of the group.

## Add To Group Button

The **Add To Group** button opens the Select Key Assignment window. From this window you can select different key assignments to add to the assignment group. For more information, see “Select Key Assignment Window” on page 129.

## Remove From Group Button

The **Remove From Group** button removes selected key assignments from the currently viewed Assignment group.

To **select all the key assignments in an assignment group**, do the following:

1. Select the **top assignment**.
2. Press and hold **Ctrl+Shift**.
3. Select the **bottom assignment**.  
*All the assignments are highlighted.*

To **select specific key assignments from the assignment group**, do the following:

1. Press **Ctrl**.
2. Click the **assignments** you want.

---

## LCP-102 Window

The **LCP-102** window, shown in Figure 223, is used to configure LCP-102 panels in the intercom system. The LCP-102 combines the features of an Analog I/O Gain Adjustment Panel, a Camera Delegate Panel, and a Program Assign Panel in a single frame.


It is easy to switch between its three panel modes and make rapid configuration changes using the menu selector on the front panel. In each mode, you can make up to 64 assignments and then adjust the levels for those assignments.

For example, in TRIMS mode, you can assign and adjust the analog input and output gains for up to 64 intercom ports. In PAP mode, you can select the program input source and set its level for each of 64 IFBs. In CDP mode, you can assign up to 64 intercom ports to any combination of party lines and then adjust the listen level for each participant on that party line. The LCP-102 connects to the auxiliary data port of any ADAM or ADAM CS Intercom System, and it also has a loop connector for connection to another auxiliary device, such as another LCP-102, or a UIO-256 Universal Input/Output frame. Since a single LCP-102 provides trim adjustments for 64 ports, only one (1) unit is required to configure an ADAM CS Intercom System completely. For larger ADAM Intercom Systems, up to 15 additional LCP-102 frames can be connected via the loop connectors.

**NOTE:** In AZedit adjusting analog I/O gains is the same as adjusting analog I/O trims at an LCP-102. In addition, in the LCP-102 setup screen the Analog I/O Gains mode is the same as TRIMS mode at an LCP-102.

**NAVIGATION:** Select **System|LCP-102 Assignment** from the menu bar.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---

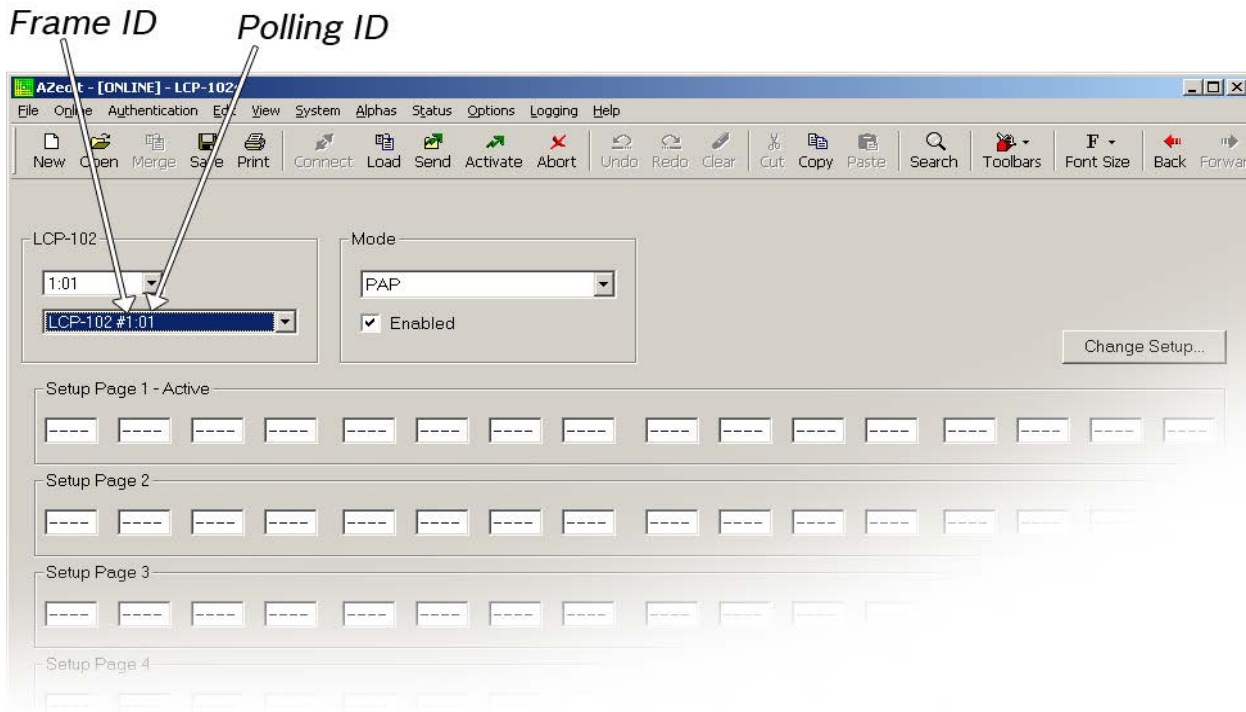


FIGURE 223. LCP-102 Window

## LCP-102 Group Box

### LCP-102 Frame ID/Polling ID Drop Down Menu

The **LCP-102 Frame ID/Polling ID** drop down menu is used to select the LCP-102 Frame ID and Polling ID you want to display.

In a multiple frame system, the different frames are designated as follows:

- 1: 012: 01
- 1: 022: 02
- 1: 032: 03

Where the 1 designates the Frame, and the 02 designates the polling ID.

### LCP Description Drop Down Menu

The **LCP Description** drop down menu is used to select the Frame ID and Polling ID description from the drop down menu. Once you select the description, the FrameID/PollingID populates with the corresponding information.

---

## Mode Group Box

---

### LCP-102 Mode Drop Down Menu

The **LCP-102 Mode** drop down list is used to select the LCP-102 operating mode.

There are three (3) display modes for the LCP-102. Available options for this field are:

*I/O Gains mode* - you can assign and adjust the analog input and output gains for up to 64 intercom ports.

*PAP mode* - you can select the program input source and set its level for each of 64 IFBs.

*CDP mode* - you can assign up to 64 intercom ports to any combination of party lines and then adjust the listen level for each participant on that party line.

### Enabled Check Box

The **Enabled** check box indicates an operator at the LCP-102 can access the currently selected mode and change settings. If you clear the check box, you can only access this mode and change settings using AZedit.

---

## Setup Page 1 through Page 4 Group Box

---

### LCP Key Assignment Field

The **LCP Key Assignment** field identifies the assignment for the key. You can manually add the assignment or you can right click and select Change Assignment, which displays the Select Key Assignment window. For more information, see “Select Key Assignment Window” on page 129.

**NOTE:** *Active* appears next to the page number that is currently the active page on the LCP-102.

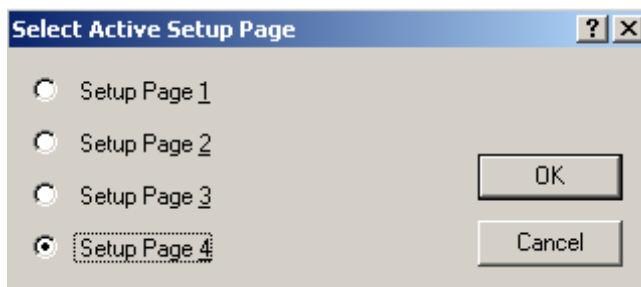
### Change Setup Button

The **Change Setup** button opens the Select Active Setup Page window.

### Select Active Setup Page

From this window, select the setup page radio button you want to set as the active Setup Page.

Available selections are: *Page 1*, *Page 2*, *Page 3*, and *Page 4*.




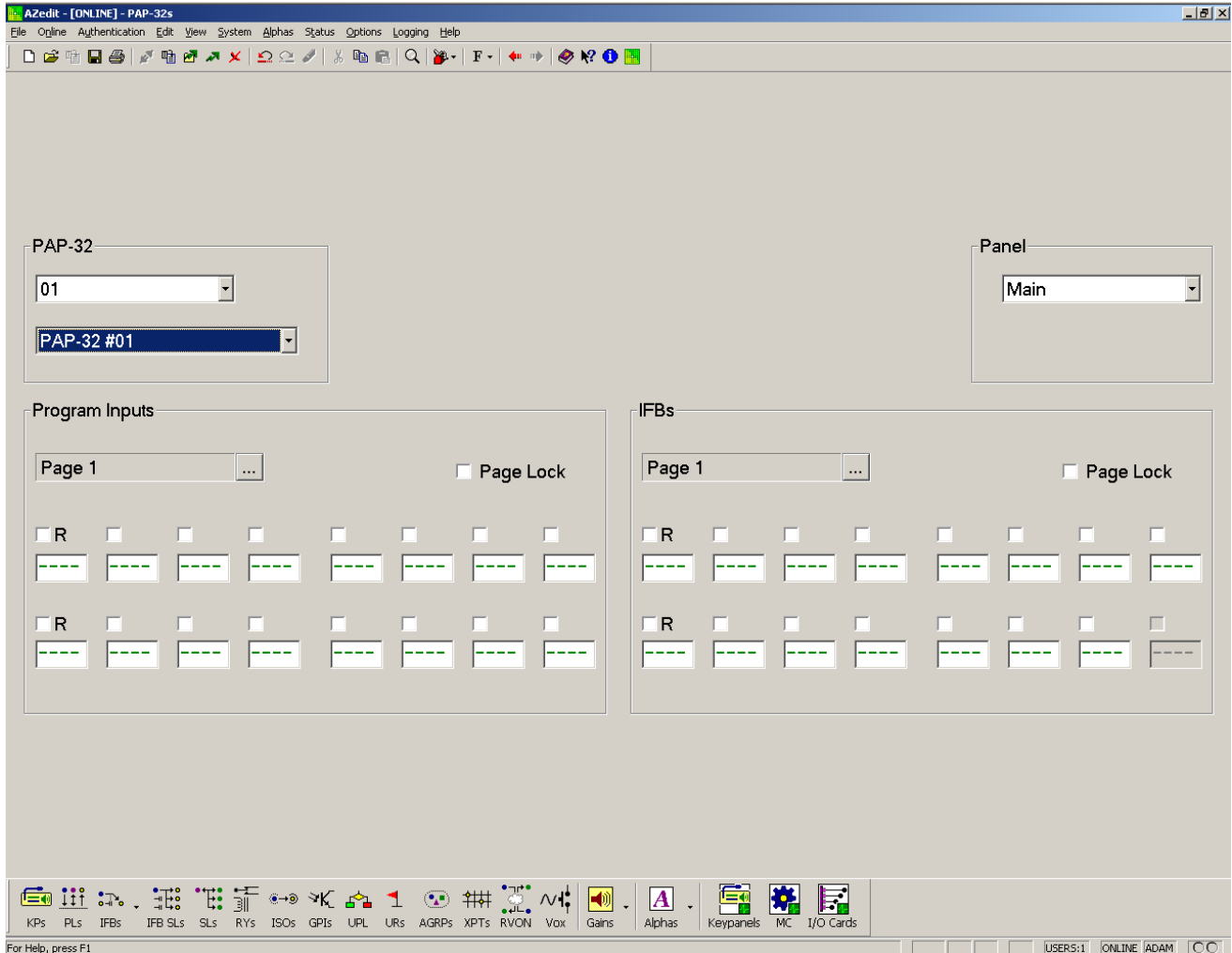
**FIGURE 224.** Select Active Setup Page Window

## PAP-32 Window

The **PAP-32** window, shown in Figure 225, is used to configure the PAP-32 in the intercom system. A PAP is an optional rack-mount component that lets a user select program input ports for IFBs without having to run AZedit. Changes made at the Program Assign Panel also appear in the IFB main screen in the configuration program.

**NAVIGATION:** Select **System|PAP-32 Assignment** from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 



**FIGURE 225.** PAP-32 Setup Window

### PAP-32 Drop Down Menu

The **PAP-32** drop down menu is used to select the PAP-32 numbered resource (up to 15) you want to configure. Once you select the PAP-32 number, the PAP-32 Description automatically displays the corresponding description.

## PAP-32 Description Drop Down Menu

The **PAP-32 Description** drop down menu is used to select the PAP-32 resource you want to configure. Once you select the PAP-32 description, the PAP-32 number automatically displays the corresponding number.

## Panel Drop Down Menu

The **Panel** drop down menu is used to select which PAP panel you are currently configuring. By default, you have a main panel and three (3) expansion panels.

---

## Program Inputs Group Box

---

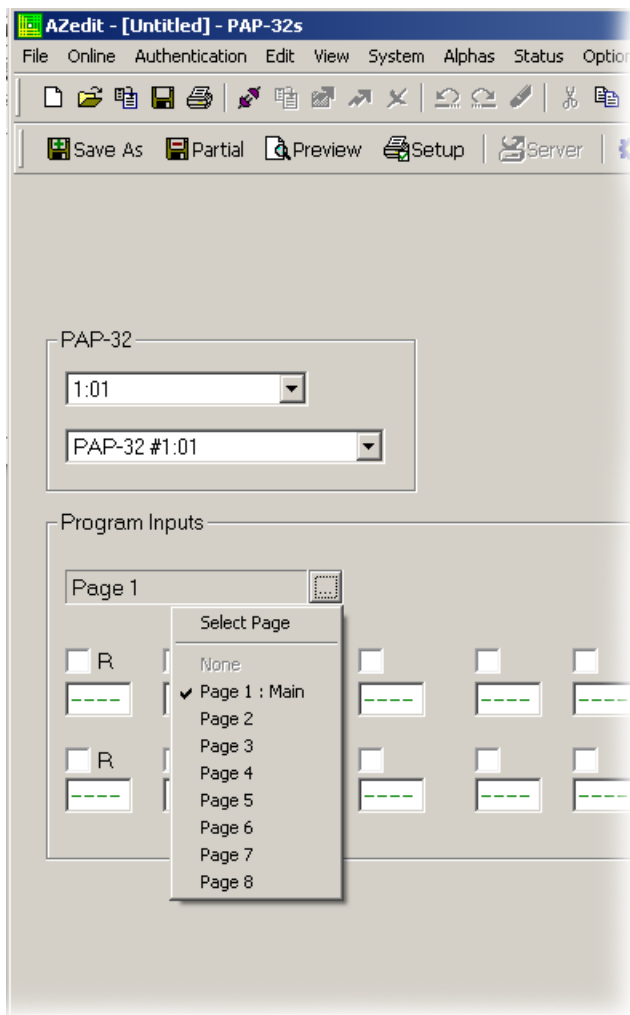
### Page Drop Down Menu

The **Page** drop down menu is used to select which PAP page you want to work with.

Up to *eight (8) pages* are available.

To **select the PAP page**, do the following

Use the **drop down button** to make your selection.



## (R) Restrict Check Box

The **(R) Restrict** check box is used to prevent a keypad operator from changing a key assignment. (Alternatively, press **Ctrl+R** on the computer keyboard while selecting the **key assignment**.)

## Program Input Assignment Fields

The **Program Input Assignment** fields display the port for the source of audio. You can manually add the assignment or you can right click and select Change Assignment, which displays the Select Key Assignment window. For more information, see “Select Key Assignment Window” on page 129.

## Page Lock Check Box

The **Page Lock** check box is used to lock the current page configuration so assignments are not configurable from the front panel of the PAP.

---

## IFBs Group Box

---

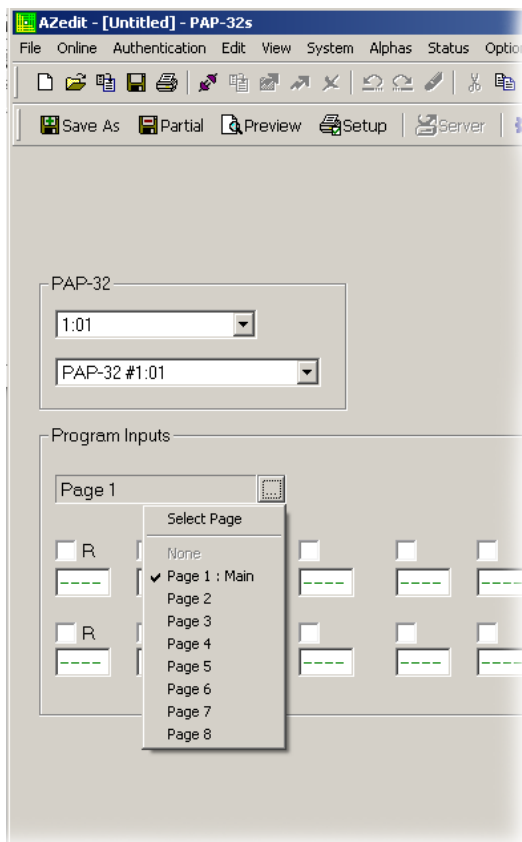
### Page Drop Down Menu

The **Page** drop down menu is used to select which IFB page you want to work with.

Up to *eight (8) pages* are available.

To **select the IFB page**, do the following

Use the **drop down button** to make your selection.





---

### **(R) Restrict Check Box**

The **(R) Restrict** check box is used to prevent a keypanel operator from changing a key assignment. (Alternatively, press **Ctrl+R** on the computer keyboard while selecting the **key assignment**.)

### **IFB Assignment Fields**

The **IFB Assignment** fields display the port for the destination of audio. You can manually add the assignment or you can right-click and select Change Assignment, which displays the Select Key Assignment window. For more information, see “Select Key Assignment Window” on page 129.

### **Page Lock Check Box**

The **Page Lock** check box is used to lock the current page configuration so assignments are not configurable from the front panel of the PAP.


---

## *ARP-32 Window*

The **ARP-32** (Audio Routing Panel) window, shown in Figure 226, is used to configure the ARP-32 device within the intercom system. The ARP-32 provides the user with the ability to assign one of up to 16 crosspoints and/or up to 16 different crosspoints. Through the use of up to three (3) expansion panels, allowing for a total of 64 input keys and 63 output keys, in addition to the scroll key.

The sum total of ARPs and LCP-102s cannot exceed 15 in a system. The ARP-32 works with ADAM intercom matrix system with a MCII-e only. The ARP-32's key assignments and setup page assignments are stored by the ADAM MCII-e controller, and downloaded to the panel when it powers up. Changes made at the ARP-32 are automatically saved by the MCII-e. Changes can also be made using AZedit. ARP firmware version 0.0.1 and later allows configuration of crosspoint connections.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---

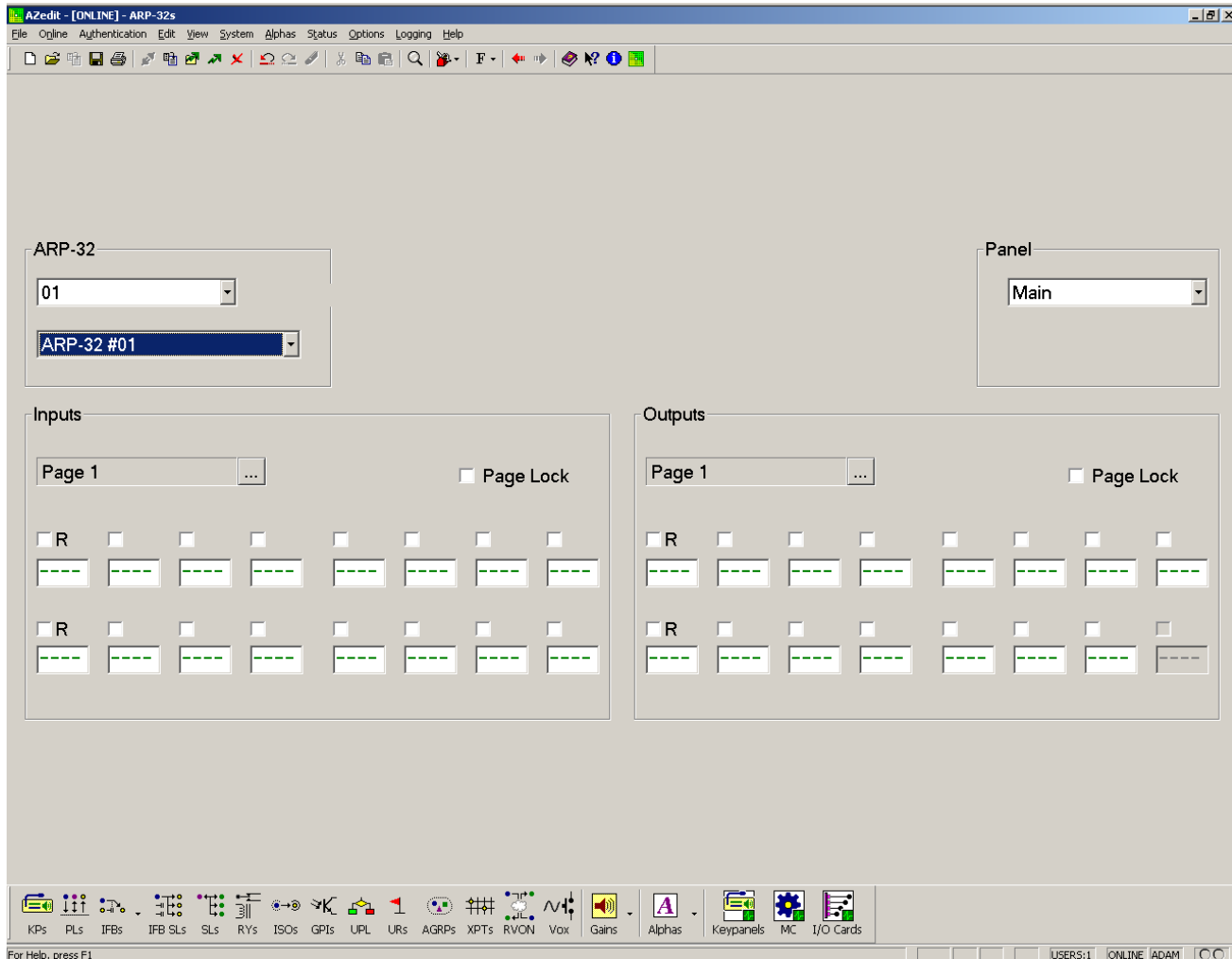


FIGURE 226. ARP-32 Setup Window

### ARP-32 Drop Down Menu

The **ARP-32** drop down menu is used to select the ARP-32 numbered resource (up to 15) you want to configure. Once you select the ARP-32 number, the ARP-32 Description automatically displays the corresponding description.

### ARP-32 Description Drop Down Menu

The **ARP-32 Description** drop down menu is used to select the ARP-32 resource you want to configure. Once you select the ARP-32 description, the ARP-32 resource automatically displays the corresponding number.

### Panel Drop Down Menu

The **Panel** drop down menu is used to select which ARP panel you are currently configuring. By default, you have a main panel and three (3) expansion panels.

---

## Inputs Group Box

---

### Page Drop Down Menu

The **Page** drop down menu is used to select which Input page you want to work with.

Up to *eight (8) pages* are available.

To **select the ARP page**, do the following

Use the drop down button to make your selection.

### (R) Restrict Check Box

The **(R) Restrict** check box is used to prevent a keypanel operator from changing a key assignment. (Alternatively, press **Ctrl+R** on the computer keyboard while selecting the **key assignment**.)

### Input Assignment Fields

The **Input Assignment** fields display the port for the source of audio. You can manually add the assignment or you can right-click and select **Change Assignment**, which displays the Select Key Assignment window. For more information, see “Select Key Assignment Window” on page 129.

### Page Lock Check Box

The **Page Lock** check box is used to lock the current page configuration so assignments are not configurable from the front panel of the ARP.

---

## Outputs Group Box

---

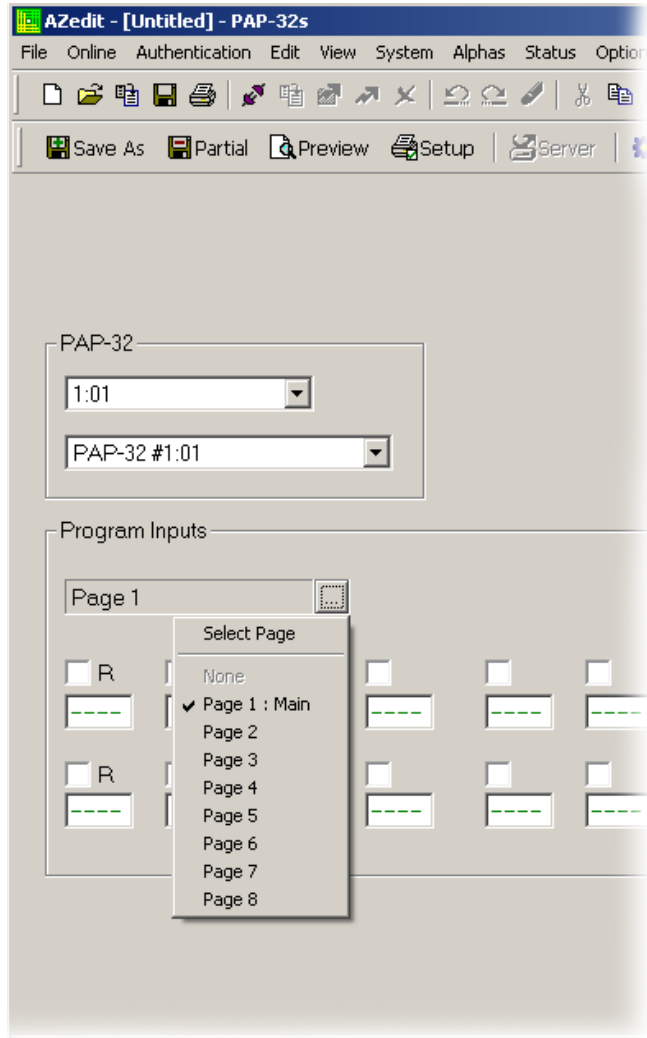
### Page Drop Down Menu

The **Page** drop down menu is used to select the Output page with which you want to work.

Up to *eight (8) pages* are available.

To select the **ARP** page, do the following

Use the **drop down button** to make your selection.



### **(R) Restrict Check Box**

The **(R) Restrict** check box is used to prevent a keypanel operator from changing a key assignment. (Alternatively, press **Ctrl+R** on the computer keyboard while selecting the **key assignment**.)

### **Output Assignment Fields**

The **Output Assignment** fields display the port for the destination of audio. You can manually add the assignment or you can right-click and select **Change Assignment**, which displays the Select Key Assignment window. For more information, see “Select Key Assignment Window” on page 129.

### **Page Lock Check Box**

The **Page Lock** check box is used to lock the current page configuration so assignments are not configurable from the front panel of the PAP.

---

## *Crosspoint Status Window*

The **Crosspoint Status** window, shown in Figure 227, is used to configure and inspect crosspoint connections in the intercom system. A crosspoint is the point where two (2) ports intersect, in turn being able to talk and listen to each other. The crosspoint is basically the connecting point between the talker and the listener. There are separate talk and listen crosspoints between every intercom port and every other intercom port in the intercom system. In terms of crosspoints, talking from one (1) 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.

### ***Methods of Crosspoint Activation***

*Keypanel Key Assignments* - Crosspoints turn on and off as keypanel operators press keys to talk and listen to each other.


*Forced Crosspoint* - The talk and listen ports on a specific intercom can always be forced to talk/listen to another intercom port.

*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 releases the crosspoints. Members are assigned to party lines using party line setup.

*Trunking Port* - Trunk ports are shown as talk and listen in the Crosspoint Status window.

**NAVIGATION:** Select **System|Crosspoint** from the menu bar.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---

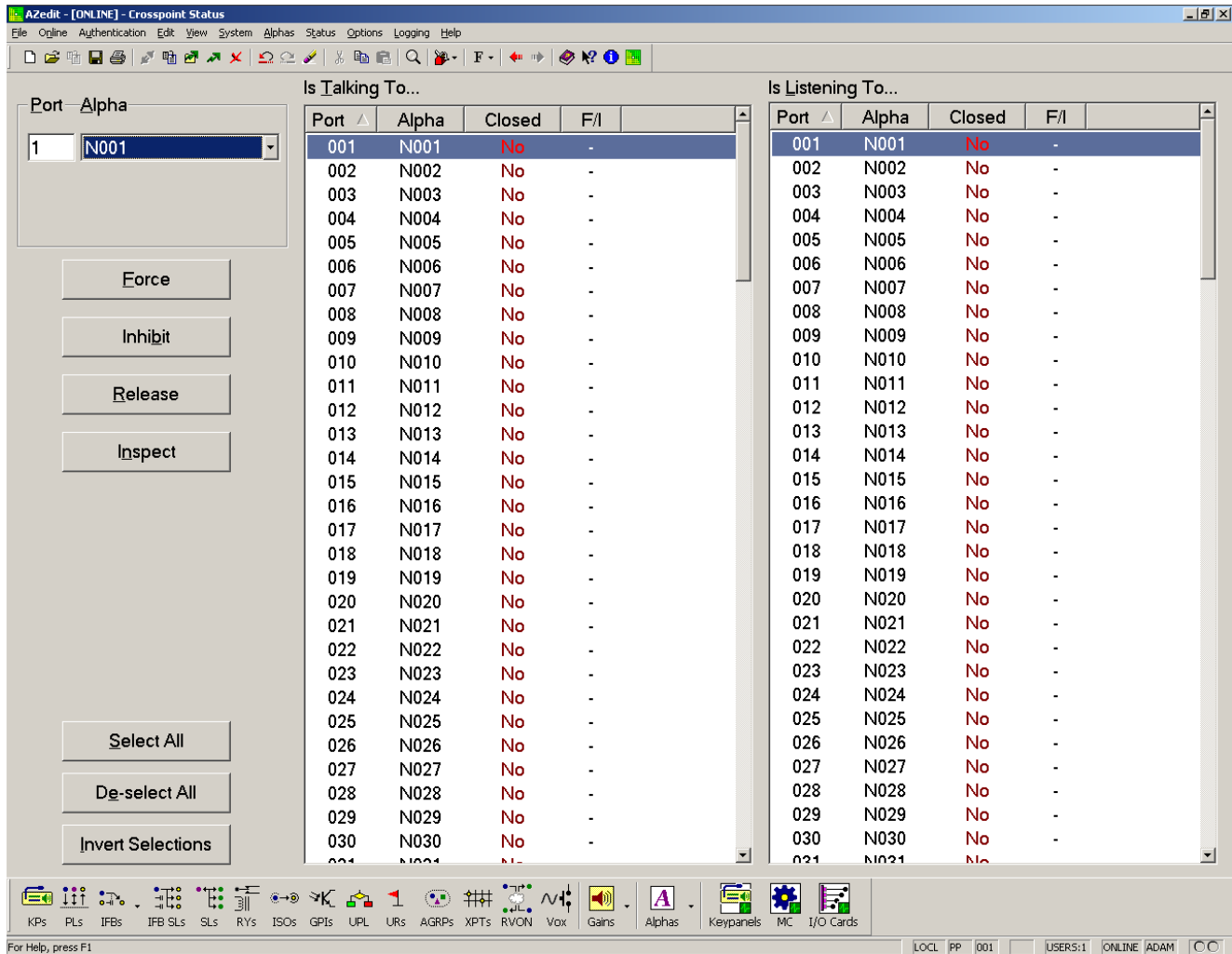


FIGURE 227. Crosspoint Status Window

### Port Field

The **Port** field displays the port number for the port currently being viewed.

**NOTE:** You can manually enter the port number in this field. Once the port is entered, the corresponding alpha appears in the Alpha field.

### Alpha Drop Down Menu

The **Alpha** drop down menu displays the port alpha for the port currently being viewed.

**NOTE:** Once you select an alpha from the list, the corresponding port number appears in the port field.

---

## Is Talking To... Group Box

---

The **Is Talking To...** columns are used to select a port or multiple ports to which the currently selected port is talking to.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl key**.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

### Port Column

The **Port** column displays the available port numbers.

### Alpha Column

The **Alpha** column displays the alphas of the available ports.

### Closed Column

The **Closed** column displays whether the crosspoint between two (2) ports is closed. If a crosspoint is closed, the port is being used. You can force a crosspoint by clicking the Force button.

### F/I Column

The **F/I** column shows if the crosspoint is forced closed or inhibited.

---

## Is Listening To... Group Box

---

The **Is Listening To...** columns are used to select a port or multiple ports to which the currently selected port is listening to.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl key**.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

**Port Column**

The **Port** column displays the available port numbers.

**Alpha Column**

The **Alpha** column displays the alphas of the available ports.

**Closed Column**

The **Closed** column displays whether the crosspoint is closed. If a crosspoint is closed, the port is being used. You can force a crosspoint by clicking the Force button.

**F/I Column**

The **F/I** column shows if the crosspoint is forced closed or inhibited. If the crosspoint is forced a green *F* appears in the column. If the port is inhibited a red *I* appears in the column.



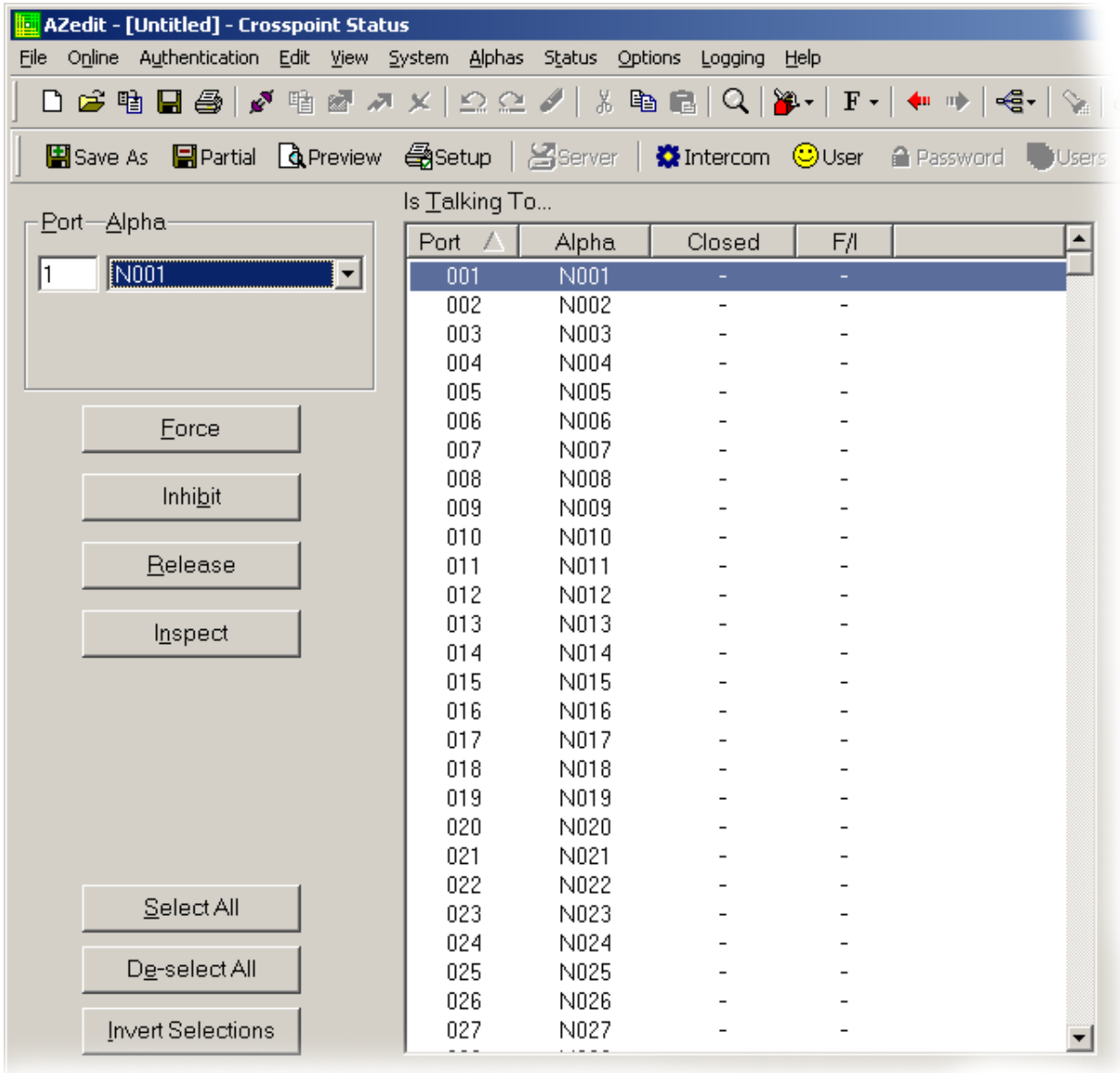


FIGURE 228. F/I Column

### Force Button

The **Force** button is used to force a crosspoint closure between the port currently showing and the port or ports selected.

### Inhibit Button

The **Inhibit** button is used to prohibit a crosspoint closure between the port currently showing and the port or ports selected.

### Release Button

The **Release** button is used to free the crosspoint closure between the port currently showing and the port or ports selected.

## Inspect Button

The **Inspect** button is used to provide detailed status information on the crosspoint connection between the port currently being viewed and the port selected. For more information, see “Crosspoint Inspection Window” on page 186.

## Select All Button

The **Select All** button highlights all of the items from the Is Talking To... or Is Listening To... list.

## De-Select All Button

The **De-Select All** button clears any selected items in the Is Talking To... or Is Listening To... list.

## Invert Selections Button

The **Invert Selections** button reverses the selections in the current view.

**EXAMPLE:** If ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

## Crosspoint Inspection Window

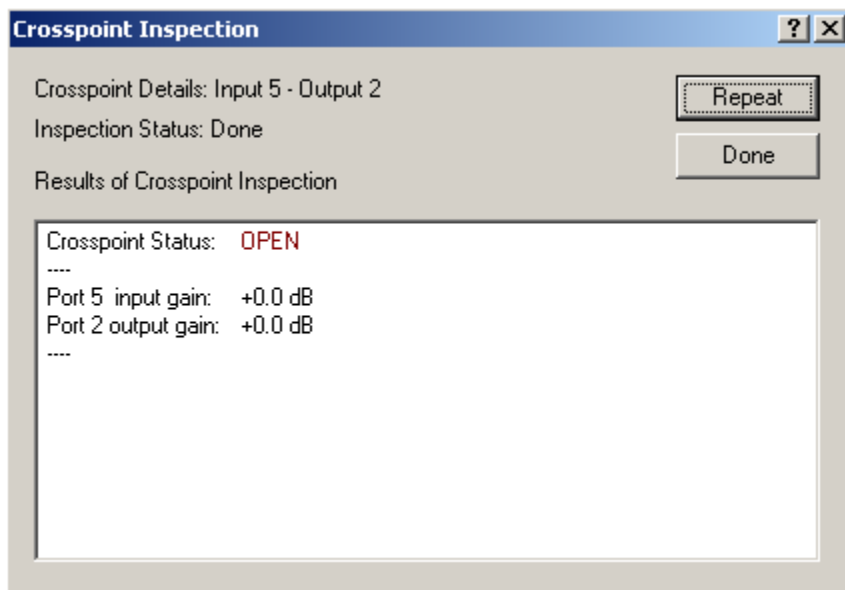


FIGURE 229. Crosspoint Inspection Window

### When the crosspoint is open

Input Gain and Output Gain are displayed for the affected intercom ports.

**EXAMPLE:** Suppose you are inspecting the crosspoint for intercom port 1 listening to intercom port 2. Assume for a moment that the crosspoint was closed. In this case, the microphone signal from the person at intercom port 2 enters the intercom system at the port 2 input and is affected by the port 2 Analog Input Gain setting. The signal is internally routed to the output of intercom port 1. Assuming no other internal gain adjustments, the signal is only affected by the port 1 Analog Output Gain setting. AZedit already knows

what settings you have entered for input and output gain, so even if the crosspoint is not closed, it displays the pertinent gain information as follows:

**Port 2 input gain** - This is the current Analog Input Gain setting for intercom port 2. A setting of +0.0dB indicates that the port 2 input signals is entering the intercom system unaffected. Settings of +1.0dB, +2.0dB, etc. indicate that the port 2 input gain is being boosted. All other settings being equal, this means that all ports, including port 1 hears intercom port 2 at a higher level than normal. Settings of -1.0dB, -2.0dB, etc. have the opposite effect.

**Port 1 output gain** - This is the current setting for the Analog Output Gain from intercom port 1. A setting of +0.0dB indicates that the port 1 output signal is exiting the intercom system unaffected. Settings of +1.0dB, +2.0dB, etc. indicate that the port 1 output gain is being boosted. All other things being equal, this means that port 1 hears all other ports, including port 2, at a higher level than normal. Settings of -1.0dB, -2.0dB, etc. have the opposite effect.

***When the crosspoint is closed***

The Input and Output Gain is displayed as described above. All other pertinent gain information for the entire audio path is displayed as follows:

Current Gain -This is the combined effect of any or all of the following settings which might currently be activated, and which can all modify the gain of a crosspoint:

- Crosspoint Gain
- Party Line Gain
- Inter-panel Dim Table participation
- IFB Dim Level (specified during IFB setup)
- Dim Crosspoint Volume (a UPL Statement Output Action specified during UPL statement setup)

A setting of +0.0dB indicates no effect. Settings of +1.0dB, +2.0dB, etc. indicate a boost in level. Settings of -1.0dB, -2.0dB, etc. indicate a cut in level. Generally, you rarely see more than one of the above settings affecting a crosspoint at the same time. However, there are occasions where this might happen. In this case, the settings are added together. When this happens, keep in mind that the numbers you are looking at are standard audio reference levels and not absolute numbers. When you add two (2) audio signals together that are at the same audio level, you actually double the level. In terms of audio reference levels, each doubling of level represents a change of +6.0dB.

For more information on decibels, see <http://www.gcaudio.com/resources/howtos/loudness.html>.

**EXAMPLE:** A keypanel operator at intercom port 1 presses a listen key to listen to a person at intercom port 2. Port 2 is also a member of party line 1, and the keypanel operator at port 1 is also listening to party line 1 via another listen key. This is an unlikely scenario, but if it does happen, the point-to-point listen gain for port 1 listening to port 2 is added together with the party line listen gain setting for port 1 listening to party line 1. If both of these settings happen to be +0.0dB, the result is a current gain of +6.0dB. The keypanel operator at port 1 perceives a slight boost in level from the person at intercom port 2 with respect to the other members of the party line.

Overall path gain: This number indicates the combined effect of the Crosspoint Gain, Input Gain, and Output Gain settings. A setting of +0.0dB indicates no effect: intercom port 2 hears intercom port 1 at the standard level. Settings of +1.0dB, +2.0dB, etc. indicate that the combined effect of all the adjustments cause port 2 to hear port 1 at a higher level than normal. Settings of -1.0dB, -2.0dB, etc. have the opposite effect.

***Crosspoint Inspection in FILE mode***

The primary purpose of the DEMO feature is to demonstrate to prospective users how the crosspoint inspection feature operates when no intercom connection is currently available. If Allow Crosspoint Inspection in file Mode is activated (Options menus|Preferences|Advanced), you can view a demo of crosspoint inspection. In file mode, AZedit has no way of knowing the actual status of a crosspoint. However, it can demonstrate the theoretical effect of a closed crosspoint by generating a random key press simulation and then looking up all of the relevant gain settings. It then displays this demo information in a manner similar to what was previously described above for a closed crosspoint.

## Auto Dials Window

The **Auto Dials** window, is used to enter and store up to 999 phone numbers in AZedit. This is also referred to as centralized auto dials. Auto dials are telephone numbers frequently dialed and are maintained using AZedit. Customizing auto dial numbers in AZedit is as easy as entering the telephone number and selecting whether or not it is scroll enabled.

Centralized auto dials can be used two (2) different ways, with TIF assignments or with keypad sequences. You can also configure locally stored auto dial numbers at the keypad.

The following firmware versions must be loaded to utilize centralized auto dials in your intercom system.

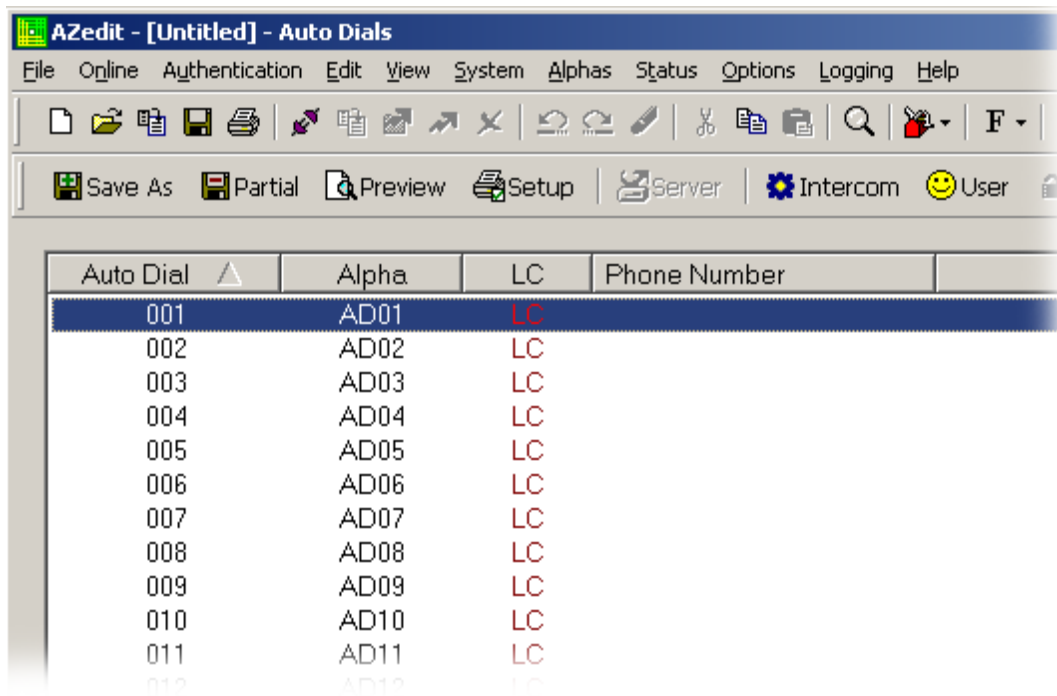
AZedit Intercom Software v3.6.1 or later	Cronus Firmware v1.5 or later
MCII-e v2.0.4 or later	Zeus II Firmware v3.4.0 or later
PeriphII-e (Ethernet) v1.20.0 or later	Zeus III Firmware v1.0.0 or later
Periph Controller (Standard) v10.20.0 or later	KP 32 CLD Firmware v1.0.4 or later
DBX v1.20.0 or later	KP 32 Firmware v2.1.1 or later

**NAVIGATION:** Select **System|Auto Dials** from the menu bar.

**NOTE:** Use the Edit Auto Dials window to create or modify an auto dial number. For more information, see “Edit Auto Dial Window” on page 190.

To access the **Edit Auto Dial window**, do the following:

- Double-click the **Auto Dial** for which you want to edit.
- The Edit Auto Dial window appears.*



## Auto Dial Column

The **Auto Dial** column displays the AZedit Auto Dial identification number (001, 002, 003, etc.).

## Alpha Column

The **Alpha** column displays the auto dial alpha. Use the Auto Dial Alphas screen to change the alpha of the auto dial number, if desired.

For more information, see “Alphas Page” on page 96.

## LC Column

The **LC** column displays the scroll enable settings: LC indicates Local, TK indicates Trunk, and AE indicates AZedit. 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.

## Phone Number Column

The **Phone Number** column displays the phone number associated with the auto dial number.

---

## *Edit Auto Dial Window*

The **Edit Auto Dial** window, shown in Figure 230, is used to create an auto dial entry in AZedit. From this window, you configure the phone number and activate the type of scroll enable you desire.

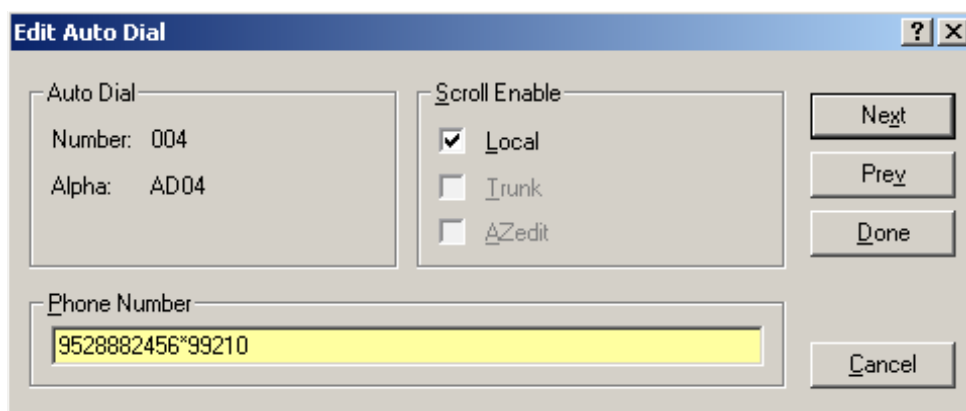


FIGURE 230. Edit Auto Dial

---

## Auto Dial Group Box

The **Auto Dial** group box displays the Auto Dial number and Alpha currently being modified or created.

---

## Scroll Enable Group Box

---

The **Scroll Enable** check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFBs, Special Lists, GPI Outputs, UPL Resources, and ISOs. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypad keys.

AZedit allows you to manage scroll lists within your intercom system by the following:

### Local Check Box

The **Local** check box indicates any keypad operator in your intercom system with a programmable keypad can find the destination name in a scroll list and assign it to a key. If you clear this check box and send the change to the intercom system, keypad operators cannot see the destination name in their scroll lists, and therefore, are not able to assign it to a key. Also, they cannot assign it using keypad numeric entry

**NOTE:** (KP9X series keypads). And, if the destination name appears in any display on their keypad, they are not able to copy it to any other key.

### Trunk Check Box

**NOTE:** Currently not used.

### AZedit Check Box

**NOTE:** Currently not used

---

## Phone Number Group Box

---


The **Phone Number** group box is used to enter the phone number you want to assign to this auto dial position.

**NOTE:** Entering \*99 creates a pause in the dialing. This is used to dial extensions or select preset options.

### Inter-Panel Dim Table Window

The **Inter-Panel Dim Table** window, shown in Figure 231, is used to configure DIM on specific keypanels in the intercom system. An Inter-panel Dim Table is a list of two (2) or more keypanels that are located in close proximity to one(1) another. In this situation, if the keypanels are using a speaker/microphone combination, feedback can occur if two (2) keypanels have keys activated with the same destination. On the other hand, 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 dim, one (1) or both keypanel speaker outputs while this situation exists. When you configure a dim table, you can also define the amount of speaker dimming.

**NAVIGATION:** Select **System|Dim Table** from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

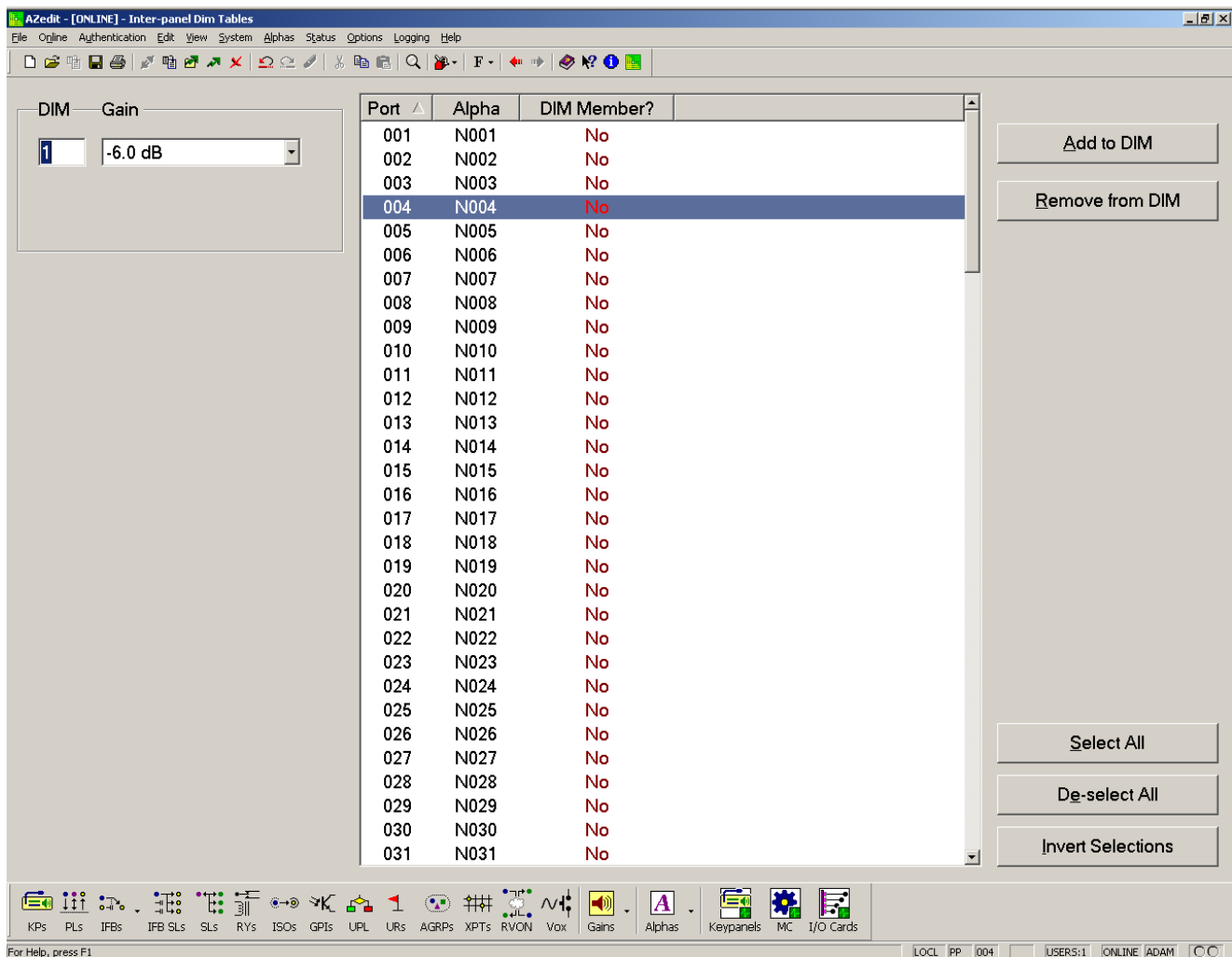


FIGURE 231. Inter-Panel Dim Setup Window



## DIM Field

The **DIM** field indicates the DIM table number you are configuring.

Up to 32 *tables* may be created in AZedit.

## Gain Drop Down Menu

The **Gain** drop down menu is used to select the gain level, in dB, to associate with the DIM number.

Available selections for this field are:

*-1.0dB, -2.0dB, -3.0dB, -4.0dB, -5.0dB, -6.0dB, -7.0dB, -8.0dB, -9.0dB, -10.0dB, -12.0dB, -15.0dB, -18.0dB, -21.0dB, -24.0dB, -30.0dB, -36.0dB, -48.2dB, -62.7dB, -72.2dB, and Mute.*

## Port Column

The **Port** column displays available ports to add to the DIM Table.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

## Alpha Column

The **Alpha** column displays the alphas of the available ports.

## DIM Member? Column

The **DIM Member?** column displays whether the port belongs to a DIM table or not. If the port belongs to DIM table, a green *Yes* appears in the column. If the port does not belong to a table, a red *No* appears in the column.

## Add to DIM Button

The **Add to DIM** button adds the selected ports to a DIM table.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

**Remove From DIM Button**

The **Remove From DIM** button removes selected ports from a DIM table.

**Select All Button**

The **Select All** button highlights all of the items in the list.

**De-Select All Button**

The **De-select All** button clears any selected items in the list.

**Invert Selections Button**


The **Invert Selections** button reverses the selections in the current view.

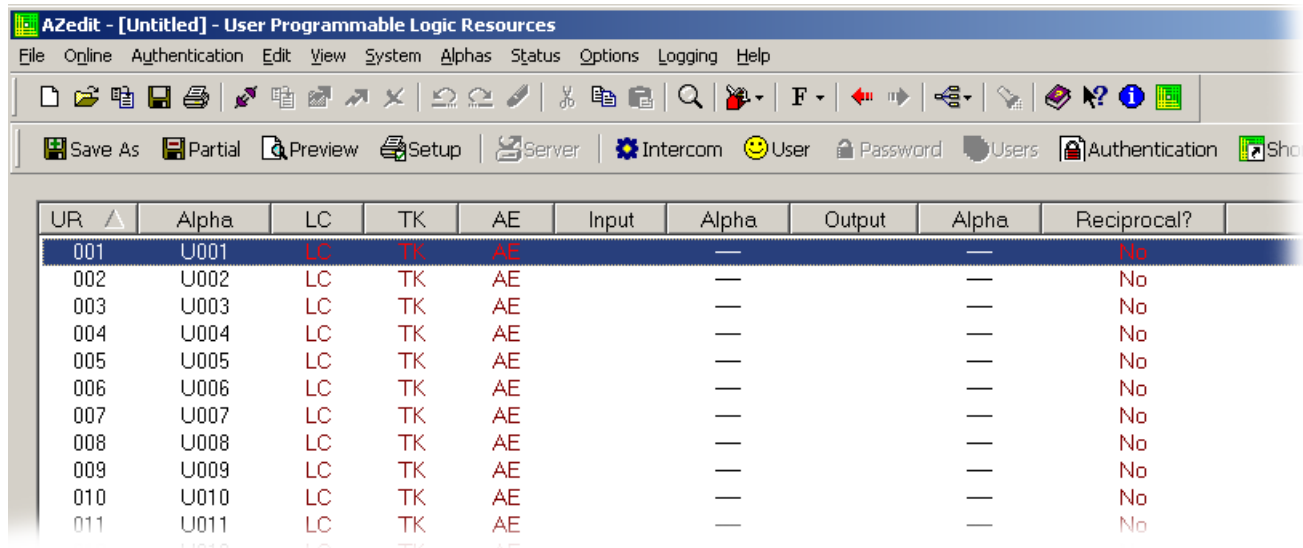
**EXAMPLE:** If ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

*UPL Resources Window*

The **UPL Resources** window, shown in Figure 232, is used to view current scroll enable settings for each UPL Resource in the intercom system. A UPL resource is a key assignment type used as an input condition for a UPL Statement. Once you have named a UPL resource, you assign it to a keypanel key using keypanel setup. Then, you use UPL statement setup to create a UPL Statement, which instructs the intercom system to perform a specific action when the UPL Resource key is pressed.

**NAVIGATION:** Select **System|UPL Resources** from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 



UR	Alpha	LC	TK	AE	Input	Alpha	Output	Alpha	Reciprocal?
001	U001	LC	TK	AE		—		—	No
002	U002	LC	TK	AE		—		—	No
003	U003	LC	TK	AE		—		—	No
004	U004	LC	TK	AE		—		—	No
005	U005	LC	TK	AE		—		—	No
006	U006	LC	TK	AE		—		—	No
007	U007	LC	TK	AE		—		—	No
008	U008	LC	TK	AE		—		—	No
009	U009	LC	TK	AE		—		—	No
010	U010	LC	TK	AE		—		—	No
011	U011	LC	TK	AE		—		—	No

**FIGURE 232.** UPL Resources Window

### UR Column

The **UR** column displays the UR (UPL Resource) number.

This number cannot be modified.

### Alpha Column

The **Alpha** column displays the alpha (or name) of the UR Resource. UPL Resources have default names U001, U002, etc., however, these can be changed to a more recognizable name using the UPL Resource Alphas window (**Alphas|UPL Resource**). For more information, see “Alpha Windows” on page 227.

### LC Column

The **LC** column displays the local scroll enable settings. A *red LC* indicates local scroll enable is not active. A *green LC* indicates local scroll enable is active.

Use the UPL Resources Edit screen, see “Alpha Windows” on page 227, to enable or disable scroll enable.

### TK Column

The **TK** column displays the trunk scroll enable settings. A *red TK* indicates trunk scroll enable is not active. A *green TK* indicates trunk scroll enable is active.

Use the UPL Resources Edit screen, see “Alpha Windows” on page 227, to enable or disable scroll enable.

### AE Column

The **AE** column displays the AZedit scroll enable settings. A *red AE* indicates AZedit scroll enable is not active. A *green AE* indicates AZedit scroll enable is active.

Use the UPL Resources Edit screen, “Alpha Windows” on page 227, to enable or disable scroll enable.

### Input Column

The **Input** column displays port number of the input audio

### Alpha Column

The **Alpha** column displays the alpha of the input port, if defined.

### Output Column

The **Output** column displays the port number of output audio.

### Alpha Column

The **Alpha** column displays the alpha of the output port, if defined.


### Reciprocal? Column

The **Reciprocal?** column displays whether or not the crosspoint from the output to the input is closed.

**NOTE:** If a UPL resource is activated (by talking or listening to it), the crosspoint from the input to the output is closed (if both are defined).

## Edit UPL Resource Window

The **Edit UPL Resource** window, shown in Figure 233, is used to set the scroll enable settings for the UPL resource. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypad keys. When you are using AZedit within your own intercom system, you always have access to the complete scroll lists.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

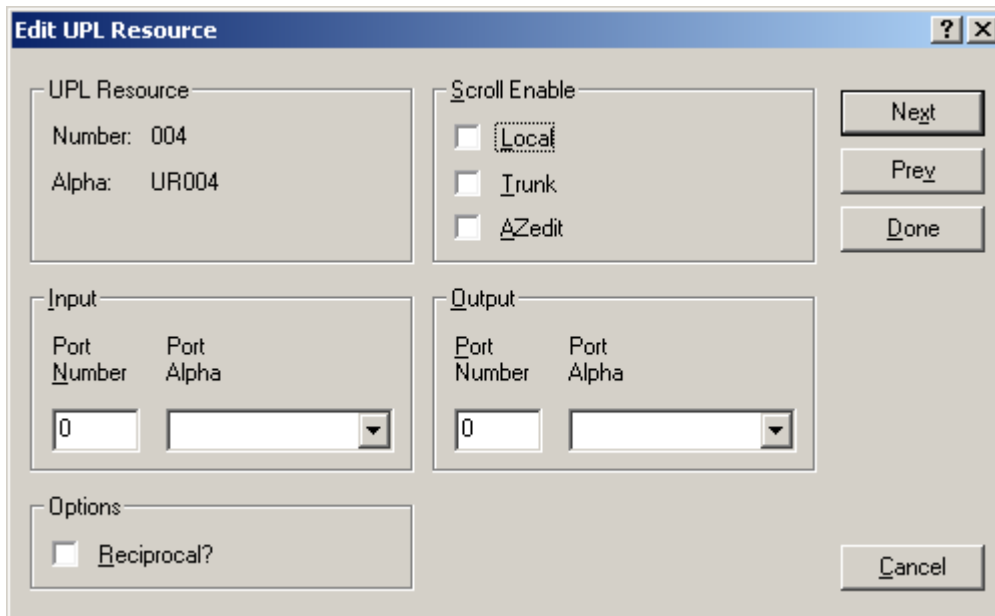


FIGURE 233. Edit UPL Resource Window

## UPL Resource Group Box

The **UPL Resource** group box contains the UPL Resource Number and Alpha you are currently modifying. These fields cannot be modified; however, you can use the UPL Resource Alphas window to modify the Alpha for the UPL resource. For more information, see “Alpha Windows” on page 227.

## Scroll Enable Group Box

The **Scroll Enable** check boxes appear in the setup views for the following destination types: intercom ports, party lines, IFBs, Special Lists, GPI Outputs, UPL Resources, and ISOs. The Scroll Enable check boxes control who can view destinations in scroll lists and assign those destinations to keypad keys.

AZedit allows you to manage scroll lists within your intercom system by the following:

---

### Local Check Box

The **Local** check box indicates any keypanel operator in your intercom system with a programmable keypanel can find the destination name in a scroll list and assign it to a key.

If you clear this check box and send the change to the intercom system, keypanel operators cannot see the destination name in their scroll lists, and therefore, are not able to assign it to a key. Also, they cannot assign it using keypad numeric entry (KP9X series keypanels). And, if the destination name appears in any display on their keypanel, they are not able to copy it to any other key.

### Trunk Check Box

The **Trunk** check box indicates any keypanel operator in a remote intercom system with a programmable keypanel can view the destination in a scroll list and assign it to a key on their keypanel.

If you clear this check box and send the change to the intercom system, remote keypanel operators are not able to view the destination or assign it to a key by any means.

**NOTE:** The trunk check box is only selectable if trunking has been activated.

### AZedit Check Box

The **AZedit** check box indicates an AZedit user in a remote intercom system is able to view the destination in a scroll list and assign it to keypanel keys in the remote intercom system.

If you clear the check box, remote AZedit users do not have access to these scroll lists.

The AZedit check box is only selectable if trunking has been activated.

---

## Input Group Box

---

### Port Number Field

The **Port Number** field is used to indicate the port number to assign as the input source.

### Port Alpha Drop Down Menu

The **Port Alpha** drop down menu is used to select the alpha of the input port you want to use. If the port number has already been entered, this field automatically fills with the appropriate alpha.

---

## Output Group Box

---

### Port Number Field

The **Port Number** field is used to indicate the port number to assign as the output source.

### Port Alpha Drop Down Menu

The **Port Alpha** drop down menu is used to select the alpha of the output port you want to use. If the port number has already been entered, this field automatically fills with the appropriate alpha.

---

## Options Group Box

---

### Reciprocal? Check Box

The **Reciprocal?** check box indicates whether or not the crosspoint from the output to the input is closed. If selected, the crosspoint from the output to the input is closed.

**NOTE:** If a UPL resource is activated (by talking or listening to it), the crosspoint from the input to the output is closed (if both are defined).

---

## UPL Statements Window

The **UPL Statements** window, shown in Figure 234, displays information concerning the UPL statements configured for your intercom system. UPL is a powerful feature which lets you quickly and easily program the intercom system to perform output actions you specify based on input conditions you specify.


**EXAMPLE:** You can program the intercom system to load a new setup file at a specified time or load whenever someone presses a particular keypanel key. On the other hand, you can program talk and listen paths to turn on or off at specified times. Using UPL Statement Setup, you can build the custom operations quickly and easily to get the most out of your intercom system.

**NAVIGATION:** Select **System|UPL Statements** from the menu bar.

Use the Edit UPL Statement window to create your customized UPL statements. For more information, see “Edit UPL Statement Window” on page 201.

To **access the Edit UPL Statement window**, do the following:

Double click the **UPL Statement** you wish to create/modify.  
*The Edit UPL Statement window appears.*

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

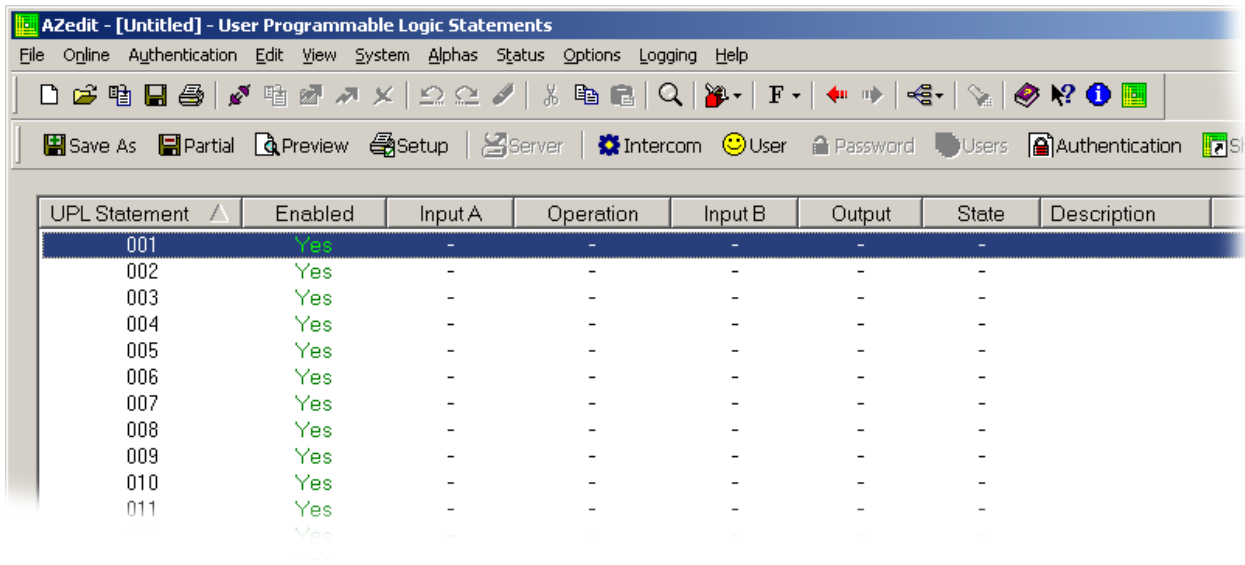


FIGURE 234. UPL Statement Window

### UPL Statement Column

The **UPL Statement** column displays the number assigned to the UPL Statement.

This number cannot be modified.

### Enabled Column

The **Enabled** column indicates whether the UPL Statement is active or not. A green *Yes* appears when enabled, a red *No* indicates disabled.

### Input A Column

The **Input A** column displays the first type of input being used, such as GPI, keypad, etc.

### Operation Column

The **Operation** column displays the operator used in the UPL Statements, such as AND, OR, XOR, etc.

## Input B Column

The **Input B** column displays the second type of input being used (if applicable), such as GPI, keypad, etc.

Available selections are:

- UPL Statement*
- GPI Input*
- GPI Input (Local)*
- GPI Output*
- GPI Output (Local)*
- Talk Key*
- Listen Key*
- UPL Resource*
- Crosspoint*
- Input Talking*
- Output Listening*
- Headset Transfer*
- Target Date*
- Target Time*
- IFB Interrupted*
- Target Value*
- VOX Audio*
- Any Talk Key*

## Output Column

The **Output** column displays the type of output resulting from input A and input B, such as key closures, crosspoint forces or inhibits, etc.

## State Column

The **State** column displays the current state of the UPL statement. If the statement is active, a red *False* appears. If has not been sent to the intercom, - (a dash) appears. If the statement is currently active, a green *True* appears.


## Description Column

The **Description** column displays a brief, unique of the UPL statement. This makes it easier to differentiate between other UPL Statements.



## Edit UPL Statement Window

The **Edit UPL Statement** window, shown in Figure 235, is used to create and modify UPL statements used in your intercom system.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

The screenshot shows the 'Edit UPL Statement' dialog box. It has a title bar with a question mark and a close button. The main area is divided into several sections:

- UPL Statement:** A text field containing 'UPL #008' and a 'Comment' field containing 'Important Statement'. To the right is a checked 'Enable' checkbox.
- Input A:** A 'Type' dropdown set to 'GPI Input', a 'GPI Input #' field with '1', and another dropdown set to '1'. Below it is an unchecked 'Invert Input A' checkbox.
- Input B:** A 'Type' dropdown set to 'Input Talking', an 'Input #' field with '1', and another dropdown set to 'N001'. Below it is an unchecked 'Invert Input B' checkbox.
- Output Action:** A 'Type' dropdown set to 'Close Crosspoint', an 'Input #' field with '1', and an 'Output #' field with '1'. Each of these has a dropdown menu to its right.
- Description:** A text area containing the text: 'While GPI input #1 is asserted and any crosspoint from input #1 (N001) is closed, close the crosspoint from input #1 (N001) to output #1 (N001)'.
- Navigation:** Four buttons on the right: 'Next', 'Prev', 'Done', and 'Cancel'.

FIGURE 235. Edit UPL Statement Window

## UPL Statement Group Box

### Comment Field

The **Comment** field is used to enter a description or comment about the current UPL statement.

This field can contain *up to 32 characters*.

### Enabled Check Box

The **Enabled** check box indicates the UPL statement is enabled and ready to use. Clear the check box to disable the UPL statement, but not delete it. You can use disabled UPL statements in the future, if desired.

## Input A Group Box

### Type and Variable Drop Down Menus

The **Type and Variable** drop down menu is used to select an input condition that causes the intercom system to perform an output action. Each UPL statement can have either one (1) or two (2) input conditions. Depending on what is selected from the Type drop down menu, dictates what variable is needed. Use Table 2 to determine the type and variables you want to use.

Available selections are:

**TABLE 2.** Input A Types and Variables

Input Condition	Input Description	Variables Needed
UPL Statement	If a specified UPL statement is true...	UPL Statement # and Description
GPI Input	If a system GPI Input is activated...	GPI Input # and Alpha
GPI Input (Local)	If a Local GPI Input is activated...	Port # and Alpha GPI Input # and Alpha
GPI Output	If a system GPI Output is activated...	GPI Output # and Alpha
GPI Output (Local)	If a Local GPI Output is activated...	Port # and Alpha GPI Output # and Alpha
Talk Key	If a specified Talk Key on a keypanel is on...	Port # and Alpha Key #
Listen Key	If a specified Listen Key on a keypanel is on...	Port # and Alpha Key #
UPL Resource	If a UPL Resource key is activated...	UPL Resource # and Description
Crosspoint	If a specified Crosspoint is activated...	Input # and Alpha Output # and Alpha
Input Talking	If a specified port is talking to anyone...	Input # and Alpha
Output Listening	If a specified port is listening to anyone...	Output # and Alpha
Headset Transfer	If the Headset Transfer switch on a keypanel is activated...	Port # and Alpha
Current Date	If the Current Date is...	Year, Month, and Day (YY/MM/DD).  <b>NOTE:</b> You must use the Operator drop down menu when using the Date and/or Time input.
Current Time	If the Current Time is...	Hour, Minute, Second (00:00:00) All times are entered in the 24-hour or military time format. For example, 1:00 pm is 13:00:00.  <b>NOTE:</b> You must use the Operator drop down menu when using the Date and/or Time input.
IFB Interrupted	If the specified IFB is interrupted...	IFB # and Alpha

TABLE 2. Input A Types and Variables

Input Condition	Input Description	Variables Needed
Counter	If the Counter is... Counters count increments of time. Each counter is equal to 100ms of time. AZedit allows for up to 256 counters to be used. The counter input selection is used to write UPL statements to occur in a timed event. For example, when a key is pushed, wait 10 seconds before running the UPL statement to turn a light on.	Counter #  <b>NOTE:</b> You must use the Operator drop down menu when using the Counter input.
VOX Audio	If the VOX Audio is...	Input # and Alpha
Any Talk Key	If Any Talk Key is on a keypanel is on....	Port # and Alpha

### Invert Input A Check Box

The **Invert Input A** check box is used to reverse the input condition.

For example, if the input condition is “Talk Key”, which by itself means, when a specified talk key is on, run the assigned output. However, by selecting the Invert Input A check box, the meaning changes to; *when a specified talk key is off, run the assigned output.*

The invert check box is often used in one UPL statement to cancel an action caused by some other UPL statement.

---

### Operation Group Box

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### Operation Drop Down Menu

The **Operation** drop down menu is used to select the type of operator to use when joining Input A and Input B or when using the Current Date, Current Time, or the Counter input for Input A. In all other cases, the Operation drop down menu is not used.

**NOTE:** Operators, also known as logical operators, are used to construct more complex searches in a database. They help make a search more accurate. There are 3 logical operators: AND, OR and NOT.

### *Operators for Two Input Conditions*

Operator	Description
AND	If input A and input B are both true....then run the specified output.
OR	If input A or input B (or both) are true....then run the specified output.
XOR	If input A or input B (but not both) are true....then run the specified output.

### Operators for Current Date and Current Time

Operator	Description
=	If the current date or time equals...
!=	When the current date or time does not equal...
<	When the current date or time is earlier than...
>=	When the current date or time is equal to or later than...
>	When the current date or time is later than...
<=	When the current date or time is equal to or earlier than...

**EXAMPLE:** Operators for current time have a 5-second window. For example, if you create a test for a specific time (i.e., = 12:00:00), the given time is matched for a 5-second window. It returns a TRUE result for the time 12:00:00 through 12:00:05. A test for inequality returns TRUE for all but this 5-second window.

## Input B Group Box

### Type and Variable Drop Down Menus

The **Type** and **Variable** drop down menu is used to select an input condition that causes the intercom system to perform an output action. Each UPL statement can have either one (1) or two (2) input conditions. Depending on what is selected from the Type drop down menu, dictates what variable is needed. Use Table 3 on page 204 to determine the type and variables you want to use.

Available selections are:

**TABLE 3.** Input B Types and Variables

Input Condition	Input Description	Variables Needed
UPL Statement	If a specified UPL statement is true...	UPL Statement # and Description
GPI Input	If a system GPI Input is activated...	GPI Input # and Alpha
GPI Input (Local)	If a Local GPI Input is activated...	Port # and Alpha GPI Input # and Alpha
GPI Output	If a system GPI Output is activated...	GPI Output # and Alpha
GPI Output (Local)	If a Local GPI Output is activated...	Port # and Alpha GPI Output # and Alpha
Talk Key	If a specified Talk Key on a keypanel is on...	Port # and Alpha Key #
Listen Key	If a specified Listen Key on a keypanel is on...	Port # and Alpha Key #
UPL Resource	If a UPL Resource key is activated...	UPL Resource # and Description
Crosspoint	If a specified Crosspoint is activated...	Input # and Alpha Output # and Alpha
Input Talking	If a specified port is talking to anyone...	Input # and Alpha
Output Listening	If a specified port is listening to anyone...	Output # and Alpha
Headset Transfer	If the Headset Transfer switch on a keypanel is activated...	Port # and Alpha
Target Date	If the Target Date is...	Year, Month, and Day (YY/MM/DD).  <b>NOTE:</b> Target Date is used in conjunction with Current Date.

TABLE 3. Input B Types and Variables

Input Condition	Input Description	Variables Needed
Target Time	Target Time is used in conjunction with Current Time.	Hour, Minute, Second (00:00:00) All times are entered in the 24-hour or military time format. For example, 1:00 pm is 13:00:00.  <b>NOTE:</b> Target Time is used in conjunction with Current Time.
IFB Interrupted	If the specified IFB is interrupted...	IFB # and Alpha
Target Value	Target Value is used in conjunction with the Counter input.  <b>NOTE:</b> Automatically switches input A to Counter.	The target value is an increment of time, in ms, to trigger an event. 1 counter equals 100ms. The counter input selection is used to write UPL statements to occur in a timed event. For example, when a key is pushed, wait 10 seconds before running the UPL statement to turn a light on.
VOX Audio	If VOX Audio is...	Input # and Alpha
Any Talk Key	If Any Talk Key is on a keypanel is on....	Port # and Alpha

### Invert Input B Check Box

The **Invert Input B** check box is used to reverse the input condition.

For example, if the input condition is Talk Key, which by itself means, when a specified talk key is on, run the assigned output. However, by selecting the Invert Input A check box, the meaning changes to; when a specified talk key is off, run the assigned output.

The invert check box is often used in one (1) UPL statement to cancel an action caused by some other UPL statement.

---

### Output Action Group Box

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### Type and Variable Drop Down Menus

The **Type and Variable** drop down menu is used to select an output result that occurs when an input definition is met. Depending on what is selected from the **Type** drop down menu, dictates what variable is needed. Use Table 4 on page 205 to determine the type and variables you want to use.

Available selections are:

TABLE 4. Output Values

Output	Output Description	Variables Needed
Close Crosspoint	Close the crosspoint from the specified input to the specified output	Input Number, Alpha, Output Number, Alpha
Inhibit Crosspoint	Open the crosspoint from the specified input to the specified output.	Input Number, Alpha, Output Number, Alpha
Assert GPI Output	Activate the specified System GPI Output	GPI Output Number and Alpha
Inhibit GPI Output	Deactivate the specified System GPI Output	GPI Output Number and Alpha
Assert GPI Output (Local)	Activate the specified Local GPI Output	Port Number and Alpha, GPI Output Number and Alpha

TABLE 4. Output Values

Output	Output Description	Variables Needed
Inhibit GPI Output (Local)	Deactivate the specified Local GPI Output	Port Number and Alpha, GPI Output Number and Alpha
Force Talk Key Closure	Force the specified talk key on	Port Number, Alpha and Key Number
Force Talk Key Open	Force the specified talk key off	Port Number, Alpha and Key Number
Dim Crosspoint Volume	Cause the specified output to hear the specified input at a reduced volume level.	Input Number, Alpha, Output Number, Alpha and DIM amount (-1.0dB to -72.2dB, and Mute)
Load File	Cause a file to be loaded from disk and sent to the intercom system.  <b>NOTE:</b> AZedit must be in SERVER mode.	The Load File pulls files from the directory you have configured on the General page in the Preferences window. For more information, see "General Page" on page 99.
Force Listen Key Closure	Force the specified listen key on	Port Number, Alpha, and Key Number
Force Listen Key Open	Force the specified listen key off	Port Number, Alphas, and Key Number
Clear Counter	Clear the Counter	Clears the counter input from the UPL statement. If you select 0 all counters are cleared
Inhibit Output	Open the output port.	Output Port Number, and Alpha
Inform Command Line Protocol	<b>THIS FIELD IS NOT CONFIGURABLE FROM AZEDIT.</b> This option is used by command line protocol only. When a query is sent from the command line protocol to AZedit, a UPL statement is written with <i>Inform Command Line Protocol</i> as the output. This can be used to monitor the query sent from the command line protocol. For more information, contact customer service.	
Set Headset Transfer State	Set the Headset to the specified state.	Port Number, Alpha, Headset State Available selections for this field are:  <i>Turn Headset transfer off</i> <i>Turn Headset transfer on</i> <i>Force Headset transfer off</i> <i>Force Headset transfer on</i> <i>Release Headset transfer</i>  <b>NOTE:</b> The difference between Turn and Force is when force is used the user cannot change the headset transfer once the transfer is complete.

TABLE 4. Output Values

Output	Output Description	Variables Needed
Set Talk Key LED State	Set the Talk Key LED State	Port Number, Alpha, Key, and LED State Available selections for this field are: <i>Local Control</i> <i>Solid Red</i> <i>Solid Green</i> <i>Solid Amber</i> <i>Slow Red Flash</i> <i>Slow Green Flash</i> <i>Fast Red Flash</i> <i>Fast Green Flash</i> <i>Slow Red Blink</i> <i>Slow Green Blink</i>
Set Listen Key LED State	Set the Listen Key LED State	Port Number, Alpha, Key, and LED State Available selections for this field are: <i>Local Control</i> <i>Solid Red</i> <i>Solid Green</i> <i>Solid Amber</i> <i>Slow Red Flash</i> <i>Slow Green Flash</i> <i>Fast Red Flash</i> <i>Fast Green Flash</i> <i>Slow Red Blink</i> <i>Slow Green Blink</i>
Set IFB Program Input	Set the Program Input Port for an IFB assignment.	IFB Number, Alpha, Input Port Number, and Alpha  <b>NOTE:</b> If you set the Input Port Number to 0, you are assigning no input port.
Start Paging System Macro	Send a signal over a serial connection to a paging system to start a macro.  <b>NOTE:</b> The macro is stored in the paging system. AZedit sends an event to trigger the macro on the Paging System.	Macro Number
Stop Paging System Macro	Send a signal over a serial connection to a paging system to end the macro.  <b>NOTE:</b> The macro is stored in the paging system. AZedit sends an event to trigger the macro on the Paging System	Macro Number

**NOTE:** In most cases, when the input conditions for the UPL statement are true, the output action occurs. Then when the input condition ceases to be true, the output action terminates. The exceptions are Load File, Force Keys (talk and listen), and Force Headset Transfer. When a UPL statement loads a file, there is no way to unload the file when the UPL statement is no longer true. When a talk or listen key is forced on, or a headset is force on, with a UPL statement, you must use a second UPL statement to force the keys or headset off.

### Description Field

The **Description** field displays a plain-text description of the UPL statement you build. You can use this description to verify the UPL statement is constructed to run as anticipated.

---

### VOX Window

The **VOX** window, shown in Figure 236, is used to configure VOX on ports in your intercom system. VOX is an audio threshold level you set at the point a channel becomes active. When the threshold is set, a microphone does not activate until the preset audio level is attained. This prevents a channel from staying on when no one is around in a high activity area. VOX is supported in Cronus Intercom systems and in intercoms with AIO-16 cards.

**NOTE:** VOX support requires the following minimum firmware versions:

Master Controller V9.25.0, or Master Controller II-e V1.1.0


DBX V1.15.0 with Peripheral Controller V10.15.0, or Peripheral Controller II-e V1.15.03

AIO-16 V1.1.0 or later

Cronus V1.1.0 or later

**NAVIGATION:** Select **System|VOX** from the menu bar.

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**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

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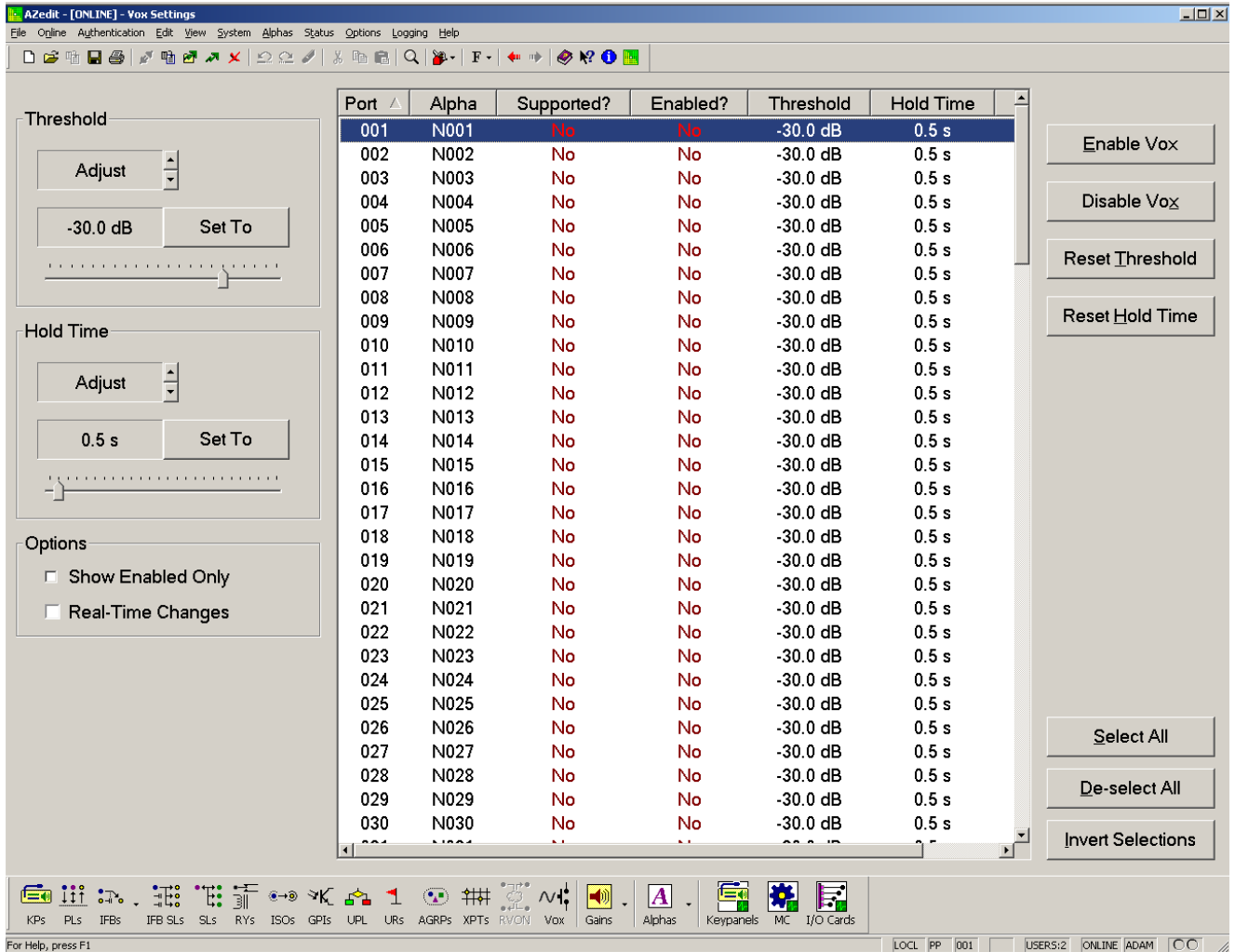


FIGURE 236. VOX Window

## Threshold Group Box

### Adjust Box

The **Adjust** box is used to fine tune the VOX threshold level, in dB, for the port after using the Set To slider. Use the adjustment arrows to increase or decrease the VOX threshold level in *.5dB* increments.

The range for this field is *-126dB* to *0.0dB*.

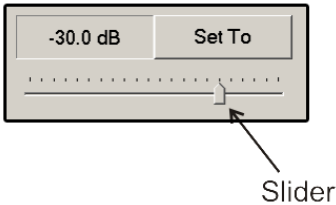
**NOTE:** The threshold change is only seen in the Threshold column to the right.

## Set To Button and Slider

The **Set To** button and **Slider** is used to quickly get to the approximate threshold level, in dB, you want to set for the port. Once you have used the slider, click the **Set To** button to set the level for the port. Use the Adjust arrows to fine tune the threshold level.

To **use the threshold slider**, do the following:

1. Click and hold the **slider**.
2. Drag the **slider** left to decrease the threshold amount or right to increase the threshold amounts.




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## Hold Time Group Box

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### Adjust Box

The **Adjust** box is used to fine tune the hold time, in seconds, for the port after using the Set To slider. Use the adjustment arrows to increase or decrease the VOX threshold level in .1 second increments.

The range for this field is *.02 seconds to 12.5 seconds*.

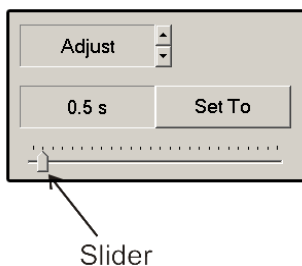
**NOTE:** The time change is only seen in the Hold Time column to the right.

## Set To Button and Slider

The **Set To** button and **Slider** is used to quickly get to the approximate hold time you want to set for the port. Once you have used the slider, click the Set To button to set the time for the port. Use the Adjust arrows to fine tune the hold time.

To **use the hold time slider**, do the following:

1. Click and hold the **slider**.
2. Drag the **slider** left to decrease the hold time amount or right to increase the hold time amount.



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## Options Group Box

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### Show Enabled Only Check Box

The **Show Enabled Only** check box is used to show vox enabled ports only. This feature is used to quickly view ports with vox enabled. If this check box is not selected, all available ports are shown.

### Real-Time Changes Check Box

The **Real-Time Changes** check box is used to make changes to the vox threshold in real time. When selected and in online mode, vox changes are automatically sent to the intercom system as you make the adjustments.

### Port Column

The **Port** column displays all available ports in the intercom.

### Alpha Column

The **Alpha** column displays the alphas for all the available ports in the intercom.

### Supported? Column

The **Supported?** column displays whether vox is supported on the intercom port. If vox is supported on the port, a green *Yes* appears in the column. If vox is not supported on the port, a red *No* appears in the column.

**NOTE:** VOX support requires the following minimum firmware versions:

*Master Controller V9.25.0, or Master Controller II-e V1.1.0*

*DBX V1.15.0 with Peripheral Controller V10.15.0, or Peripheral Controller II-e V1.15.03*

*AIO-16 V1.1.0 or later*

*Cronus V1.1.0 or later*

### Enabled? Column

The **Enabled?** column displays whether vox is enabled on the specified port. If vox is enabled on the port, a green *Yes* appears in the column. If vox is not supported on the port, a red *No* appears in the column.

To **enable vox on the port**, do the following:

1. Highlight the **port** or **ports** you want to enable.
2. Click **Enable VOX**.

**NOTE:** You can also enable vox from the Keypanel/Port Configuration Window. For more information, see “VOX Page” on page 123.

### Threshold Column

The **Threshold** column displays the audio level, in dB, at which vox activates on the port.

### Hold Time Column

The **Hold Time** column displays the time, in seconds, the port waits for the presence of audio before turning off.

## Audio? Column

The **Audio?** column indicates if audio is present on the port. If audio is present, a green *Yes* displays in the column. If there is no audio on the port, a red *No* appears in the column.

## Enable VOX Button

The **Enable VOX** button is used to enable vox on the selected port or ports. You can also use the VOX page in the Keypanel/Port Configuration window to enable or disable vox on a port. For more information, see “VOX Page” on page 123.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

## Disable VOX Button

The **Disable VOX** button is used to disable vox on the selected port or ports. You can also use the VOX page in the Keypanel/Port Configuration window to enable or disable vox on a port. For more information, see “VOX Page” on page 123.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

## Reset Threshold Button

The **Reset Threshold** button is used to return the threshold levels of the selected port or ports to the default level.

The default for this field is *-30.0dB*.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

### **Reset Hold Time Button**

The **Reset Hold Time** button is used to return the hold time for the selected port or ports to the default time.

The default for this field is *0.5 seconds*.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl key**.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

### **Select All Button**

The **Select All** button highlights all of the items from the Available or Selected list.

### **De-Select All Button**

The **De-select All** button clears any selected items from the Available or Selected list.


### **Invert Selections Button**

The **Invert Selections** button reverses the selections in the current view. For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

## Crosspoint Gains Window

The **Crosspoint Gains** window, shown in Figure 237, is used to configure individual gain levels for crosspoints within the intercom system.

**NAVIGATION:** Select **System|Gains|Crosspoint** from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

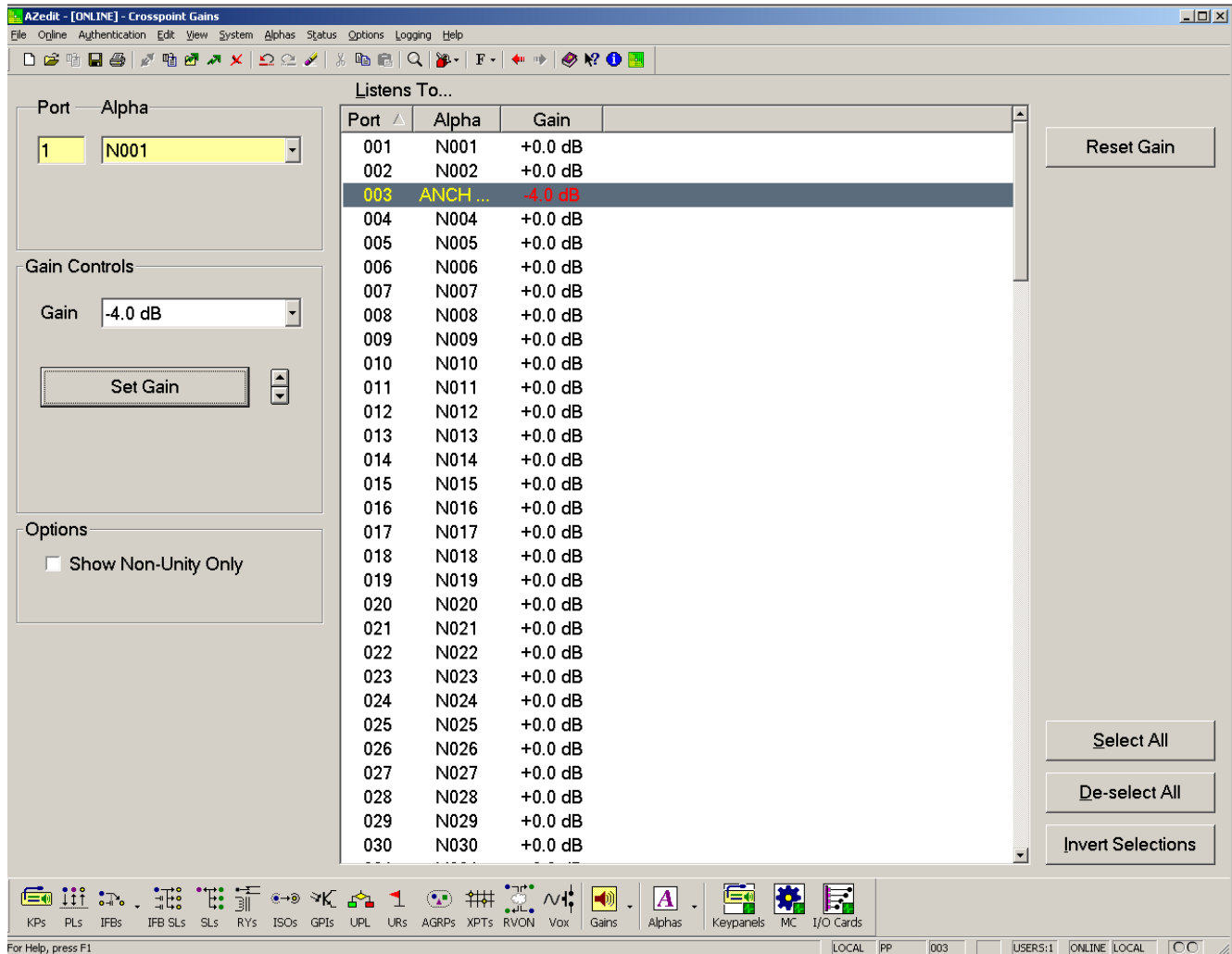


FIGURE 237. Crosspoint Gain Window

### Port Field

The **Port** field indicates the current port number you are viewing. Once this field is populated, the Alpha drop down menu displays the corresponding alpha for the port.

---

## Alpha Drop Down Menu

The **Alpha** drop down menu is used to select the alpha of the port you want to view. Once you have selected the alpha, the corresponding port number appears in the Port field.

---

## Gain Controls Group Box

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### Gain Drop Down Menu

The **Gain** drop down menu is used to select the gain level, in dB, the current port hears the selected (highlighted) port (Listens To... columns). Once you have set the gain level, click **Set Gain**.

The range for this field is *+6.0dB to -72.2dB*, and *Mute*.

**NOTE:** Use the Fine Tune Arrow buttons to increase or decrease the gain incrementally.

### Set Gain Button

The **Set Gain** button is used to set the gain of the selected port to the level selected from the Gain drop down menu.

---

**CAUTION:** Do not use the Set Gain button when using the up and down arrows, because the changes you make with the arrows are not reflected in the Gain drop down menu.

---

### Gain Increase/Decrease Arrows

The **Gain Increase/Decrease** arrows are used to fine tune the gain level, in increments, of the selected ports. The gain changes are only seen in the Gain column in the Listens To... group box.

---

## Options Group Box

---

### Show Non-Unity Only Check Box

The **Show Non-Unity Only** check box is used to show only those ports with non-unity gain levels. The default level of +0.0dB is also called the unity gain level. Normally, the list in the center of the screen shows the gains for all intercom ports. If you select the Show Non-Unity Only check box, only those intercom ports that are not set at the default level are shown.

### Port Column

The **Port** column displays all the ports in the intercom system.

### Alpha Column

The **Alpha** column displays the corresponding alpha to its port.

### Gain Column

The **Gain** column displays the gain level for each port.

## Reset Gain Button

The **Reset Gain** button is used to reset the gain to the unity level for the selected port or ports.

The unity level is *0.0dB*.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

## Select All Button

The **Select All** button highlights all of the items from the Available or Selected list.

## De-Select All Button

The **De-select All** button clears any selected items from the Available or Selected list.

## Invert Selections Button

The **Invert Selections** button reverses the selections in the current view.


For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.



## Party Line Gains Window

The **Party Line Gains** window, shown in Figure 238, is used to set the gain level, in dB, for ports listening to party lines.

**NAVIGATION:** From the menu bar, select *System/Gains/Party Line*.

**IMPORTANT:** Remember to send any changes you make to the intercom system using *Online/Send Changes* or the **Activate** button. 

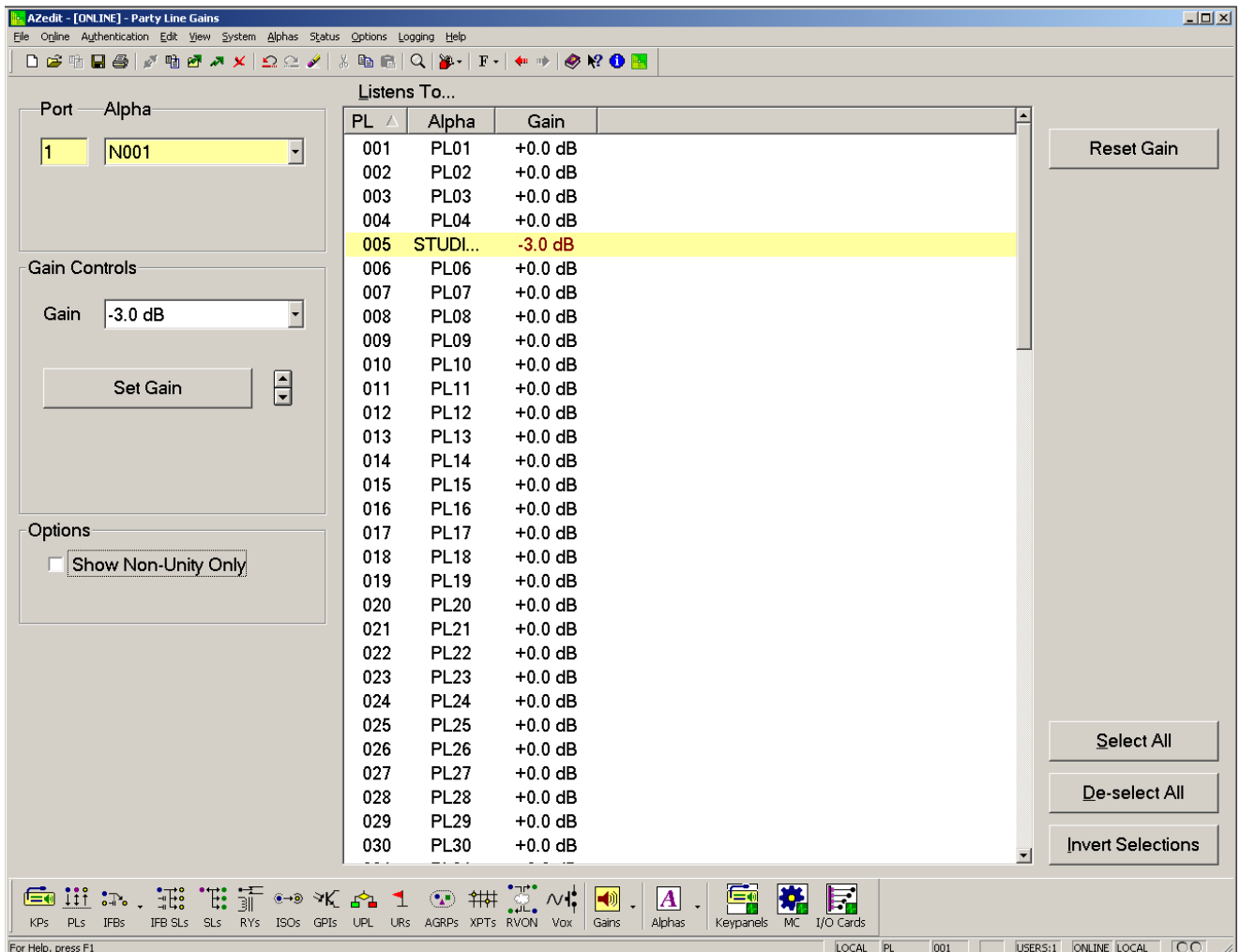


FIGURE 238. Party Line Gains Window

### Port Field

The **Port** field indicates the current port number you are viewing. Once this field is populated, the Alpha drop down menu displays the corresponding alpha for the port.

### Alpha Drop Down Menu

The **Alpha** drop down menu is used to select the alpha of the port you want to view. Once you have selected the alpha, the corresponding port number appears in the Port field.

---

## Gain Controls Group Box

---

### Gain Drop Down Menu

The **Gain** drop down menu is used to select the gain level, in dB, the current port hears the selected (highlighted) party line (Listens To... columns). Once you have set the gain level, click **Set Gain**.

Gain level selections range from: *+6.0dB to -72.2dB*, and *Mute*.

**NOTE:** Use the Fine Tune Arrow buttons to increase or decrease the gain incrementally.

### Set Gain Button

The **Set Gain** button is used to set the gain of the selected party line to the level selected from the Gain drop down menu.

---

**IMPORTANT:** Do not use the Set Gain button when using the up and down arrows, because the changes you make with the arrows are not reflected in the Gain drop down menu.

---

### Gain Increase/Decrease Arrows

The **Gain Increase/Decrease** arrows are used to fine tune the gain level in increments of the selected PLs. The gain changes are only seen in the Gain column in the *Listens To...* group box.

---

## Options Group Box

---

### Show Non-Unity Only Check Box

The **Show Non-Unity Only** check box is used to show only those party lines with non-unity gain levels. The default level of *+0.0dB* is also called the unity gain level. Normally, the list in the center of the screen shows the gains for all party lines. If you select the Show Non-Unity Only check box, only those party lines that are not set at the default level are shown.

### PL Column

The **PL** column displays all the party lines in the intercom system.

### Alpha Column

The **Alpha** column displays the corresponding alpha to the party line.

### Gain Column

The **Gain** column displays the gain level for each party line.

## Reset Gain Button

The **Reset Gain** button is used to reset the gain to the unity level for the selected party line.

The unity level is *0.0dB*.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

## Select All Button

The **Select All** button highlights all of the items from the Available or Selected list.

## De-Select All Button

The **De-select All** button clears any selected items from the Available or Selected list.

## Invert Selections Button

The **Invert Selections** button reverses the selections in the current view.


For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

### Input/Output Gains Window

The **Input/Output Gains** window, shown in “Input/Output Gains Window” on page 220, is used to configure the input and output gains for selected ports in your intercom system.

**NOTE:** Do not make an adjustment here when it would be better to adjust a crosspoint gain (see “Crosspoint Gains Window” on page 214). Usually you adjust an analog input or output gain when you need to interface an intercom port to an external device that operates at a different audio level than the intercom system. In this case, the adjustment corrects the level between that port and all other ports. You should use crosspoint gain when you want to adjust the level between two (2) specific intercom ports.

**NAVIGATION:** Select **System|Gains|Input/Output** from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button.  Gain Controls

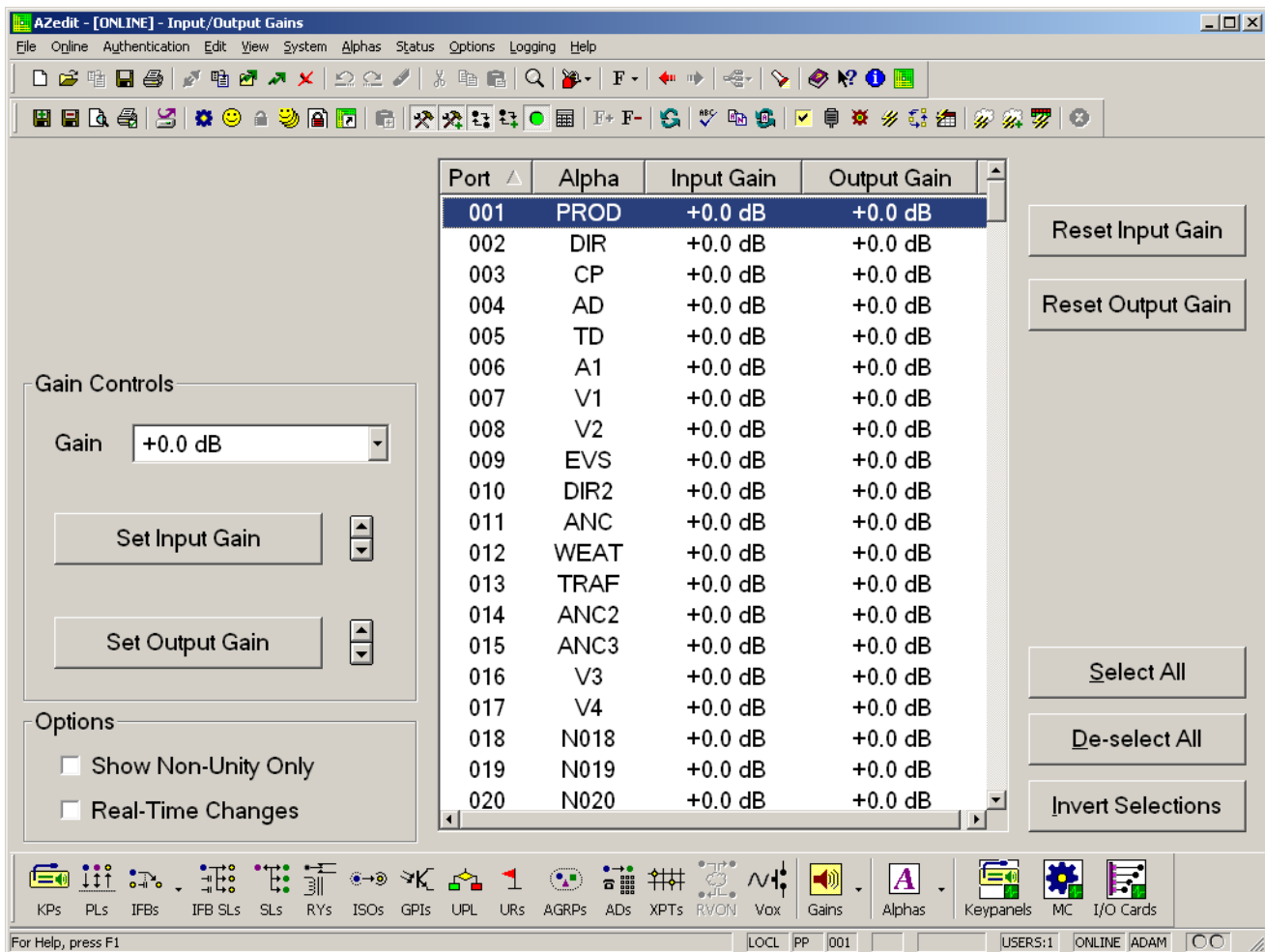


FIGURE 239. Input/Output Gains Window

---

## Gain Drop Down Menu

The **Gain** drop down menu is used to select the gain level, in dB, for the highlighted port (Listens To... columns). Once you have set the gain level, click either **Set Input Gain** or **Set Output Gain**.

The range for this field is *+20.0dB* to *-20.0dB*.

**NOTE:** Use the Gain Increase/Decrease arrows to increase or decrease the gain incrementally.

## Set Input Gain Button

The **Set Input Gain** button is used to set the input gain (the level at which others hear you) of the selected port to the level selected from the Gain drop down menu.

---

**IMPORTANT:** Do not use the Set Gain buttons when using the up and down arrows, because the changes you make with the arrows are not reflected in the Gain drop down menu.

---

## Gain Increase/Decrease Arrows

The **Gain Increase/Decrease** arrows are used to fine tune the input port gain level in increments. The gain changes are only seen in the Input Gain column.

## Set Output Gain Button

The **Set Output Gain** button is used to set the output gain (the level at which you hear others) of the selected port to the level selected from the Gain drop down menu.

---

**IMPORTANT:** Do not use the Set Gain buttons when using the up and down arrows, because the changes you make with the arrows are not reflected in the Gain drop down menu.

---

## Gain Increase/Decrease Arrows

The **Gain Increase/Decrease** arrows are used to fine tune the output port gain level in increments. The gain changes are only seen in the Output Gain column.

---

## Options Group Box

---

### Show Non-Unity Only Check Box

The **Show Non-Unity Only** check box is used to show only those party lines with non-unity gain levels. The default level of +0.0dB is also called the unity gain level. Normally, the list in the center of the screen shows the gains for all party lines. If you select the Show Non-Unity Only check box, only those party lines that are not set at the default level are shown.

### Real-Time Changes Check Box

The **Real-Time Changes** check box is used to make changes to the Input and Output Gain levels in real time. When selected and in online mode, these changes are automatically sent to the intercom system as you make the adjustments.

## Port Column

The **Port** column displays a list of available ports to select.

---

### Alpha Column

The **Alpha** column displays the corresponding alphas to the ports.

### Input Gain Column

The **Input Gain** column displays the input gain level for each port.

### Output Gain Column

The **Output Gain** column displays the output gain level for each port.

### Reset Input Gain Button

The **Reset Input Gain** button is used to reset the Input Gain level to unity (0.0dB).

### Reset Output Gain Button

The **Reset Output Gain** button is used to reset the output gain level to 0.0dB (Unity).

### Select All Button

The **Select All** button highlights all of the items from the Available or Selected list.

### De-Select All Button

The **De-select All** button clears any selected items from the Available or Selected list.

### Invert Selections Button

The **Invert Selections** button reverses the selections in the current view.

For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

---

## *Port Alphas Window*

The **Port Alpha** window, shown in Figure 240, displays the ports and their corresponding input alphas, output alphas, aliases, and descriptions. Alphas are descriptive names assigned to ports to make them more recognizable to keypanel users than the default alphas.

In earlier versions, pre-version 2.06.00, a port had one (1) alpha to represent both the input audio and the output audio of the port. For keypanels where both the input and output audio refer to the same device, there is no problem. However, in other applications where the input and output paths of a port are used for different purposes, such as IFB program inputs or listen sources on the input side and IFB output on the output side, one (1) port alphas do not work. In AZedit version 2.06.00, separate input alphas and output alphas were introduced. By default, input alphas mirror the output alpha unless you specifically change the input alpha.

Use Input Alphas check box in the Intercom Configuration Window to enable input alphas. For more information, see “Use Input Alphas Check Box” on page 59.

---

**IMPORTANT:** When you select the Use Input Alphas from the Intercom Configuration window, the intercom system reconfigures itself and performs a First Birthday and remembers the system size.

---

When entering key assignments with input alphas enabled, you must enter the input alphas in the listen key assignments and output alphas in the talk key assignments.

To **use the input alpha feature**, you must have the following requirements:

- MC V9.17.0
- or
- DBX V1.9.0 with PC PV.10.9.0
- or
- Zeus V3.2.0


Aliases are used only when your intercom system is trunked. Aliases are used by AZedit administrators to identify remote destinations from local destinations that may share the same alpha in different intercom systems.

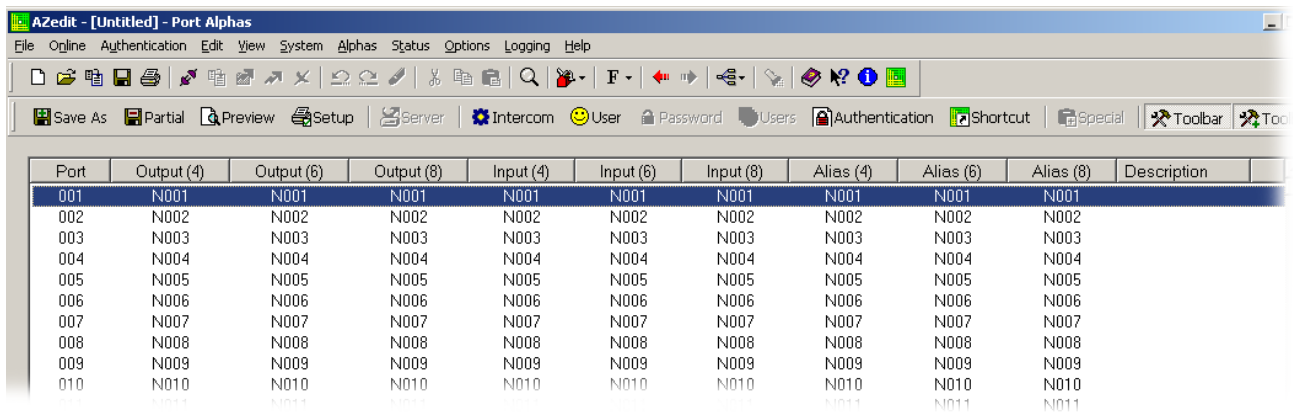
**NOTE:** Output alphas and input alphas only appear on the Port Alpha screen if enabled. All other Alpha screens show only alphas and aliases. To display output alphas, input alphas and aliases, you must set two (2) preferences and a configuration option. Aliases only appear in a trunk-enabled system. Aliases are names for ports seen by remote intercoms.

**NAVIGATION:** Select **Alphas|Port** from the menu bar.

Use the Edit Alpha/Description window to create or modify the Port Alphas, Aliases, and Descriptions.

Double click the **Port** you wish to create/modify to access the Edit Alpha/Description window. The Edit Alpha/Description window appears. For more information, see “Edit Port Alpha/Description Window” on page 225.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 



Port	Output (4)	Output (6)	Output (8)	Input (4)	Input (6)	Input (8)	Alias (4)	Alias (6)	Alias (8)	Description
001	N001	N001	N001	N001	N001	N001	N001	N001	N001	
002	N002	N002	N002	N002	N002	N002	N002	N002	N002	
003	N003	N003	N003	N003	N003	N003	N003	N003	N003	
004	N004	N004	N004	N004	N004	N004	N004	N004	N004	
005	N005	N005	N005	N005	N005	N005	N005	N005	N005	
006	N006	N006	N006	N006	N006	N006	N006	N006	N006	
007	N007	N007	N007	N007	N007	N007	N007	N007	N007	
008	N008	N008	N008	N008	N008	N008	N008	N008	N008	
009	N009	N009	N009	N009	N009	N009	N009	N009	N009	
010	N010	N010	N010	N010	N010	N010	N010	N010	N010	
	N011	N011	N011	N011	N011	N011	N011	N011	N011	

**FIGURE 240.** Port Alpha Window

**NOTE:** If you load an existing 4-character alpha configuration file into the intercom system, and then set the alpha size to either six (6) or eight (8), the larger alpha sizes display the default alpha (for example, N005), until they are edited.

**Port Column**

The **Port** column displays a list of port numbers for the intercom system.

This number cannot be modified.

### **Output Alpha (4) Column**

The **Output Alpha (4)** column displays the 4-character output alpha of the port.

**NOTE:** When you enter a 4-character output alpha, and are viewing all sizes on Alpha views, the 4-character output alpha populates the 6-character field and the 8-character field.

### **Output Alpha (6) Column**

The **Output Alpha (6)** column displays the 6-character output alpha of the port.

### **Output Alpha (8) Column**

The **Output Alpha (8)** column displays the 8-character output alpha of the port.

### **Input Alpha (4) Column**

The **Input Alpha (4)** column displays the 4-character input alpha or the port.

**NOTE:** When you enter a 4-character input alpha, and are viewing all sizes on Alpha views, the 4-character input alpha populates the 6-character field and the 8-character field.

### **Input Alpha (6) Column**

The **Input Alpha (6)** column displays the 6-character input alpha of the port

### **Input Alpha (8) Column**

The **Input Alpha (8)** column displays the 8-character input alpha of the port.

### **Alias (4) Column**

The **Alias (4)** column displays the 4-character alias of the port.

**NOTE:** When you enter a 4-character alias, and are viewing all sizes on Alpha views, the 4-character alias populates the 6-character field and the 8-character field.

### **Alias (6) Column**

The **Alias (6)** column displays the 6-character alias of the port.

### **Alias (8) Column**

The **Alias (8)** column displays the 8-character alias of the port.


### **Description Column**

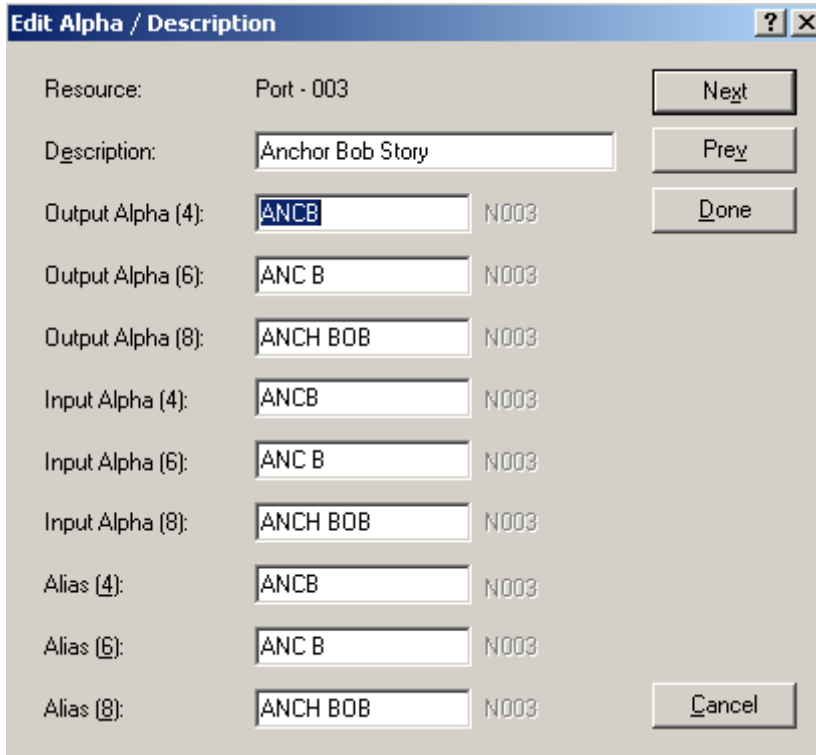
The **Description** column displays a more descriptive definition of the port.



## *Edit Port Alpha/Description Window*

The **Edit Port Alpha/Description** window, shown in Figure 241, is used to create or modify input alphas, output alphas, aliases and descriptions for selected ports.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 



Resource:	Port - 003	Next
Description:	Anchor Bob Story	Prey
Output Alpha (4):	ANCB N003	Done
Output Alpha (6):	ANC B N003	
Output Alpha (8):	ANCH BOB N003	
Input Alpha (4):	ANCB N003	
Input Alpha (6):	ANC B N003	
Input Alpha (8):	ANCH BOB N003	
Alias (4):	ANCB N003	
Alias (6):	ANC B N003	
Alias (8):	ANCH BOB N003	Cancel

FIGURE 241. Edit Port Alpha / Description Window

### Resource Field

The **Resource** field displays the selected resource.

### Description Field

The **Description** field is used to enter a short, user-recognized definition of the resource.

This field can contain *up to a 24-characters*.

**NOTE:** Output alphas and input alphas only appear if they are enabled. If they are not enabled, the screen shows only alphas and aliases.

### Output Alpha (4) Field

The **Alpha (4)** or **Output Alpha (4)** field is used to change the default alphas (N001, N002, etc.) to a more meaningful name for your users (for example, CAM1, CAM2, etc.).

This field can contain *up to 4 characters*.

### **Output Alpha (6) Field**

The **Alpha (6)** or **Output Alpha (6)** field is used to change the default alphas (N001, N002, etc.) to a more meaningful name for your users (for example, CAM1, CAM2, etc.).

This field can contain *up to 6 characters*.

### **Output Alpha (8) Field**

The **Alpha (8)** or **Output (8)** field is used to change the default alphas (N001, N002, etc) to a more meaningful name for your users (for example, CAM1, CAM2, etc.).

This field can contain *up to 8 characters*.

### **Input Alpha (4) Field**

The **Input Alpha (4)** field is used to change the default alphas (N001, N002, etc) to a more meaningful name for your users (for example, CAM1, CAM2, etc.).

This field can contain *up to 4 characters*.

### **Input Alpha (6) Field**

The **Input Alpha (6)** field is used to change the default alphas (N001, N002, etc) to a more meaningful name for your users (for example, CAM1, CAM2, etc.).

This field can contain *up to 6 characters*.

### **Input Alpha (8) Field**

The **Input Alpha (8)** field is used to change the default alphas (N001, N002, etc) to a more meaningful name for your users (for example, CAM1, CAM2, etc.).

This field can contain *up to 8 characters*.

### **Alias (4) Field**

The **Alias (4)** field is used to enter an alias. Alias names are used to identify destinations in a trunked intercom system to AZedit administrators and keypanel operators in other intercom systems.

This field can contain *up to 4 characters*.

### **Alias (6)Field**

The **Alias (6)** field is used to enter an alias. Alias names are used to identify destinations in a trunked intercom system to AZedit administrators and keypanel operators in other intercom systems.

This field can contain *up to 6 characters*.

### **Alias (8) Field**

The **Alias (8)** field is used to enter an alias. Alias names are used to identify destinations in a trunked intercom system to AZedit administrators and keypanel operators in other intercom systems.

This field can contain *up to 8 characters*.

---

## Alpha Windows

The **Alpha** windows, shown in Figure 242, display the ports and their corresponding alphas, aliases, and descriptions. Alphas are descriptive names assigned to ports to make them more recognizable to keypanel users than the default alphas. Aliases are descriptive names given to alphas that are named the same but reside in different intercom systems. Administrators use aliases to identify remote destinations from local destinations that may share the same alpha in different intercom systems. Aliases are only used when your intercom system is trunked.

The following windows all have the same columns (with the exception of the assignment group window which are not available to remote intercoms and do not have the alias column). For more information, see “Assignment Group Window” on page 168.

*Party Lines*

*IFBs*

*IFB SLs*

*Special Lists*

*GPI Output*

*ISOs*

*UPL Resources*

*Assignment Groups (does not have Alias columns)*

*Auto Dials*


The Edit Alpha /Description window is used to create or modify the port alphas, aliases, and descriptions. For more information on the Edit Alpha/Description window, see “Edit Alpha/Description Window” on page 229.

To **access the Edit Alpha/Description window**, do the following:

Double-click the **Resource** you wish to create/modify.

*The Edit Alpha/Description window appears.*

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---

Resource Column: Resource refers the different types of resources depicted in each Alpha window (for example, Party Line, PL)

Port	Output (4)	Output (6)	Output (8)	Input (4)	Input (6)	Input (8)	Alias (4)	Alias (6)	Alias (8)	Description
001	N001	N001	N001	N001	N001	N001	N001	N001	N001	
002	N002	N002	N002	N002	N002	N002	N002	N002	N002	
003	N003	N003	N003	N003	N003	N003	N003	N003	N003	
004	N004	N004	N004	N004	N004	N004	N004	N004	N004	
005	N005	N005	N005	N005	N005	N005	N005	N005	N005	
006	N006	N006	N006	N006	N006	N006	N006	N006	N006	
007	N007	N007	N007	N007	N007	N007	N007	N007	N007	
008	N008	N008	N008	N008	N008	N008	N008	N008	N008	
009	N009	N009	N009	N009	N009	N009	N009	N009	N009	
010	N010	N010	N010	N010	N010	N010	N010	N010	N010	

FIGURE 242. Alpha Windows in AZedit

**NOTE:** If you load an existing 4-character alpha configuration file into the Intercom system, and then set the alpha size to either six (6) or eight (8), the larger alpha sizes displays the default alpha (for example, N005), until they are edited.

**Resource Column**

**NOTE:** Resource refers to the different resource types (Port, PL, IFB, IFB SL, SL, RY, ISO, UR, AGRP, and AD) for each window.

The **Resource** column displays a list of resource numbers for the intercom system. This number cannot be modified.

**Alpha (4) Column**

The **Alpha (4)** column displays the 4-character alpha of the port.

**NOTE:** When you enter a 4-character alpha, and are viewing all sizes on alpha views, the 4-character output alpha populates the 6-character field and the 8-character field.

**Alpha (6) Column**

The **Alpha (6)** column displays the 6-character alpha of the resource.

**Alpha (8) Column**

The **Alpha (8)** column displays the 8-character alpha of the resource.

**Alias (4) Column**

The **Alias (4)** column displays the 4-character alias of the resource.

**NOTE:** When you enter a 4-character alias, and are viewing all sizes on Alpha views, the 4-character alias populates the 6-character field and the 8-character field.

### Alias (6) Column

The **Alias (6)** column displays the 6-character alias of the resource.

### Alias (8) Column

The **Alias (8)** column displays the 8-character alias of the resource.

### Description Column

The **Description** column displays a more descriptive definition of the resource.


---

## *Edit Alpha/Description Window*

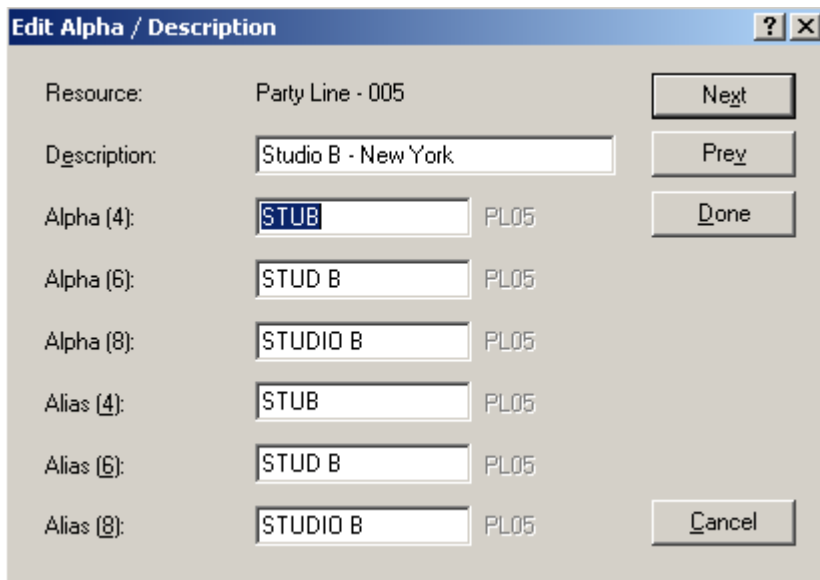
The **Edit Alpha/Description** window, shown in Figure 243, is used to create or modify the alpha, alias, and/or description of Party Lines, IFBs, IFB Special Lists, Special Lists, GPI Outputs, ISOs, UPL Resources, and Assignment Groups.

Assignment groups are not available to remote intercoms and do not have the alias column. For more information, see “Assignment Group Window” on page 168.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

---



Resource:	Party Line - 005	Next
Description:	Studio B - New York	Prev
Alpha (4):	STUB PL05	Done
Alpha (6):	STUD B PL05	
Alpha (8):	STUDIO B PL05	Cancel
Alias (4):	STUB PL05	
Alias (6):	STUD B PL05	
Alias (8):	STUDIO B PL05	

**FIGURE 243.** Edit Alpha/Description Window

### Resource Field

The **Resource** field displays the selected resource.

This field cannot be modified.

### **Description Field**

The **Description** field is used to enter a short, user-recognized definition of the resource.

This field can contain *up to 24-characters*.

### **Alpha (4) Field**

The **Alpha (4)** field is used to change the default alphas (N001, N002, etc.) to a more meaningful name for your users (for example, CAM1, CAM2, etc.).

This field can contain *up to 4 characters long*.

### **Alpha (6) Field**

The **Alpha (6)** field is used to change the default alphas (N001, N002, etc.) to a more meaningful name for your users (for example, CAM1, CAM2, etc.).

This field can contain *up to 6 characters*.

### **Alpha (8) Field**

The **Alpha (8)** field is used to change the default alphas (N001, N002, etc) to a more meaningful name for your users (for example, CAM1, CAM2, etc.).

This field can contain *up to 8 characters*.

### **Alias (4) Field**

The **Alias (4)** field is used to enter a 4-character alias. Alias names are used to identify destinations in a trunked intercom system to AZedit administrators and keypanel operators in other intercom systems.

### **Alias (6)Field**

The **Alias (6)** field is used to enter a 6-character alias. Alias names are used to identify destinations in a trunked intercom system to AZedit administrators and keypanel operators in other intercom systems.

### **Alias (8) Field**

The **Alias (8)** field is used to enter a 8-character alias. Alias names are used to identify destinations in a trunked intercom system to AZedit administrators and keypanel operators in other intercom systems.

## GPI Input and DIM Description Windows


The **GPI Input** and **DIM Description** windows, shown in Figure 244, displays the GPI Input resources and the DIM resources descriptions.

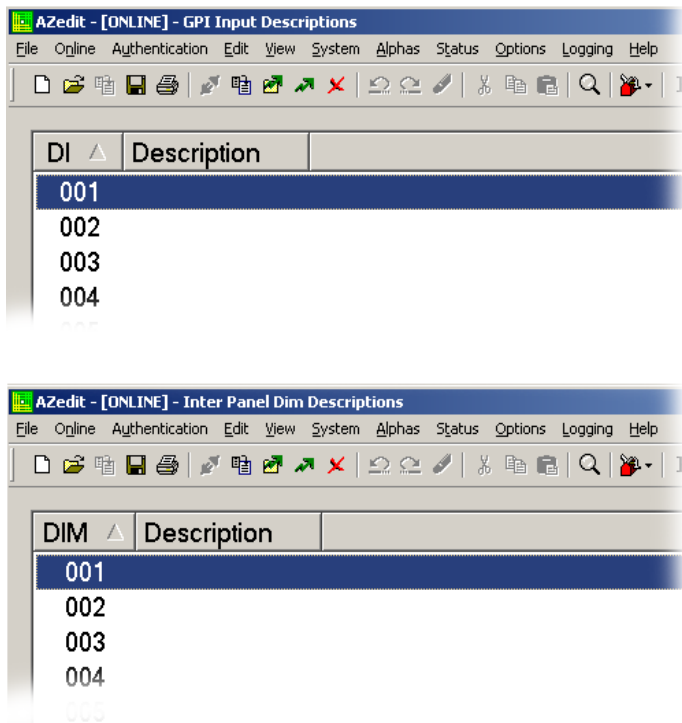
**NAVIGATION:** Select **Alphas|GPI Input** or **Dim Table** from the menu bar.

The Edit Alpha/Description window is used to create or modify the Descriptions for GPI Inputs and DIMs. For more information, see “Edit GPI Input and Dim Descriptions Window” on page 232.

To **access the Edit Alpha/Description window**, do the following:

- Double-click the **resource** you wish to create/modify.
- The Edit Alpha/Description window appears.*

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 



**FIGURE 244.** GPI Input Descriptions and DIM Descriptions

### Resource Column

**NOTE:** Resource refers to the different resource types (PL, IFB, IFB SL, SL, RY, ISO, UR, and AGRP) for each window. The **Resource** column displays a list of resource numbers for the intercom system. This number cannot be modified.

### Description Column


The **Description** column displays a more descriptive definition of the resource.

---

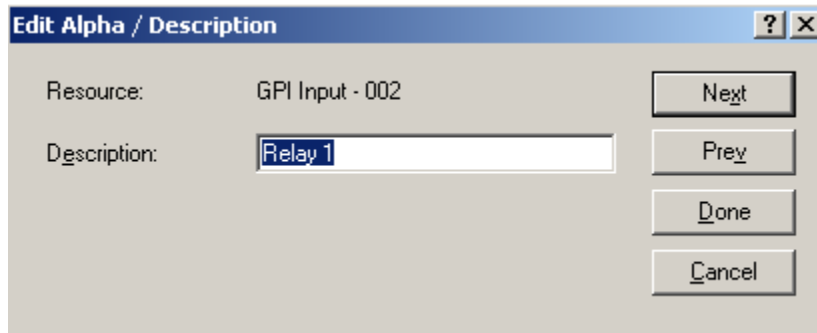
## *Edit GPI Input and Dim Descriptions Window*

The **Edit GPI Input and Dim Descriptions** window, shown in Figure 245, is used to create or modify the GPI Input and DIM table resource descriptions.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---



**FIGURE 245.** Edit GPI Input and Dim Descriptions Window

### **Resource Field**

The **Resource** field displays the selected resource.

This field cannot be modified

### **Description Field**

The **Description** field is used to enter a short, user-recognized definition of the resource.

This field can contain *up to 24-character limit*.



## *I/O Card Description Window*

The **I/O Card Description** window, shown in Figure 246, displays the I/O card slot position and description.


**NAVIGATION:** Select **Alphas|I/O Cards** from the menu bar.

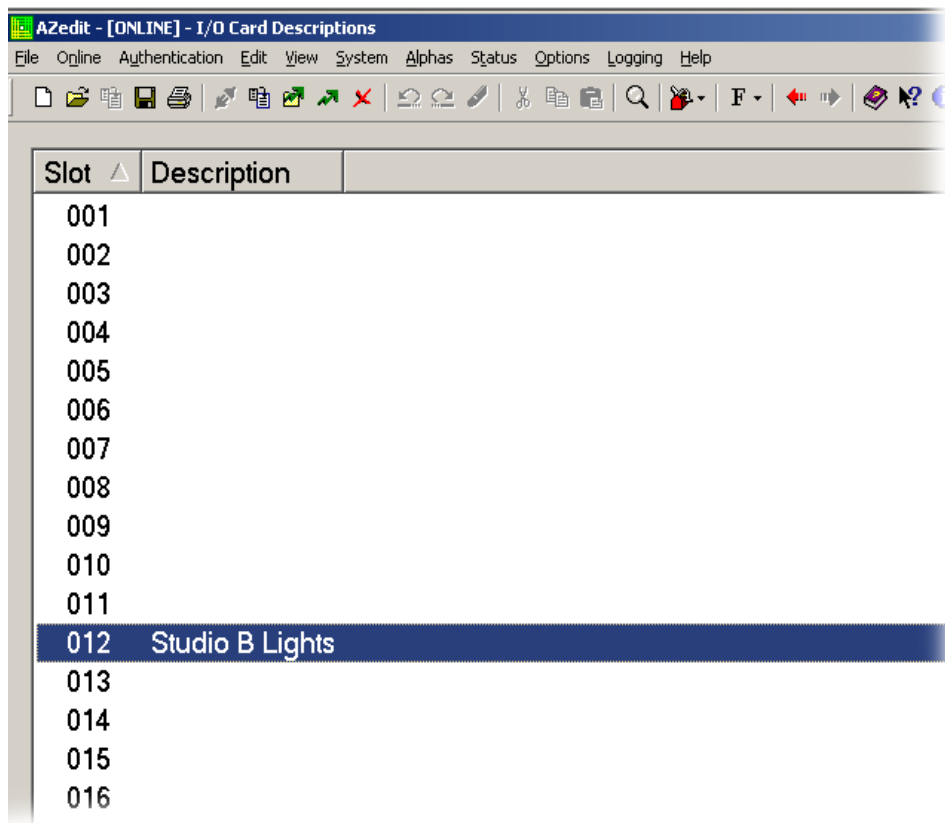
### *Edit Alpha/Description Window*

The **Edit Alpha/Description window** is used to create or modify the I/O card description. For more information, see “Edit I/O Card Description Window” on page 234.

To access the **Edit Alpha/Description window**, do the following:

- Double-click the **resource** you wish to create/modify.
- The Edit Alpha/Description window appears.*

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 



**FIGURE 246.** I/O Card Descriptions Window

### **Slot Column**

The **Slot** column displays the slot position of the I/O Card (slots 1-17).

This field cannot be modified.

### Description Column


The **Description** column displays the description of the I/O Card. If a description has not been assigned, the column is blank.

---

### *Edit I/O Card Description Window*

The **Edit I/O Card Description** window, shown in Figure 247, is used to create or modify the I/O Card description.

---

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

---

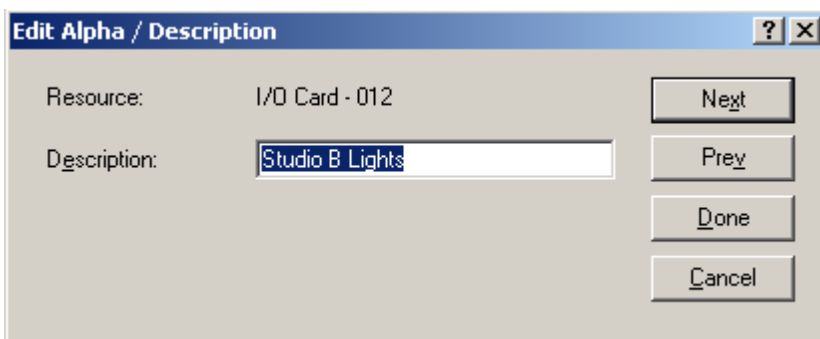


FIGURE 247. Edit I/O Card Description Window

### Resource Field

The **Resource** field displays the selected I/O Card.

This field cannot be modified

### Description Field

The **Description** field is used to enter a short, user-recognized definition of the I/O Card.

This field can contain *up to 24-characters*.

### *PAP/LCP Description Window*

The **PAP/LCP Description** window, shown in Figure 248, displays the PAP/LCP device number and description.


**NAVIGATION:** Select **Alphas|PAP and LCP-102** from the menu bar.

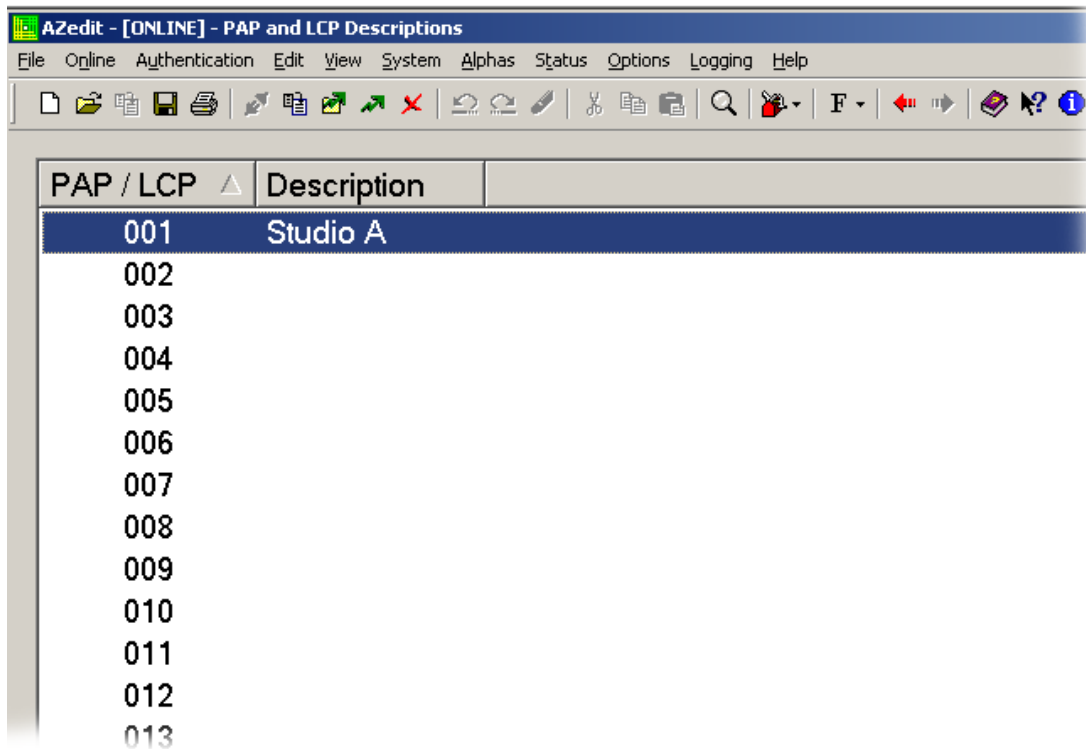
### *Edit Alpha/Description Window*

The **Edit Alpha/Description window** is used to create or modify the resource description. For more information, see “Edit I/O Card Description Window” on page 234.

To access the **Edit Alpha/Description window**, do the following:

- Double-click the **resource** you wish to create/modify.
- The Edit Alpha/Description window appears.*

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the **Activate** button. 



**FIGURE 248.** PAP and LCP Descriptions Window

### **PAP/LCP Column**

The **PAP/LCP** column displays PAP/LCP device (up to 15 devices).

This number cannot be modified.

---

## Description Column


The **Description** column displays the description of the PAP or LCP device. If a description has not been assigned, the column is blank.

---

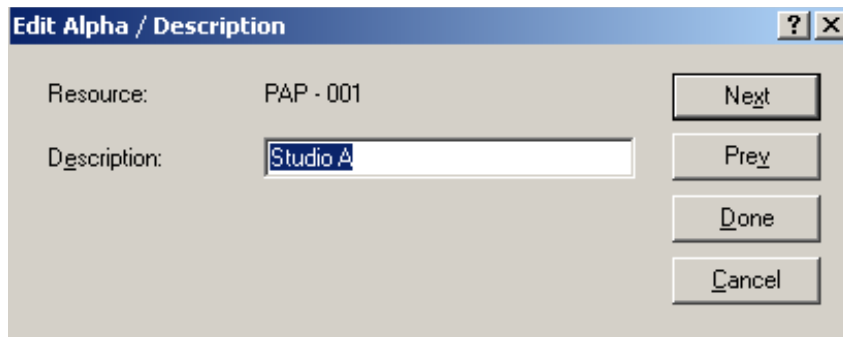
### *Edit PAP/LCP Description Window*

The **Edit PAP/LCP Description** window, shown in Figure 249, is used to create or modify the I/O Card description.

---

**IMPORTANT:** Remember to send any change you make to the intercom system using **Online|Send Changes** or the **Activate** button. 

---



**FIGURE 249.** Edit PAP/LCP Description Window

### Resource Field

The **Resource** field displays the selected PAP or LCP.

This field cannot be modified

### Description Field

The **Description** field is used to enter a short, user-recognized definition of the PAP or LCP.

This field can contain *up to 24-characters*.

---

## *Status Windows*

**Status Windows** are used to monitor different devices in the intercom system. AZedit displays status for the following windows:

*Port*

*Master Controller*

*Standby Controller*

*DBX Status Links*

*I/O Cards*

*MADI Cards*

*PAP & LCP-102s*

*UIO-256*

*Ethernet Links*

*Trunk Master*

*Trunk Ports*

*Remote Intercoms*

*RVON Connection Status*

*Alarms*

## Port Status Window

The **Port Status** window, shown in Figure 250, is used to view connection status and data communication errors between the master controller and data devices that are connected to intercom ports. Data devices include keypanels, camera delegate panels, and TIF telephone interfaces. You can also use this screen to upgrade the firmware in certain types of keypanels connected to intercom ports.

**NAVIGATION:** Select **Status|Port** from the menu bar.

Port	Alpha	Comm	Status	Errors To	BER To	Errors From	BER From	Description
001	N001	-	-	-	-	-	-	
002	N002	-	-	-	-	-	-	
003	N003	-	-	-	-	-	-	
004	N004	-	-	-	-	-	-	
005	N005	-	-	-	-	-	-	
006	N006	-	-	-	-	-	-	
007	N007	-	-	-	-	-	-	
008	N008	-	-	-	-	-	-	
009	N009	OK	KP 0	-	-	-	-	
010	N010	-	-	-	-	-	-	
011	N011	-	-	-	-	-	-	
012	N012	-	-	-	-	-	-	
013	N013	-	-	-	-	-	-	
014	N014	-	-	-	-	-	-	
015	N015	-	-	-	-	-	-	
016	N016	-	-	-	-	-	-	
017	N017	-	-	-	-	-	-	
018	N018	-	-	-	-	-	-	
019	N019	-	-	-	-	-	-	
020	N020	-	-	-	-	-	-	
021	N021	-	-	-	-	-	-	
022	N022	-	-	-	-	-	-	
023	N023	-	-	-	-	-	-	
024	N024	-	-	-	-	-	-	
025	N025	-	-	-	-	-	-	
026	N026	-	-	-	-	-	-	
027	N027	-	-	-	-	-	-	
028	N028	-	-	-	-	-	-	
029	N029	-	-	-	-	-	-	

FIGURE 250. Port Status Window

### Port Column

The **Port** column displays a list of the ports in the intercom system.

### Alpha Column

The **Alpha** column displays a list of alphas relative to the port it describes in the intercom system.

### Comm Column

The **Comm** column displays a list of communication statuses (*OK*, *BAD*, or *-*) of the ports.

**Status Column**

The **Status** column displays the description of the errors for the device connected to the port.

*Bad Cut* - Indicates that there was a connection with a data device, but communication has stopped.

*OK KP 1-7* - This indicates 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 user manual for information on Dip switch settings. In the case of a keypanel that does not have Dip switches on its rear panel, “KP 7” appears to indicate the keypanel is a normally functioning keypanel.

<u>Number</u>	<u>Switch Settings</u>		
	SW1-1	SW1-2	SW1-3
0	Open	Open	Open
1	Open	Closed	Open
2	Closed	Closed	Open
3	Closed	Closed	Open
4	Open	Open	Closed
5	Open	Closed	Closed
6	Closed	Closed	Closed
7	Closed	Closed	Closed

*OK?* - Indicates the data device connected to the port is a keypanel with an unknown or earlier version of software.

*OK TIF* - Indicates the data device connected to the port is a TIF Telephone Interface.

**Errors To Column**

The **Errors To** column displays the number of errors the Master Controller logs as being sent to the port.

**BER To Column**

The **BER** (Burst Error Rate) **To** column displays the number of errors sent to the port in the last 10 minutes.

**Errors From Column**

The **Errors To** column displays the number of errors the Master Controller logs as being sent from the port.

**BER From Column**

The **BER** (Burst Error Rate) **To** column displays the number of errors sent from the port in the last 10 minutes.

**NOTE:** While a few errors may not be cause for alarm, constant errors may pose an issue with the keypanel’s responsiveness. The stability of the physical connection to the intercom should be checked for problems.

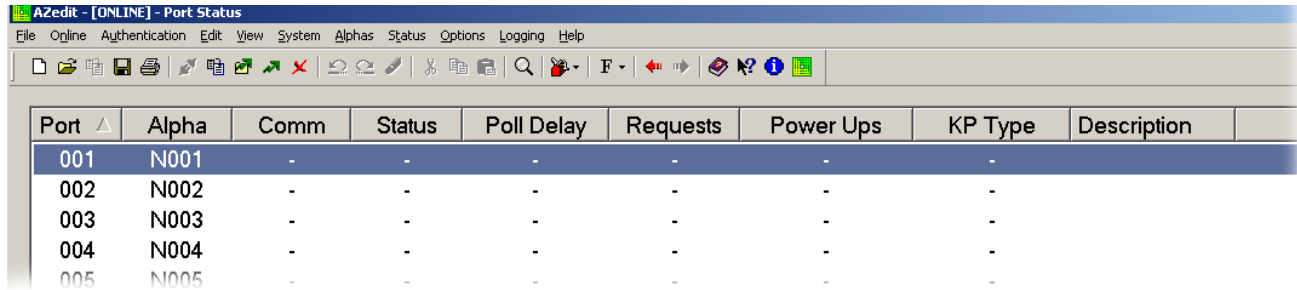
## Description Column

The **Description** column displays a short, user-recognized, definition of the resource.

## Show Enhanced Status Check Box

The **Show Enhanced Status** check box is used to show more status information. When selected, the BER To, Errors To, BER From and Errors From columns are replaced with Poll Delay, Requests, Power Ups, and KP Type (see Figure 251).

**NOTE:** The trunk port status can be cleared from the window in the event trunking is disconnected from a system without first releasing the ports from trunking. This is a right-click menu option when the enhances status window is active.



Port	Alpha	Comm	Status	Poll Delay	Requests	Power Ups	KP Type	Description
001	N001	-	-	-	-	-	-	-
002	N002	-	-	-	-	-	-	-
003	N003	-	-	-	-	-	-	-
004	N004	-	-	-	-	-	-	-
005	N005	-	-	-	-	-	-	-

FIGURE 251. Show Enhanced Status Columns

## Poll Delay Column

The **Poll Delay** column reports the current poll delay setting. The poll delay is set in the Keypanel/Port Configuration window, see “Keypanel/Port Configuration Window” on page 117.

## Requests Column

The **Requests** column provides a running count of talk/listen key closures.

## Power Ups Column

The **Power Ups** column provides a running count of how many times the connected device has been turned on.

## KP Type Column

The **KP Type** column reports the type of keypanel that is connected. If the port has been reserved for trunking, *Trunk Port* appears.

## Clear Button

The **Clear** button opens the Clear Port Status window (see “Clear Port Status Window” on page 241).



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## Clear Port Status Window

The **Clear Port Status** window, shown in Figure 252, is used to define parameters to clear from a port or from selected ports.

**NOTE:** Clear port status is commonly used to troubleshoot connections. When a connection is stabilized, it is recommended to clear the connection errors. This gives you a better of the rate at which errors are occurring.

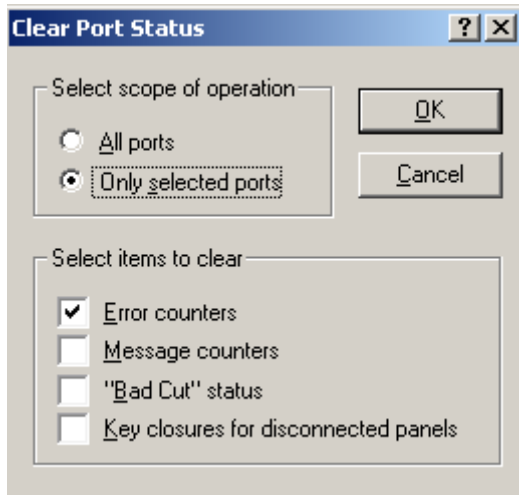


FIGURE 252. Clear Port Status Window

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## Select Scope of Operation Group Box

### All Ports Radio Button

The **All Ports** radio button indicates all ports in the intercom are selected for the Clear Port Status operation.

### Only Selected Ports Radio Button

The **Only Selected Ports** radio button indicates only selected (highlighted ports) are selected for the Clear Port Status operation.

---

## Select Items to Clear Group Box

### Error Counters Check Box

The **Error Counters** check box is used to configure error counters to be cleared with the Clear Port Status operation.

### Message Counters Check Box

The **Message Counters** is used to configure message counters to be cleared with the Clear Port Status operation.

### “Bad Cut” Status Check Box

The **“Bad Cut” Status** check box is used to configure “Bad Cut” Status to be cleared with the Clear Port Status operation.

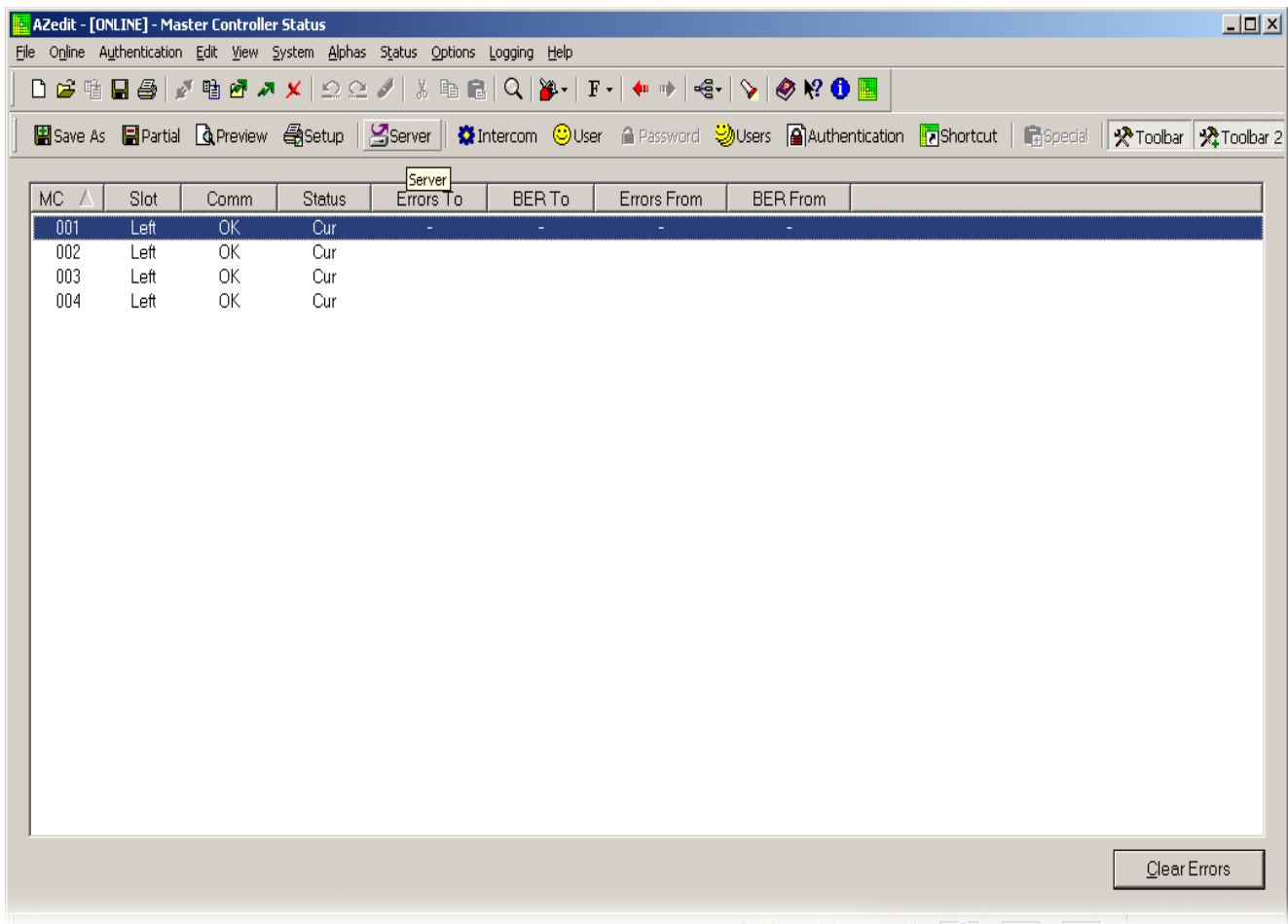
## Key Closures for Disconnected Panels Check Box

The **Key Closures for Disconnected Panels** check box is used to configure disconnected panel key closures to be cleared with the Clear Port Status operation.

## Master Controller Status Window

The **Master Controller Status** window, shown in Figure 253, is used 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. For more information, see “Master Controller Description” on page 39.

**NAVIGATION:** Select **Status|Master Controller** from the menu bar.



**FIGURE 253.** Master Controller Status Window

## MC Column

The **MC** column identifies the frame number for each active master controller. In a Zeus or ADAM CS intercom system, this number is always 001. This is also the case for a single-frame ADAM system, or for a multi-frame ADAM system that uses **DBX** (Dual Bus Expansion) cards.

In a multi-frame ADAM system that uses **SBX** (Single Bus Expansion) cards, the numbers indicate the following:

- 001* - Active master controller in master frame
- 002* - Active master controller in first slave frame
- 003* - Active master controller in second slave frame
- 004* - Active master controller in third slave frame
- 005* - Active master controller in fourth slave frame

## Slot Column

The **Slot** column indicates which master controller slot is the active slot and which slot is currently the standby master controller. This is not applicable for a Zeus Intercom System.

**NOTE:** In a multi-frame ADAM intercom system (with SBX cards), Slot indication is only provided for the active master controller in the master frame (frame 001).

## Comm Column

The **Comm** column displays a list of communication statuses (OK, BAD, or -) for the master controller.

## Status Column

The **Status** column displays the status of the master controller. OK indicates the master controller is functioning correctly. Anything else indicates a problem with the card.

## Errors To Column

The **Errors To** column displays the number of errors the Master Controller logs as being sent to the master controller.

## BER To Column

The **BER To** column displays the number of errors that have been sent to the master controller in the last 10 minutes.

## Errors From Column

The **Error From** column displays the number of errors the Master Controller logs as being sent from the master controller.

## BER From Column

The **BER From** column displays the number of errors sent from the master controller in the last 10 minutes.

## Clear Errors Button

The **Clear Errors** button is used to clear the error counters.

## Standby Master Controller Status Window

The **Standby Master Controller Status** window, shown in Figure 254, is used to view connection status and data communication errors between the standby master controller and the configuration PC. You can also use this to upgrade the standby master controller firmware.

**NAVIGATION:** Select **Status|Standby Controller** from the menu bar.

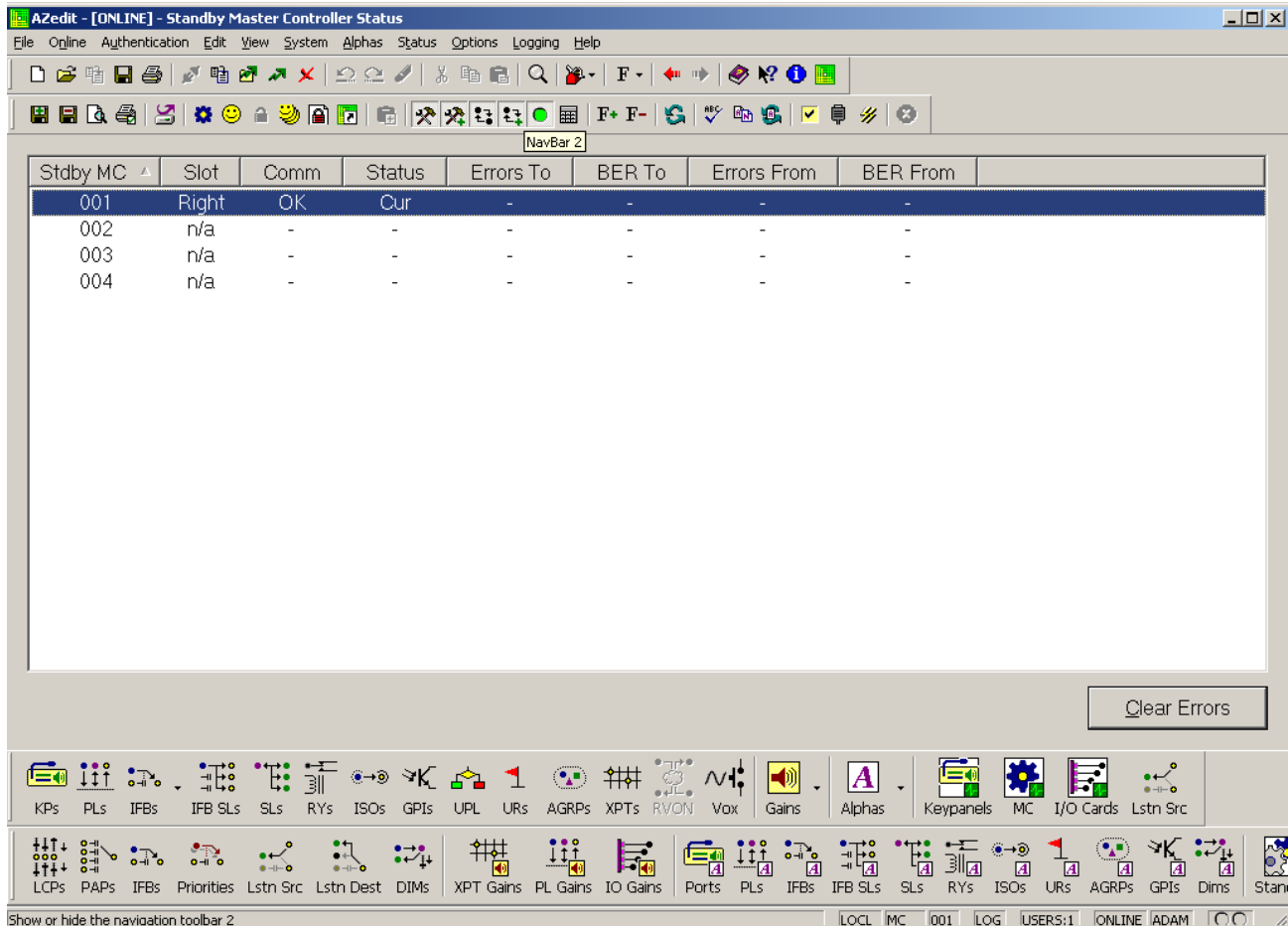


FIGURE 254. Standby Master Controller Status Window

### Standby MC Column

The **Standby MC** column identifies the frame number for each standby master controller. In a Zeus or ADAM CS intercom system, this number is always 001. This is also the case for a single-frame ADAM system, or for a multi-frame ADAM system using **DBX** (Dual Bus Expansion) cards.

In a multi-frame ADAM system that uses **SBX** (Single Bus Expansion) cards, the numbers indicate the following:

- 001 - Standby master controller in master frame
- 002 - Standby master controller in first slave frame
- 003 - Standby master controller in second slave frame
- 004 - Standby master controller in third slave frame
- 005 - Standby master controller in fourth slave frame

## Slot Column

The **Slot** column is not applicable for a Zeus Intercom System. For an ADAM or ADAM CS Intercom System, this column indicates which master controller slot is the active slot and which slot is currently the standby master controller.

**NOTE:** In a multi-frame ADAM intercom system (with SBX cards), Slot indication is only provided for the active master controller in the master frame (frame 001).

*n/a* – indicates there is not a standby master controller card inserted in any slot.

*Right or Left* – indicates which of the two (2) available master controller card slots the standby controller is currently using.

## Comm Column

The **Comm** column displays a list of communication statuses (*OK, BAD, or -*) for the standby master controller.

## Status Column

The **Status** column displays the status of the standby master controller.

*-- --* - Two (2) 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* - This 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* - This indicates the standby controller is connected and operating, and is updated with the current intercom system configuration.

*OK Old* - This indicates the standby controller is connected and operating, but is not updated with the current intercom system configuration.

## Errors To Column

The **Errors To** column displays the number of errors the Master Controller logs as being sent to the standby controller.

## BER To Column

The **BER To** column displays the number of errors sent to the standby controller in the last 10 minutes.

## Errors From Column

The **Error From** column displays the number of errors the master controller logs as being sent from the standby controller.

## BER From Column

The **BER From** column displays the number of errors sent from the standby controller in the last 10 minutes.

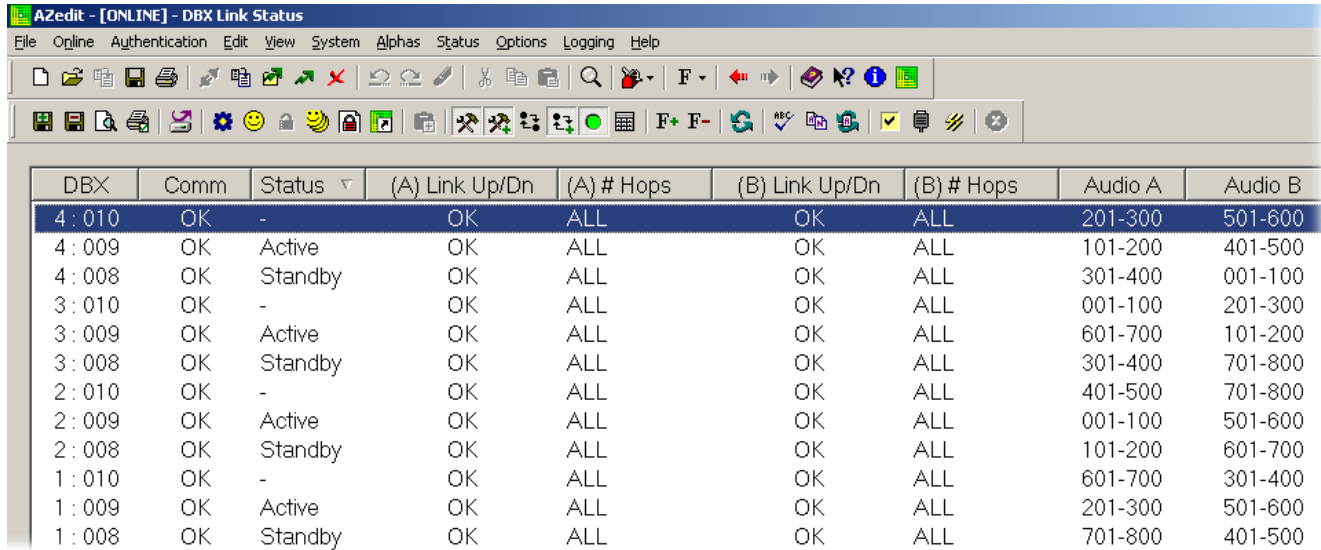
## Clear Errors Button

The **Clear Errors** button is used to clear the error counters.

## DBX or TBX Link Status Window

The **DBX Link Status** window, shown in Figure 255, is used to view the status of the DBX or TBX (Tribus) links between frames.

**NAVIGATION:** Select **Status|DBX Links** from the menu bar.



DBX	Comm	Status	(A) Link Up/Dn	(A) # Hops	(B) Link Up/Dn	(B) # Hops	Audio A	Audio B
4 : 010	OK	-	OK	ALL	OK	ALL	201-300	501-600
4 : 009	OK	Active	OK	ALL	OK	ALL	101-200	401-500
4 : 008	OK	Standby	OK	ALL	OK	ALL	301-400	001-100
3 : 010	OK	-	OK	ALL	OK	ALL	001-100	201-300
3 : 009	OK	Active	OK	ALL	OK	ALL	601-700	101-200
3 : 008	OK	Standby	OK	ALL	OK	ALL	301-400	701-800
2 : 010	OK	-	OK	ALL	OK	ALL	401-500	701-800
2 : 009	OK	Active	OK	ALL	OK	ALL	001-100	501-600
2 : 008	OK	Standby	OK	ALL	OK	ALL	101-200	601-700
1 : 010	OK	-	OK	ALL	OK	ALL	601-700	301-400
1 : 009	OK	Active	OK	ALL	OK	ALL	201-300	501-600
1 : 008	OK	Standby	OK	ALL	OK	ALL	701-800	401-500

FIGURE 255. DBX Link Status Window

### DBX Column

The **DBX** column displays DBX/TBX cards listed by frame and slot number. For example, 1:009 indicates frame 1, card slot number 9.

### Comm Column

The **Comm** column displays the communications status of the DBX/TBX cards.

### Status Column

The Status column displays the status of data communication over the DBX/TBX cards. Statuses include:

- “-- --” - Two consecutive dashes indicate that there has never been any data communication over the DBX/TBX cards. This could be because the device is not connected.
- OK Active* - This indicates the card is talking and is the active card in the frame.
- OK Standby* - This indicates the card is talking and is the standby card in the frame.
- OK* - Indicates the card is talking, but it is neither active nor standby.

### (A) Link Up/Dn Column

The (A) **Link Up/Dn** column displays the status of the links on DBX/TBX port A. Any of the following indications may appear

- “-- --” - the link is down
- OK # - the link is up (for # hops)
- OK All - the link is up (for ALL hops)

**NOTE:** The hops count indicates how many consecutive links are up.

**EXAMPLE:** If card 1:009 reports Link A status of *OK 3 hops*, that means it could send a message out its Link A and that message could travel up to three (3) hops before coming to a down link. (A *hop* means the jump from one DBX/TBX card to another, and to continue a hop, the receiving DBX/TBX card turns around and transmits the message out its other port).

*OK ALL* means that all links are up (every card’s link status should read OK ALL).

### (A) # Hops Column

The (A) **# Hops** column indications are:

- “-- --” - the link is down
- OK # - the link is up (for # hops)
- All - the link is up (for ALL hops)

**NOTE:** The hops count indicates how many consecutive links are up.

**EXAMPLE:** If card 1:009 reports Link A status of “OK 3 hops”, that means it could send a message out its Link A and that message could travel up to three (3) hops before coming to a down link. (A “hop” means the jump from one (1) DBX/TBX card to another, and to continue a hop, the receiving DBX/TBX card turns around and transmits the message out its other port).

*OK ALL* means that all links are up (every card’s link status should read OK ALL).

### (B) Link Up/Dn Column

The (B) **Link Up/Dn** column displays the status of the links on DBX/TBX port B. Any of the following indications may appear:

- “-- --” - the link is down
- OK # - the link is up (for # hops)
- OK All - the link is up (for all hops)

**NOTE:** The hops count indicates how many consecutive links are up.

**EXAMPLE:** If card 1:009 reports Link A status of “OK 3 hops”, that means it could send a message out its Link A and that message could travel up to three (3) hops before coming to a down link. (A “hop” means the jump from one DBX/TBX card to another, and to continue a hop, the receiving DBX/TBX card turns around and transmits the message out its other port).

*OK ALL* means that all links are up (every card’s link status should read OK ALL).

**(B) # Hops Column**

The (A) # Hops column indications are:

- “-- --” - the link is down
- OK # - the link is up (for # hops)
- All - the link is up (for all hops)

**NOTE:** The hops count indicates how many consecutive links are active.

**EXAMPLE:** If card 1:009 reports Link A status of “OK 3 hops”, that means it could send a message out its Link A and that message could travel up to three (3) hops before coming to a down link. (A “hop” means the jump from one DBX/TBX card to another, and to continue a hop, the receiving DBX/TBX card turns around and transmits the message out its other port).

ALL means that all links are up (in this case every card’s link status should read OK ALL).

**Audio A Column**

The **Audio A** column indicates whether Port A links are being used to pass audio from one frame to another (and shows which timeslots/ports are being driven). Any of the following indications can be given:

- “-- --” - the link is not used for audio.
- ###-### - this link is used for the timeslots indicated.

**EXAMPLE 1**

There is one DBX/TBX card per frame (in slot 9). Both DBX/TBX cards are “active” in their frame, and all links are up. The following information displays for a 2-frame system without redundant DBX/TBX cards.

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 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, and is being used to drive timeslots 1-124 from frame 1.

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

This means that the last four (4) 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 (4) 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/TBX so that it can produce, publish, forward, receive, and test. It is used by the DBX/TBX to ensure that the links are passing valid audio between frames. If the DBX/TBX detects that the link is up, but that the audio is corrupt, the DBX/TBX tears down the link and builds it up again.



**EXAMPLE 2**

DBX/TBX	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 example 2, the link connecting Port B of 1:9 to Port B 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/TBX card per frame, and if any card fails, connectivity is lost.

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.

**Audio B Column**

The **Audio B** column indicates whether Port B links are being used to pass audio from one (1) frame to another (and shows which timeslots/ports are being driven). Any of the following indications can be given:

“-- --” -the 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/TBX	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, and is being used to drive timeslots 1-124 from frame 1.

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

This means that the last four (4) 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 (4) 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/TBX that it can produce, publish, forward, receive, and test. It is used by the DBX/TBX to ensure that the links are passing valid audio between frames. If the DBX/TBX detects that the link is up, but that the audio is corrupt, the DBX/TBX tears down the link and builds it up again.

**EXAMPLE 2**

DBX/TBX	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 example 2, the link connecting Port B of 1:9 to Port B 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.

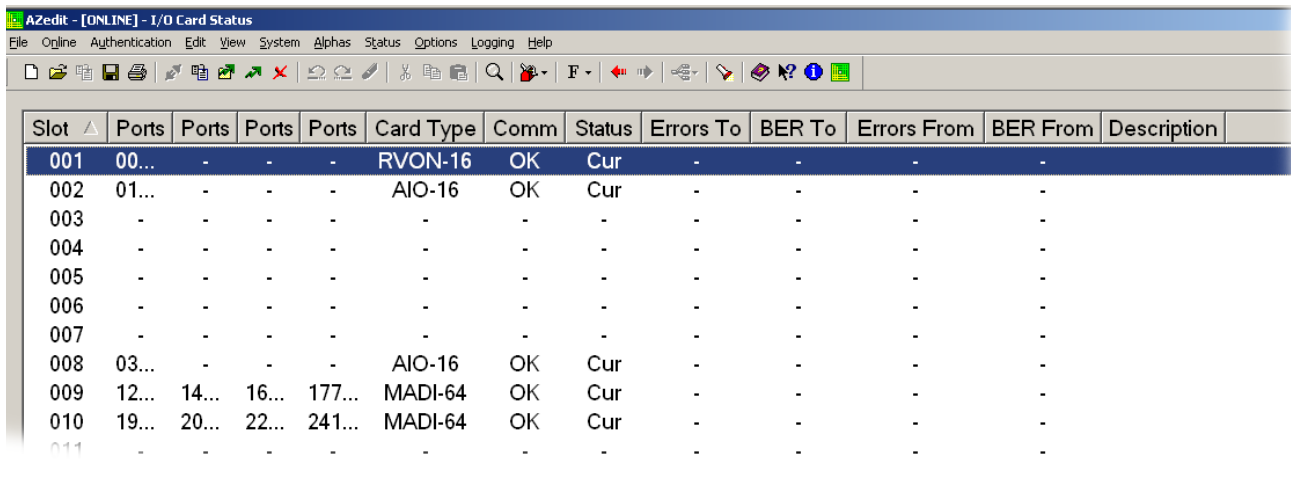
**NOTE:** Even though this intercom is called a 2-frame, non-redundant, system, it actually has redundant audio because both links go between frame 1 and 2. The intercom does not have redundant control because there is only one (1) DBX/TBX card per frame, and if any card fails, connectivity is lost.

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

*I/O Card Status Window*

The **I/O Card Status** window, shown in Figure 256, is used to view connection status and data communication errors between Audio Input/Output Cards and the active Master Controller Card. You can also use this to upgrade the firmware in Audio Input/Output Cards and DBX Cards.

**NAVIGATION:** Select **Status|I/O Cards** from the menu bar.



**FIGURE 256.** I/O Card Status Window

**Slot Column**

The **Slot** column displays the card in relation to which frame and its position in the frame.

For example, 1:011, indicates the card is in Frame 1 and in Slot 11.

### Port Column

The **Port** column displays a list of the ports designated to that slot. This column shows AIO-8 card ports and the first half of the sixteen ports on an AIO-16.

### Port Column

The **Port** column displays a list of the ports designated to that slot. This column shows the second half of the sixteen ports on an AIO-16.

### Card Type Column

The **Card Type** column displays the type of card that is in the slot.

### Comm Column

The **Comm** column displays a list of communication statuses (OK, BAD, or -) of the ports.

(blank) - no card present

*OK* - the card is communicating with the master controller.

*BAD* - the card is not communicating with the master controller.

### Status Column

The **Status** column displays the communication status between the I/O card and the Master Controller.

*CUR* - The information from the master controller is current and up-to-date.

*OLD* - The information from the master controller is not current and out-of-date.

*CUT* - The information is bad and communication terminated.

### Errors To Column

The **Errors To** column displays the number of errors the Master Controller logs as being sent to the I/O card.

### BER To Column

The **BER To** column displays the number of errors sent to the card in the last 10 minutes.

### Errors From Column

The **Error From** column displays the number of errors the Master Controller logs as being sent from the I/O card.

### BER From Column

The **BER From** column displays the number of errors sent from the card in the last 10 minutes.

### Description Column

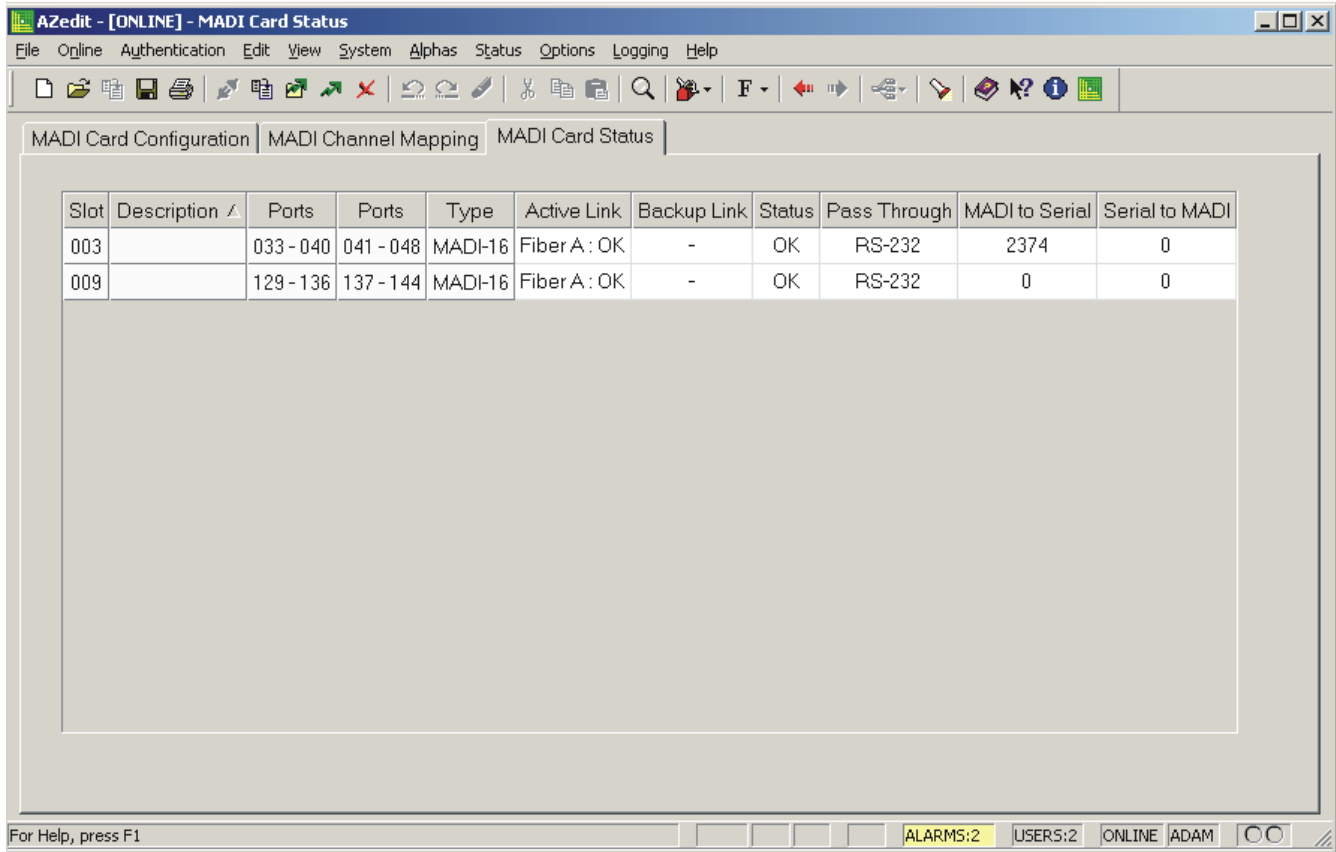
The **Description** column displays a short, user-recognizable, definition of the resource.

### Clear Errors Button

The **Clear Errors** button is used to clear the error counters.

## MADI Card Status Window

The **MADI Card Status** window, shown in Figure 257, is used to display configuration options for MADI 16 Plus cards installed in your intercom system.



**FIGURE 257.** MADI Card Status Window

For more information, see “MADI Card Status Window” on page 70.

## PAP & LCP-102 Status Window

The **PAP & LCP-102 Status** window, shown in Figure 258, is used to view the status information for the PAP or LCP-102 devices. You can also download firmware updates to the devices from this window.

**NAVIGATION:** Select **Status|PAP and LCP-102** from the menu bar.

PAP / LCP	Comm	Status	Errors To	BER To	Errors From	BER From	Description
1 : 01	-	-	-	-	-	-	
1 : 02	-	-	-	-	-	-	
1 : 03	-	-	-	-	-	-	
1 : 04	-	-	-	-	-	-	
1 : 05	-	-	-	-	-	-	
1 : 06	-	-	-	-	-	-	
1 : 07	-	-	-	-	-	-	
1 : 08	-	-	-	-	-	-	
1 : 09	-	-	-	-	-	-	
1 : 10	-	-	-	-	-	-	
1 : 11	-	-	-	-	-	-	
1 : 12	-	-	-	-	-	-	
1 : 13	-	-	-	-	-	-	
1 : 14	-	-	-	-	-	-	
1 : 15	-	-	-	-	-	-	

FIGURE 258. PAP and LCP Status Window

### PAP/LCP Column

The **PAP/LCP** column displays a list of all the PAP/LCP-102s in the intercom system.

### Comm Column

The **Comm** column displays a list of communication statuses (OK, BAD, or -) between the intercom system and the PAP/LCP-102 connections.

### Status Column

The **Status** column displays the communication status between the PAP or LCP-102 and the Master Controller.

- “-- --” - Two (2) consecutive dashes indicate there has never been any data communication between the PAP or LCP-102 and the master controller during the current edit session. This could be because the PAP or LCP-102 is not connected.
- Bad Cut* - This indicates there was a connection to the PAP or LCP-102, but it is now not connected, or there may be a power failure or other problem somewhere in the system.
- OK PAP* - This indicates the Program Assist Panel or LCP-102 is connected and operating.

**Errors To Column**

The **Errors To** column displays the number of errors the Master Controller logs as being sent to the PAP or LCP-102.

**BER To Column**

The **BER To** column displays the number of errors sent to the PAP or LCP-102 in the last 10 minutes.

**Errors From Column**

The **Error From** column displays the number of errors the Master Controller logs as being sent from the PAP or LCP-102.

**BER From Column**

The **BER From** column displays the number of errors sent from the PAP or LCP-102. in the last 10 minutes.

**Description Column**

The **Description** column displays description of the PAP or LCP device.

**Clear Errors Button**

The **Clear Errors** button is used to clear the error counters.

## UIO-256 Status Window

The **UIO-256 Status** window, shown in Figure 259, is used to view status information for the UIO-256 and GPIO-16. You can also download firmware updates from this window.

**NAVIGATION:** Select **Status|UIO-256** from the menu bar.

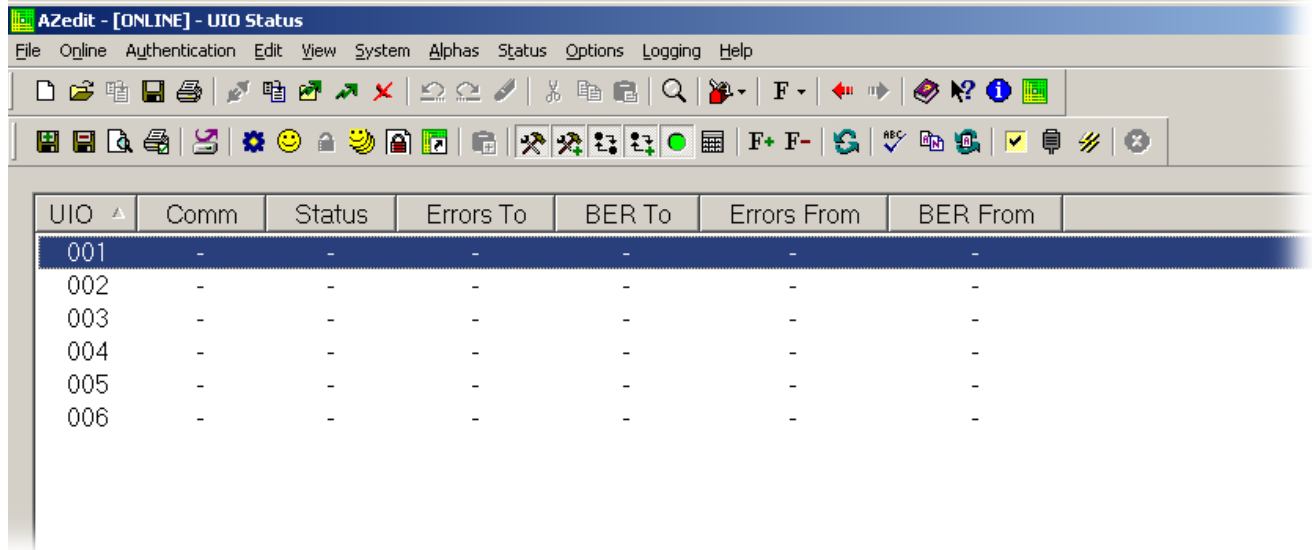


FIGURE 259. UIO Status Window

### UIO Column

The **UIO** column displays a list of all the UIO-256 units in the intercom system.

### Comm Column

The **Comm** column displays a list of communication statuses (OK, BAD, or -) of the UIO-256 units in the intercom system.

### Status Column

The **Status** column displays the status of the UIO-256 device.

- “-- --” - Two (2) consecutive dashes indicate that there has never been any data communication between the UIO-256 and the master controller during the current edit session. This could be because the device is not connected.
- Bad Cut* - This indicates there was a connection to the UIO-256, but it is now not connected, or there may be a power failure or other problem somewhere in the system.
- OK Cur* - This indicates the UIO-256 is connected and operating, and is updated with the current intercom system configuration.
- OK Old* - This indicates the UIO-256 is connected and operating, but is not updated with the current intercom system configuration.

### Errors To Column

The **Errors To** column displays the number of errors the Master Controller logs as being sent to the UIO.

## BER To Column

The **BER To** column displays the number of errors sent to the UIO in the last 10 minutes.

## Errors From Column

The **Error From** column displays the number of errors the Master Controller logs as being sent from the UIO card.

## BER From Column

The **BER From** column displays the number of errors sent from the UIO in the last 10 minutes.

## Clear Errors Button

The **Clear Errors** button is used to clear the error counters.

## Ethernet Links Status: Trunk Master Window

FIGURE 260. Ethernet Link Status Window

## TM/Link Column

The **TM/Link** column displays the Trunk Master number and the link number. For example, the first link in the second trunk master would be represented as 2:1.

## Link Up/Dn Column

The **Link Up/Dn** column displays whether the link is up (active) or down (inactive)

## Status Column

The **Status** column displays the status of the Ethernet link.

Available selections for this field are:

- OK* - the link is up
- Active* - the link is active
- Standby* - the link is standby
- (hyphen)* - the link is down



### **IP Address Column**

The **IP Address** column displays the IP Address of the trunk master.

### **Link Ups Column**

The **Link Ups** column displays how many time a connection was established. Normally this value is very low (i.e. 1 or 2); however, if there are network problems, a higher number may display.

### **Round Trip (ms) Column**

The **Round Trip (ms)** column displays approximately how long, in milliseconds, it takes for a message from the intercom to be acknowledged by the trunk master.

Round Trip is an average value. It should never be any higher than a predetermined maximum (currently 5 seconds). If this value goes higher, the link fails. Alternatively, this value can never be lower than 0 seconds.

The range for this field is 0 – 5.

### **Packets To Column**

The **Packets To** column display the number of packets (i.e., messages) sent to the trunk master from the intercom.

### **Retransmits Column**

The **Retransmits** column displays approximately how many messages (i.e., packets) needed to be retransmitted because no acknowledgement for those packets is received from the trunk master. This can happen if a message was dropped by the network, or if the round trip is high enough the intercom reset the message before it received the acknowledgement from the trunk master.

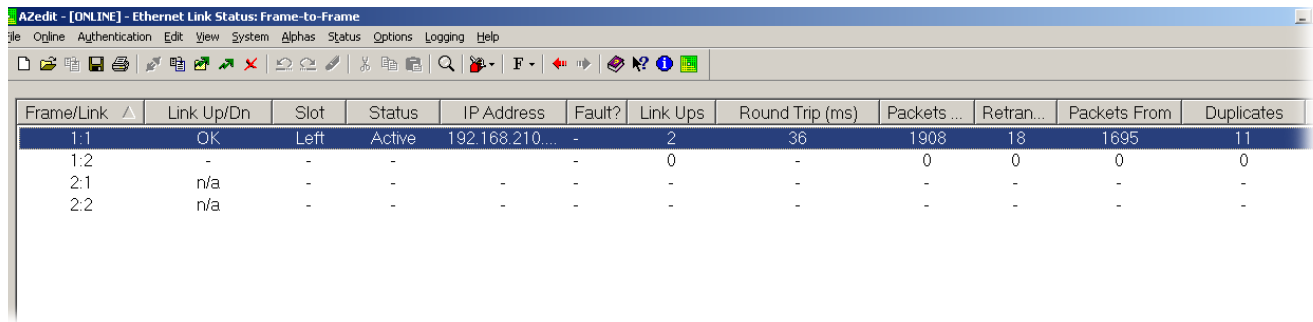
### **Packets From Column**

The **Packets From** column displays the number of packets (i.e., messages sent from the trunk master to the intercom).

### **Duplicates Column**

The **Duplicates** column displays approximately how many messages (i.e., packets) needed to be retransmitted because no acknowledgement for those packets is received from the intercom.

## Ethernet Link Status: Frame-to-Frame Window



Frame/Link	Link Up/Dn	Slot	Status	IP Address	Fault?	Link Ups	Round Trip (ms)	Packets ...	Retran...	Packets From	Duplicates
1:1	OK	Left	Active	192.168.210...	-	2	36	1908	18	1695	11
1:2	-	-	-	-	-	0	-	0	0	0	0
2:1	n/a	-	-	-	-	-	-	-	-	-	-
2:2	n/a	-	-	-	-	-	-	-	-	-	-

FIGURE 261. Ethernet Link Status: Frame-to-Frame window

### Frame/Link Column

The **Frame/Link** column displays the Frame number and the frame link number. For example, the first frame and the second link would be displayed as 1:2.

### Link Up/Dn Column

The **Link Up/Dn** column displays whether the fiber link is up (active) or down (inactive).

### Slot Column

The **Slot** column displays the physical position of the Tribus card in the frame.

### Status Column

The **Status** column displays the status of the Ethernet link.

Available options for this field are:

- OK* - the link is up
- Active* - the link is active
- Standby* - the link is standby
- (*hyphen*) - the link is down

### IP Address Column

The **IP Address** column displays the IP Address of the Tribus card.

### Fault? Column

The **Fault?** column displays a message if two (2) frames are connected to form a multi-frame intercom, but their configurations do not match. When two (2) frame configurations do not match it prevents the frames from communicating with each other. If the frames continue to operate as autonomous even though the link between them is up, the reason displays in this column.

**NOTE:** An <N> or similar symbol with the message text denotes a numeric value inserted by the software at runtime.

<i>Frame ID Mismatch: The other card thinks this is Frame &lt;N&gt; -</i>	Indicates this frame (the one AZedit is connected) and the other frame disagree as to the number of this frame, with <N> being the number that the other frame expects this frame to be.
<i>Frame ID Mismatch: The other card is &lt;N1&gt;, not &lt;N2&gt; -</i>	Indicates with <N1> what this frame expects the other frame to be numbered, and <N2> what the other frame is reporting as its number.
<i>Frame ID Mismatch: The other card is also frame &lt;N&gt; -</i>	Indicates both this frame and the other frame have the same number <N>.
<i>The other frame has a different configuration than this frame -</i>	Indicates the frame configuration between frames is not identical.
<i>Link is Inactive (unknown cause) -</i>	Indicates the link is inactive with no known cause.
<i>No State Information Received -</i>	Indicates no status information is available.

### Link Ups Column

The **Link Ups** column displays how many times a connection was established.

### Round Trip (ms) Column

The **Round Trip (ms)** column displays approximately how long, in milliseconds, it takes for a message from the intercom to be acknowledged by the trunk master.

**NOTE:** Round Trip is an average value. It should never be any higher than a predetermined maximum (currently 5 seconds) If this value goes higher, the link would go down. Alternatively, this value can never be lower than 0.

The range for this field is 0 – 5.

### Packets To Column

The **Packets To** column displays the number of packets (i.e., messages) sent to the Tribus card from another Tribus card.

### Retransmits Column

The **Retransmits** column displays approximately how many messages (i.e., packets) needed to be retransmitted because no acknowledgement for those packets is received from the Tribus card.

### Packets From Column

The **Packets From** column displays the number of packets (i.e., messages) sent from the Tribus card.

### Duplicates Column

The **Duplicates** column displays approximately how many messages (i.e., packets) needed to be retransmitted because no acknowledgement for those packets was received by the Tribus card.

## Trunk Master Status Window

The **Trunk Master Status** window, shown in Figure 262, is used to view status information for Trunk Master devices in your intercom system. You can also download firmware updates from this window.

**NAVIGATION:** Select **Status|Trunk Master** from the menu bar.

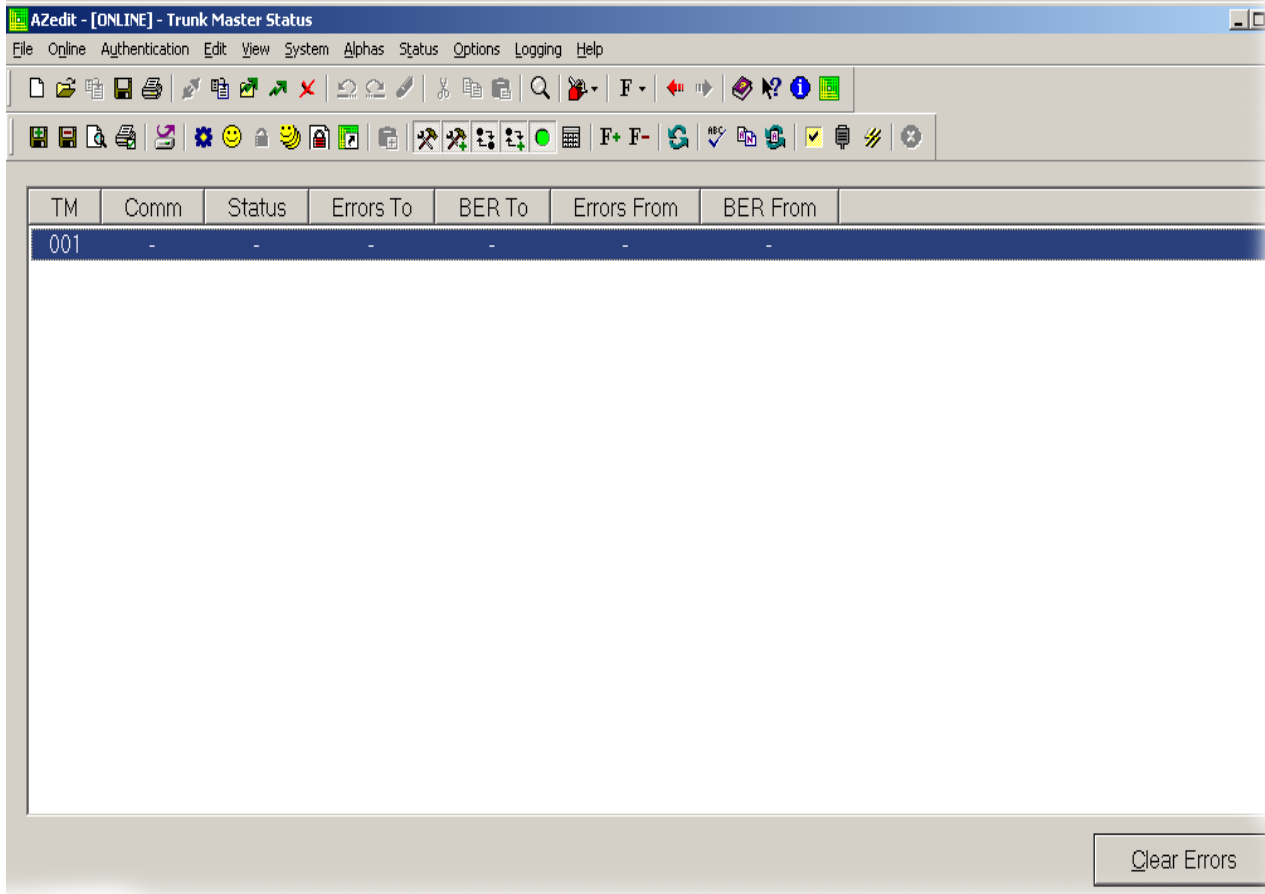


FIGURE 262. Trunk Master Status Window

### TM Column

The **TM** column displays a list of all trunk master connections.

### Comm Column

The **Comm** column displays a list of communication statuses (OK, BAD, or -) of the trunk master connections.

## Status Column

The **Status** column displays the data transfer status between the trunk master and the master controller.

- “-- --” - Two (2) consecutive dashes indicate that there has never been any data communication between the trunk master and the local master controller.
- Bad Cut* - Indicates that there was a connection to the trunk master, but it is now not connected, or there may be a power failure or other problem somewhere in the system.
- OK Cur* - This indicates the trunk master is connected and operating and is updated with the current intercom system configuration.
- OK Old* - This indicates the trunk master is connected and operating but is not updated with the current intercom system configuration.

## Errors To Column

The **Errors To** column displays the number of errors the Master Controller logs as being sent to the Trunk Master.

## BER To Column

The **BER To** column displays the number of errors sent to the trunk master in the last 10 minutes.

## Errors From Column

The **Error From** column displays the number of errors the Master Controller logs as being sent from the trunk master.

## BER From Column

The **BER From** column displays the number of errors sent from the trunk master in the last 10 minutes.

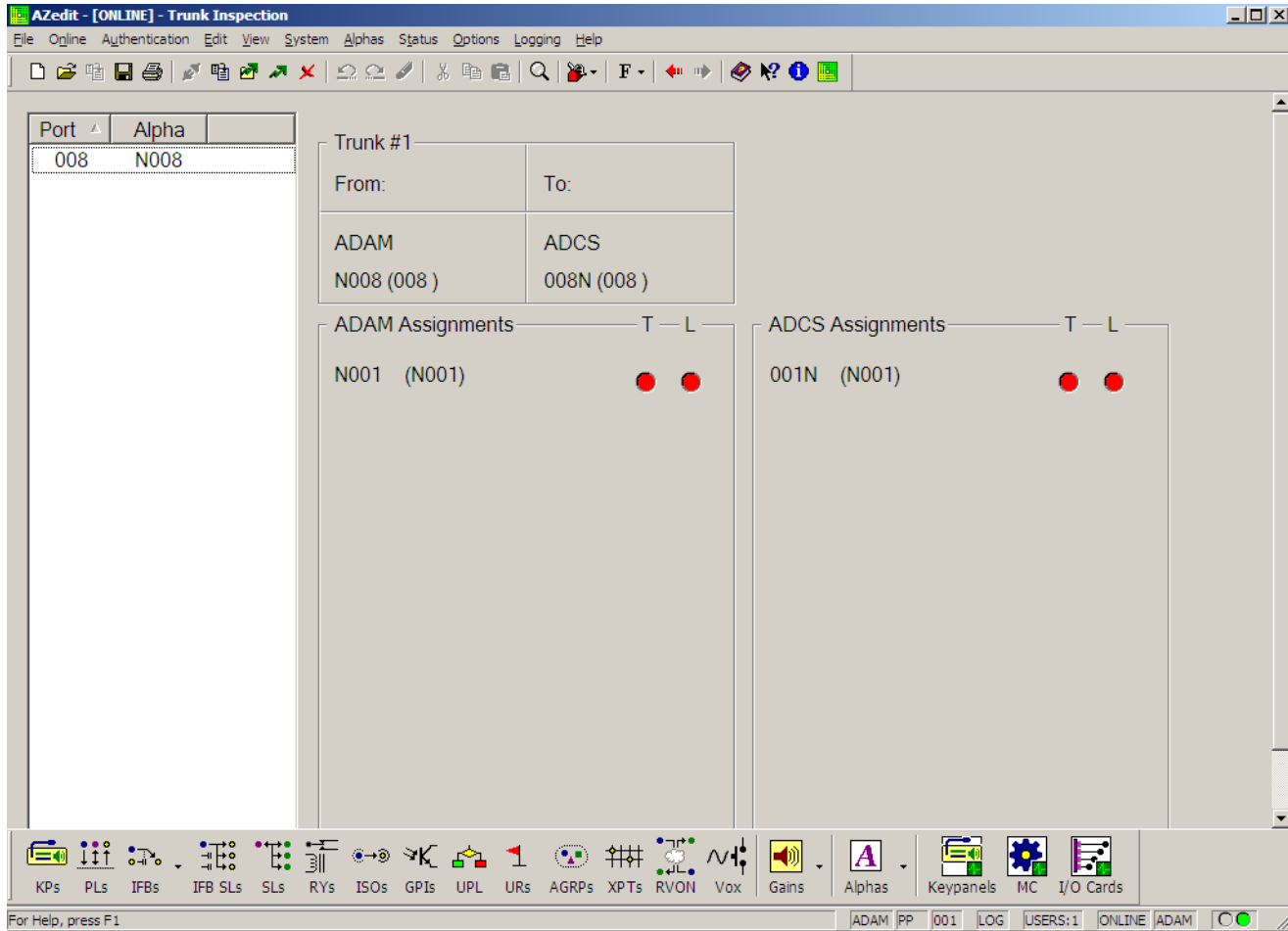
## Clear Errors Button

The **Clear Errors** button is used to clear the error counters.

## Trunk Inspection Window

The **Trunk Inspection** window, shown in Figure 263, is used to view trunk ports for specified intercom ports. From this screen you can select the origination port and view trunked ports.

**NAVIGATION:** Select **Status|Trunk Ports** from the menu bar.



**FIGURE 263.** Trunk Inspection Window

### Port Column

The **Port** column displays port number of the port trunking is configured.

### Alpha Column

The **Alpha** column displays port alpha of the port trunking is configured.

---

## Trunk [number] Group Box

---

The **Trunk [number]** group box displays the number assigned to a trunk (for example, Trunk #1). You can define as many trunks as your system allows.

### From Fields

The **From** fields indicate the name of the intercom system and the port at the origin of the trunk.

### To Fields

The **To** fields indicate the name of the intercom system and the port at the destination of the trunk.

---

## Origination Assignments Group Box

---

The **Origination Assignments** group box displays the origination trunk ports (number and alpha) and whether talk and/or listen is assigned to them. If talk and/or listen is assigned, a red *circle* appears under the T/L.

---

## Destination Assignments Group Box


---

The **Destination Assignments** group box displays the destination trunk ports (number and alpha) and whether talk and/or listen is assigned to them. If talk and/or listen is assigned a red *circle* appears under the T/L.

## Remote Intercoms Status Window

The **Remote Intercoms Status** window, shown in Figure 264, is used to view the status of remote ports and perform minimal maintenance tasks.

**NAVIGATION:** Select **Status|Remote Intercoms** from the menu bar.

**IMPORTANT:** Remember to send any changes you make to the intercom system using **Online|Send Changes** or the Activate button. 

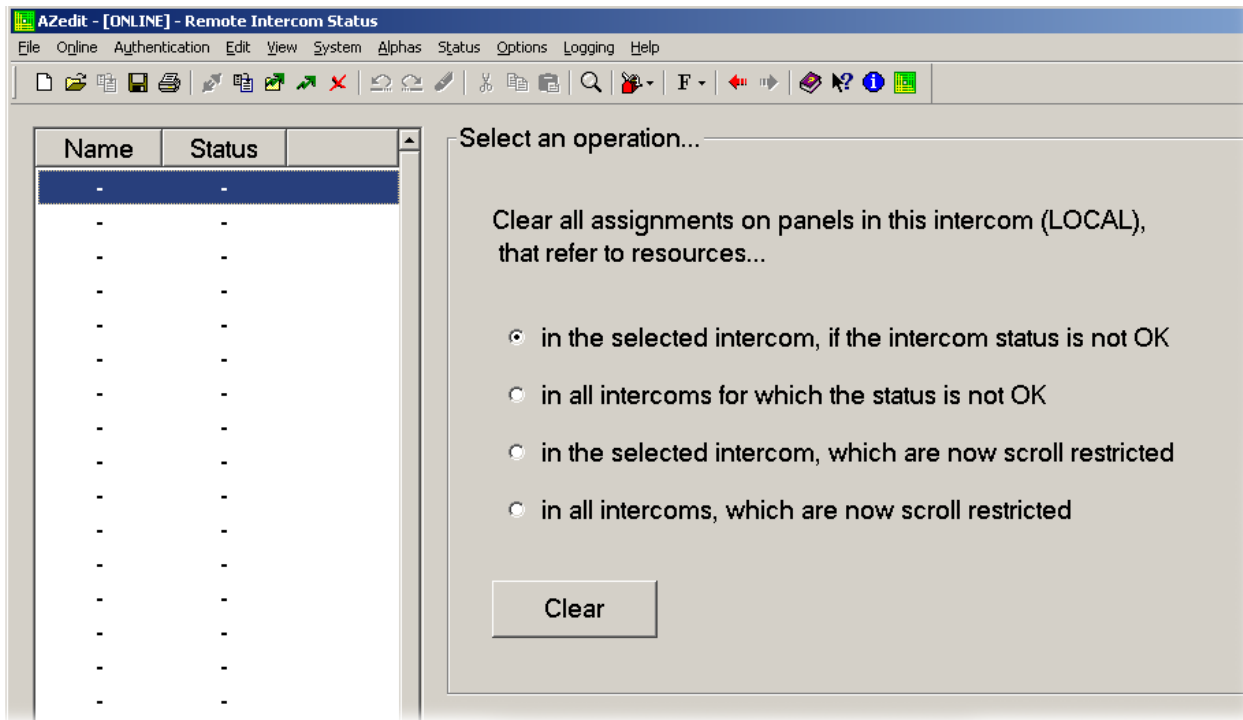


FIGURE 264. Remote Intercom Status Window

### Name Column

The **Name** column displays a selectable list of remote intercom names.

### Status Column

The **Status** column displays the communication status of the remote intercom. Available statuses are *OK* or *-*.



## Select an Operation... Group Box

There are four (4) operations that can be performed, as indicated by the four radio button options on the right side of the screen. Depending on which intercom is highlighted in the list, the text description of options 1 and 3 changes.

Available selections for this field are:

Clear all key assignments in this intercom that refer to resources in all intercoms that are not communicating.

Clear all key assignments in all intercoms that refer to resources in all intercoms that are not communicating.

Clear all key assignments in this intercom that refer to resources in the selected intercom, where the resources are scroll restricted.

Clear all key assignments in this intercom that refer to resources in all intercoms, where the resources are scroll restricted.

The first two (2) options refer to the case where an intercom that used to be in service has been removed from service (disconnected from the Trunk Master). These options allow you to remove all key assignments for a disconnected intercom (or intercoms) from all keypanels in your intercom.

The last two (2) options refer to the case where remote resources that had been available to this intercom, and had been programmed onto keys, are now scroll restricted and are not available to this intercom. These options allow you to remove restricted resource key assignments from all keypanels in your intercom.

### Clear Button

The **Clear** button is used to confirm the clear action. When the Clear button is clicked, the Clear Key Assignment window appears (see Figure 265). From this window, you can confirm the clearing of key assignments or canceling the operation.

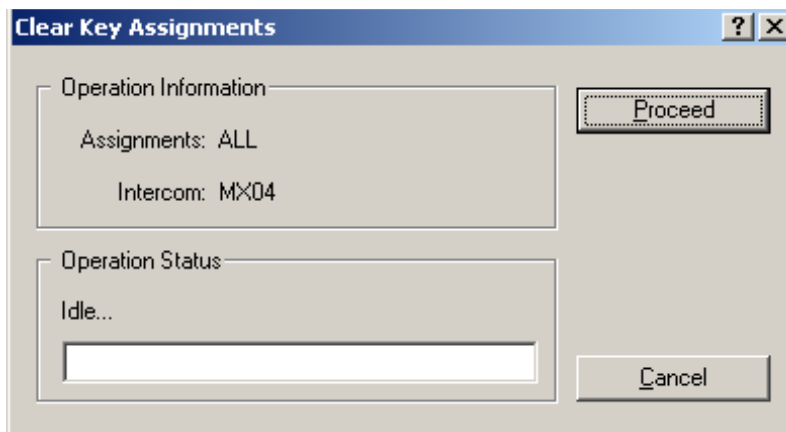
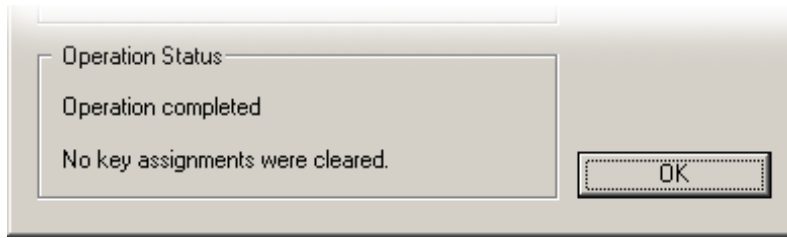


FIGURE 265. Clear Key Assignments Window

To **clear the key assignments**, do the following:

Click **Proceed** to confirm, otherwise click **Cancel**.

**NOTE:** When you click Proceed, you can watch the progress bar as it completes the Clear operation. Once complete, the following message appears under Operation Status.



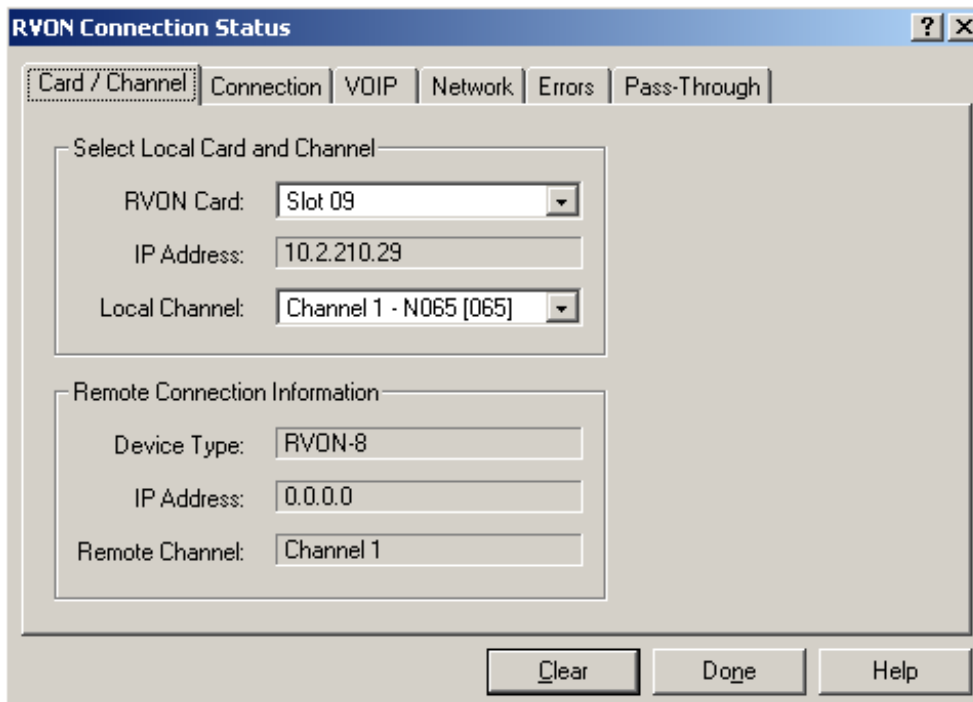
### *RVON Connection Status Window*

The **RVON Connection Status** window, shown in Figure 266, is used to view Card/Channel, Connection, VOIP, Network, Errors, and Pass-Through connection status information.

**NOTE:** When viewing the RVON Connection Status screens, make sure both AZedit and the RVON device are on the same Ethernet network. The reason this is important is because the statistics are updated once per second. At this rate of dynamic update, a serial port could not pass the data effectively.

**NAVIGATION:** Select **Status|RVON Connection** from the menu bar.

### **Card/Channel Page**



**FIGURE 266.** RVON Connection Status - Card / Channel Page

---

## Select Local Card and Channel Group Box

---

### *RVON Card Drop Down Menu*

The **RVON Card** drop down menu is used to select the card for which you want to view the status.

### *IP Address Field*

The **IP Address** field displays the IP Address of the selected device.

### *Local Channel Drop Down Menu*

The **Local Channel** drop down menu is used to select one (1) of 8 or 16 (depending on the RVON device) channels supported by the RVON device.

---

## Remote Connection Information Group Box

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### *Device Type Field*

The **Device Type** field displays the type of device the RVON card is connected to on the other end of the channel (for example, *RVON Keypanel/VKP*).

### *IP Address Field*

The **IP Address** field displays the IP Address of the device connected at the other end of the channel.

### *Remote Channel Field*

The **Remote Channel** field displays the channel at the other end of the connection the RVON device is using.

## Connection Page

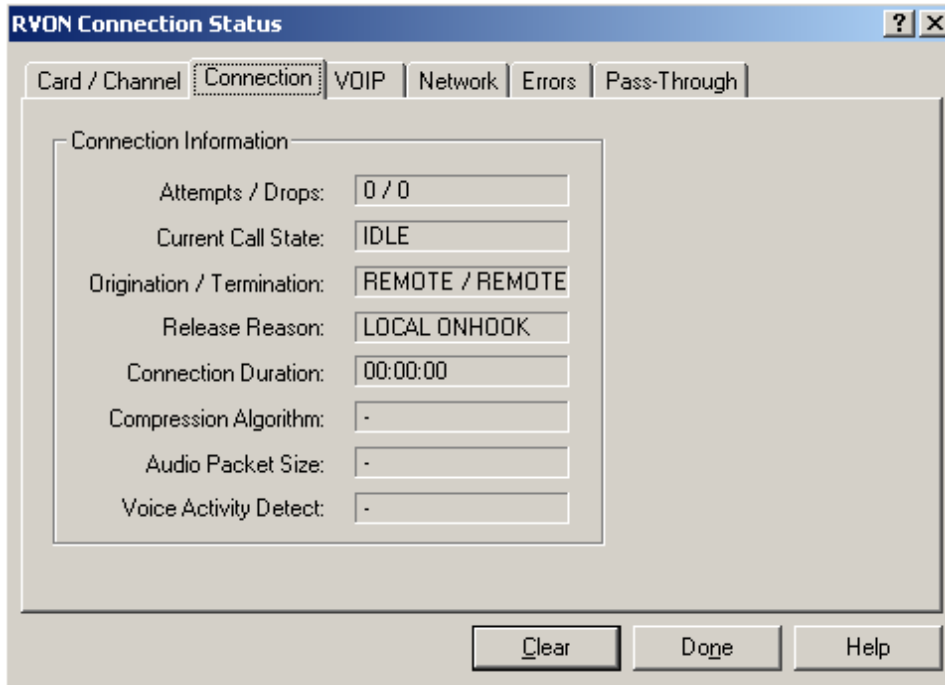


FIGURE 267. RVON Connection Status - Connection Page

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### Connection Information Group Box

---

#### *Attempts / Drops Field*

The **Attempts / Drops** field displays the number of times a call attempt is made and dropped.

**NOTE:** The number of attempts should always be one (1) greater than the number of drops.

#### *Current Call State Field*

The **Current Call State** field displays the state of the connection.

Available selections for this field are: *Connected* or *Idle*.

#### *Origination/Termination Field*

The **Origination / Termination** field displays which end of the connection originated or terminated the call.

*Local* - RVON Device

*Remote* - Device at other end of the connection

#### *Release Reason Field*

The **Release Reason** field displays the reason the connection was terminated, for example, *congestion*, *network error*, *local release*, or *remote release*.

### *Connection Duration Field*

The **Connection Duration** field displays the duration of the connection. This is shown as hh/mm/ss.

### *Compression Algorithm, Audio Packet Size, and Voice Activity Detect (VAD) Fields*

The **Compression Algorithm**, **Audio Packet Size**, and **Voice Activity Detect (VAD)** fields display the type of configuration the connection is using. This can be different than the original configuration if both ends of the channel are not configured the same. If the configuration is different, these fields are displayed in red.

## VOIP Page

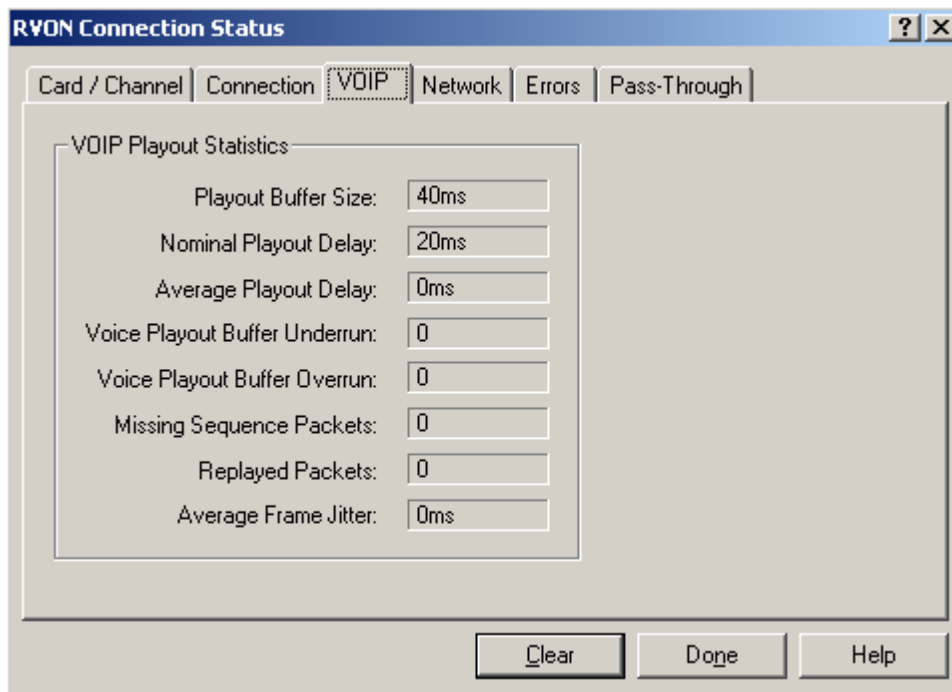


FIGURE 268. RVON Connection Status - VOIP Page

## VOIP Playout Statistics Group Box

### *Playout Buffer Size Field*

The **Playout Buffer Size** field displays how much audio, in ms, can be received from the network before packets are lost. This is four (4) times bigger than configured packet size.

### *Nominal Playout Delay Field*

The **Nominal Playout Delay** field displays how much audio, in ms, is collected before playout begins. Playout begins at half the playout buffer size, which is two (2) times the configured packet size.

### *Average Playout Delay Field*

The **Average Playout Delay** field displays the actual average audio, in ms, collected before the packets are played out. This is measured over the length of the connection.

***Voice Playout Buffer Underrun Field***

The **Voice Playout Buffer Underrun** field displays the number of times packets were not played because the playout buffer was empty.

**NOTE:** If VAD is enabled, there are playout buffer runs because there are no packets being received during silence.

***Voice Playout Buffer Overrun Field***

The **Voice Playout Buffer Overrun** field displays the number of packets that were discarded because the playout buffer was full.

***Missing Sequence Packet Field***

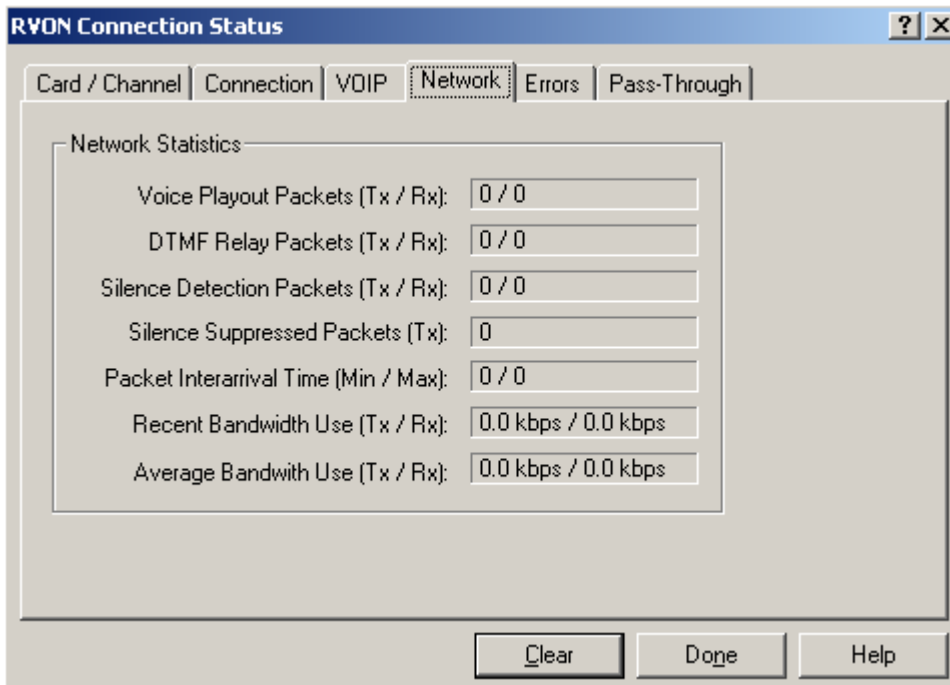
The **Missing Sequence Packet** field displays how many audio packets were missed in the sequence.

***Replaced Packets Field***

The **Replaced Packets** field displays how many audio packets were replayed.

***Average Frame Jitter Field***

The **Average Frame Jitter** field displays the measure of consistency, in ms, of packet arrival times. Lower jitter is better.

**Network Page**

**FIGURE 269.** RVON Connection Status - Network Page

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## Network Statistics Group Box

---

### *Voice Playout Packets (Tx/Rx) Field*

The **Voice Playout Packets (Tx/Rx)** field displays the number of voice packets transmitted and received from the other side of the connection.

### *DTMF Relay Packets (Tx/Rx) Field*

The **DTMF Relay Packets (Tx/Rx)** field displays the number of **DTMF** (Dual Tone Multiple Frequency) relay packets transmitted and received. DTMF relay packets are a bandwidth and quality saving feature within the RVON devices.

### *Silence Detection Packets (Tx/Rx) Field*

The **Silence Detection Packets (Tx/Rx)** field displays the number of times a silence detection packet has been sent or received. VAD must be enabled.

### *Silence Suppressed Packets (Tx) Field*

The **Silence Suppressed Packets (Tx)** field displays the number of packets never sent because the packets contained silence.

### *Packet Interarrival Time (Min/Max) Field*

The **Packet Interarrival Time (Min/Max)** field (also referred to as latency) displays the minimum and maximum time elapsed between packets being sent.

### *Recent Bandwidth Use (Tx/Rx) Field*

The **Recent Bandwidth Use (Tx/RX)** field displays the amount of bandwidth used, in Kbytes per second, over the length of the call. This is calculated by the number of voice packets transmitted and received over the last 10 seconds.

### *Average Bandwidth Use (Tx/Rx) Field*

The **Average Bandwidth Use (Tx/Rx)** field displays the amount of bandwidth used, in Kbytes per second, over the length of the call. This is calculated by the number of voice packets transmitted and received and the length of the connection.

## Errors Page

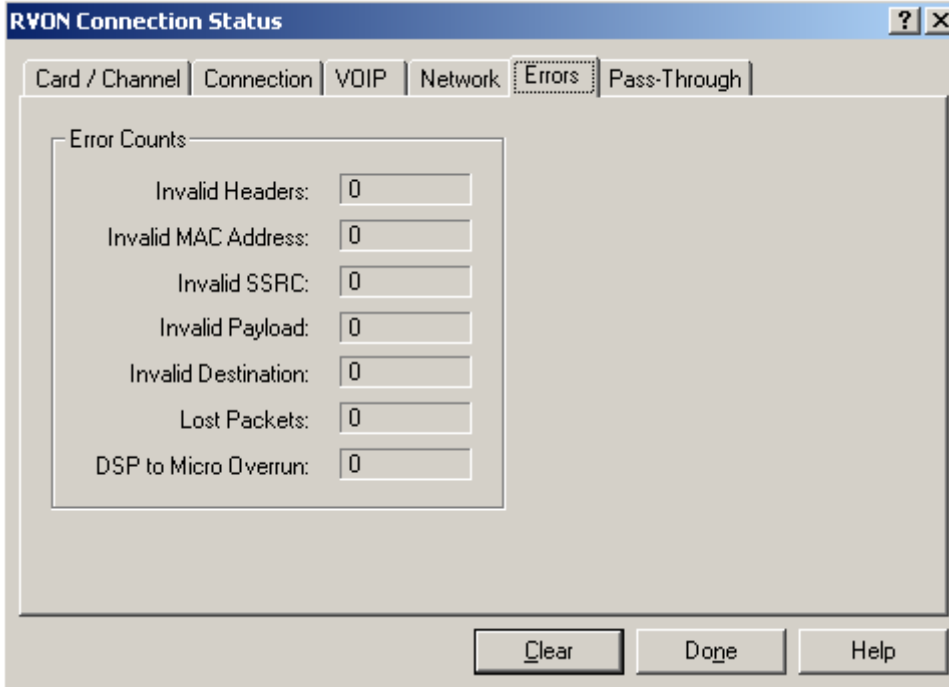


FIGURE 270. RVON Connection Status - Errors Page

---

### Error Counts Group Box

---

#### *Invalid Headers Field*

The **Invalid Headers** field displays the number of IP packets that could not be parsed.

#### *Invalid MAC Address Field*

The **Invalid MAC Address** field displays the number of invalid MAC Addresses that tried to connect to the RVON device.

#### *Invalid SSRC Field*

The **Invalid SSRC** field displays the number of packets with an invalid SSRC. The SSRC is an ID used to verify the validity of data packets being received.

#### *Invalid Payload Field*

The **Invalid Payload** field displays how many incorrectly formatted packets were received.

#### *DSP to Micro Overrun Field*

The **DSP to Micro Overrun** field displays the number of packets lost because the micro was too busy to receive.

#### *Invalid Destination Field*

The **Invalid Destination** field displays the number of invalid destinations received.



### *Lost Packets field*

The **Lost Packets** field displays the number packets that were lost.

## Pass-Through Page

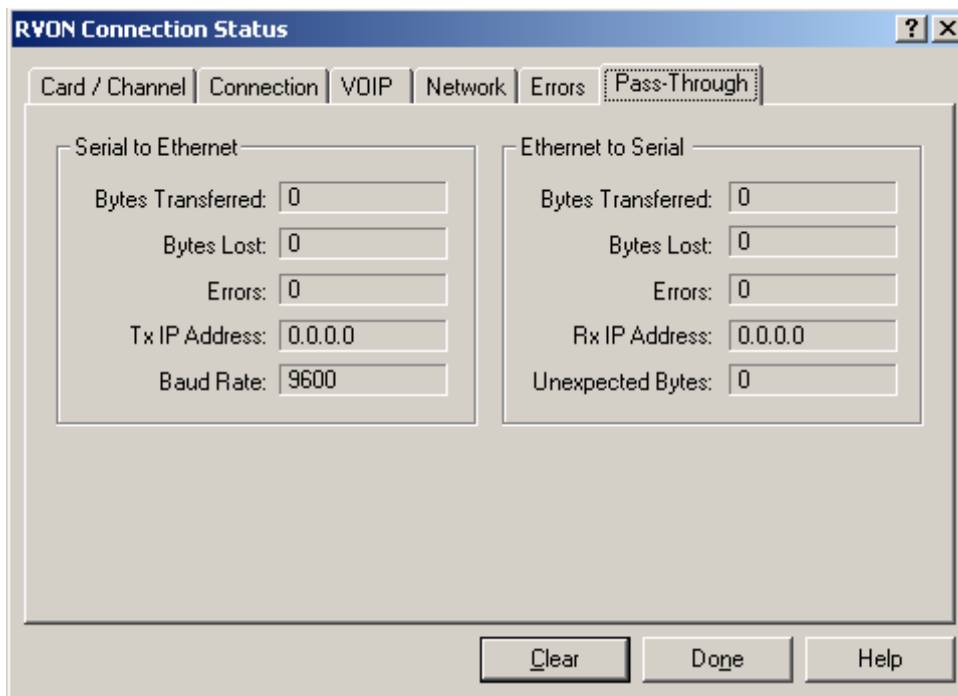


FIGURE 271. RVON Connection Status - Pass-Through Page

## Serial to Ethernet Group Box

The **Serial to Ethernet** information displays the serial data received on the serial connection and transferred to the Ethernet address of the card to which the serial data is sent.

### *Bytes Transferred Field*

The **Bytes Transferred** field displays the number of bytes transferred from the serial connection to Ethernet.

### *Bytes Lost Field*

The **Bytes Lost** field displays the number of bytes that could not be transferred.

### *Errors Field*

The **Errors** field displays the number of errors that occurred during transfer.

### *Tx IP Address Field*

The **Tx IP Address** field displays the IP Address of the card the serial data is sent to.

***Baud Rate Field***

The **Baud Rate** field displays the baud rate of the serial connection.

---

**Ethernet to Serial Group Box**

---

The **Ethernet to Serial** information displays the serial data received on the Ethernet connection and transferred to the serial connection.

***Bytes Transferred Field***

The **Bytes Transferred** field displays the number of bytes transferred to the serial port.

***Bytes Lost Field***

The **Bytes Lost** field displays the number of bytes that could not be transferred.

***Errors Field***

The **Errors** field displays the number of errors that occurred during transfer.

***Rx IP Address Field***

The **Rx IP Address** field displays the IP Address from which data was last received via Ethernet (this address should match the Tx IP Address).

***Unexpected Bytes Field***

The **Unexpected Bytes** field displays the number of unexpected bytes of data. Unexpected bytes is data from an IP Address that is not the Tx IP Address. The bytes of data are considered unexpected bytes and are not transferred.

### Intercom Alarms Window

The **Intercom Alarms** window, shown in Figure 273, displays notifications of events that occur in the intercom system. When an alarm occurs an Alarm Notification message (Figure 272) appears. From this message, you can navigate directly to the Intercom Alarms window by clicking Yes; or select the Don't ask again check box to hide this message in the future.

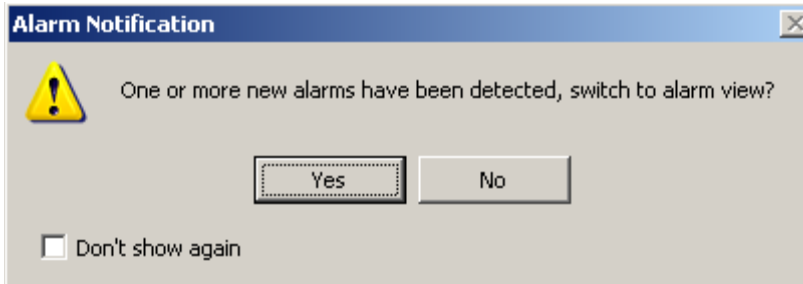


FIGURE 272. Alarm Notification Message

**TIP:** To redisplay the Alarm Notification Message, do the following:

1. From the Options menu, select **Preferences**.  
*The Application Preferences window appears.*
2. Click the **Advanced Tab**.  
*The Advanced page appears.*
3. Select the **Enable the Alarm notification popup** check box.  
*The Alarm Notification message is enabled.*

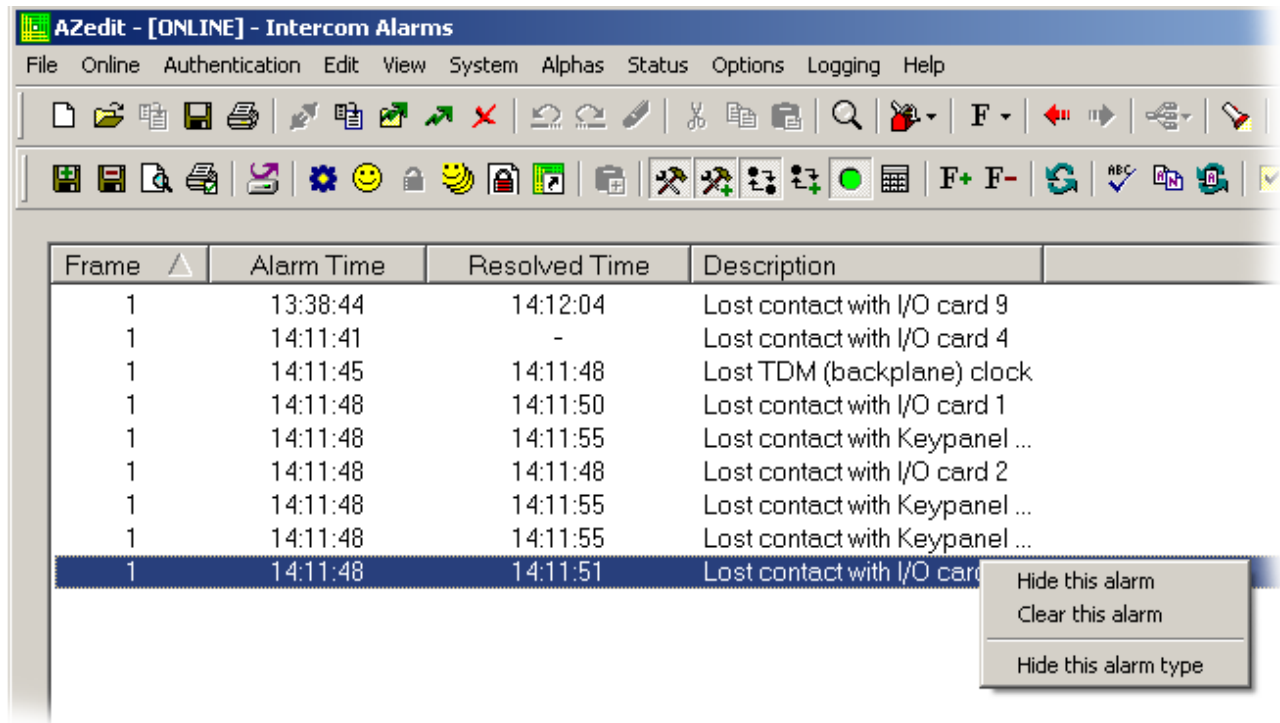


FIGURE 273. Intercom Alarms Window

## Frame Column

The **Frame** column displays the frame where the alarm occurred.

## Alarm Time Column

The **Alarm Time** column displays the time (in military format) the alarm occurred.

## Resolved Time Column

The **Resolved Time** column displays the time (in military format) the alarm is resolved.

## Description Column

The **Description** column displays a description of the alarm that occurred.

The following alarm descriptions are available:

**NOTE:** %1 and %2 are placeholders for parameters that get inserted when the alarm description is generated.

*Lost contact with Standby controller*

*Lost contact with I/O card %1*

*Lost contact with Keypanel %2 (port %1)*

*No audio links to frame %1*

*Only 1 audio link to frame %1*

*Only 1 Tri-Bus has audio links to frame %1*

*No Ethernet link to frame %1*

*Frame mapping tables do not agree: slot %1, link %2*

*System sizes differ: frame %1, controller %2*

*Frame IDs do not agree: slot %1, link %2*

*Lost contact with Trunk Master*

*Ethernet link down*

*Only 254 timeslots can be forwarded between frames*

*Lost TDM (backplane) clock*

*Load File requested by UPL*

*Audio link failed: Tri-Bus in slot %1, link %2*

*Port allocation mismatch: I/O card %1*

## Software Versions Windows

The **Software Versions** windows are used to view the versions of software currently running on your intercom system. There are four software versions windows in AZedit: Master Controller Version, I/O Card Version, Keypanel Version, and GPIO-16 Version.

**NOTE:** You can download software updates for a specific device from these windows. For more information, see “Downloading Firmware Updates” on page 364.

### Master Controller Version Information Window

The **Master Controller Version Information** window, shown in Figure 274, is used to view the firmware version of the active master controller. You can also update the master controller firmware from this screen.

**NAVIGATION:** Select **Status|Software Versions|Master Controllers** from the menu bar.



FIGURE 274. Master Controller Version Information Window

#### MC Column

The **MC** column displays the master controller number.

#### Version Column

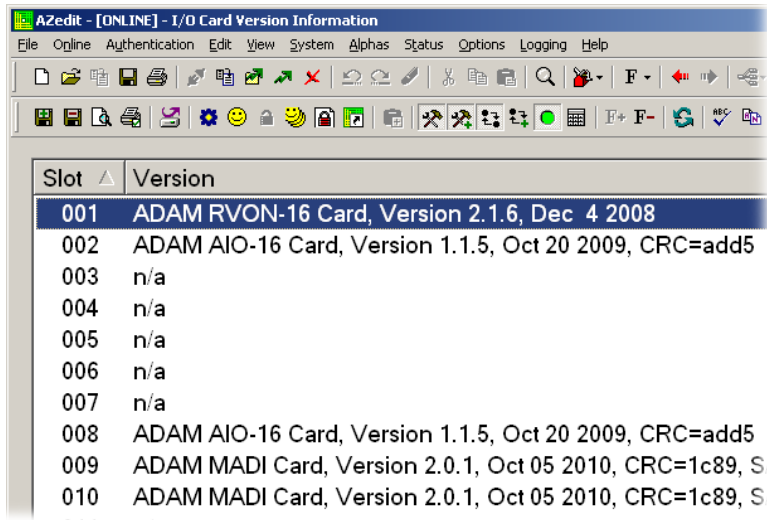
The **Version** column displays the type of master controller, firmware version and build date.

**NOTE:** In the Zeus intercom systems there is only one master controller, and it is always the active master controller. In the ADAM and ADAM CS intercom systems there are two master controllers: the active master controller and the standby master controller. This screen displays the version information for only the active master controller. You can reset the active master controller card to find out the version information for the standby master.

## I/O Card Version Information Window

The **I/O Card Version Information** window, shown in Figure 275, is used to view version information for the I/O cards in your intercom system. You can also download firmware updates to the cards from this window. For more information, see “How to Download Firmware to Multiple Cards” on page 390.

**NAVIGATION:** Select **Status|Software Versions|I/O Cards** from the menu bar.



Slot	Version
001	ADAM RVON-16 Card, Version 2.1.6, Dec 4 2008
002	ADAM AIO-16 Card, Version 1.1.5, Oct 20 2009, CRC=add5
003	n/a
004	n/a
005	n/a
006	n/a
007	n/a
008	ADAM AIO-16 Card, Version 1.1.5, Oct 20 2009, CRC=add5
009	ADAM MAD1 Card, Version 2.0.1, Oct 05 2010, CRC=1c89, S
010	ADAM MAD1 Card, Version 2.0.1, Oct 05 2010, CRC=1c89, S

FIGURE 275. I/O Card Version Information Window

### Slot Column

The **Slot** column displays the slot an I/O card is occupying (for example, the AIO-16 card is in slot 2).

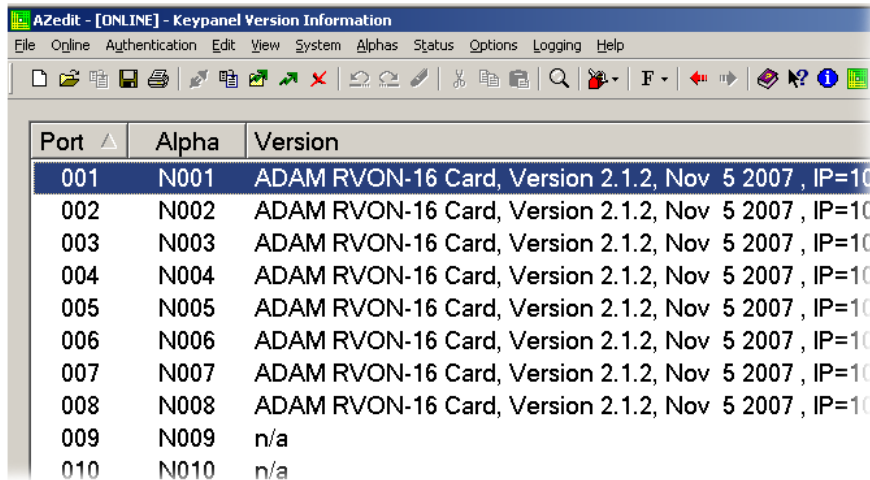
### Version Column

The **Version** column displays the firmware version and build date of the I/O card.

## Keypanel Version Information Window

The **Keypanel Version Information** window, shown in Figure 276, is used to view the port and version information for all the keypanels on the intercom system. You can also download firmware updates from this window. For more information, see “How to Download Firmware to Multiple Cards” on page 390.

**NAVIGATION:** Select **Status|Software Versions|Keypanels** from the menu bar.



Port	Alpha	Version
001	N001	ADAM RVON-16 Card, Version 2.1.2, Nov 5 2007, IP=10
002	N002	ADAM RVON-16 Card, Version 2.1.2, Nov 5 2007, IP=10
003	N003	ADAM RVON-16 Card, Version 2.1.2, Nov 5 2007, IP=10
004	N004	ADAM RVON-16 Card, Version 2.1.2, Nov 5 2007, IP=10
005	N005	ADAM RVON-16 Card, Version 2.1.2, Nov 5 2007, IP=10
006	N006	ADAM RVON-16 Card, Version 2.1.2, Nov 5 2007, IP=10
007	N007	ADAM RVON-16 Card, Version 2.1.2, Nov 5 2007, IP=10
008	N008	ADAM RVON-16 Card, Version 2.1.2, Nov 5 2007, IP=10
009	N009	n/a
010	N010	n/a

FIGURE 276. Keypanel Version Information Window

### Port Column

The **Port** column displays a list of all the ports in the intercom system.

### Alpha Column

The **Alpha** column displays a list of alphas assigned to the ports in the intercom system.

### Version Column

The **Version** column displays the selected keypanel’s firmware version and build date

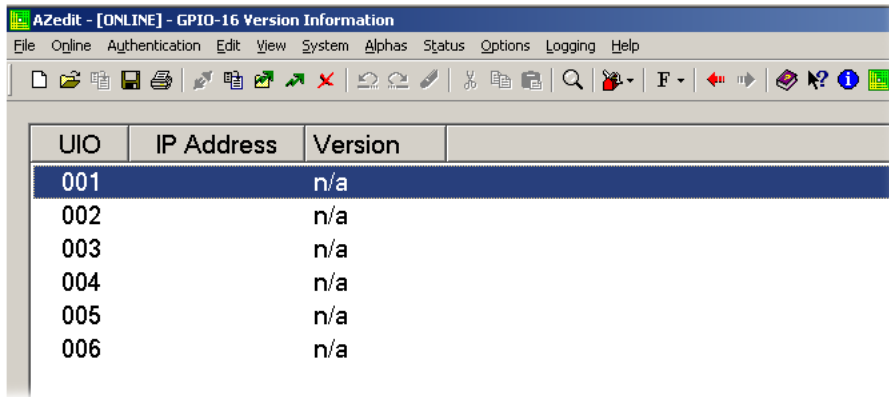
### Show RVON Versions Check Box

The **Show RVON Versions** check box is used to display the type of RVON card, the version, the firmware release date, and the IP Address of the card.

## *GPIO-16 Version Information Window*

The **GPIO-16 Version Information** window, shown in Figure 277, is used to view GPIO-16 device version information. You can also download firmware updates to the GPIO-16 device. For more information, see “Upgrade the GPIO-16 Firmware” on page 414.

**NAVIGATION:** Select **Status|Software Versions|GPIO-16** from the menu bar.



UIO	IP Address	Version
001		n/a
002		n/a
003		n/a
004		n/a
005		n/a
006		n/a

FIGURE 277. GPIO-16 Version Information Window

### **UIO Column**

The **UIO** column displays a list of GPIO-16s in the ADAM system.

### **IP Address Column**

The **IP Address** column displays the IP Address assigned to the GPIO-16 device.

### **Version Column**

The **Version** column displays the version of the selected GPIO-16 device.



---

## Log Viewer Window

The **Log Viewer** window, shown in Figure 278, is used to record intercom key activations and deactivations. Each time a key is pressed or released, a new record is created.

**NOTE:** In version 3.0 and higher, the setup folders are not version specific; therefore, they appear under C:\TELEX\AZedit, whereas in previous versions, they would be housed under each version. As upgrades of AZedit are installed, existing log files do not have to be moved to a new location. Use the Logging page (**Options|Preferences**) to change the log file location, if desired.

The Logging menu (in the menu bar at the top of the application window) contains the following items:

- View Log - This runs Log Viewer. Here you can open and view log files. You can monitor intercom activity by watching the new records appear in the log.*
- Disable Logging - This stops Log Viewer from recording any intercom key activity.*
- Log to File - Log Viewer automatically creates a log file as soon as key activity begins. It then appends each new record to the log file. Log Viewer names the file according to the format year/month/day .log, for example: 991201.log would be the log file created for December 01, 1999.*

By default, Log files are stored in the folder C:\TELEX\AZedit\LOG.

**NAVIGATION:** Select **Logging|View Log** from the menu bar.

To **specify a folder in a different location**, do the following:

1. From the Options menu, select **Preferences**.  
*The Preferences notebook opens.*
2. Click **Logging**.  
*The logging page appears.*
3. In the Log Files (.LOG): field, specify the **path** where you want to save log files (for example, C:\Telex\AZedit\).
4. Click **Apply**.
5. Click **OK**.

### Log to Serial Port

**Log to Serial Port** is only available for ADAM CS and ADAM Intercom Systems. It outputs the log data on a dedicated RS232 port of the intercom system. If you have the appropriate communications software to communicate with this port, you can use it to capture the logging text to a file or to monitor intercom activity. For the ADAM Intercom System, the dedicated logging port is located on J9 of the XCP-ADAM-MC Master Controller Breakout Panel: pin 3 is Rx and pin 8 is Tx. For the ADAM CS Intercom Frame, the dedicated logging port is located on J902: pin 3 is Rx and pin 8 is Tx. In either situation, the port parameters are 9600-baud, no parity, 8 data bits, 1 stop bit.

### Log Record Format

The format for each log record is as follows:

```
[yyymmdd] [hhmmssff] [nnn-aaaa] [mm-ff-nnn-aaaa] [xx]
```

Brackets delimit the data fields in each record, and the data in the fields are as follows:

Yy/mm/dd > Date

Hh:mm:ss.ff > Time (ff = frames)

nnn-aaaa > requester's port number and corresponding 4-character alpha

mm-ff-nnn-aaaa > target matrix number, function type, function number, function alpha. (Target matrix number 00 means the local matrix.)

xx > one of the 4 pairs TY, TN, LY, or LN, where T=talk, L=Listen, Y=yes (key on), and N=no (key off)

Example: if a keypanel at intercom port 4 with alpha DIR calls local party line 3 with alpha CAM, the following might be logged:

```
[99/12/01] [17:22:04.13] [004-DIR] [00-PL-003-CAM] [TY]
```

```
[99/12/01] [17:22:24.08] [004-DIR] [00-PL-003-CAM] [TN]
```

There are some peculiarities when it comes to trunking.

#### EXAMPLE:

Suppose Hap calls Biff (a point-to-point in a different matrix). A line such as the following might be logged:

```
[99/12/01] [17:23:09.00] [017-HAP] [07-PP-103-BIFF] [TY]
```

One (1) or two (2) lines that connect Hap to a trunk might then follow this. The following line might be added:

```
[99/12/01] [17:23:09.00] [041-TK19] [00-PP-017-HAP] [LY]
```

This reflects that port 41 (trunk 19) effectively turned on a listen key assigned to Hap so that the trunk could hear Hap, i.e. so that Hap's audio is fed to the trunk.

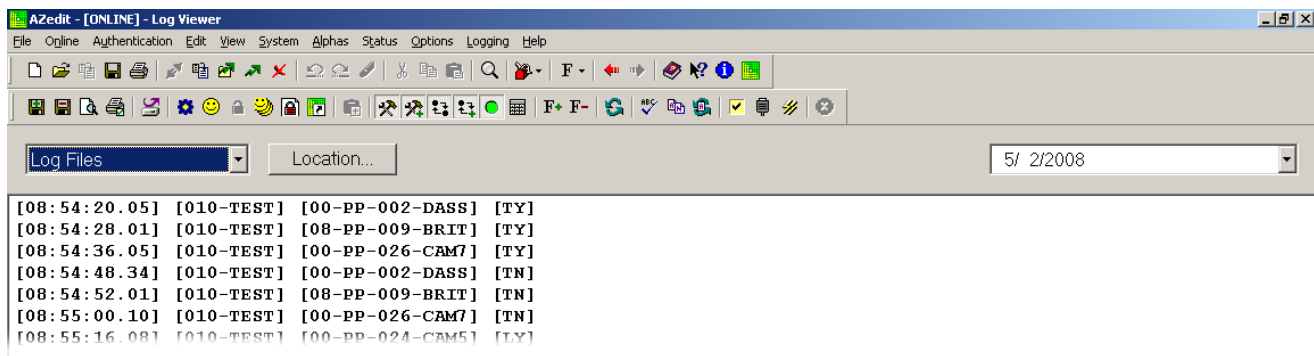


FIGURE 278. Log Viewer Window

### Log File Type Drop Down Menu

The **Log File Type** drop down menu indicates the choice between Log Files and SERVER Mode Log Files.

Log Files are logs generated in online and File mode.

Server Mode Logs are generated while in Server Mode.

### **Location Browse Button**

The **Location Browse** button allows users to navigate to where the log files are written (either in the Telex file on the PC's hard drive or a network share drive).

### **Date Drop Down Calendar**

The **Date** drop down calendar specifies a date in which to look for log files.

### **Log View Field**

The **Log View** field is used to see the different logs written. Double-click any log to view the contents.



## *Miscellaneous Windows*

---

### *Keypanel Color Window*

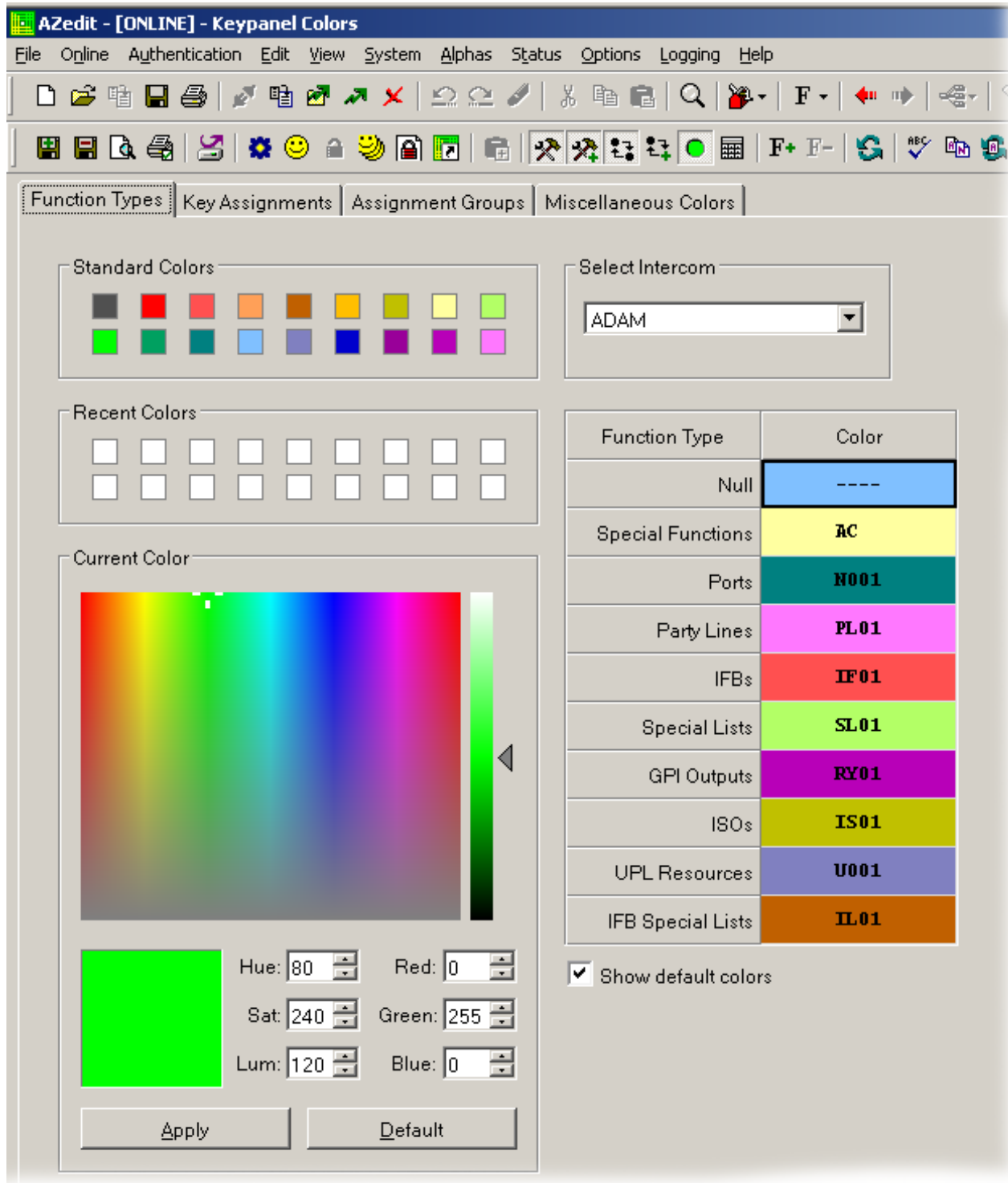
The **Keypanel Color** window is used to change the color assigned to represent a functions type, key assignment, assignment group, and talk/listen indications. You can modify both local intercoms and remote intercom assignments, giving you the flexibility to distinguish different systems through the use of color patterns.

The Keypanel Color window is only available when the following requirements are met:

- when using a CLD family keypanel (KP 32 CLD, DKP 16 CLD, KP 12 CLD, and EKP 32 CLD) firmware version 1.1.1 or later is installed on the KP 32 CLD or v1.0.1 on the KP 12 CLD
- running AZedit version 3.7.0 or later
- running MCII-e version 2.1.0 or later

**NOTE:** Key colors are associated with assignment types, not to the physical keys they are assigned to.

**NAVIGATION:** Select **Miscellaneous|Keypanel Colors** from the menu bar.



**FIGURE 279.** Keypanel Colors Window

---

## Function Types Page

The **Function Type** page, shown in Figure 279, is used to change the default colors assigned to the various keypad function types.

### *Select Intercom Drop Down Menu*

The **Select Intercom** drop down menu is used to select the intercom system (local or remote) in which you want to change the color of the key function types.

---

## Standard Colors Group Box

---

The **Standard Colors** group box displays 18 selectable colors you can use for function type color identification.

To **apply a standard color to a key assignment**, do the following:

1. From the Select Intercom drop down menu, select the **intercom system** you want to change the key function types for.
2. From the Color column in the right pane, select the **function color box** you want to change the color for.
3. From the Standard Colors group box, select the **standard color** you want apply to the function.  
*The color appears in the Current Color group box.*
4. Click **Apply**.  
*The Function Color box in the right pane changes to the selected color.*

---

## Recent Colors Group Box

---

The **Recent Colors** group box displays the most recent colors you have used. The 18 most recent used colors are displayed.

---

## Current Color Group Box

---

The **Current Color** group box displays the currently selected color, whether from the color palette, standard colors, or recent colors. Also, using the Hue, Sat, Lum or Red, Green, Blue spin boxes, you can adjust the selected color to create a more unique color for the function type.

### *Apply Button*

The **Apply** button is used to apply the color selection.

**Default Button**

The **Default** button is used to clear the color selection and return to the default color.

Function Type	Color
Null	-----
Special Functions	AC
Ports	H001
Party Lines	PL01
IFBs	IF01
Special Lists	SL01
GPI Outputs	GY01
ISOs	IS01
UPL Resources	UR001
IFB Special Lists	IL01

Show default colors

**FIGURE 280.** Function Type and Color Columns

**Function Type Column**

The **Function Type** column displays the different functions types you can make key color changes for.

Available selections for this field are: *Null, Special Functions, Ports, Party Lines, IFBs, Special Lists, GPI Outputs, ISOs, UPL Resources, and IFB Special Lists.*

**Color Column**

The **Color** column displays the current color assigned to the function type.

**NOTE:** You must select the current color box next to the function type you want to change the color for. When selected, a thick black line appears around the box.

**Show Default Colors Check Box**

The **Show Default Colors** check box indicates the default colors assigned to the function types are shown. If not selected, the color column in the right pane displays white boxes.



### Key Assignment Page

The **Key Assignment** page, shown in Figure 281, is used to override the default colors assigned to the various assignment types. This means you can assign different colors to the individual functions type resources. For example, you can change the color seen for the party line assignment 003.

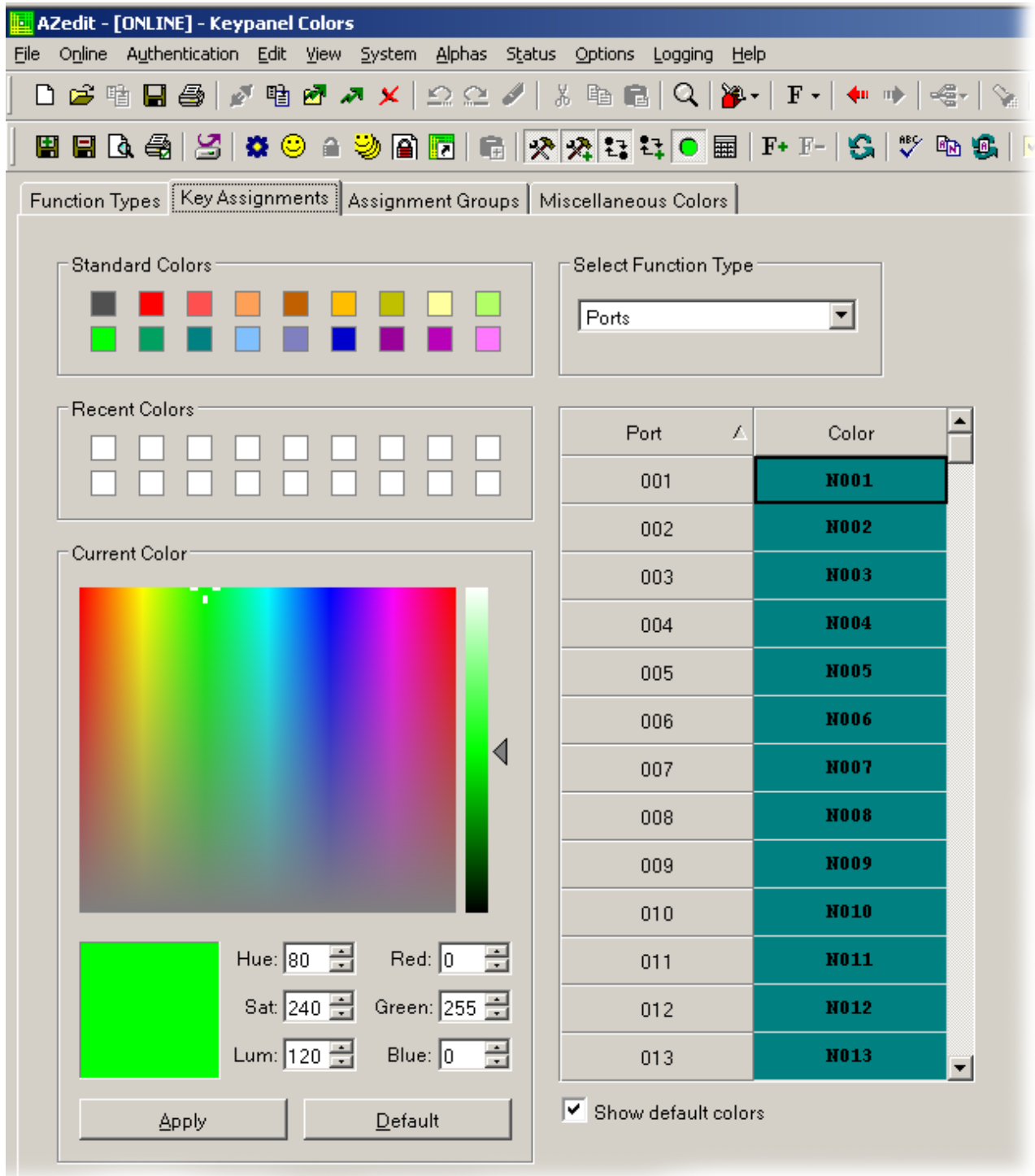


FIGURE 281. Key Assignments Page

---

### Select Function Type Drop Down Menu

The **Select Function Type** drop down menu is used to select the function type you want to display the function number resources for.

Available selections for this field are: *Ports, Party Lines, IFBs, Special Lists, GPI Outputs, ISOs, UPL Resources, and IFB Special Lists.*

---

### Standard Colors Group Box

---

The **Standard Colors** group box displays 18 selectable colors you can use for function type color identification.

To **apply a standard color to a key assignment**, do the following:

1. From the Select Function Type drop down menu, select the **function type** you want to change.  
*The function types appear in a column to the right.*
2. From the Color column in the right pane, select the **function number color box** you want to change the color for.
3. From the Standard Colors group box, select the **standard color** you want apply to the function type resource.  
*The color appears in the Current Color group box.*
4. Click **Apply**.  
*The Function Number Color box in the right pane changes to the selected color.*

---

### Recent Colors Group Box

---

The **Recent Colors** group box displays the most recent colors you have used. The 18 most recent used colors are displayed.

---

### Current Color Group Box

---

The **Current Color** group box displays the currently selected color, whether from the color palette, standard colors, or recent colors. Also, using the Hue, Sat, Lum, Red, Green, and/or Blue spin boxes, you can adjust the selected color to create a more unique color for the function type.

#### **Apply Button**

The **Apply** button is used to apply the color selection.

#### **Clear Button**

The **Clear** button is used to clear the color selection and return to the default color.

#### **Function Type Column**

The **Function Type** column displays the function numbers (resources available) you can modify the color of the assigned key for.

**NOTE:** Key colors are associated with assignment types, not to the keys they are assigned to.

**Color Column**

The **Color** column displays the current color assigned to the function type.

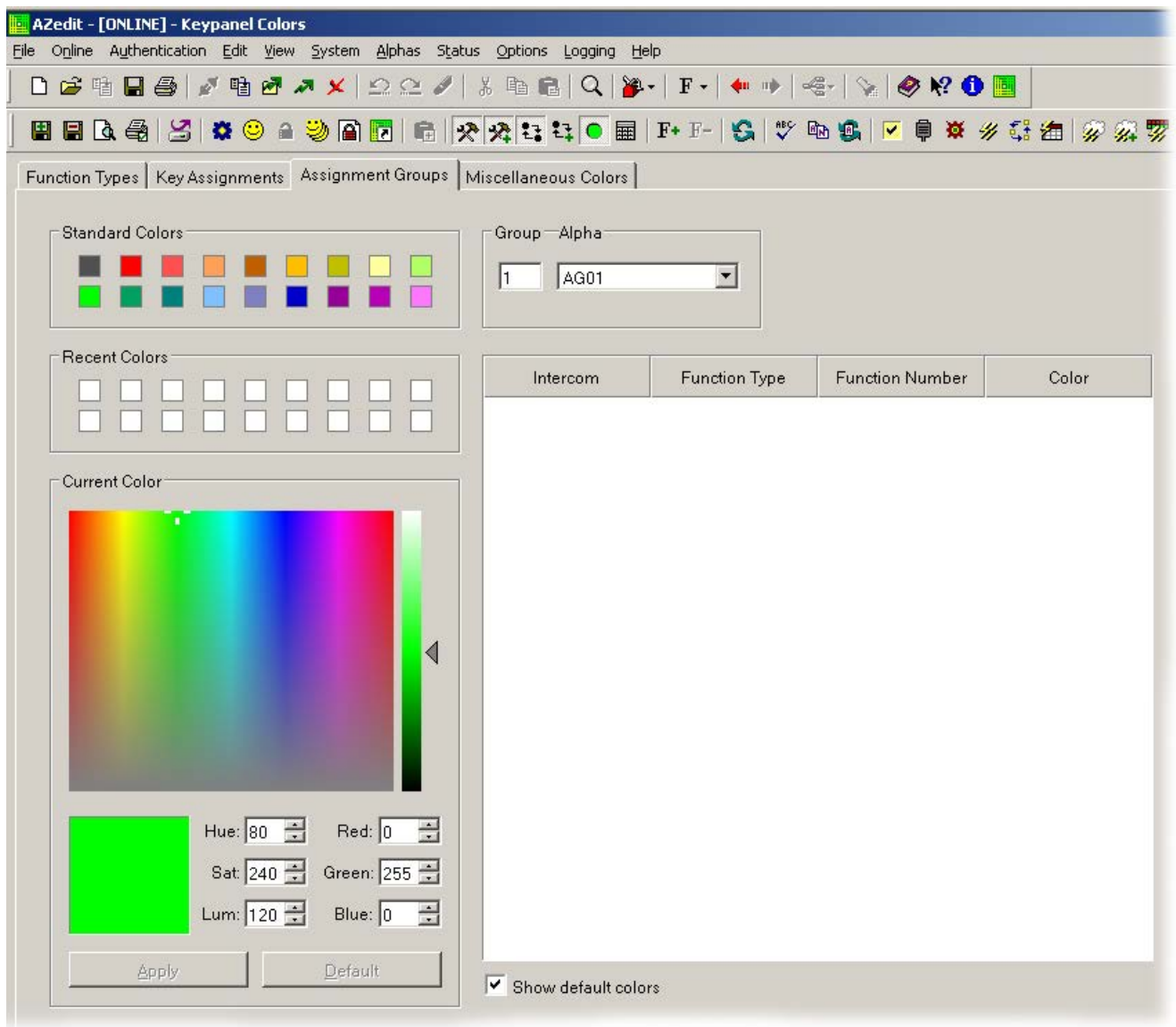
**NOTE:** You must select the current color box next to the function type you want to change the color for. When selected, a thick black line appears around the box.

**Show Default Colors Check Box**

The **Show Default Colors** check box indicates the default colors assigned to the function type resources are shown. If not selected, the color column in the right pane displays white boxes.

**Assignments Groups Page**

The **Assignments Groups** page, shown in Figure 282, is used to change colors of the different assignment groups.



**FIGURE 282.** Assignments Group Page

---

### Select Assignment Group Drop Down Menu

The **Select Assignment Group** drop down menu is used to select the assignment group you want to modify the key colors for.

---

### Standard Colors Group Box

---

The **Standard Colors** group box displays 18 selectable colors you can use for function type color identification.

To **apply a standard color to a key assignment**, do the following:

1. From the Select Intercom drop down menu, select the **assignment group** you want to change the key colors for.
2. From the Color column in the right pane, select the **assignment group color box** you want to change the color for.
3. From the Standard Colors group box, select the **standard color** you want apply to the assignment group.  
*The color appears in the Current Color group box.*
4. Click **Apply**.  
*The Assignment Group Color box in the right pane changes to the selected color.*

---

### Recent Colors Group Box

---

The **Recent Colors** group box displays the 18 most recent colors you have used.

---

### Current Color Group Box

---

The **Current Color** group box displays the currently selected color, whether from the color palette, standard colors, or recent colors. Also, using the Hue, Sat, Lum, Red, Green, and/or Blue spin boxes, you can adjust the selected color to create a unique color for the function type.

#### *Apply Button*

The **Apply** button is used to apply the color selection.

#### *Clear Button*

The **Clear** button is used to clear the color selection and return to the default color.

#### *Assignment Group Member Column*

The **Assignment Group Member** column displays the members of the assignment group you select from the Assignment Group drop down menu.

#### *Color Column*

The **Color** column displays the current color assigned to the assignment group.

**NOTE:** You must select the current color box next to the assignment group you want to change the color for. When selected, a thick black line appears around the box.

#### *Show Default Colors Check Box*

The **Show Default Colors** check box indicates the default colors assigned to the function types are shown. If not selected, the color column in the right pane displays white boxes.

### Miscellaneous Colors Page

The **Miscellaneous Colors** page, shown in Figure 283, is used to change the colors of the talk and listen indicators seen on the KP CLD family of keypanels when talk and/or listen is activated.

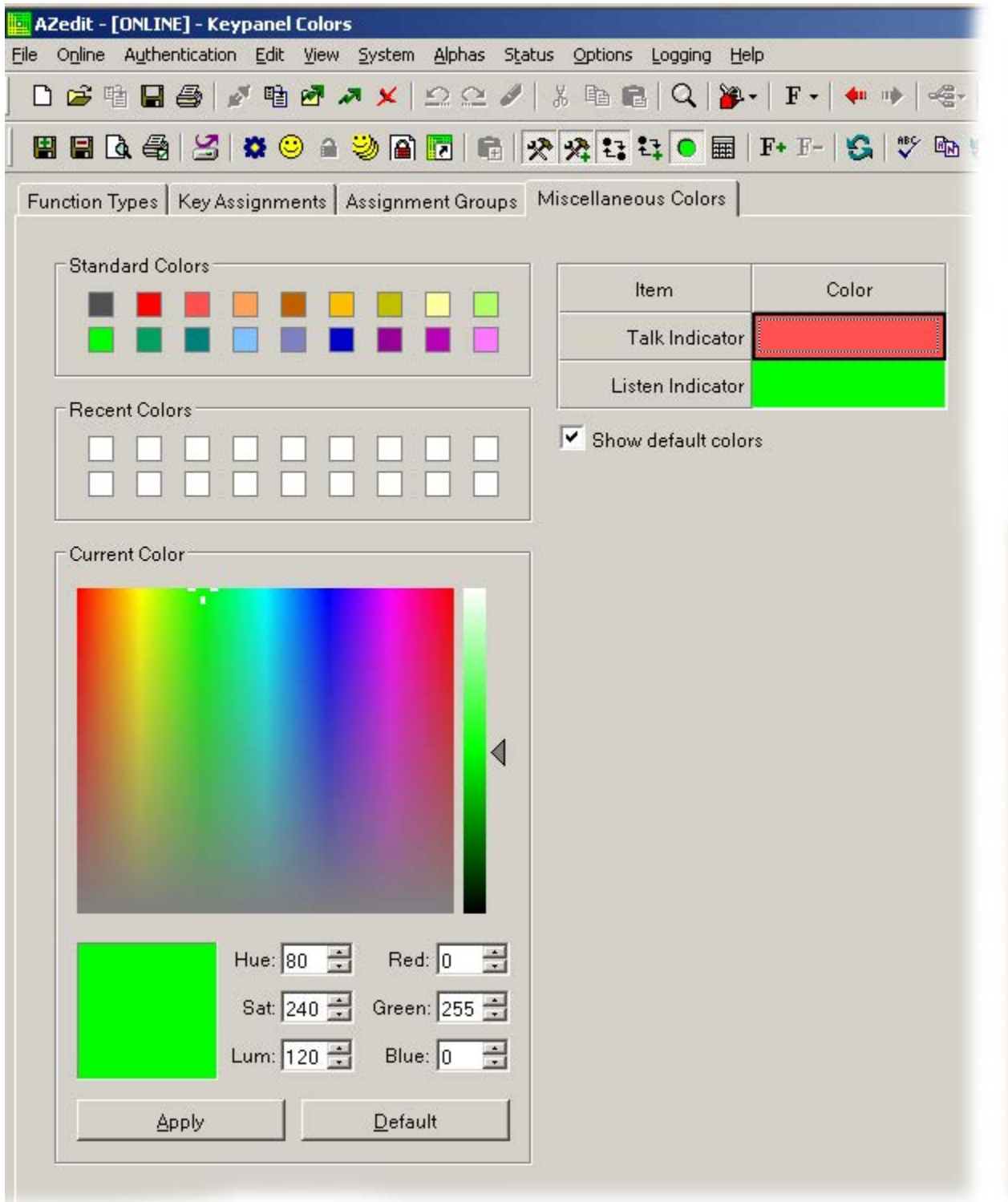


FIGURE 283. Miscellaneous Colors Page

---

## Standard Colors Group Box

---

The **Standard Colors** group box displays 18 selectable colors you can use for function type color identification.

To **apply a standard color to a key assignment**, do the following:

1. From the Color column in the right pane, select the **Talk Indicator Color** box.  
OR  
From the Color column in the right pane, select the **Listen Indicator Color** box.
2. From the Color column in the right pane, select the **function color box** you want to change the color for.
3. From the Standard Colors group box, select the **standard color** you want apply to the function.  
*The color appears in the Current Color group box.*
4. Click **Apply**.  
*The Item Color box in the right pane changes to the selected color.*

---

## Recent Colors Group Box

---

The **Recent Colors** group box displays the 18 most recent colors you have used.

---

## Current Color Group Box

---

The **Current Color** group box displays the currently selected color, whether from the color palette, standard colors, or recent colors. Also, using the Hue, Sat, Lum, Red, Green, and/or Blue spin boxes, you can adjust the selected color to create a unique color for the function type.

### *Apply Button*

The **Apply** button is used to apply the color selection.

### *Clear Button*

The **Clear** button is used to clear the color selection and return to the default color.

### *Item Column*

The **Item** column displays the items you can modify the key color.

### *Color Column*

The **Color** column is used to select the item you want to modify the color for.

**NOTE:** You must select the current color box next to the item you want to change the color for. When selected, a thick black line appears around the box.

### *Show Default Colors Check Box*

The **Show Default Colors** check box indicates the default colors assigned to the talk and listen indicators are shown. If not selected, the color column in the right pane displays white boxes.

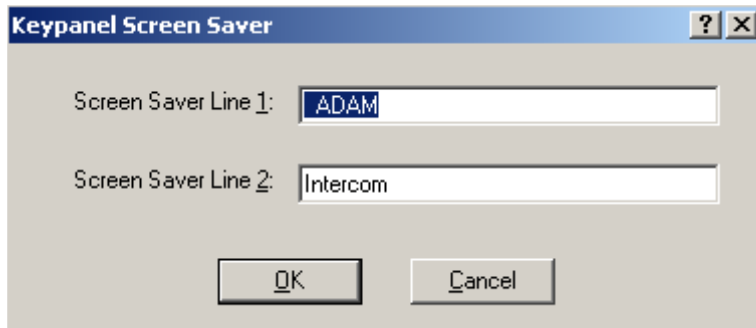
---

## Keypanel Screen Saver Window

The **Keypanel Screen Saver** window, shown in Figure 284, is used to set the display for the screen saver, seen in the display window on the keypanel.

**NOTE:** Screen saver mode can only be used with the KP-32 family of keypanels and is activated at the keypanel. Keypanels must have firmware version 2.06 or higher to use this feature.

**NAVIGATION:** Select **System|Miscellaneous|Keypanel Screen Saver** from the menu bar.



**FIGURE 284.** Keypanel Screen Saver Window

### Screen Saver Line 1 Field

The **Screen Saver Line 1** field displays the first line of the screen saver message seen on the keypanel display. When the screen saver option is enabled, it automatically displays when the keypanel has not been in use. There are two (2) lines for you to type your screen saver message.

This field can contain *up to 40 characters*.

### Screen Saver Line 2 Field

The **Screen Saver Line 2** field displays the second line of the screen saver message seen on the keypanel display. When the screen saver option is enabled, it automatically displays when the keypanel has not been in use.

This field can contain *up to 40 characters*.

### OK Button

The **OK** button is used to accept the screen saver message and close the window.

### Cancel Button

The **Cancel** button is used to close the screen saver window without saving the screen saver message.

### Procedure

To **create/change the screen saver display**, do the following:

1. From the System menu in AZedit, select **Miscellaneous**.  
*A popup menu appears.*
2. From the Miscellaneous popup menu, select **Keypanel Screen Saver**.  
*The Keypanel Screen Saver window appears.*
3. In the Screen Saver Line 1 field, enter a **message** (up to 40 characters).
4. In the Screen Saver Line 2 field, enter a **message** (up to 40 characters), if desired.

**NOTE:** The KP-32 family of keypanels has a screen saver delay feature that can only be configured at the keypanel.

To **set the screen saver delay time**, do the following:

1. On the KP-32 keypanel (or KP-632/KP-832), press **Menu**.  
*Display appears in the keypanel display.*
2. Using ↓↓, scroll to **Service**.
3. Press **PGM**.  
*Aux Inputs appears in the keypanel display.*
4. Using ↓↓, scroll to **Scr Saver**.
5. Press **PGM**.  
*Delay appears in the keypanel display.*

**NOTE:** There are three (3) options to choose from this list: Delay, DSP Off, and Activate. When DSP Off is selected, the keypanel display turns off (press any key to reactivate the display). When Activate is selected, the screen saver is immediately enabled (press any key to reactivate the display).

6. Press **PGM**.  
*30 min appears in the keypanel display.*
7. Using ↓↓, scroll through the **time increments** of inactivity on the keypanel before the screen saver is activated.  
*30 min, 1 hr, 2 hr, 4 hr, 6 hr, 8 hr, 10 hr, 12 hr*

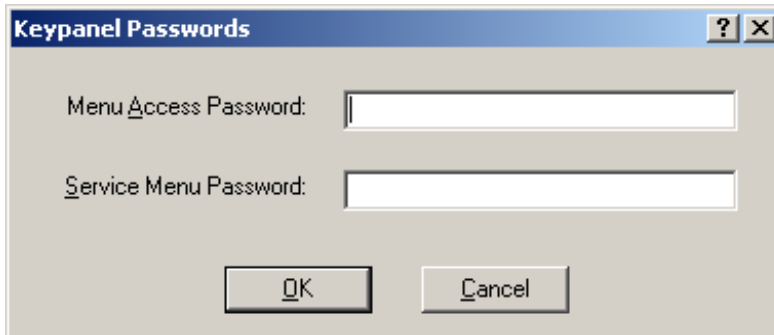


---

## Keypanel Passwords Window

The **Keypanel Passwords** window, shown in Figure 285, is used to set a password for access to either the entire keypanel (Menu Access) or to just the service menu.

**NAVIGATION:** Select **System|Miscellaneous|Keypanel Menu Passwords** from the menu bar.



**FIGURE 285.** Keypanel Passwords Window

**NOTE:** The password is applied globally across the intercom system.

### Menu Access Password Field

The **Menu Access Password** field indicates the password needed to access the entire keypanel menu. Asterisks (\*) are used for security purposes when entering the password.

This field can contain *up to 32 characters* long.

### Service Menu Password Field

The **Service Menu Password** field indicates the password needed to access the service menu on the keypanel. All other menus are accessible. Asterisks (\*) are used for security purposes when entering the password.

This field can contain *up to 32 numbers*.


### OK Button

The **OK** button is used to accept the password entries and close the window. You must Send (**Online|Send Changes**) your changes to the intercom, when completed.

### Cancel Button

The **Cancel** button is used to close the window without accepting the password entries.

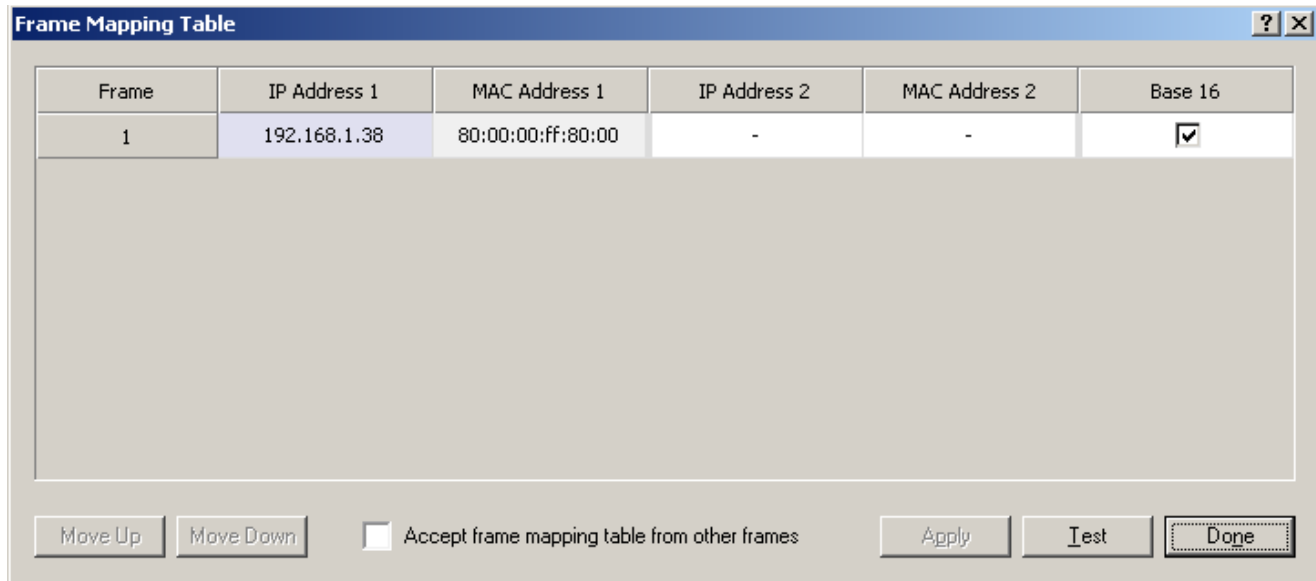
To **configure password protect on the keypanel menu or keypanel service menu**, do the following:

1. From the System menu in AZedit, select **Miscellaneous**.  
*A popup menu appears.*
2. From the Miscellaneous popup menu, select **Keypanel Menu Password**.  
*The Keypanel Passwords window appears.*
3. In either the Menu Access or Service Menu Password field, enter a **password**.
4. Click **OK**.  
*The password is in temporary memory.*
5. Click the **Activate** icon  to send the changes to the intercom.

## Frame Mapping Table Window

The **Frame Mapping Table** window, shown in Figure 286, is used to link Tribus frames together. Determine the frame position (1 through 8) and enter the primary and secondary MCII-e Master Controller IP Addresses.

**NAVIGATION:** Select **Options|Frame Mapping Table** from the menu bar.



**FIGURE 286.** Frame Mapping Table Window

## Frame Column

The **Frame** column displays the frame's positional rank within the intercom system.

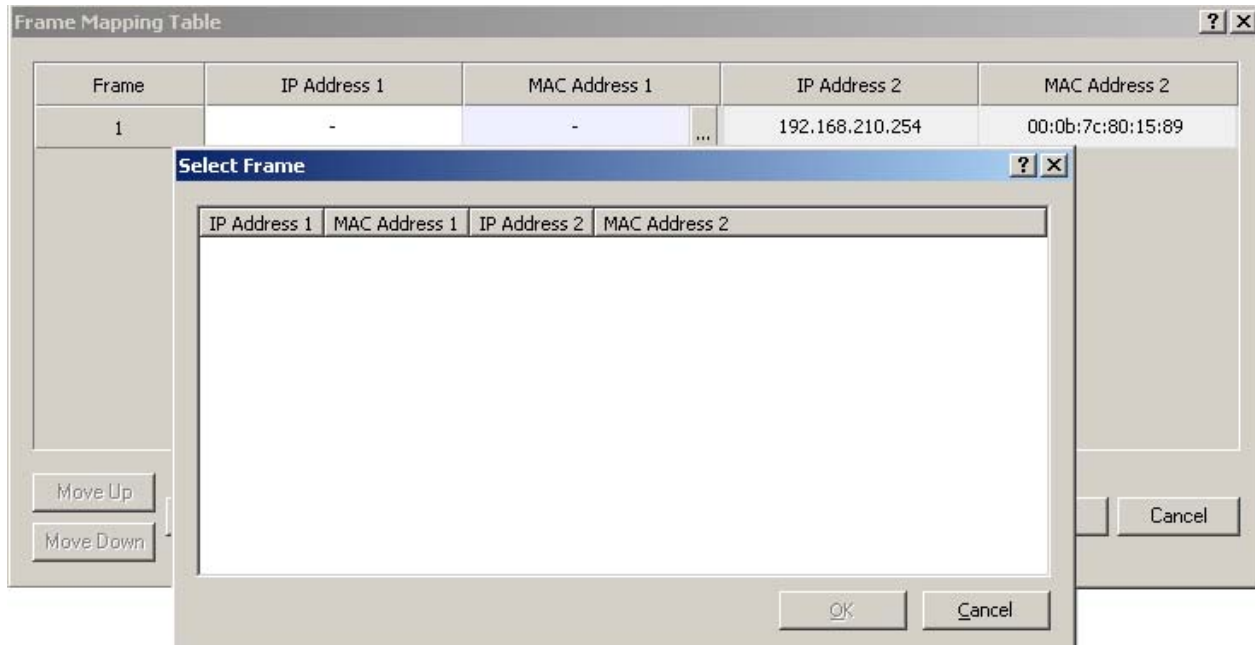
## IP Address 1 Column

The **IP Address 1** column indicates the IP Address of the active MCII-e Master Controller.

To **set the IP Address**, do the following

1. Click the **Address** to make the field active.  
*The Browse button appears.*
2. Click the **Browse** button to open the Select Frame window.

**NOTE:** For more information, see “Select Frame Window” on page 301.



## MAC Address 1 Column

The **MAC Address 1** column indicates the MAC Address of the active MCII-e Master Controller in the frame.

## IP Address 2 Column

The **IP Address 2** column indicates the standby MCII-e Master Controller IP Address

To **set the IP Address 2**, do the following

1. Click the **Address** to make the field active.  
*The Browse button appears.*
2. Click the **Browse** button to open the Select Frame window.

For more information, see “Select Frame Window” on page 301.

## MAC Address 2 Column

The **MAC Address 2** column indicates the MAC Address of the standby MCII-e Master Controller in the frame.

## Base 16 Column Check Box

The **Base 16** check box is used to enable the Base 16 port numbering system. For more information, see “Channel Allocation Scheme” on page 427.

## Move Up Button

The **Move Up** button allows you to set the frame position on the system up in the Frame hierarchy. Frame 1 is the master frame and holds the most complete frame mapping table. If frame 1 fails, then frame 2 becomes the master frame.

## Move Down Button

The **Move Down** button allows you to set the frame position of the system down in the Frame hierarchy. Frame 1 is the master frame and holds the most complete frame mapping table. If frame 1 fails, then frame 2 becomes the master frame.

## Accept Frame Mapping Table from Other Frames Check Box

The **Accept Frame Mapping Table from Other Frames** check box is used to allow other frames to send their frame mapping information to the selected frame.

**NOTE:** Each frame in a valid system must be defined in a table map to be able to communicate with the other frames in the system.

## Apply Button

The **Apply** button is used to accept the modifications you make and send them to the Intercom System. Once the modifications have been applied, AZedit displays the message below and then reboots itself.

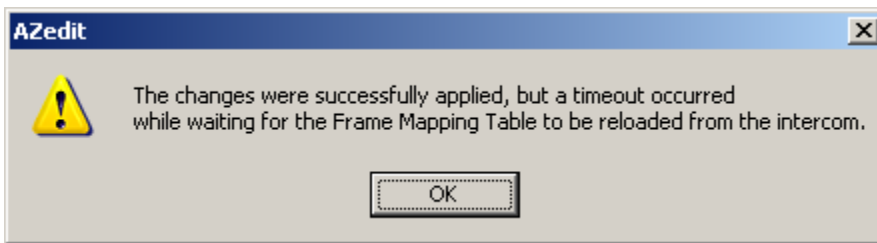


FIGURE 287. Apply Button Message

**NOTE:** You must press the Test button before the Apply button becomes active.

## Test Button

The **Test** button is used to test the frame mapping configuration you create. Once you have tested your frame map configuration, press the Apply button to implement the modifications you make. The message below appears if the frame map is deemed valid.



FIGURE 288. Frame Mapping Table Valid Message

## Done Button

The **Done** button is used to close the Frame Mapping window.

## Select Frame Window

The **Select Frame** window, shown in Figure 289, is used to select a Frame (IP Address and MAC Address) to include in the Frame Mapping table for your Tribus System.

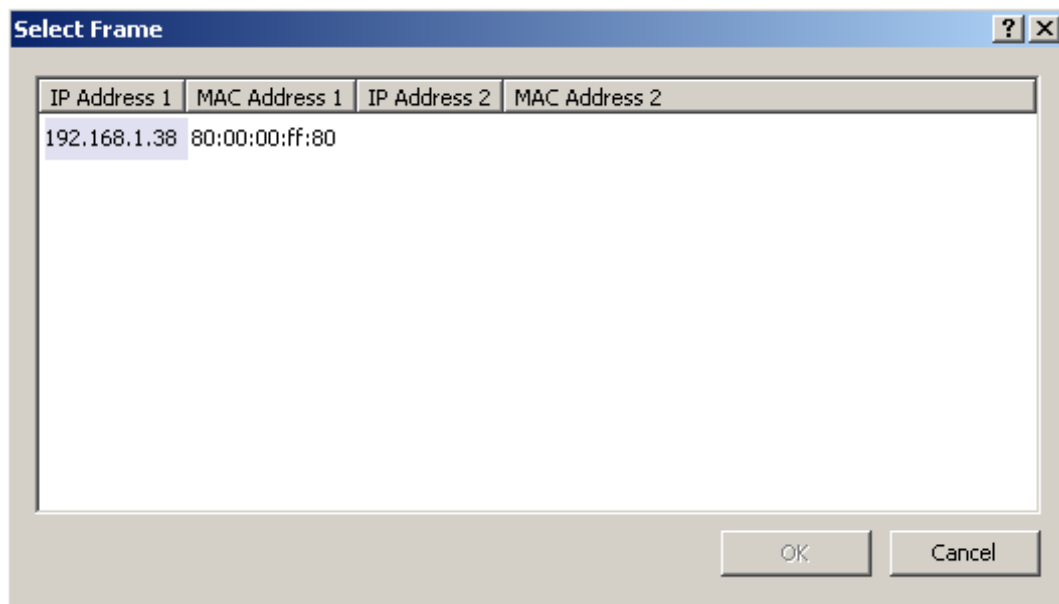


FIGURE 289. Select Frame Window

### IP Address 1 Column

The **IP Address 1** column displays the IP Address of the active master controller in the ADAM frame.

### MAC Address 1 Column

The **MAC Address 1** column displays the MAC Address of the active master controller in the ADAM frame.

### IP Address 2 Column

The **IP Address 2** column displays the IP Address of the standby master controller, if available, in the ADAM frame.

### MAC Address 2 Column

The **MAC Address 2** column displays the MAC Address of the standby Master Controller, if available, in the ADAM frame.

### OK Button

The **OK** button is used to accept the selections made and close the window.

### Cancel Button

The **Cancel** button is used to reject the selections made and close the window.

## Upload Debug Information

The **Debug Information** menu item, shown in Figure 290, allows you to send a debug file to Bosch to help troubleshoot the reason for a crash in AZedit. In the event of a processor crash, the processor saves diagnostic information about the cause of the problem to its flash memory. The menu item stays grayed out until a debug file is created during this event.

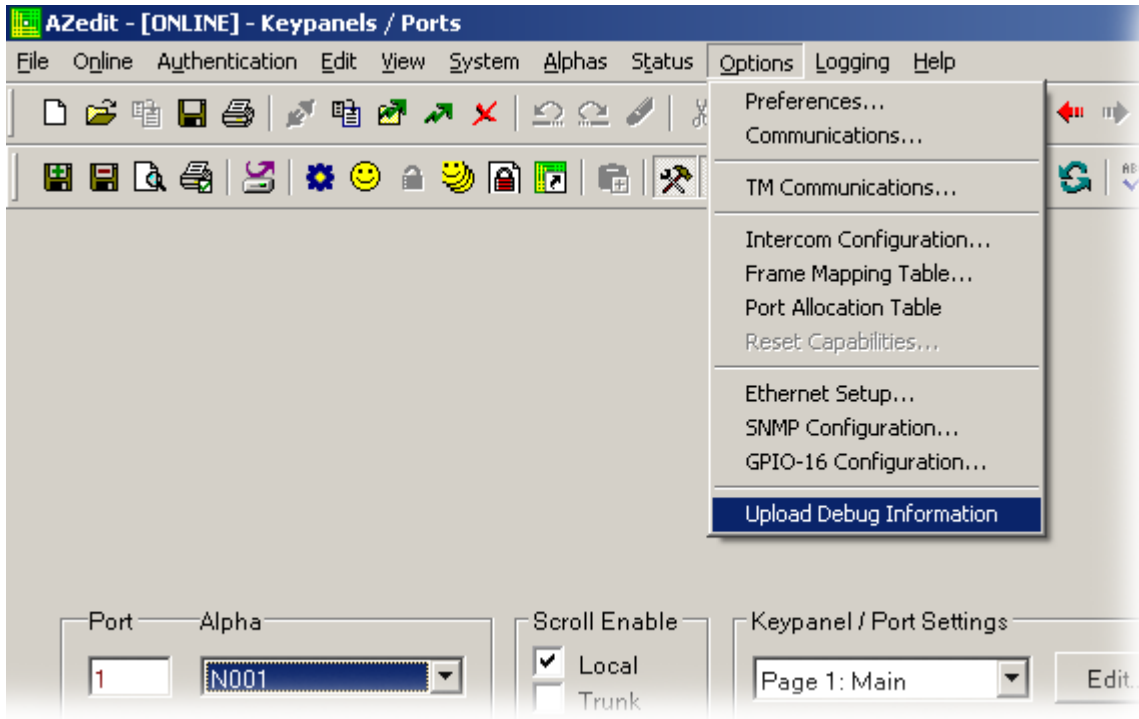
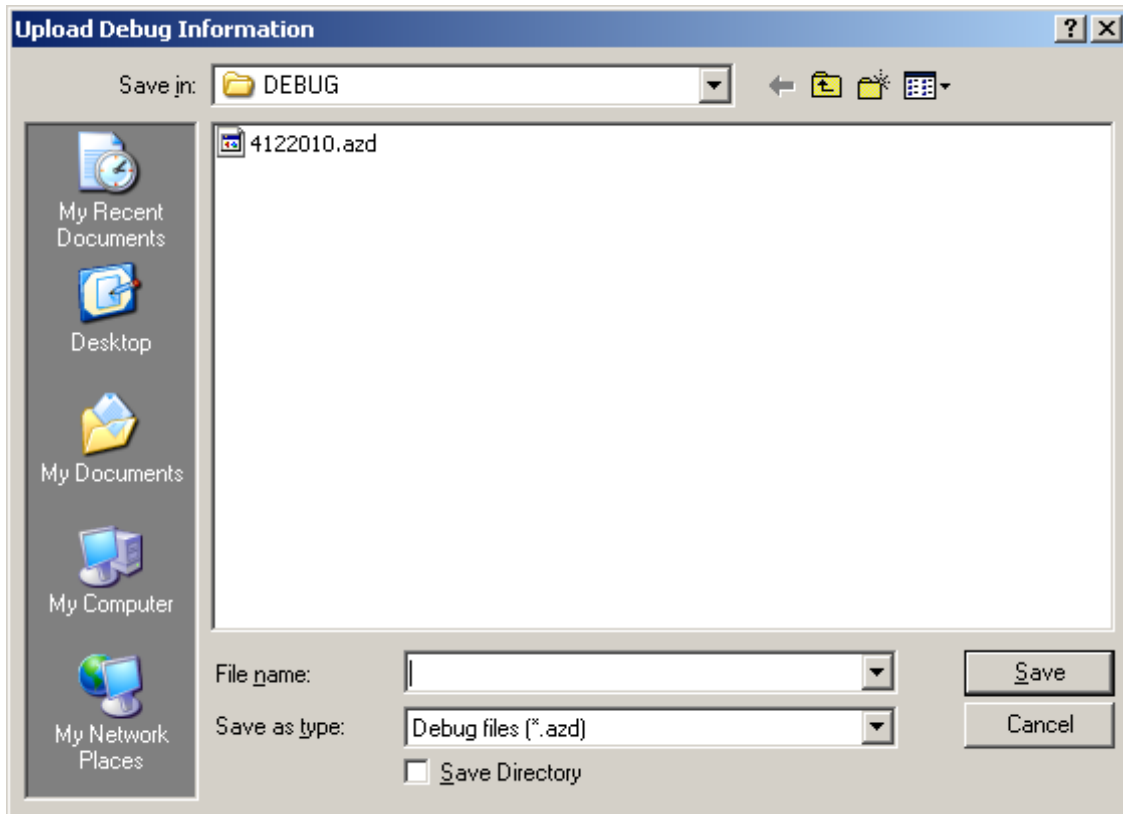


FIGURE 290. Upload Debug Information

To **create a debug file**, do the following:

**NOTE:** Once the processor has crashed, the Upload Debug Information menu item becomes active.

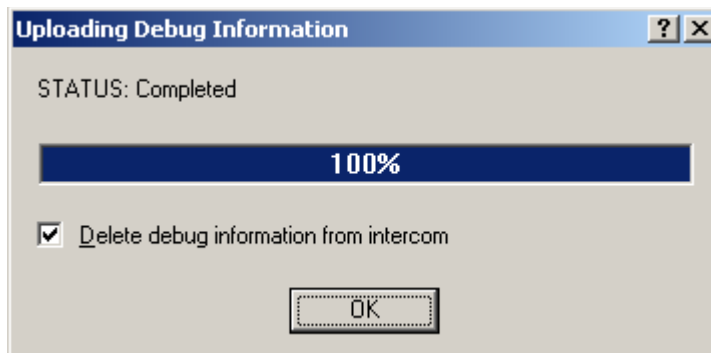
1. From the Options menu, select **Upload Debug Information**.  
*The Upload Debug Information window appears.*



**NOTE:** By default, the debug folder (C:\Telex\AZedit\Debug) is where the AZedit debug file you create is stored.

2. In the File name field, enter a **name** for the debug file you create. For example, you could use the date as the file name—20100605.azd.
3. Click **Save**.

*The Uploading Status message appears.*

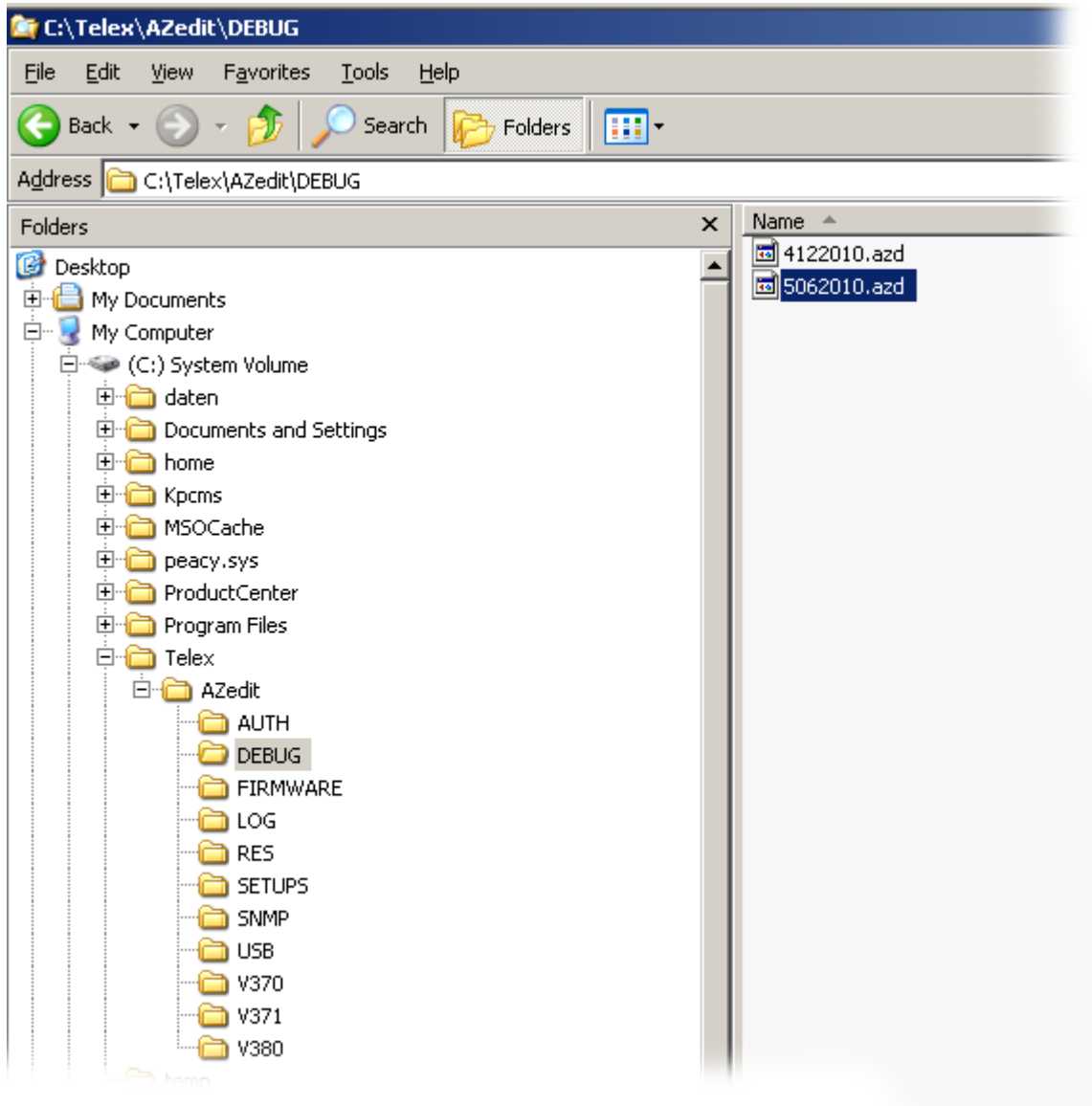


**NOTE:** Select the Delete debug information from intercom check box, if you want to delete the debug information from the system once the .azd file is created. Otherwise, the information is kept in the intercom system. Remember, you can only save the most current debug information. This means that if your processor fails twice you can only capture the second failure's diagnostic information.

To **find the file you just created**, do the following:

1. Right-click on **My Computer**, and from the popup menu, select **Explore**.  
*The My Computer window appears with a navigation pane down the left hand side of the window.*

2. Navigate to **C:\Telex\AZedit\Debug**.  
OR  
Navigate to the **folder** you store your AZedit debug file.



**NOTE:** Once you have created the AZedit Debut file, contact Bosch System Engineering for further instructions (<http://www.rtsintercoms.com/contact.php>).



## Select Intercom Window

The **Select Intercom** window, shown in Figure 291, is used to select the intercom system you want to run.

**NAVIGATION:** Select **Authentication|Change Intercom...** from the menu bar.

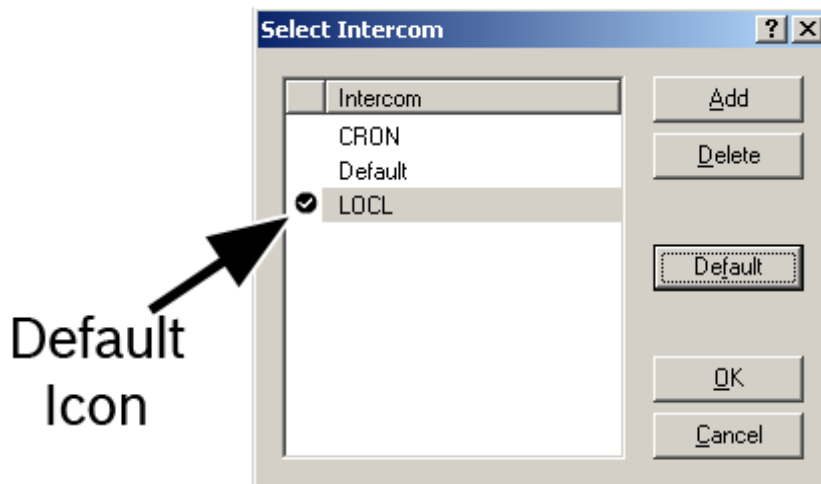


FIGURE 291. Select Intercom Window

### Intercom Column

The **Intercom** column displays a selectable list of intercom systems to which a user may log on.

### Add Button

The **Add** button opens the Add Intercom window. For more information, see “Add Intercom Window” on page 306.

### Delete Button

The **Delete** button deletes the highlighted intercom from the Intercom column.

### Default Button

The **Default** button indicates the default intercom system. The default intercom is designated by a check mark icon. ✓

### OK Button

The **OK** button applies the selections made and closes the window.

### Cancel Button

The **Cancel** button discards the selections made and closes the window.

---

## Add Intercom Window

The **Add Intercom** window, shown in Figure 292, is used to configure an intercom system to be selectable from the Select Intercom window.

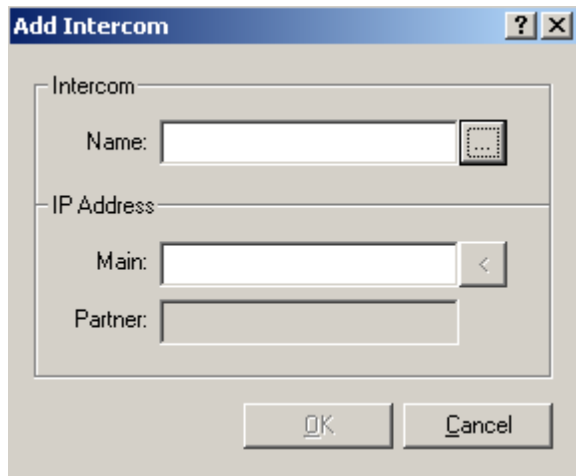


FIGURE 292. Add Intercom Window

---

## Intercom Group Box

### Name Field

The **Name** field identifies the name of an intercom. Use this field to enter the name you want to call the intercom. You can also use the browse button to pick the intercom from a list.

### Browse Button

The **Browse** button opens the Available Intercoms window from which the user may select an intercom to add to the available list. For more information, see “Available Intercoms” on page 46.

**NOTE:** You must be connected to the Matrix to be able to use the browse button.

---

## IP Address Group Box

### Main Field

The **Main** field identifies the main IP Address for the intercom. The Main IP Address is the IP Address given to the Active Master Controller. If you do not know the IP Address, you can browse to find the machine you want to configure.

When connected to the network with Ethernet, an intercom system has two Master Controllers (the Active and Standby). The Standby Master Controller acts as the Active Master Controller's backup in failover protection.

**NOTE:** There are two (2) IP Addresses AZedit can use to contact the intercom system – Main and Partner. If AZedit gets no response from one (1) of the IP Addresses, then it switches to the other IP Address.

### **Browse Button**

The **Browse** button is used to search for the Intercom listed in the Name field, and then fill in the IP Address in the Main field. This is an alternate way to search for the IP Address, rather than using the Name field browse button to search on the Available Intercom screen.

### **Partner Field**

The **Partner** field identifies the partner IP Address. The Partner IP Address is the IP Address given to the Standby Master Controller.

When connected to the network with Ethernet, an intercom system has two Master Controllers (the Active and Standby). The Standby acts as the Active Master Controller's backup.

**NOTE:** There are two (2) IP Addresses that AZedit can use to contact the intercom system – Main and Partner. If AZedit gets no response from one (1) of the IP Addresses, then it switches to the other IP Address.

### **OK Button**

The **OK** button saves the information entered and closes the window.

### **Cancel Button**

The **Cancel** button discards the information entered and closes the window.

## Select User Window

The **Select User** window, shown in Figure 293, is used to select the user profile you want to log on to the intercom system with.

**NOTE:** In the default configuration, the default user is the only user necessary.

**NAVIGATION:** Select **Authentication|Change User...** from the menu bar.

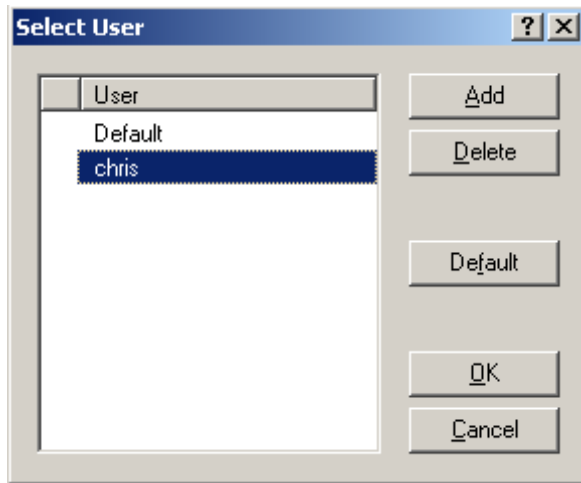


FIGURE 293. Select User Window

### User Column

The **User** column displays a list of current users. You can select a user by highlighting the name and clicking **OK**.

### Add Button

The **Add** button opens the Add Users window, see “Add User Window” on page 309, where user profiles may be added to the user column.

### Delete Button

The **Delete** button deletes the highlighted user profile from the User column.

### Default Button

The **Default** button indicates the default user profile for the intercom system. The default user profile is designated by a check mark icon.

### OK Button

The **OK** button applies the selection and closes the window.

### Cancel Button

The **Cancel** button discards the selection and closes the window.

---

## Add User Window

The **Add User** window, shown in Figure 294, is used to add users to the selectable list on the Select User window.

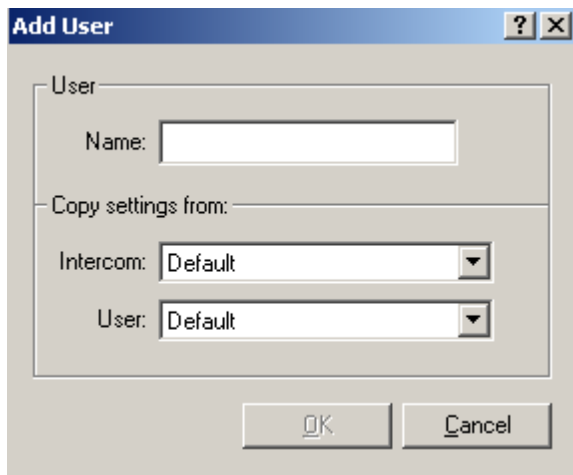


FIGURE 294. Add User Window

---

## User Group Box

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### Name Field

The **Name** field is used to enter the name of the user you want to add to the intercom system.

This field can contain *up to 24 characters*.

---

## Copy Settings From Group Box

---

### Intercom Drop Down Menu

The **Intercom** drop down menu is used to select an existing intercom setting you want copy and apply to the new user profile.

### User Drop Down Menu

The **User** drop down menu is used to select an existing user profile you want to copy and apply to the new user profile.

### OK Button

The **OK** button applies the entered information and closes the window.

### Cancel Button

The **Cancel** button discards the entered information and closes the window.

## Connected Users Window

The **Connected Users** window, shown in Figure 295, is used to view all users currently logged on to the current intercom system.

**NOTE:** In the status bar at the bottom of the page, you can also see the number of users logged into the intercom system.

**NAVIGATION:** Select **Authentication|Show Connected Users...** from the menu bar.

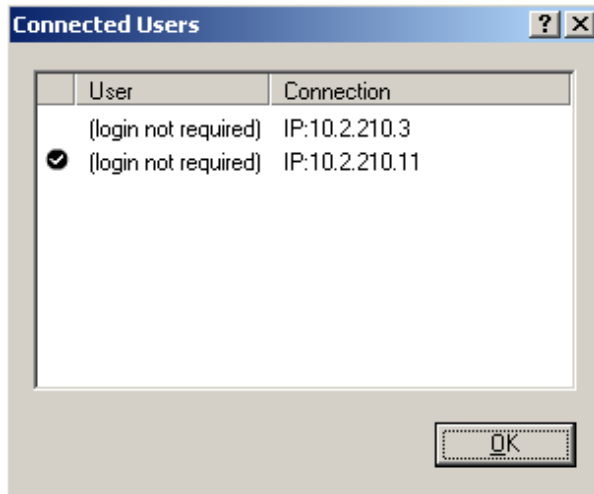


FIGURE 295. Connected Users Window

### User Column

The **User** column displays the name of the user names of current users logged onto AZedit.

### Connection Column

The **Connection** column displays the IP Address of the current connection of the computer you are connecting to.

### OK Button

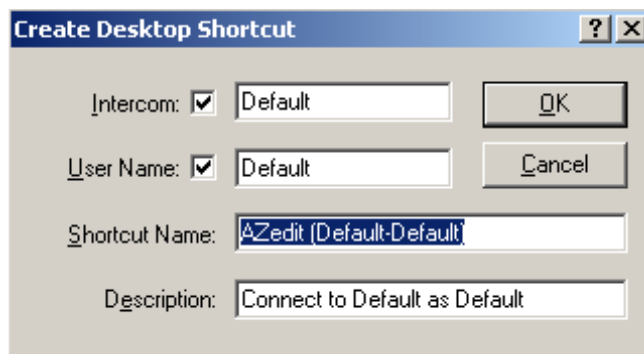
The **OK** button closes the Connected Users window.

---

## Create Desktop Shortcut Window

The **Create Desktop Shortcut** window, shown in Figure 296, is used to create a shortcut icon on your computer desktop. Use the Create Shortcut screen to create a shortcut to the AZedit session. This is useful when you have multiple AZedit sessions configured on one terminal.

**NAVIGATION:** Select **Authentication|Create Shortcut...** from the menu bar.



**FIGURE 296.** Create Desktop Shortcut Window

**NOTE:** None of these settings change how AZedit logs in to the system. These settings are strictly for the naming of the Shortcut you are creating.

### Intercom Check Box

The **Intercom** check box indicates the Intercom name displays in the shortcut name on the desktop.

### Intercom Field

The **Intercom** field is used to enter the name of the intercom. By default, the name of the current intercom appears in the Intercom field. You can change this name to display any name you want to appear, however, if the name you enter is not a valid intercom name it does not connect without prompting you to select a configured intercom.

### User Name Check Box

The **User Name** check box indicates that the user name should display in the shortcut name.

### User Name Field

The **User Name** field displays the user name you see in the shortcut, if applicable. By default, *Default* appears in the User Name field. You can change this name to display any name you want to appear.

### Shortcut Name Field

The **Shortcut Name** field displays what is seen when the shortcut is created. By default, the intercom name and user name are shown. You can change this to anything you want to display regardless of selections made for displaying the Intercom and User Name check boxes.

### Description Field

The **Description** field displays a description of the shortcut that is created. By default, the description displays the intercom and the user that are connected. You can change this to display a more meaningful description.

### OK Button

The **OK** button accepts the modifications, closes the window, and creates a shortcut on the desktop.

### Cancel Button

The **Cancel** button discards the modifications and closes the window without creating a shortcut on the desktop.

---

## *Cronus Passwords Window*

The **Cronus Passwords** window, shown in Figure 297, is used to set a password for access to the Cronus front panel menu.

**NAVIGATION:** Select **System|Miscellaneous|Cronus Password** from the menu bar.

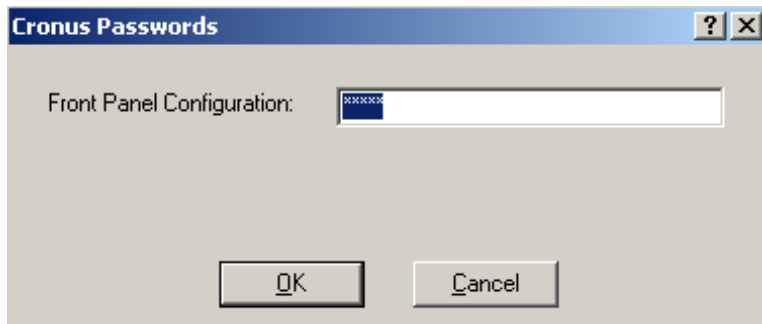


FIGURE 297. Cronus Passwords Window

### Front Panel Configuration Field

The **Front Panel Configuration** field identifies the Cronus front panel password.

This field can contain *up to 20 alphanumeric characters*.

### OK Button

The **OK** button is used to accept the password and close the window. You must Send (**Online|Send Changes**) your changes to the intercom, when completed.

### Cancel Button

The **Cancel** button is used to cancel the password and close the window.



---

AZedit has many features to help save time in daily maintenance and upkeep of your intercom system. The following is a list of these utilities:

*Paste Special*

*Partial Save*

*Send Changes*

*Refresh Alphas*

*Duplicate Alphas*

*Search for Key Assignment*

*Key Assignment Grid*

*Keypanel Print Options*

---

### *Paste Special Window*

The **Paste Special** window, shown in Figure 298, allows you to copy all settings from a single port and then selectively past those settings to any number of ports. It is a separate menu item because its behavior is more advanced than the conventional Paste menu option. When you select copy from the Edit menu, AZedit stores the settings of the port in a portion of the computer's memory called the clipboard. Paste Special allows selective use of this information, rather than pasting all of the information from the clipboard. This feature is an efficient way of targeting a specific port (even a specific key on a port) or an entire system or applying a specific setting to many ports.

The Paste Special menu is grayed out until you have copied port information.

---

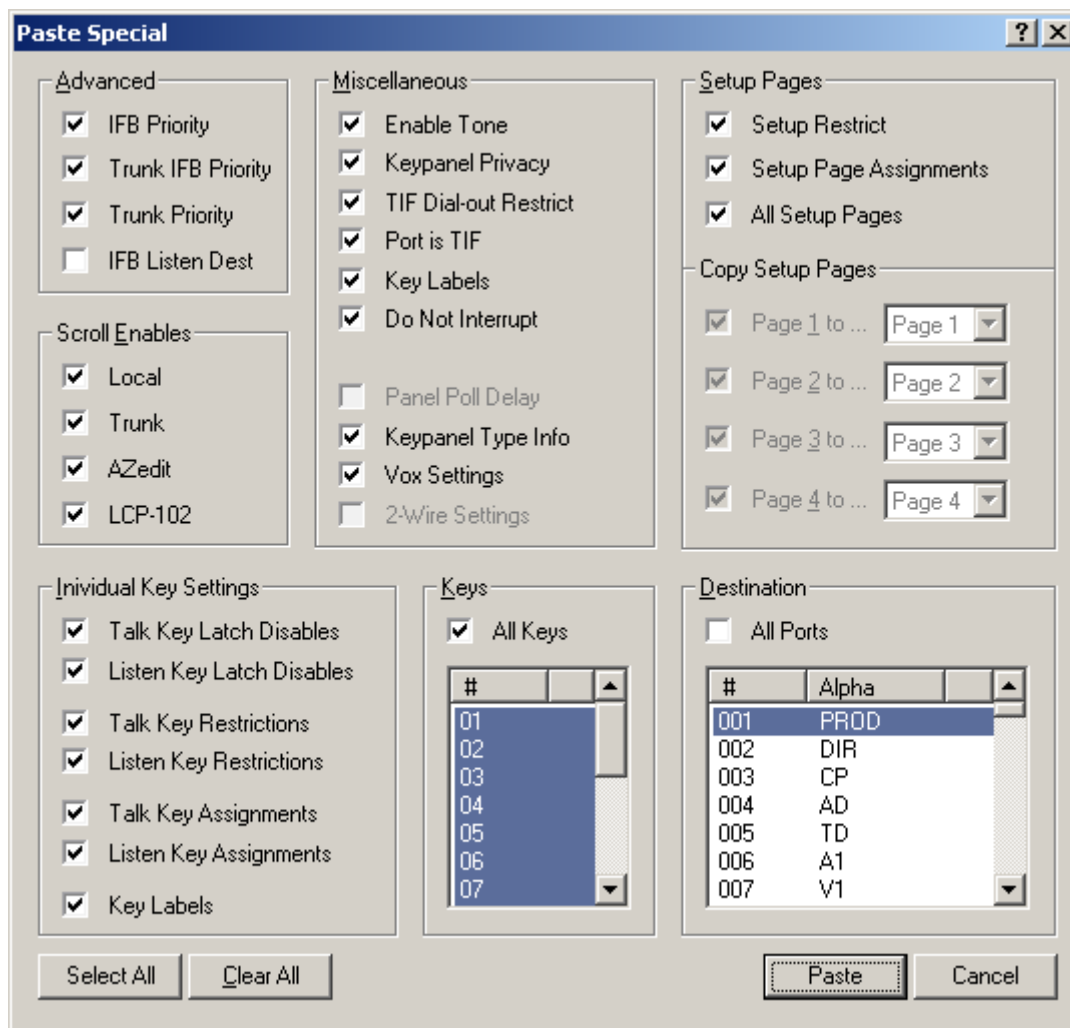
**CAUTION:** While this feature is quick and efficient, it should be noted that once the Paste Special is performed, it cannot be undone.

---

To **copy the settings of a port**, do the following:

1. From the Keypanel/Port window, select the **port** you want to copy.
2. From the menu bar, select **Edit|Copy**.  
*The port settings for the selected port are copied.*
3. From the Edit menu, select **Paste Special**.  
*The Paste Special window appears.*
4. Select the **features** you want to paste to the new port.
5. From the Keys group box, select the **keys** you want to paste the information to.
6. From the Destination group box, select the **ports** you want to paste the selected information to.
7. Click **Paste**.  
*The selected information is pasted to the selected keys and/or ports.*

**NAVIGATION:** Select **Edit|Paste Special** from the menu bar.



**FIGURE 298.** Paste Special Window

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## Advanced Group Box

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### IFB Priority Check Box

The **IFB Priority** check box is used to instruct AZedit to use the IFB Priority setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, IFB priorities are included in the Paste operation.

### Trunk IFB Priority Check Box

The **Trunk IFB Priority** check box is used to instruct AZedit to use the Trunk IFB Priority setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, trunk IFB priorities are included in the Paste operation.

### Trunk Priority Check Box

The **Trunk Priority** check box is used to instruct AZedit to use the Trunk Priority setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, trunk priorities are included in the Paste operation.

### IFB Listen Dest Check Box

The **IFB Listen Dest** check box is used to instruct AZedit to use the IFB Listen Dest setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, IFB listen destinations are included in the Paste operation.

---

## Scroll Enables Group Box

---

### Local Check Box

The **Local** check box is used to instruct AZedit to use the Local setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, Local scroll enable settings are included in the Paste operation.

### Trunk Check Box

The **Trunk** check box is used to instruct AZedit to use the Trunk setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, Trunk scroll enable settings are included in the Paste operation.

### AZedit Check Box

The **AZedit** check box is used to instruct AZedit to use the AZedit setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, AZedit scroll enable settings are included in the Paste operation.

### LCP-102 Check Box

The **LCP-102** check box is used to instruct AZedit to use the LCP-102 setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, LCP-102 scroll enable settings are included in the Paste operation.

---

## Individual Key Settings Group Box

---

The **Individual Key Settings** group box identifies many of the individual key settings you can configure on keypanels. These settings can be included in a Paste operation.

### Talk Key Latch Disables Check Box

The **Talk Key Latch Disables** check box is used to instruct AZedit to use the Talk Key Latch Disables setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, talk key latch disables are included in the Paste operation.

### Listen Key Latch Disables Check Box

The **Listen Key Latch Disables** check box is used to instruct AZedit to use the Listen Key Latch Disables setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, listen key latch disables are included in the Paste operation.

### Talk Key Restrictions Check Box

The **Talk Key Restrictions** check box is used to instruct AZedit to use the Talk Key Restrictions setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, talk key restrictions are included in the Paste operation.

### Listen Key Restrictions Check Box

The **Listen Key Restrictions** check box is used to instruct AZedit to use the Listen Key Restrictions setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, listen key restrictions are included in the Paste operation.

### Talk Key Assignments Check Box

The **Talk Key Assignments** check box is used to instruct AZedit to use the Talk Key Assignments setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the talk key assignments are included in the Paste operation.

### Listen Key Assignments Check Box

The **Listen Key Assignments** check box is used to instruct AZedit to use the Listen Key Assignments setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the listen key assignments are included in the Paste operation.

### Key Labels Check Box

The **Key Labels** check box is used to instruct AZedit to use the Key Labels setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, key labels are included in the Paste operation.

---

## Miscellaneous Group Box

---

### Enable Tone Check Box

The **Enable Tone** check box is used to instruct AZedit to use the Enable Tone setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, enable tone settings are included in the Paste operation.

---

**IMPORTANT:** Enabling tone on multiple ports is rarely, if ever, desirable. However this may be used to ensure that tone is not enabled on any port.

---

### Keypanel Privacy Check Box

The **Keypanel Privacy** check box is used to instruct AZedit to use the Keypanel Privacy setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, keypanel privacy settings are included in the Paste operation.

### TIF Dial-out Restrict Check Box

The **TIF Dial-out Restrict** check box is used to instruct AZedit to use the TIF Dial-out Restrict setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, TIF dial-out restrict settings are included in the Paste operation.

### Port is TIF Check Box

The **Port is TIF** check box is used to instruct AZedit to use the Port is TIF setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the Port is TIF settings are included in the Paste operation.

### Key Labels Check Box

The **Key Labels** check box is used to instruct AZedit to use the Key Labels setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the port key label setting is included in the Paste operation.

### Do Not Interrupt Check Box

The **Do Not Interrupt** check box is used to instruct AZedit to use the Do Not Interrupt setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the do not interrupt settings are included in the Paste operation.

### Panel Poll Delay Check Box

The **Panel Poll Delay** check box is used to instruct AZedit to use the Panel Poll Delay setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the panel poll delay settings are included in the Paste operation.

### Keypanel Type Info Check Box

The **Keypanel Type Info** check box is used to instruct AZedit to use the Keypanel Type Info setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the keypanel type information is included in the Paste operation.

---

## VOX Settings Check Box

The **VOX Settings** check box is used to instruct AZedit to use the VOX Settings setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the vox settings are included in the Paste operation.

## 2-Wire Settings Check Box

The 2-wire Settings check box is used to instruct AZedit to use the 2-Wire Settings setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the 2-wire settings are included in the Paste operation.

---

## Setup Pages Group Box

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### Setup Restrict Check Box

The **Setup Restrict** check box is used to instruct AZedit to use the Setup Restrict setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the setup restricts information is included in the Paste operation.

### Setup Page Assignments Check Box

The **Setup Page Assignments** check box is used to instruct AZedit to use the Setup Page Assignments setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, the setup page assignments are included in the Paste operation.

### All Setup Pages Check Box

The **All Setup Pages** check box is used to instruct AZedit to use the All Setup Pages setting from the port that was copied to the key(s) of the port(s) selected in the Keys and Destination group boxes. When selected, all setup pages are included in the Paste operation. Otherwise, you can select which setup pages to copy and paste. You can also direct where to paste setup pages (for example, you can paste setup page 1 into setup page 2 on the new or existing setup).

---

## Copy Setup Pages Group Box

---

The **Copy Setup Pages** group box allows the user to rearrange the pages when pasted. In this way the ports being pasted to would have a different order of pages than the original port.

---

**IMPORTANT:** The All Setup Pages check box must not be selected for the Copy Setup Pages group box to be active.

---

### Page 1 to... Check Box

The **Page 1 to...** check box is used to select Page 1 to be included in the Paste operation. If selected, you can choose where to paste page 1, using the Page drop down menu.

### Page Drop Down Menu

The **Page** drop down menu is used to select where you want to paste the Page 1 setup information.

Available selections for this field are:

*none*

*Page 1*

*Page 2*

*Page 3*

*Page 4*

### Page 2 to... Check Box

The **Page 2 to...** check box is used to select Page 2 to be included in the Paste operation. If selected, you can choose where to paste page 2, using the Page drop down menu.

### Page Drop Down Menu

The **Page** drop down menu is used to select where you want to paste the Page 2 setup information.

Available selections for this field are:

*none*

*Page 1*

*Page 2*

*Page 3*

*Page 4*

### Page 3 to... Check Box

The **Page 3 to...** check box is used to select Page 3 to be included in the Paste operation. If selected, you can choose where to paste page 3, using the Page drop down menu.

### Page Drop Down Menu

The **Page** drop down menu is used to select where you want to paste the Page 3 setup information.

Available selections for this field are:

*none*

*Page 1*

*Page 2*

*Page 3*

*Page 4*

### Page 4 to... Check Box

The **Page 4 to...** check box is used to select Page 4 to be included in the Paste operation. If selected, you can choose where to paste page 4, using the Page drop down menu.

---

## Page Drop Down Menu

The **Page** drop down menu is used to select where you want to paste the Page 4 setup information.

Available selections for this field are:

*none*

*Page 1*

*Page 2*

*Page 3*

*Page 4*

---

## Keys Group Box

The **Keys** group box is used to select all keys or specific keys to include in the Paste operation. Typically, when using paste special, the All Keys option is selected unless user only want the paste to apply to specific keys. In this case, the All Keys check box should be cleared.

### All Keys Check Box

The **All Keys** check box indicates all keys are included in the Paste operation. When selected, the keys in the # column are highlighted.

### Key # Column

The **Key #** column displays a selectable list of keys to be copied from the port. The All Keys check box must not be selected for this feature to be enabled.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

---

## Destination Group Box

The **Destination** group box is used to select the port or ports to paste the specified information.

### All Ports Check Box

The **All Ports** check box indicates that all ports are included in the Paste operation. When selected, the ports in the ports columns are highlighted.



## Ports Columns

The **Ports** columns display the available ports information to which information can be pasted. The All Ports check box must not be selected for this feature to be enabled.

You can select more than one (1) port to talk or listen to by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

## Partial Save Window

The **Partial Save** window, shown in Figure 299, is used to facilitate quick changes in the intercom system. The benefit of using a Partial Save as opposed to loading a full file is that it only loads the changes to the intercom system, that in turn takes less time to load to the system. This is particularly used on large systems or for systems with slow data connections. Partial Save can be used either in online or file mode.

**IMPORTANT:** Care should be taken to understand which changes are being made when a partial file is loaded, so that unintended changes are avoided. This is particularly important when multiple partial files are being loaded simultaneously.

**NOTE:** When you first open the Partial Save window, all items that you have changed (but have not yet been saved or sent to the intercom system) are already highlighted and can be immediately saved to a file if desired. Press **OK** and immediately save only those items.

**NAVIGATION:** Select **File|Partial Save** from the menu bar.

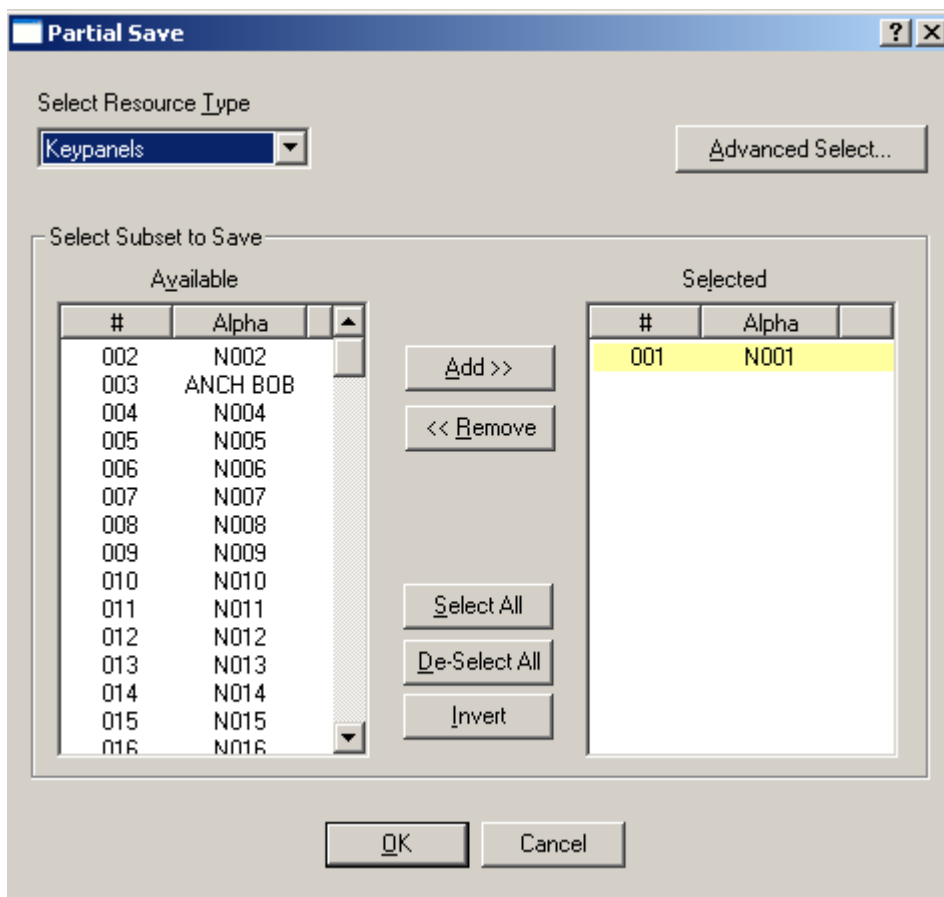


FIGURE 299. Partial Save Window

## Select Resource Type Drop Down Menu

The **Select Resource Type** drop down menu is used to select the type of resource you want to include in the Partial Save operation.

Available selections for this field are:

<i>Keypanels</i>	<i>Crosspoint Gains</i>
<i>Ports</i>	<i>Party Line Gains</i>
<i>Keypanel Types</i>	<i>LCP-102s</i>
<i>PGM Listen Sources</i>	<i>PAP-32s</i>
<i>Party Lines</i>	<i>ARP-32s</i>
<i>IFBs</i>	<i>GPIO-16s</i>
<i>IFB Special Lists</i>	<i>MADI Cards</i>
<i>Special Lists</i>	<i>UPL Statements</i>
<i>Special List Functions</i>	<i>UPL Resources</i>
<i>GPI Outputs</i>	<i>Alphas</i>
<i>ISOs</i>	<i>Descriptions</i>
<i>Assignment Groups</i>	<i>Keypanel Screen Savers</i>
<i>GPI Inputs</i>	<i>Keypanel Passwords</i>
<i>Inter-panel Dims</i>	<i>Key Assignment Colors</i>
<i>Forces/Inhibits</i>	<i>Function Type Colors</i>
<i>Input/Output Gains</i>	<i>Miscellaneous Colors</i>
<i>VOX Settings</i>	

---

## Select Subset to Save Group Box

---

### Available Columns

The **Available** columns display the available resources to include in the Partial Save operation. The resource number and alpha are shown. This list is dependent upon what is selected in the Select Resource Type drop down menu.

### Selected Columns

The **Selected** columns display the items that are marked for the Partial Save operation. The resource number and alpha are shown.

**NOTE:** If a resource is highlighted in yellow, this signifies a modification made, but not sent to the intercom, before the Partial Save window was opened.

### Advanced Select Button

The **Advanced Select** button opens the Advanced Partial Save Selection window. For more information, see “Advanced Partial Save Selection Window” on page 326.

### Add >> Button

The **Add >>** button is used to add selected resources from the Available list to the Selected list.

You can select more than one (1) port by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

### << Remove Button

The **<< Remove** button is used to remove selected resource from the Selected list and move them back to the Available list.

You can select more than one (1) port by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

### Select All Button

The **Select All** button highlights all of the items from the Available or Selected list.

### De-Select All Button

The **De-select All** button clears any selected items from the Available or Selected list.

### Invert Selections Button

The **Invert Selections** button reverses the selections in the current view. For example, if ports 1 through 5 are highlighted, while ports 6 through 10 are not, when the Invert Selection button is clicked, ports 1 through 5 are deselected and ports 6 through 10 become highlighted.

**NOTE:** You must click in either the Available list or the Selected list to use the Select All, De-Select All or Invert Selections buttons.

To **add resources to the save list**, do the following

1. In the Select Resource Type list box, select the **resource type** that you want to add.  
*The list of selected resources for that type appears in the Available window. In addition, any resources of that type that you have changed are listed in the Selected window.*
2. From the Available column, select the **resources** you want to add.
3. Click **Add**.  
*The highlighted resources are moved to the Selected column.*

To **remove resources from the Save list**, do the following

1. In the Select Resource Type list box, select the **resource type** that you want to remove.  
*The list of available resources for that type appears in the Selected window.*
2. From the Selected column, select the **resources** you want to remove.
3. Click **Remove**.  
*The highlighted resources are moved to the Available column.*
4. Repeat **steps 1-3** for each resource type that you want to save.

**IMPORTANT:**The settings for intercom ports are split into two (2) groups: Port settings and Keypanel settings.

**Port** settings consist of the port name (Alpha), the Scroll Enable settings, the IFB priority setting, and (if trunking is enabled) the Trunk Priority and Trunk IFB Priority settings.

**Keypanel** settings consist of key assignments, the Setup Restrict setting (for setup pages), the Setup Page assignments, and the Enable Tone, Keypanel Privacy, and TIF Dial-Out Restrict settings (accessible via the Edit button).

When you are using Partial Save to save Keypanel/Port settings, make sure you look at both ports and keypanels in the Select Resource Type drop down menu.

5. Click **OK** when you are ready to save.  
*A Partial Save window appears. This can be an Online Save<sup>1</sup>.*

**NOTE:** Use only Windows 3.1 file name conventions:

- no more than 8 characters
- no < , > , : , / , \ , | , ? , or \*
- a double period cannot be used

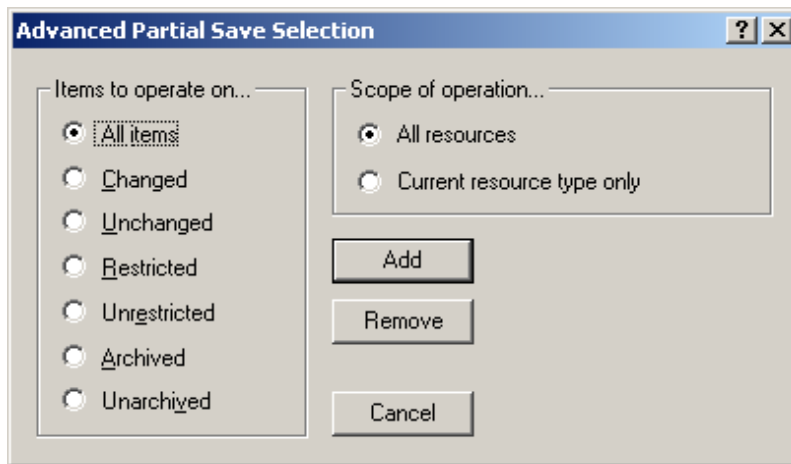
---

1. An Online save applies the modifications, as well as creates and saves a setup file for later use.

---

## Advanced Partial Save Selection Window

The **Advanced Partial Save Selection** window, shown in Figure 300, is used to refine your Save parameters. You can limit the types of resources saved by establishing parameters that must be met before selecting the resource.



**FIGURE 300.** Advanced Partial Save Selection

---

### Items to Operate On... Group Box

The **Items to Operate On...** group box is used to select advanced parameters to place on potential save items. Use the following radio buttons to select the parameters for Save resources.

Available selections for this field are:

- All items* - select all items
- Changed* - select only items that have been changed
- Unchanged* - select only items that have not been changed
- Restricted* - select only items that have been restricted
- Unrestricted* - select only items that have not been restricted
- Archived* - select only items that have been archived
- Unarchived* - select only items that have not been archived

---

### Scope of Operation Group Box

The **Scope of Operation** group box is used to define where to find resources. Use the following radio buttons to designate where to focus the search for Save resources.

- All Resources* - select all resources, regardless of resource type selected
- Current Resource Type Only* - select only resources with the specified resource type

## Add Button

The **Add** button performs the search for resources and adds them to the Selected list in the initial Partial Save window.

## Remove

The **Remove** button performs the search for resources and removes them From the Selected list in the initial Partial Save window.

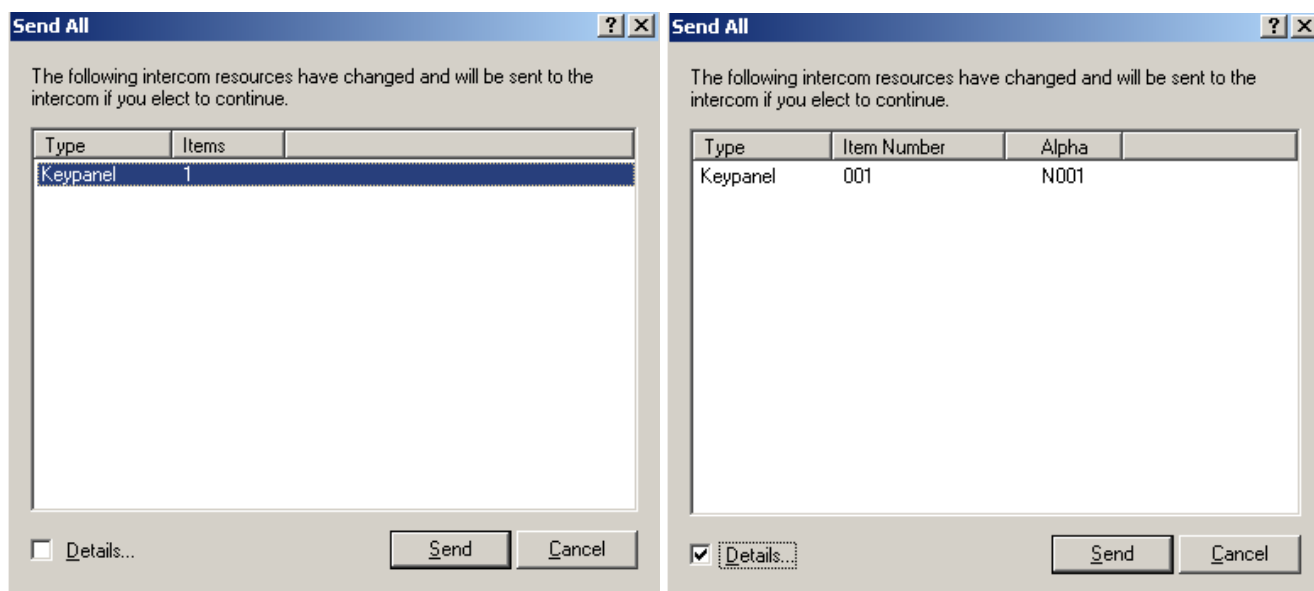
## Cancel Button

The **Cancel** button closes the Advance Partial Save Selection window without performing the advanced search.

## *Send All Window*

The **Send All** window, shown in Figure 301, lists all of the resources you have modified since the last time changes were sent to the intercom system. From this window, items cannot be selected to send. If you select the Details check box, the item number and alpha name associated with each item is displayed.

**NAVIGATION:** Select **Online|Send Changes...** from the menu bar.



**FIGURE 301.** Send All Window and Send All Window with Details Selected

## Type Column

The **Type** column displays the type of modification being sent to the intercom system.

---

**IMPORTANT:** The type settings for intercom ports are split into two (2) groups: Port settings and Keypanel settings.

**Port** settings consist of the port name (Alpha), the Scroll Enable settings, the IFB priority setting, and (if trunking is enabled) the Trunk Priority and Trunk IFB Priority settings.

**Keypanel** settings consist of key assignments, the Setup Restrict setting (for setup pages), the Setup Page assignments, and the Enable Tone, Keypanel Privacy, and TIF Dial-Out Restrict settings (accessible via the Edit button).

When you are using Partial Save to save Keypanel/Port settings, make sure you look at both ports and keypanels in the Select Resource Type drop down menu.

---

**NOTE:** Since Port Alphas are associated with the Port settings, you do not see an Alpha name displayed next to a Keypanel setting when you check Details.

## Items Column

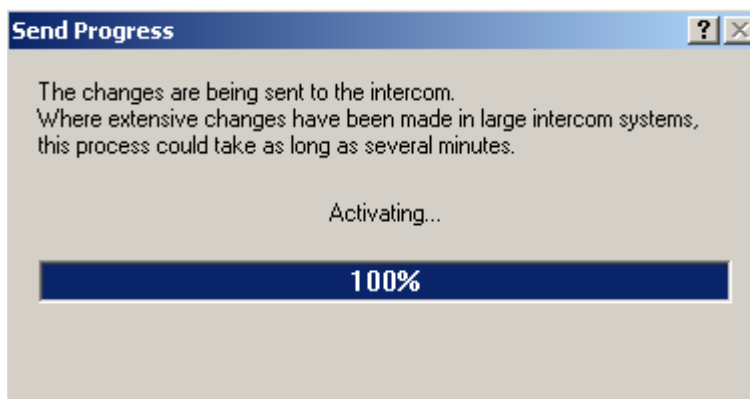
The **Items** column displays the number of items being sent to the intercom system.

## Details Check Box

The **Details** check box displays the Items Number column and an Alpha column. These columns give more details about the changes being sent to the Intercom.

## Send Button

The **Send** button is used to send the changes to the intercom. When clicked, the Send All window closes and a progression bar displays the send status.




## Cancel Button

The **Cancel** button closes the Send All window without sending the changes.

**NOTE:** The modifications made to AZedit are still active.



To **clear the changes**, do the following:

- > Click the **Abort icon**. 
- OR
- Close the **AZedit application**.

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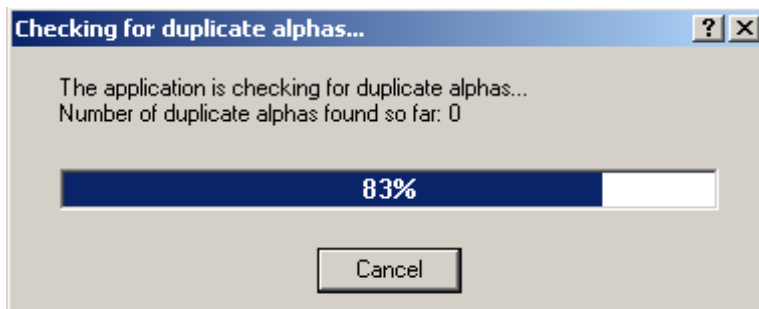
### *Check For Duplicate Alphas Window*

The **Check for Duplicate Alphas** window, shown in Figure 302, is used to watch the progression of the system check and verify there are no duplicate alphas in your intercom system. In a large-scale intercom system, the possibility exists that you may accidentally assign the same name (alpha) to two (2) different resources. This should never be allowed for two (2) resources of the same type. For example, no two (2) intercom ports should have the same name; no two IFBs should have the same name, etc.

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

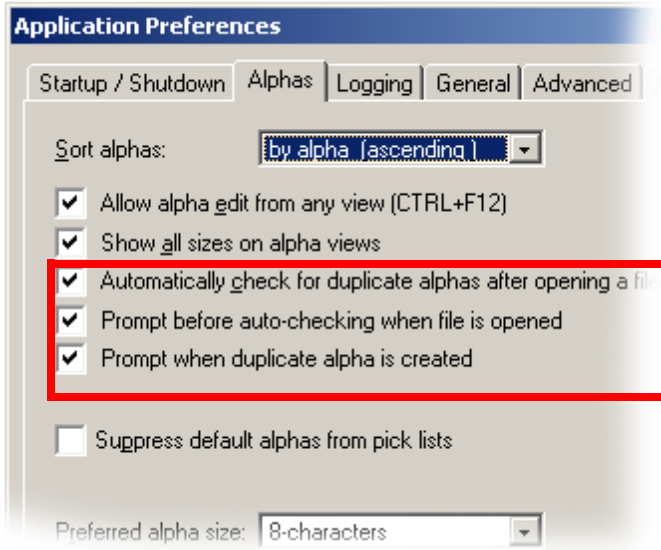
**NOTE:** In the case where you give an intercom port and an IFB the same name, you may want to turn off Scroll Enable for the intercom port so that only keypanel operators can assign the IFB to keypanel keys.

**NAVIGATION:** Select **Alphas|Check for duplicate alphas...** from the menu bar.



**FIGURE 302.** Checking for Duplicate Alphas... progression window

**NOTE:** By default, AZedit prompts you and offers to check for duplicate alphas whenever you open a file from disk. You can activate or deactivate both the prompt and the check: **Options|Preferences|Alphas** Page. You find three (3) check boxes titled Automatically check for duplicate alphas after opening a file, Prompt before auto-checking when file is open and Prompt before checking for duplicate alphas. For more information, see “Alphas Page” on page 96.



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

If duplicate alphas are found, the **Duplicate Alphas** window, shown in Figure 303, appears. You may see this warning when you assign an alpha name that is already being used. You may also see this warning when you select Check for duplicate alphas in the alphas menu.

The abbreviations in the Type column indicate the following communication types:

*IFB* - Indicates a conflict with an IFB name

*ISO* - Indicates a conflict with an ISO name

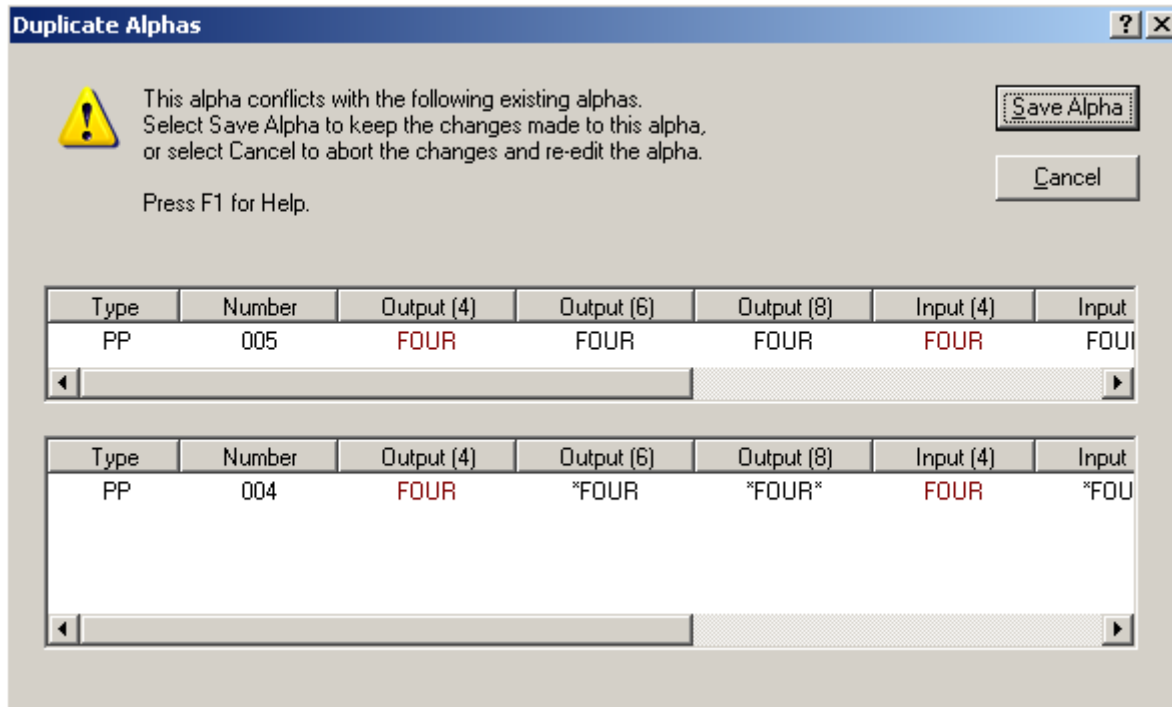
*PP* - Indicates a conflict with an intercom port name

*RY* - Indicates a conflict with a GPI Output name

*SF* - Indicates a conflict with a Special Function name

*SL* - Indicates a conflict with a Special List name

*UR* - Indicates a conflict with a UPL Resource



**FIGURE 303.** Duplicate Alphas Window


From this window, you can view the duplicate alpha information, such as the assignment type and the duplicate alphas ports.

To **keep both Alphas the same**, do the following:

- > Click the **Save Alpha** button. Otherwise, click **Cancel**.

**NOTE:** If you are checking for duplicate alphas, and you want to change a duplicate name, double-click on that **name** in the duplicate alpha list and then make the change

## Refresh Screens

The **Refresh** icon  is also to retrieve the most current configuration and status information from the intercom system. Refresh is also available in the View menu and by pressing **Ctrl+Space** on the computer keyboard.

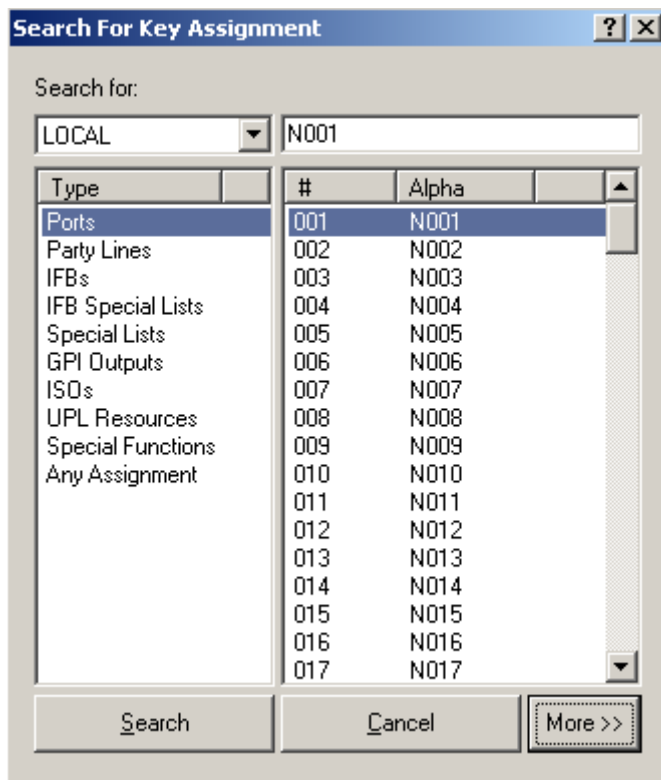
In online or SERVER modes, selecting Refresh causes AZedit to retrieve the most current configuration and status information from the intercom system. You can use Refresh with any screen that provides status information. For example, if you are viewing a particular Keypanel/Port screen, you can see which keys are currently activated by selecting Refresh. For each key that is on, a red dot appears above that key on your viewing screen.

**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. To be sure you are viewing the most recent information for a particular screen, use Refresh.

## Search For Key Assignment Window

The **Search for Key Assignment** window, shown in Figure 304, is used to find key assignments in the intercom system and can be used to replace existing assignments with new assignments.

**NAVIGATION:** Select **Edit|Search for key assignment...** from the menu bar.



**FIGURE 304.** Search For Key Assignment Search For: Window

---

## Search For: Group Box

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### Intercom Drop Down Menu

The **Intercom** drop down menu is used to select the intercom system you want to search for the key assignment.

**NOTE:** If trunking is not active, then the Intercom drop down menu does not appear.

### Type Column

The **Type** column displays a selectable list of assignment types.

Selections include: *Ports, Party Lines, IFBs, IFB Special Lists, Special Lists, GPI Outputs, ISOs, UPL Resources, Special Functions, and Any Assignments.*

### # and Alpha Column

The **#** and **Alpha** column displays a list of selectable ports and their alphas.

**NOTE:** Once a port is selected, the port number populates the Port field.

### Alpha Field

The **Alpha** field displays the alpha of the port selected from the **#** and Alpha columns.

### Search Button

The **Search** button performs the search operation and displays the results on the Search Status: Done window, see “Search Status: Window” on page 335.

### Cancel Button

The **Cancel** button cancels the search operation and closes the window.

### More >> Button

The **More >>** button opens the Replace With portion (see Figure 305) of the Search For Key Assignments window.

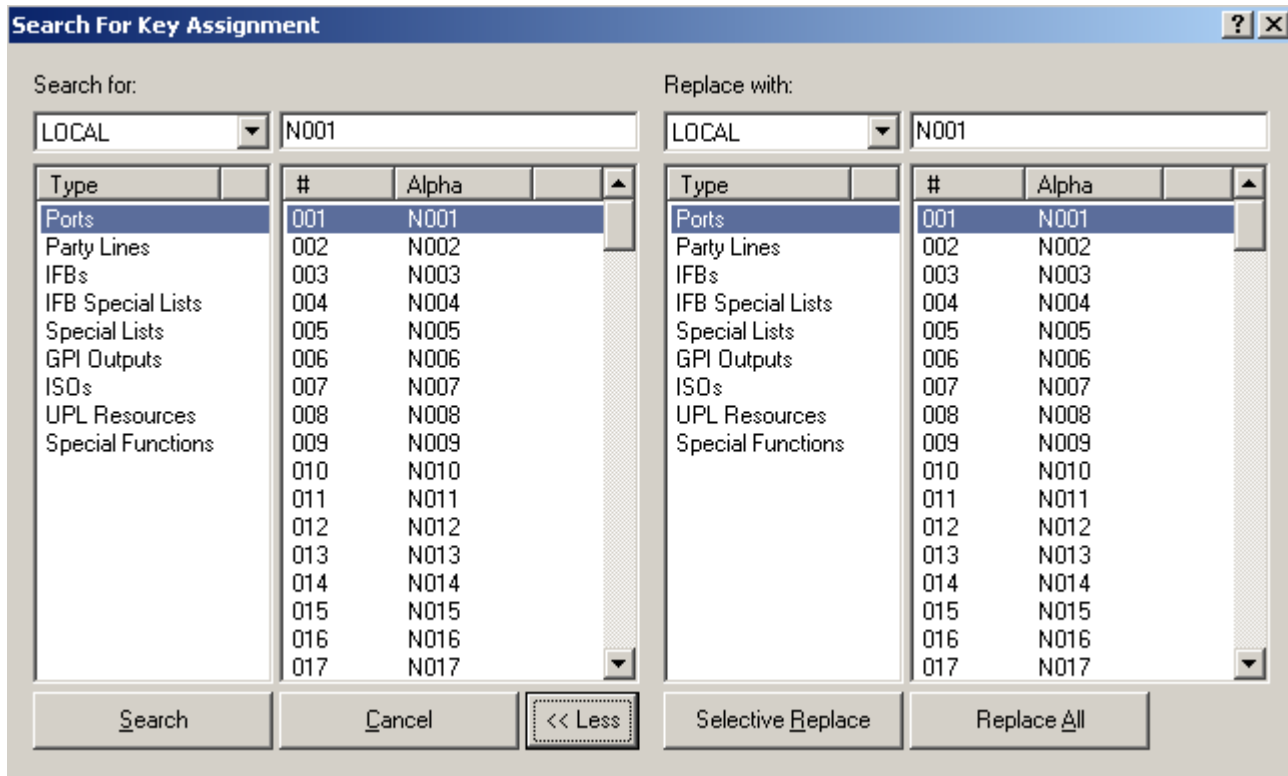


FIGURE 305. Search For Key Assignment - Replace with: Window

### << Less Button

The << Less button closes the Replace With portion of the Search For Key Assignments window.

---

## Replace With: Group Box

---

### Intercom Drop Down Menu

The **Intercom** drop down menu is used to select the intercom system to which you want to replace the assignment type.

### Type Column

The **Type** column displays a selectable list of assignment types on the Replace With intercom system.

Available selections for this field are: *Ports, Party Lines, IFBs, IFB Special Lists, Special Lists, GPI Outputs, ISOs, UPL Resources, Special Functions, and Any Assignments.*

### # and Alpha Column

The **#** and **Alpha** column displays a list of selectable ports and their alphas in the Replace With intercom system.

**NOTE:** Once a port is selected, the port number populates the Port field.

### Alpha Field

The **Alpha** field displays the alpha of the port selected from the # and Alpha columns.

### Selective Replace Button

The **Selective Replace** button replaces only specified key assignments (not all key assignments) within the intercom system. When selected the Search Status window, shown in Figure 306, appears.

### Search Status: Window

The **Search Status** window, shown in Figure 306, displays the results from the Search For Key Assignment window parameters. You can also jump to assignment type, repeat the search or begin a new search.

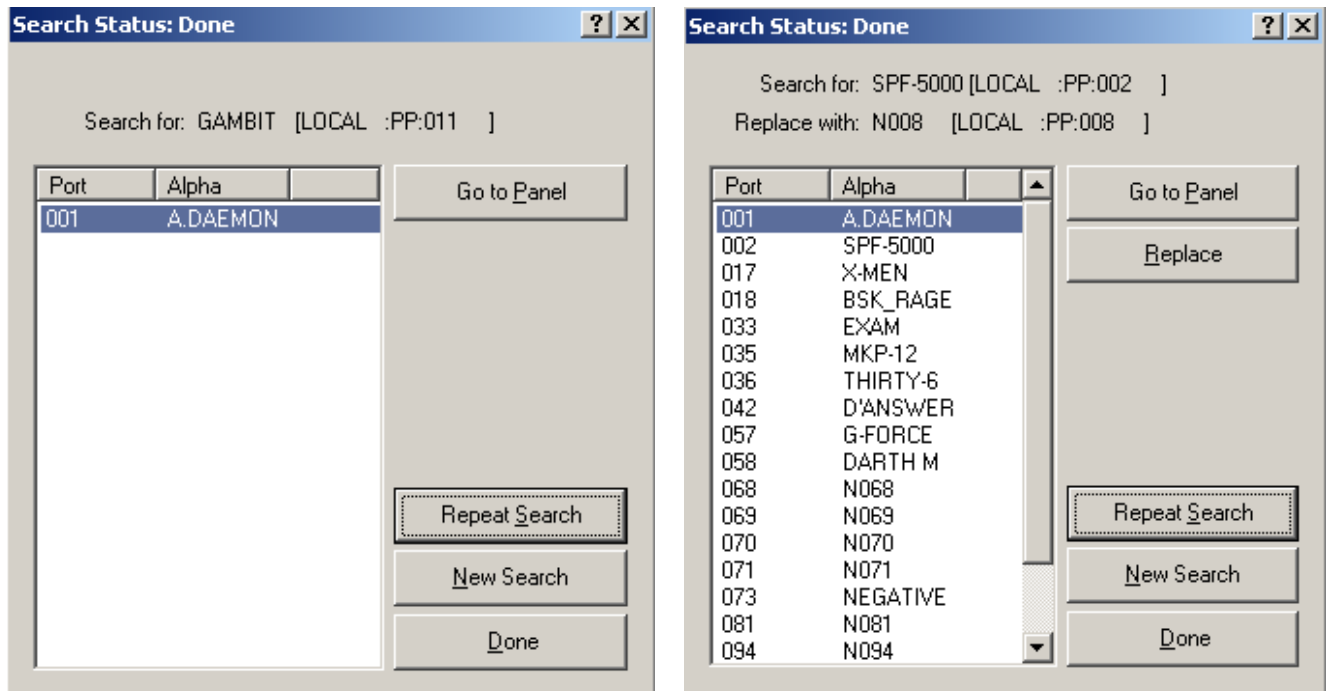


FIGURE 306. Search Status Window and the Search Status - Replace Window

### Port Alpha Columns

The **Port** and **Alpha** columns display the port number and alpha that fits the key assignment search parameters set on the Search for Key Assignment window.

When a Replace operation is performed, you can select more than one (1) port by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

### Go To Panel Button

The **Go To Panel** button is used to jump to the selected key assignment.

### Replace Button

The **Replace** button is used to replace the search for key assignment with the replace with key assignment. When selected, the following message appears to confirm the replace action.

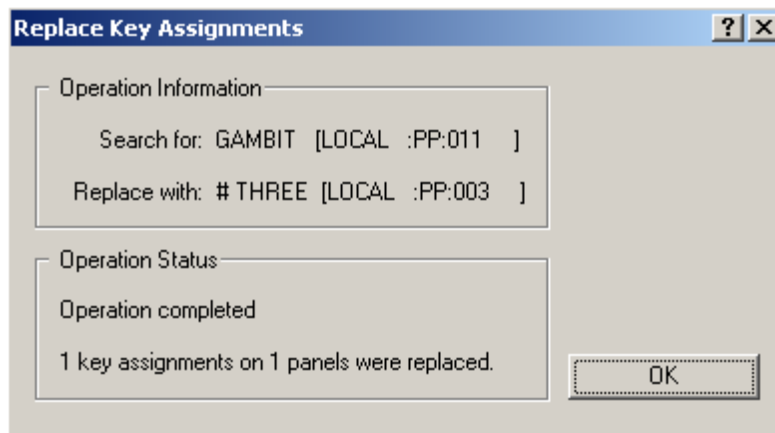


FIGURE 307. Replace Key Assignments Window

**NOTE:** Remember to send your changes to the intercom, using **Online|Send Changes** or the Activate icon. 

### Repeat Search Button

The **Repeat Search** button is used to repeat the search with the existing search parameters.

### New Search Button

The **New Search** button is used to start a new search. When selected, the Search For Key Assignment window appears. You can enter new search parameters.

### Done Button

The **Done** button is used to close the Search Status window.

**NOTE:** Remember to Send your changes to the intercom, using **Online|Send Changes** or the Activate icon. 



## Key Assignment Grid Window

The **Key Assignment Grid** window, shown in Figure 308, provides easy access to key assignments for programming keypanels.

**NAVIGATION:** Select **View|Key Assignment Grid** from the menu bar.

To **use the grid**, do the following:

1. Click on the **assignment type** combo box.
2. Select the **assignment type** from the list that appears.  
*Based on the assignment selected, the alphas appear in the grid below.*

**NOTE:** Clicking on the border of the grid’s outer frame and dragging the mouse resizes the grid.

3. Once the alpha appears you want to assign, place the mouse pointer over the **assignment**, hold down the **left mouse** button, and drag the **assignment** to the desired key (either talk or listen).

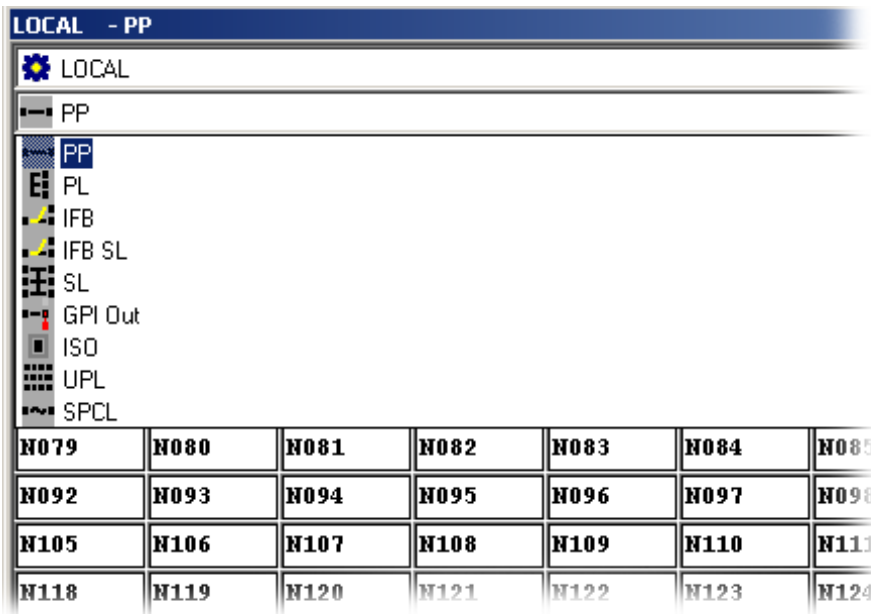


FIGURE 308. Key Assignment Grid

### System Select Drop Down Menu

The System Select drop down menu is used to select the intercom system you want to view key assignment for. This drop down menu only appears when the intercom system is trunked.

### Key Assignment Drop Down Menu

The **Key Assignment** drop down menu is used to select the key assignment you want to assign to the key.


### Grid Fields

The **Grid** fields display the available alphas for the selected assignment type in the intercom system.

To **assign an alpha to a keypanel**, do the following:

- > Drag and drop the **assignment** to the desired keypanel field.

To **open the key assignment grid**, do the following:

- > From the standard toolbar, click the **assignment grid** icon.   
*The Key Assignment grid opens.*

**NOTE:** You can also select **Key Assignment Grid** from the View menu or right click **anywhere** on an open screen (except a talk or listen field) in AZedit and select **Show Grid**.

The assignment types are abbreviated:

<i>PP</i> – Point-to-Point	<i>GPI Out</i> – GPI output
<i>PL</i> – Party Line	<i>ISO</i> – Isolate
<i>IFB</i> – Interrupt Fold-Back	<i>UPL</i> – Universal Programming Language (resource)
<i>IFB SL</i> – Interrupt Fold-Back Special List	<i>SPCL</i> – Special Function (e.g. AL, AF, AC, etc...)
<i>SL</i> – Special List	

## Keypanel Print Options Window

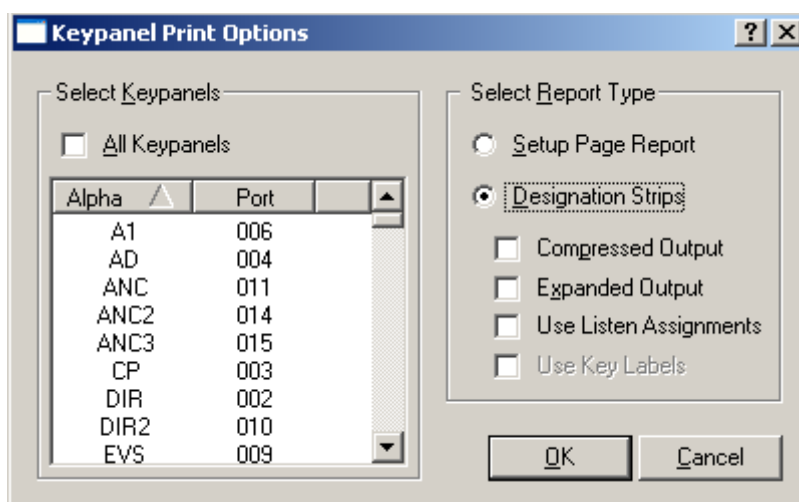
The **Keypanel Print Options** window, shown in Figure 309, is used to print the setup page and key assignment information for selected keypanels. You can also print designation strips. Designation strips are commonly used with keypanels that do not have alphanumeric displays, but do have a designation strip holder to identify the key assignments.

*Select Keypanels* - Select one or more keypanels (or All Keypanels) at the left side of the screen.

*Setup Page Report* - Click on this if you want to print all of the talk and listen key assignments for all four (4) setup pages.

*Designation Strips* - Click this if you want to print designation strips to fit in keypanels designation strip holders.

**NAVIGATION:** While in the Keypanel/Ports window, select **File|Print**.



**FIGURE 309.** Keypanel Print Options Window

---

## Select Keypanels Group Box

---

### All Keypanels Check Box

The **All Keypanels** check box is used to select all keypanels in the keypanel list. When selected, all keypanels are highlighted.

### Keypanels List

The **Keypanels** list displays the alphas and ports of every keypanel in the intercom system.

You can select more than one (1) port by performing one (1) of the following:

To **select multiple random ports**, do the following:

1. Press and hold the **Ctrl** key.
2. Click the **ports** you want to select.

To **select a block of ports**, do the following:

1. Click the **top-most port in the block**.
2. Press and hold the **Ctrl + Shift**.
3. Press the **bottom-most port in the block**.  
*All the ports in between the top and bottom port are selected.*

---

## Select Report Type Group Box

---

### Setup Page Report Radio Button

The **Setup Page Report** radio button is used to print all talk and listen key assignments for all four (4) setup pages on a keypanel.

### Designation Strips Radio Button

The **Designation Strips** radio button is used to print designation strips to fit in keypanel designation strip holders. When this option is selected, you have the following print options for the designation strips:

*Compressed Output*

*Expanded Output*

*Use Listen Assignments*

*Use Key Labels*

### Compressed Output Check Box / Expanded Output Check Box

If neither of these boxes is checked, designation strips are printed for each setup page, with space between the setup pages.

If **Compressed Output** is selected, all designation strips are printed with no space between them. This saves extra work when cutting the strips apart.

If **Expanded Output** is selected, the designation strips print, not only with space between the setup pages, but also, with space between keys 1-8 and 9-16 of each setup page. These strips require the most work to cut apart

**Use Listen Assignments Check Box**

The **Use Listen Assignments** check box indicates only listen key assignments are to be printed.

**NOTE:** Only the listen key assignments are printed.

**Use Key Labels Check Box**

The **Use Key Labels** check box indicates only key labels are to be printed, instead of alphas.

**OK Button**

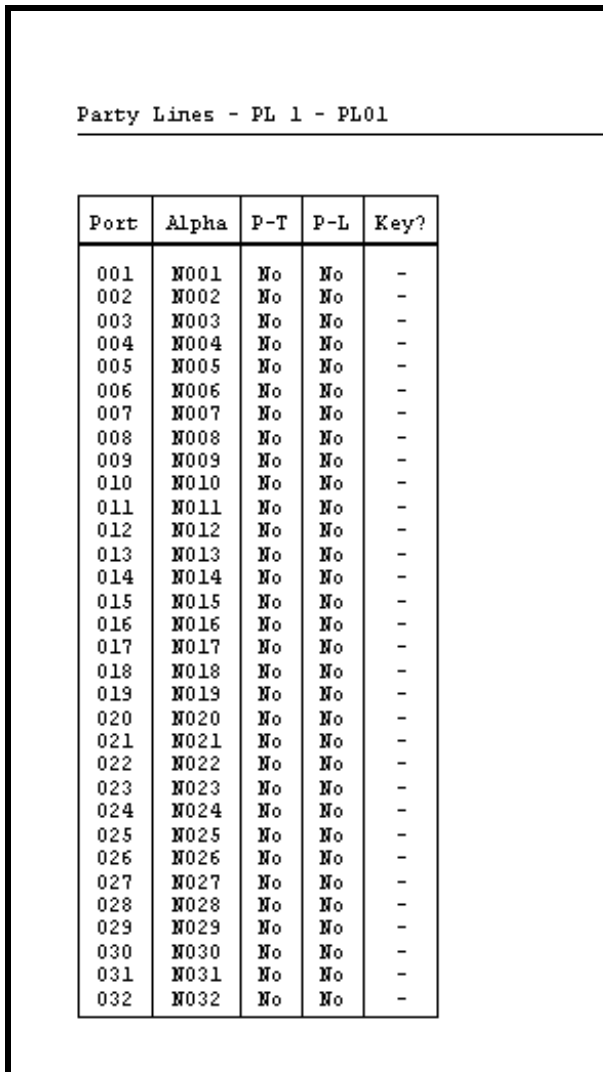
The **OK** button is used to send the selected options to your default printer.

**Cancel Button**

The **Cancel** button is used to cancel the print operation and close the Keypanel Print Options window.

## Other Print Windows

When printing from other windows in AZedit, use the Print Preview, as shown in Figure 310, to view what the print out displays. Depending on the window you want to print determines the print you see.



The image shows a print preview window titled "Party Lines - PL 1 - PL01". Below the title is a table with five columns: Port, Alpha, P-T, P-L, and Key?. The table contains 32 rows of data, with each row representing a party line from 001 to 032. All values in the P-T, P-L, and Key? columns are "No" or "-", indicating that no party lines are currently active.

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	-
032	N032	No	No	-

FIGURE 310. Print Preview Window




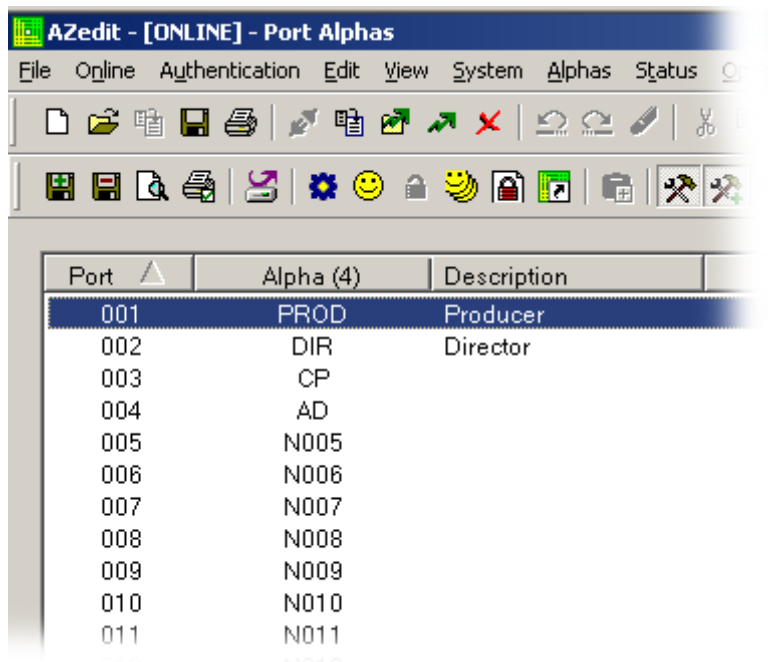
---

### *Assigning Names (Alphas) for Intercom Resources*

By default, intercom resources have generic names like N001, N002 etc. These names are called alphas. When alphas are assigned keypad keys they appear in the alphanumeric displays above the keypad keys.

To **assign alphas**, do the following:

1. Click the **Alphas** icon on the Navigation toolbar at the bottom of the window.   
*The Port Alphas window appears.*



2. Double-click the **port alpha** you want to modify.  
*The Edit Alpha/Description window appears.*



3. In the Description field, enter a **description** of the alpha you assign.
4. In the Alpha (4) field, enter a **4-character alpha**.

**NOTE:** To enable longer alphas, select to **Options|Preferences|Alphas**.

5. In the Alpha (6) field, enter a **6-character alpha**.
6. In the Alpha (8) field, enter an **8-character alpha**.
7. In the Alias fields, enter the **alias** you want to use.
8. Click **Done**.

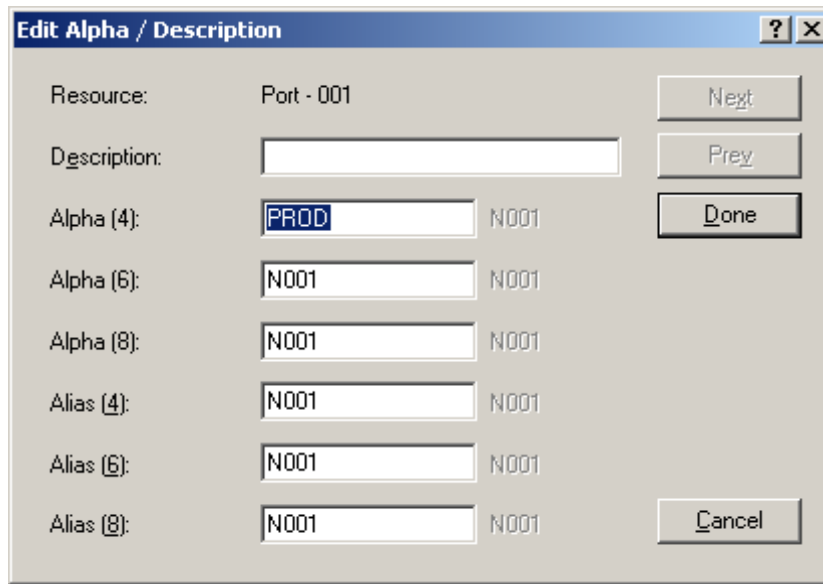
*The Edit Alpha/Description window closes.*

**TIP:** Press the Alt key while pressing the character underlined on the button enables buttons to be selected without using the mouse. A black outline around the button denotes that it is selected. When a button is selected, and the Enter key is pressed, the action of the selected button is performed.



To **change the alpha for a particular intercom port while you are viewing the keypad setup window**, do the following:

- > Press **Ctrl+F12**.  
*The Edit Alpha/Description window appears.*



**NOTE:** This feature is only available if it is enabled in the application preferences.

To **enable the Ctrl+F12**, do the following:

1. From the Options menu, select **Preferences**.  
*The Preferences window appears.*
2. Click the **Alphas** tab.  
*The Alphas page appears.*
3. Verify **Allow alpha edit from any view (CTRL+F12)** is selected.

---

### *Assigning Descriptions for GPI Inputs*

GPI Inputs are used to allow external devices to trigger events in the ADAM system. Through the use of GPI inputs, a user may trigger specific talk/listen key to be activated on a specific port/keypanel when an external contact closure is made. Additional hardware may be necessary to use this function.

GPI inputs do not have names, since they are never assigned directly to intercom keys. However, you can add brief descriptions for GPI inputs to help you keep track of what they are being used for. You can assign a description to a GPI input during GPI input setup by using Ctrl+F12 alpha editing.

For more information, see “GPI Input Window” on page 158.

---

## *Assigning Descriptions for Inter-panel Dims*

Inter-panel Dim tables are used to block or diminish the audio coming from one (1) keypanel user in other keypanels. Muting a keypanel through a Dim table is similar in function to inhibiting a crosspoint. For more information, see “Inter-Panel Dim Table Window” on page 192.

Inter-panel Dims do not have names, since they are never assigned directly to intercom keys. However, you can add brief descriptions for Inter-panel Dims to help you keep track of what they are being used for. You can assign a description to an Inter-panel Dim table during Dim table setup by using Ctrl+F12 alpha editing.

**NAVIGATION:** Select **Systems|Dim Table** from the menu bar.

---

## *Keypanel Setup, General Procedure*

**NOTE:** While editing Setup or Advanced settings, you can click Apply at any time to enter your changes.

To **set up a keypanel**, do the following:

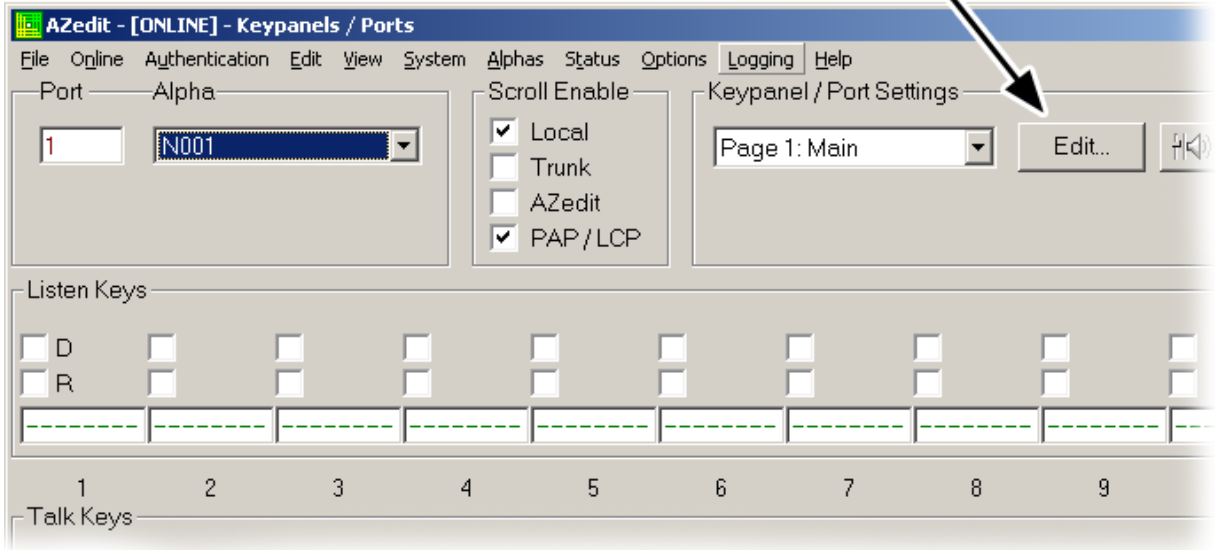
1. In the Port field, enter the **port number**.  
OR  
From the Alpha drop down menu, select the **port name (alpha)**.

**NOTE:** If all key assignments are disabled on the selected intercom port, and *Trunk Port* displays at the top of the window, this means the port is reserved for trunking and cannot be used for any other purpose. To reclaim the port, you must either run TrunkEdit and remove the trunking allocation or “Release a Trunk Port in AZedit” on page 424.

2. Press **Enter**.  
*The port is now selected.*
3. Click **Edit** to modify keypanel properties  
*The Keypanel/Port Configuration window appears.*

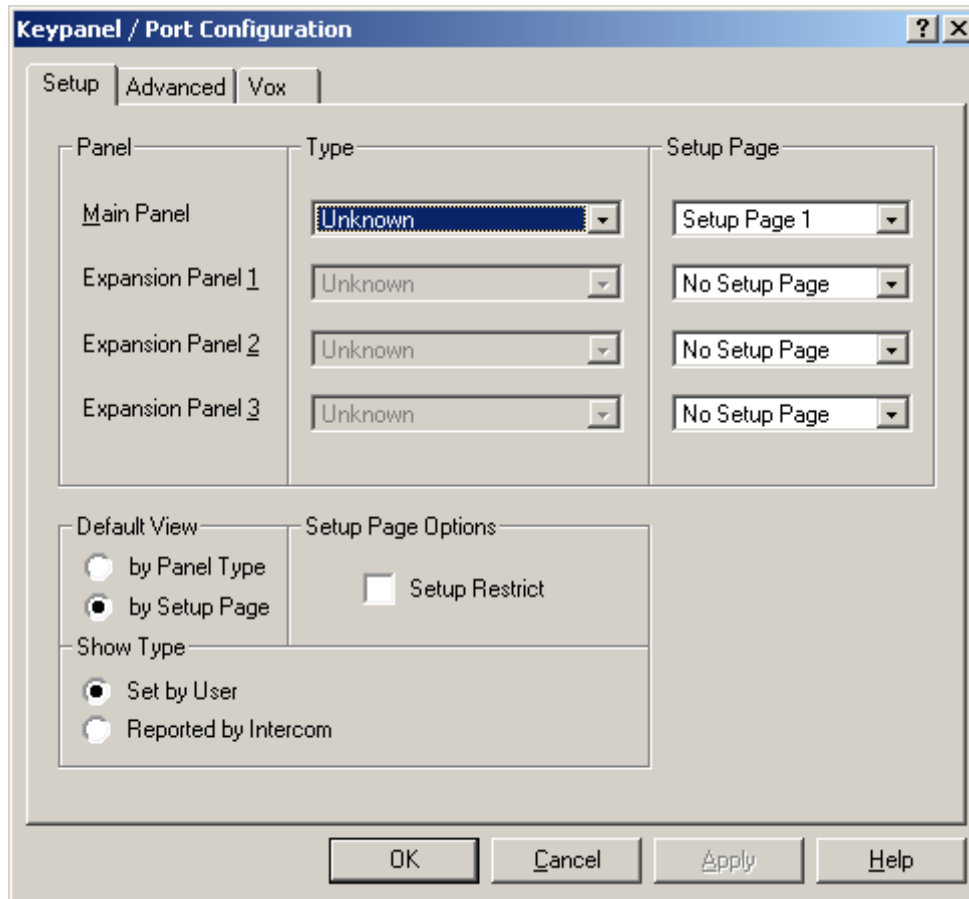
**NOTE:** For more information, see “Keypanel/Port Configuration Window” on page 117.

## Edit Button

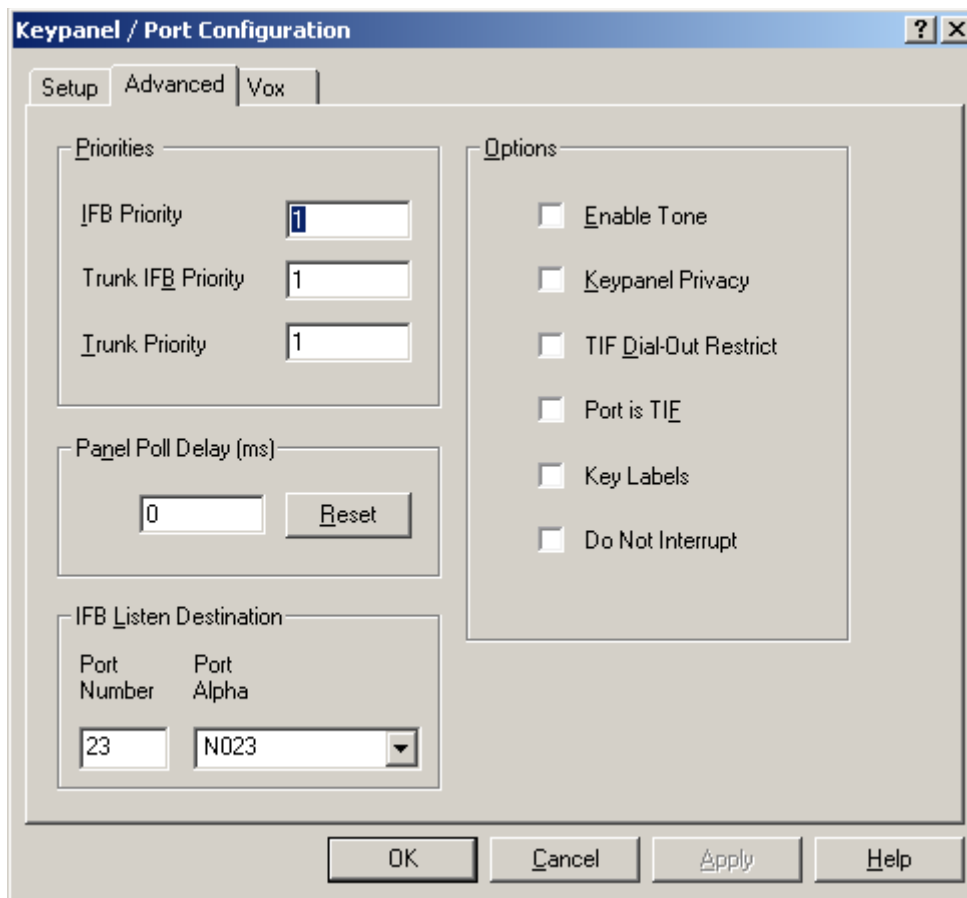


4. Click the **Setup** tab to configure basic settings.  
*The Setup page appears.*

**NOTE:** On a KP-32 panel and similar double row panels, the lower row is considered the main panel and the upper row is considered the expansion. In the keypanel configuration window, the main panel is listed at the top with the expansion row showing up below. This is confusing when setting up a keypanel, the setup pages on the actual keypanel show the exact opposite of the configuration window.

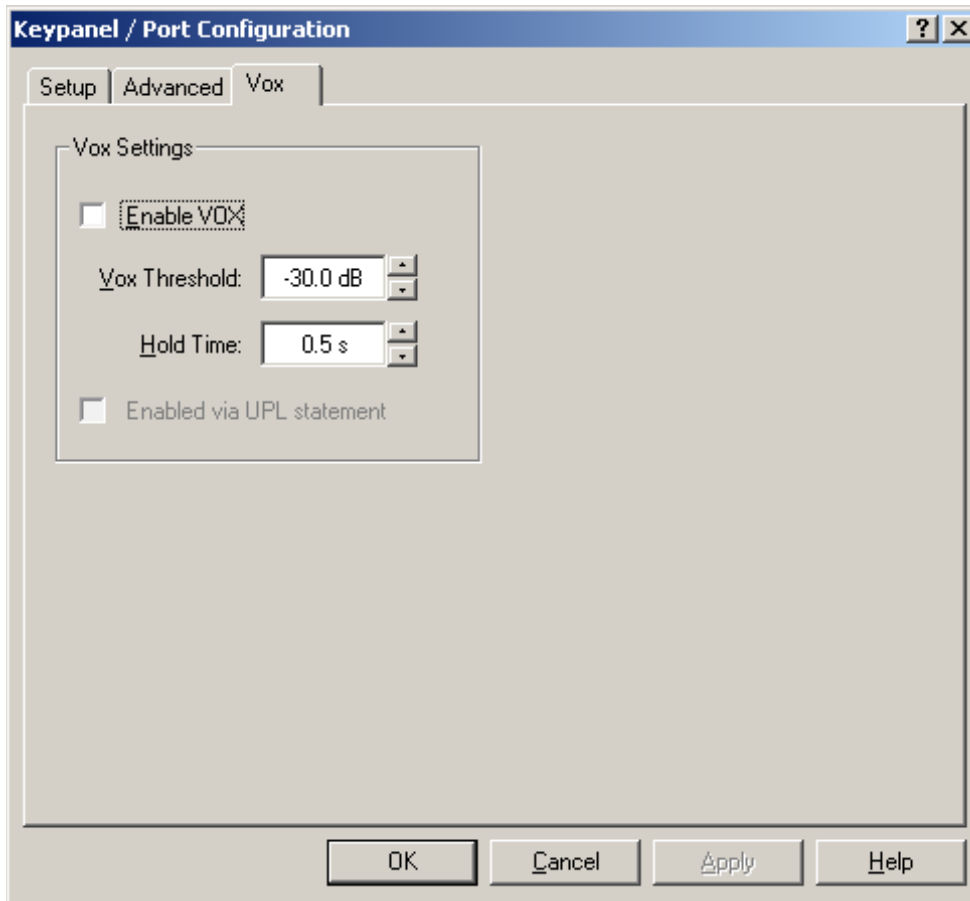


5. Click the **Advanced** tab to configure advanced settings.  
*The Advanced Page appears.*

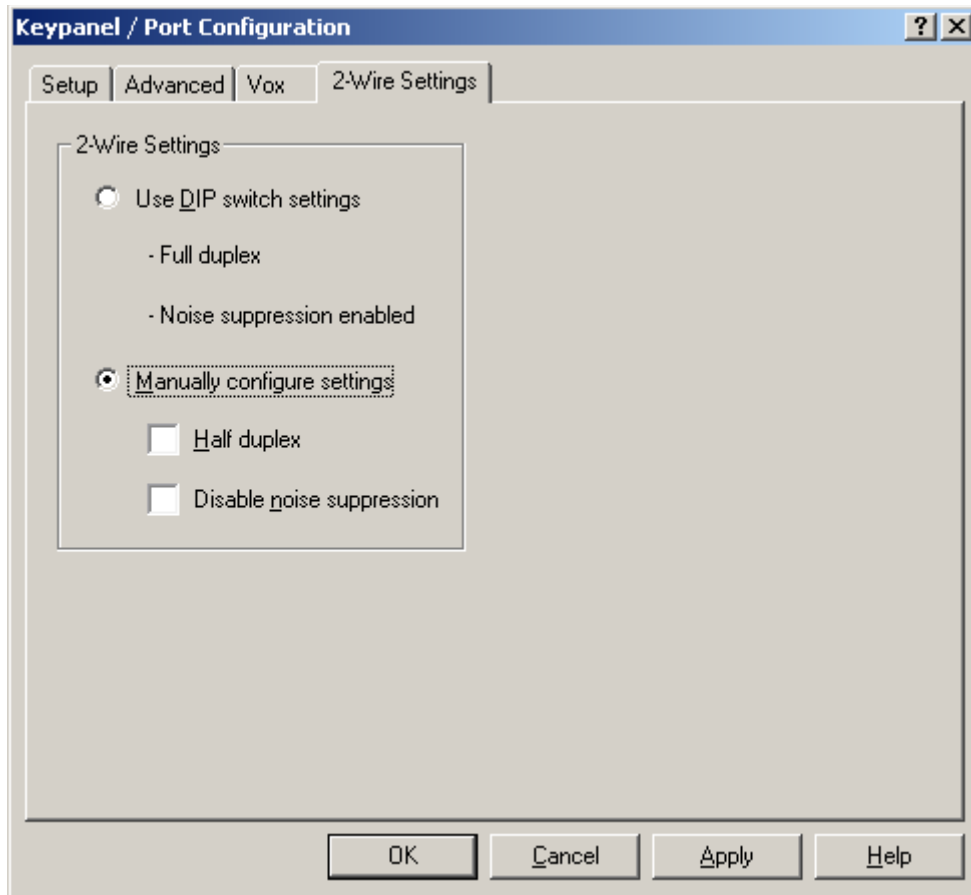


6. Click the **VOX** tab to configure vox settings, if applicable.  
The Vox page appears.

**NOTE:** VOX is not available in every system. VOX features depend upon the type of card being used for that port.



7. Click the **2-Wire Settings** tab to configure 2-wire settings (only available with the Zeus III family of intercom systems).  
*The 2-Wire Settings page appears.*



8. Configure the **2-wire settings** for your system.
9. Click **OK** to save changes.  
OR  
Click **Cancel** to exit.  
*The Keypanel/Port Configuration window closes.*

---

## Moving a User to a New Intercom Port

As you set up your intercom system, you establish many types of relationships between intercom ports and the other types of intercom resources. The most obvious relationships are the point-to-point key assignments that let users talk to each other. If you move a user from one (1) intercom port to another, you must search the intercom system and find all keys at all other intercom ports assigned to talk or listen to the user at the old port. Then, you must update these keys to the new port where the user is connected. If the user was also defined in one (1) or more party lines, special lists, IFBs or ISOs, you must update those as well.

In order to make sure all affected resources are properly updated, the following order is suggested.

- Step 1** Check for Party Line participation
- Step 2** Check for IFB participation
- Step 3** Check for GPI Output participation
- Step 4** Check for ISO participation
- Step 5** Check for GPI Input participation
- Step 6** Check for UPL Statement participation
- Step 7** Check for Dim Table participation
- Step 8** Check for Forced or Inhibited Crosspoint participation
- Step 9** Move User from the old port to the new port

**NOTE:** In many cases, you may skip the first 8 steps if you are certain the user is not associated with any of these resources.

### Check for Party Line Participation

To **check for party line participation**, do the following:

1. From the System menu, select **Party Lines**.  
*The Party Lines window appears.*
2. Verify the **user** you are moving does not belong to any of the party lines in the system.
3. If the user is a member of a party line, remove them from the **PL Talker** and/or **PL Listener lists**.
4. Select the **new port number** where the party line is going to be connected.
5. Click the **PL Talker** and/or **PL Listener** button.

### Check for IFB Participation

To **check for IFB participation**, do the following:

1. From the Systems menu, select **IFB**.
2. Scroll through the **IFB list** to see if the user's old port is included in any of the input or output columns.
3. If it is tied to an input or output, double-click on **IFB**.  
*The Edit IFB window appears.*
4. Change the **port setting** from the user's old port to the user's new port.



### Check for GPI Output Participation

To **check for GPI Output participation**, do the following:

1. From the System menu, select **GPI Output**.  
*The GPI Output window appears.*
2. Scroll through the **list of GPI Outputs** to see if the user's old port is included in any of the input or output columns.
3. If it is tied to a GPI output or input, double-click the **GPI Output**.  
*The Edit GPI Output window appears.*
4. Change the **port setting** from the old port to the new port.

### Check for ISO Participation

To **check for ISO participation**, do the following:

1. From the System menu, select **ISO**.  
*The ISO window appears.*
2. Scroll through the **list of ISOs** to see if the user's old port is included in any of the output columns.
3. If it is tied to an output, double-click the **Output**.  
*The Edit ISO window appears.*
4. Change the **port setting** from the old port to the new port.

### Check for GPI Input Participation

To **check for GPI Input participation**, do the following:

1. From the System menu, select **GPI Input**.  
*The GPI Input window appears.*
2. Scroll through the **list of GPI Inputs** to see if the user's old port is included in any of the Keypanel or Keypanel Alpha columns.
3. If the port is tied to a GPI input, double-click the **GPI Input**.  
*The Edit GPI Input window appears.*
4. Change the **port setting** from the old port to the new port.

### Check for UPL Statement Participation

To **check for UPL Statement participation**, do the following:

1. From the System menu, select **UPL Statement**.  
*The User Programmable Language Statement window appears.*
2. Scroll through the **list of Input A, Input B, and Output** to see if the user's old port is included in any of the input or output columns.
3. If it is tied to an input or output, double-click the **UPL statement**.  
*The Edit UPL Statement window appears.*
4. Change the **input or output setting** from the old port to the new port.

### Check for Dim Table Participation

To **check for Dim Table participation**, do the following:

1. From the System menu, select **Dim Table**.  
*The Dim Table window appears.*
2. Scroll through the **list of Ports** to see if the user's old port is included in any DIM tables.
3. If it is tied to a Dim table that you want to change, highlight and click **Remove from Dim**.  
*The port number is removed from the Dim table.*

## Check for Forced or Inhibited Crosspoint Participation


To check for Forced or Inhibited Crosspoint participation, do the following:

1. From the System menu, select **Crosspoint**.  
*The Crosspoint window appears.*
2. Scroll through the **Is Talking To Ports** and **Is Listening To Ports** column to see if the user's old port is included in any of those columns.
3. If it is forced or inhibited, highlight the port and click **Release**.  
*The port number is released from the force or inhibit.*

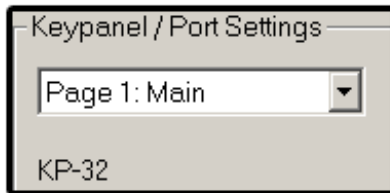
## Move User From An Old Port To A New Port

### Search For a Key Assignment

To search for a key assignment, do the following:

1. Click the **Search** icon. 
2. In the Search for Key Assignment field, click the **type of key assignment** radio button you want to search for.
3. From the list at the right, click the **name** of the user you want to move.
4. Click **Do Search**.  
*A Key Assignment Search Results list appears. This list contains the names of all ports with keys assigned to the target user.*
5. Click the **first name** in the list.
6. Click **Go To Panel**.  
*The Keypanel/Ports Edit window appears with the chosen port showing.*
7. Click the **key** with the assignment you are searching for.

**NOTE:** Sometimes, there may not appear to be a key assigned to the target user. In this case, select another setup page in the Page list box. You may have to check all four (4) setup pages to locate the target user key.



8. With the key selected, click the **Gain** button and check the Point-to-Point Listen Gain.  
*The default Gain setting should be +0.0 dB. If the setting is different, note the setting, and then reset it to +0.0 dB.*
9. Click **OK** to exit.

**NOTE:** After the key has been reassigned, you may want to reset the listen gain if the default setting as not used previously.

### Reset the Gain of a Port

To reset the Gain of a port, do the following:

1. With a keypanel key selected, click the **Gain** button.  
*The Gain Setup for Ports window appears.*
2. Change the **gain** to the setting that you noted, previously.
3. Click **OK**.
4. Repeat **steps 1** and **2** until all intercom ports in the search list have been changed.

### *Move User Information to New Port*

To **move the user's configuration information**, do the following:

**NOTE:** If there is no configuration information, skip steps 8-12.

1. Click the **KP** icon.  
*The Keypanel/Port Window appears.*
2. Select the **user's old port name** in the Alpha list box.
3. From the edit menu, select **Copy**.
4. From the Alpha drop down menu, select the **user's new intercom port**.
5. From the Edit menu, select **Paste**.  
*The user's information should now appear in the new intercom port.*
6. Save your **changes**.
7. Send your **changes** to the intercom system.

**NOTE:** Do not forget to disconnect the user's intercom cable from the old intercom port, and connect it to the new port.

---

### *Ctrl-C*

**Ctrl-C** is often used to copy highlighted or selected data to the clipboard.

To **copy highlighted or selected information**, do the following:

1. Press and hold the **Ctrl** key.
2. Press the **C** key.
3. Release **both keys**.  
*The information is copied and ready to be pasted.*

---

### *Ctrl-V*

**Ctrl-V** is used to paste text from the clipboard to the current cursor position.

To **paste highlighted or selected information**, do the following:

1. Press and hold the **Ctrl** key.
2. Press the **V** key.
3. Release **both keys**.  
*The information is pasted in the selected area.*

---

## *Ctrl-F*

**Ctrl-F** is used to open the Search for Key Assignment window.

To **open the Search for Key Assignment window with Ctrl-F**, do the following:

1. Press and hold the **Ctrl** key.
2. Press the **F** key.
3. Release **both keys**.  
*The Search for Key Assignment window appears.*

---

## *IFB Priority Setup*

The **IFB Priority** field indicates the default IFB priority level for the selected port. This means any IFB assigned to this keypanel is assigned this priority automatically. You can change individual priority levels using the IFB Priority window.

**NOTE:** You can use the IFB Priorities setup window to set the IFB priorities for several keypanels at the same time. You can also set the IFB priority for an individual keypanel during keypanel setup.

To **set the IFB priority**, do the following:

1. From the System menu, select **IFB Priority**.  
*The IFB Priority window appears.*
2. Select **one (1) or more ports**:
  - to select an individual port, click on the port
  - to select several consecutive ports, click and drag the mouse down the list; or click the first name, then shift-click to select the last name
  - to select several random ports, hold down the control key then click on the desired ports
  - to select or clear all ports, click on the Select All or De-select All button on the left side of the window
  - to select all ports that are not currently selected, click the Invert Selections button
3. In the Set the IFB priority for the selected ports group box, select the **priority** you want to set for the port(s).
4. Repeat **steps 1 - 3** for additional ports or groups of ports.

**TIP:** Remember to **save your changes** and send them to the intercom system.

---

## *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. In this situation, there may be a slight delay in data transmission from the remote keypanel to the intercom system. This may cause sporadic operation or no operation at all. However, by setting a delay time, the intercom system waits a little 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).

To **activate the panel poll delay feature**, do the following:

1. From the Options menu, select **Preferences**.
2. Click the **Advanced** tab.
3. Select **Enable Panel Poll Delay Support**.
4. Click **Apply**.
5. Click **OK**.

*Panel poll delay should now be adjustable in the Keypanel / Ports Advanced Information window.*

---

## *Merging*

**Merge** is used to combine the contents of a previously saved file into the file you are currently editing.

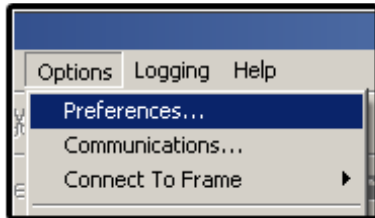
To **merge two (2) files**, do the following:

1. From the file menu, select **Merge**.
2. Select the **setup file** you want to merge.
3. Click **OK**.
  - If the setup file that you are merging has a larger set of resources than the new setup file, you see a list of the resources in the setup file that you are merging. If you click OK, only that portion of the resources that fits in the new setup file is loaded. For example, if the file you are merging has 136 ports, but your new setup file has 72, settings for ports 73-136 does not load.
  - If the setup file that you are merging has a smaller set of resources than the new setup file, you see a list of the resources in the setup file that you are merging. If you click OK, the entire set of resources in that setup file are loaded, and the resulting new setup file has a larger set of resources than the original. For example, if the setup file you are merging has 72 ports, but your new setup file has 136, the new setup file preserves all of the port settings for ports 1-72, and new blank port settings are added for ports 73-136.
  - If the setup file that you are merging has the same set of resources as the new setup file, you do not see any warning about a mismatch of resources. In this case, you did not need to perform any procedure to merge the file. You may cancel the entire procedure and use the original setup file in its current configuration.
4. Save your **new setup file**.

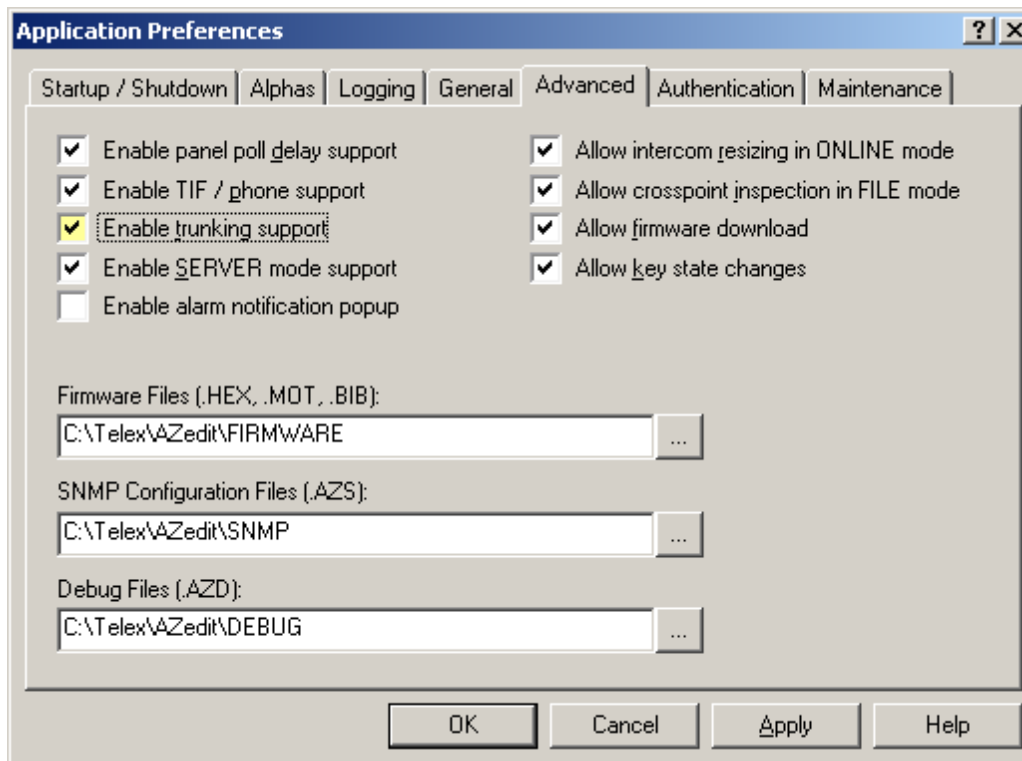
## How to Enable Trunking

To **enable trunking**, do the following:

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



2. Click the **Advanced** tab.
3. Select **Enable trunking support**.



4. Click **Apply**.
5. Click **OK**.

*Trunking is enabled in all views.*

**NOTE:** You do not need to send this change to the intercom system.

---

## *Alpha and Alias Settings in the .INI File*

**NOTE:** AZedit Versions 2.0 or higher does not use an .ini file; rather, it references the preferences in the registry editor on your computer. You can access these Preferences through the Options menu in AZedit.

The following items correspond to the Alphas settings, which are located on the Options menu, under Preferences. Making changes in the AZedit.ini file can only activate some of these settings. This file is located in the AZedit folder of your computer. You can make changes in a text editor, such as Notepad. After you open the file in the text editor, scroll down to the [alphas] settings. The [alphas] settings are summarized below, with default settings shown. After making changes, save the file as a text-only file in the same location and with the same name.[alphas].

### **EnableMultiSizeSupport=N**

*N= The Default alpha size list box and the Show all alias sizes on alpha views check box are not selectable, and all alphas have the number of characters set under DefaultAlphaSize (below).*

*Y= The Default alpha size list box is selectable, giving several alpha character lengths to choose from for the default. Also, the Show all alias sizes on alpha views check box is selectable.*

### **ShowAllSizes=N**

*N= The Show all alias sizes on alpha views check box is cleared*

*Y= The Show all alias sizes on alpha views check box is checked*

### **AllowAlphaEditFromAllViews=Y**

*N= Ctrl+F12 cannot be used to change alphas*

*Y= Ctrl+F12 can be used to change alphas*

### **DefaultAlphaSize=4**

Sets the number of characters for alphas (4 is default, with options of 6- and 8-character alphas.)

### **AlphaSortMode=3**

*3= Sort alphas by number (ascending)*

*1= Sort alphas by alpha (ascending)*

### **AutoCheckDuplicateAlphas=Y**

*N= No checking for duplicate alphas is performed when opening files*

*Y= Check for duplicate alphas is performed when opening files*

### **PromptBeforeAutoCheck=Y**

*N= Duplicate alpha checking proceeds automatically, with no prompting*

*Y= User must respond to prompt before duplicate alpha checking proceeds.*

---

## Connecting and Disconnecting

### Connect from File Mode

---

**IMPORTANT:** Verify the communications settings for you intercom. Select **Options|Communications** from the menu bar.

---

- > From the Online menu, select **Connect**.
- OR

Click the **Connect** button. 

### Disconnect from Online Mode

- > From the File menu, select **New**.
- OR
- From the File menu, select **Open**.
- OR
- From the File menu, select **Save**.

### Disconnect from Server Mode

If you have activated server mode, then you must turn this feature off when you want to disconnect from the intercom system and continue working. First, click on Server Mode in the Online menu to remove the check mark. Then, use any of the three (3) methods listed above to disconnect in online mode.

### Connect at Startup Option

By default, AZedit tries to connect to an intercom system upon startup. If you do not want to do this, change the startup settings as follows:

1. From the Options menu, select **Preferences**.
2. Select the **Startup/Shutdown** tab.
3. Clear the **Auto-Connect at Startup** and **Auto Enter SERVER Mode** check boxes.
4. Click **Apply**.
5. Click **OK**.

*The application starts in FILE mode.*

### Capabilities Conflict Message

After the application connects to the intercom system, you may see the warning message *Capabilities Conflict*. This may happen if you are connecting for the first time, or if you have updated the master controller firmware. Typically, you should just select *Yes, reconfigure AZedit*.



## Trouble Connecting?

1. Verify the intercom system is **turned off**.
2. Verify the **PC to intercom cable** is properly connected.  
*Refer to the cable information in your Intercom System Installation Manual.*

**NOTE:** Connecting the intercom cable while components are active is not recommended and may cause unpredictable results. This includes ability or lack of ability for the computer to communicate with the intercom system. You may be required to restart the computer and/or reset the master controller in the intercom system.

3. Verify the **COM Port** and **Baud Rate** are configured properly.  
OR  
Verify the **USB cable** is secure at each end  
OR  
Verify the **network connection** and **IP** are working correctly.
4. In the Options menu, select **Communications** to verify the settings match those of the intercom system.

**NOTE:** By default, AZedit is set for COM1 and 38,400 kbps (38.4K 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 window (Status menu). Rapid accumulations of communication errors are indicated in the right side of that window. In such cases, check cable construction, cable routing, or use a shorter cable. Try to find a remedy that permits operation at 38,400 kbps.

---

## *Scroll Enable Setup using Copy and Paste Special*

You can disable or enable scrolling for all destinations of a particular type (Ports, Party Lines, etc.) using the Copy and Paste Special commands. The procedure varies slightly, depending on the destination type.

### Scroll Enable Setup for all Intercom Ports

1. Enter **File** or **Online** mode.

**NOTE:** If you want to change all Scroll Enable settings, do the following:

- a. Save the **online configuration** to disk.
  - b. Open the **configuration file** in File mode.
  - c. Change the **Scroll Enable settings** as described below.
  - d. Resave the **file** when finished.
  - e. Connect to the **intercom system**.
  - f. Send the **file** to update the intercom system.
2. Close all **open windows**.
  3. From the System menu, select **Keypanel Assignment**.  
*When you access keypanel setup, the setup for an intercom port appears. It does not matter which intercom port is selected.*

- Select the **Scroll Enable** check boxes.



- From the Edit menu, select **Copy**.  
*This copies all settings for the intercom port, including the Scroll Enable settings.*
- From the Edit menu, select **Paste Special**.  
*The Paste Special window appears.*

**NOTE:** Initially, all items are selected in the Paste Special window. This means that if you click Paste at this time, all settings for the current intercom port are pasted. However, you only want to paste the Scroll Enable setting(s).

- Click **Clear All**.
- Select the **Scroll Enable** check boxes.  
*Note that in this case, you are not activating the Scroll Enable setting(s) you are just selecting items to paste.*
- From the Destination field, select **All Ports**.
- Click **Paste**.  
*If you follow this example, the Local check box is unchecked for all intercom ports.*

**NOTE:** If Paste cannot be selected, then you may not have copied any information.

### Scroll Enable Setup for all Party Lines or Special Lists

- Enter **File** or **Online** mode.

**NOTE:** If you want to change all Scroll Enable settings in the online configuration, save the online configuration to disk, then open it in file mode or online mode and change the Scroll Enable settings as described below. Resave the file when finished. Then connect to the intercom system and use send file to update the intercom system.

- Close all **open windows**.

**NOTE:** The following steps use party line setup as an example. If you want to change special lists, substitute special list for party line.

- From the System menu, select **Party Line** or **Special List**.

**NOTE:** When you access party line setup, the setup for a party line appears. It does not matter which party line is selected.

- Select the **Scroll Enable check boxes**, as desired.  
*In this example, all scrolling has been disabled.*



5. From the Edit menu, select **Copy**.
6. From the Edit menu, select **Paste Special**.  
*The Paste Special window appears.*
7. Select the **Scroll Enable** check boxes, if they are not already selected.  
*Note that in this case, you are not activating the Scroll Enable setting(s) you are just selecting items to paste.*
8. In the Destination field, select **All**.
9. Click **Paste**.  
*It may take a few moments to paste the Scroll Enable settings from the currently selected party line to all other party lines. If you follow this example, you should note that the Local check box is now unchecked for all party lines.*

**NOTE:** If Paste cannot be selected, then you may not have copied any information.

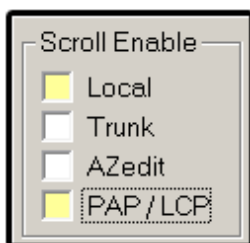
### Scroll Enable Setup for all IFBs, or all GPI Output, or all ISO's, or all UPL Resources

The following steps use IFB as an example. If you want to change GPI Output instead, substitute GPI Output for IFB. The same applies for ISO setup or UPL Resource setup.

1. Enter **file** or **online** mode.

**NOTE:** If you want to change all Scroll Enable settings in the online configuration, do the following:

- a. Save the **online configuration** to disk.
  - b. Open the **file** in File mode.
  - c. Change the **Scroll Enable** settings.
  - d. Save the **file** when finished.
  - e. Send **file** to update the intercom system.
2. Close all **open windows**.
  3. From the System menu, select **IFB**.  
*The IFBs window appears.*
  4. Double-click an **IFB resource**.  
*The Edit IFB window appears.*
  5. Select the **Scroll Enable check boxes**, you desire.  
*In this example, all scrolling has been disabled.*



6. Click **Done**.  
*The Edit IFB window closes.*
7. Verify the **same IFB is highlighted** in the IFB list.
8. From the Edit menu, select **Copy**.
9. From the Edit menu, select **Paste Special**.  
*The Paste Special window appears.*
10. Select the **Scroll Enable** check boxes desired.

**NOTE:** In this case, you are not activating the Scroll Enable setting(s) you are just selecting items to paste.

11. In the Destination field, select **All**.

12. Click **Paste**.

*It may take a few moments to paste the Scroll Enable settings from the currently selected IFB to every other IFB.*

**NOTE:**

- None of the IFB have the Local check box is not selected.
- If Paste cannot be selected, then you may not have copied any information.

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## Downloading Firmware Updates

### Updating a Master Controller Firmware

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**IMPORTANT:** The following procedure causes one (1) or more brief disruptions in intercom communications. Also, save your intercom system configuration before proceeding.

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#### *Master Controller Update, Part 1: All Intercom Systems*

1. Connect to the **intercom system**.
2. Verify **server mode** is deactivated.
3. From the Status menu, select **Master Controller**.

**NOTE:** You can also perform this procedure from the Master Controller Version Information window, but the procedure is written using the Master Controller Status window, since that window provides slightly more feedback during the update process. As an option, you can access both windows and then switch back and

forth between them using the Go Back and Go Forward buttons. 

4. Select the **master controller** to update:
  - **ADAM CS or Single-Frame ADAM:** There is only one (1) master controller, and it should already be selected. If not, click to select it.
  - **Multi-frame ADAM Systems with Slave Frame Master Controllers (Non DBX Systems):** Select only the master controllers for all slave frames. These are numbered 002, 003 etc. Do not select the master controller for the master frame (001).
5. Verify **AZedit** is the active window.
6. Right-click the **master controller**.
7. From the flyout menu, select **Firmware Download**.  
*This opens the Firmware Download window.*
8. Select the **disk drive** and **folder** where the firmware file is located.
9. Select the **file** you want to download.

**NOTE:** For an ADAM or ADAM CS intercom system, the firmware file name is combined.hex.

10. Click **OK**.  
*The Download Device Firmware window appears, and the download information displays in the upper-left corner.*
11. Click **Begin Download**.  
*You can watch the progression of the download.*

**NOTE:** If there is any disruption in the communications link during the download, you get an error message. In this case, repeat the download. When the file has been 100% downloaded, the master controller begins processing the update.

**IMPORTANT:** Any disruption at this point, such as a loss of power, removing or resetting cards (ADAM, ADAM CS) etc. results in master controller failure. If this happens, either return the affected unit for replacement, or remove the EEPROM chip(s) from the affected unit and manually reprogram them with an EEPROM programming tool. In addition, ADAM and ADAM CS users should not proceed with the update of any more cards until problem is identified.

- **ADAM CS or Single-Frame ADAM Systems:** Allow one (1) or two (2) minutes for the update to complete. You may also see a message that the intercom connection has been lost. If this happens, wait about 15 to 30 seconds, and then click Retry to restore the connection. You may have to do this once or twice. At some point, you see the Slot indication change in the Master Controller Status window. For example, if the Slot originally was *Right*, it changes to *Left*. This indicates that the standby master controller has taken over as the active master controller and is now ready to be updated. Proceed to Update, Part 2, ADAM CS and Single-Frame ADAM Systems.
- **Multi-Frame ADAM Systems with Slave Frame Master Controllers (Non DBX Systems):** Allow 1 or 2 minutes for the update to complete. During this time, the Master Controller Status window displays OK Old for all slave master controllers. Finally, you may see a message that the intercom connection has been lost. If this happens, wait about 15 to 30 seconds, then click Retry to restore the connection. You may have to do this once or twice. At some point, the slave master controllers indicate *OK Cur*. This indicates that the standby slave/master controller have taken over as the active master controllers and are now ready to be updated.

#### *Master Controller Update, Part 2, ADAM CS and Single-Frame ADAM Systems*

1. Select the **Master Controller**.
2. Press **Ctrl+Shift+D**.
3. Select the **disk drive** and **folder** where the firmware file is located.
4. Select the **file** you want to download (combined.hex).
5. Click **OK**.
6. Click **Begin Download**.

*If there is an error during the download, repeat only the Part 2 update. Allow 1 or 2 minutes for the update to complete. You eventually see a message that the intercom connection has been lost. If this happens, wait about 15 to 30 seconds, and then click Retry to restore the connection. You may have to do this once or twice.*

**NOTE:** After the update, you also see a Capabilities Conflict message. This happens because the new firmware has now added new capabilities to both master controllers.

7. Click **Yes**.

After all messages are cleared, you see the Slot indication change in the Master Controller Status window. For example, if the Slot originally was Left, it changes to Right. This indicates that the standby master controller has taken over. Note that this is the master controller that you first updated, so both master controllers are now updated.

**NOTE:** Depending on the differences between the old and new firmware, your intercom system may perform a *first birthday reset*. For an ADAM CS Intercom System, this means that the intercom configuration settings in your master controller are reset to the default size for an ADAM CS Intercom System. In a single-frame ADAM Intercom System (ADAM-136), this means that the intercom configuration settings in your master controllers are reset to the default size for an ADAM-136 Intercom System. If you previously customized your intercom configuration settings, you must redefine these in the master controller.

To **check the MC intercom configuration**, do the following:

1. Verify you are **online**.
2. From the Options menu, select **Intercom Configuration**.  
*The Intercom Configuration window appears.*

3. Verify the **resource allocation** is correct for your system size.  
*If the resource configuration is not correct for your intercom system size, perform the procedure Changing the master controller configuration settings.*

#### *Systems with Slave Frame Master Controllers (Non DBX Systems)*

1. Select the **Master Controller**.
2. Press **Ctrl+Shift+D**.
3. Select the **disk drive** and **folder** where the firmware file is located.
4. Select the **firmware file** (combined.hex).
5. Click **OK**.
6. Click **Begin Download**.  
*If there is an error during the download, repeat only the Part 2 update.*

**NOTE:** Allow one (1) or two (2) minutes for the update to complete. During this time, the Master Controller Status window displays OK Old for all slave master controllers. Finally, you may see a message that the intercom connection has been lost. If this happens, wait about 15 to 30 seconds, then click Retry to restore the connection. You may have to do this once or twice.

7. Click **Yes**.  
*The slave master controllers should now indicate OK Cur. All slave master controller cards have now been updated. Proceed to Update, Part 3, Multi-Frame ADAM Systems.*

#### *Master Controller Update, Part 3, Multi-Frame ADAM Systems*

**NOTE:** Applies only for systems with slave frame Master Controllers (Non-DBX Systems)

To **update the master controllers in the master frame**, do the following:.

1. Select **master controller 001**.
2. Press **Ctrl+Shift+D**.
3. Select the **disk drive** where the firmware file is located.
4. Select the **folder** where the firmware file is located.
5. Select the **firmware file** (combined.hex).
6. Click **OK**.
7. Click **Begin Download**.  
*If there is an error during the download, repeat only the Part 3 update.*

**NOTE:** Allow one (1) or two (2) minutes for the update to complete. Finally, you may see a message that the intercom connection has been lost. If this happens, wait about 15 to 30 seconds, and then click Retry to restore the connection. You may have to do this once or twice. When the connection is restored, you notice the Slot has changed (from Right to Left or vice-versa). You are now ready to update the last master controller card.

8. Select **master controller 001**.
9. Press **Ctrl+Shift+D**.
10. Select the **disk drive** where the firmware file is located.
11. Select the **folder** where the firmware file is located.
12. Select the **firmware file** (combined.hex).
13. Click **OK**.
14. Click **Begin Download**.  
*If there is an error during the download, repeat only from step 7.*

**NOTE:** Allow one (1) or two (2) minutes for the update to complete. Finally, you may see a message that the intercom connection has been lost. If this happens, wait about 15 to 30 seconds, and then click **Retry** to restore the connection. You may have to do this once or twice. When the connection is restored, you notice the Slot has again changed (from Right to Left or vice-versa).

15. Click **Yes** to update the capabilities settings.

*The slave master controllers should now indicate OK Cur. All slave master controller cards have now been updated.*

---

**IMPORTANT:** Depending on the differences between the old and new firmware, your intercom system may perform a first birthday reset. This means your multi-frame intercom system is resized to the default intercom configuration for a single-frame (ADAM-136) Intercom System. You must restore the default intercom configuration to the proper setting for your intercom system. Alternatively, if you have been using custom resource settings, you must redefine these in the master controllers.

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To **check the intercom configuration**, do the following:

1. Verify you are **online**.
2. From the Options menu, select **Intercom Configuration**.  
*The Intercom Configuration window appears.*
3. Verify the **resource allocation** is correct for your system size.  
*If the resource configuration is not correct for your intercom system size, perform the procedure Changing the master controller configuration settings.*

### Updating AIO (Audio Input/Output) Card Firmware

The following procedure causes one (1) or more brief disruptions in intercom communications.

To **update the AIO card firmware**, do the following:

1. Verify the **intercom system** is not in server mode.
2. From the Status menu, select **I/O Cards**.
3. Select **one (1) or more of the I/O cards**.

**NOTE:**

- These are numbered 001, 002 etc.
  - Updating should be performed during non-critical periods of intercom usage. Be aware there is a 20-30 second period during the download process where the master controller takes each Audio I/O card off line and reprogram its firmware. Any disruption at this point (loss of power, card removal, manually resetting cards) results in I/O card failure! If this happens, you either have to return the affected cards for replacement, or you must remove the EEPROM chips from the affected cards and manually reprogram them with an EEPROM programming tool. Since this could potentially result in a major disruption, we recommend that you only update a limited number of I/O cards at a time, and.
4. Verify **AZedit** is the active window.
  5. Press **Ctrl+Shift+D**.  
*The Firmware Download window appears.*
  6. Select the **disk drive** and **folder** where the firmware file is located.
  7. Select the **file** you want to download.

**NOTE:** For an ADAM CS Intercom System, the file name is Aio\_cs.hex; for ADAM, the file name is Aio\_std.hex.

8. Click **OK**.  
*The Download Device Firmware window appears, and the download information displays in the upper-left corner.*
9. Click **Begin Download**.

**NOTE:** If there is any disruption in the communications link during the download, you get an error message. In this case, repeat the download. When the file has been 100% downloaded, the master controller begins updating the I/O cards. During this time, the Status column may display *OK Old* next to individual I/O cards, or it may display nothing. In addition, intercom ports go offline. Any disruption at this point (loss of power, card removal, manually resetting cards) result in I/O card failure as previously described.

When the update is completed, the intercom ports come back online, and one-by-one, the status for I/O cards change to *OK Cur*. The complete update procedure may take 3-5 minutes. You can verify the new firmware version in the Audio I/O Card Version Information window.

## Updating Keypanel Firmware

### General Information

When you update keypanels, the update information is downloaded to the master controller from the configuration computer. Then, the update information is simultaneously sent to all of the Audio I/O cards where keypanels are being updated. From there, the update information is downloaded to individual keypanels.

You can update one (1) or several keypanels at the same time. However, when updating multiple keypanels connected to the same Audio I/O card, the update time could potentially be much longer. This is because the Audio I/O card must address each keypanel separately and then download the update information to that keypanel. As a general rule in this case, expect the total update time to be the update time for one (1) keypanel times the number of keypanels on the same Audio I/O card that are being updated. For example, if the update time for one keypanel is 10 minutes, the update time for six keypanels of the same type on the same Audio I/O card could be as much as 60 minutes. When updating keypanels on separate Audio I/O cards, there is no additional time involved since each Audio I/O card processes updates independently.

Other factors affecting the overall download time include the amount of activity in the intercom system (potentially a major factor) and the baud rate for communications between the intercom system and the configuration computer (a relatively minor factor). Updates proceed more quickly during periods of little activity, and when the baud rate has been set to the highest possible speed.

### Updating KP-12, DKP-8, DKP-12, and KP-8T Keypanel (KP-12 Type Keypanel)

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**CAUTION:** Do not remove power or disconnect the keypanel during this procedure. If you do, the flash EEPROM in the keypanel must be replaced. Usually, downloads proceed without any type of problem. However, to be on the safe side, you may wish to limit downloads to small quantities of keypanels at a time.

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**NOTE:** As a general rule, it takes at least 10 minutes to update an individual KP-12 keypanel.

To **update a KP-12 keypanel**, do the following:

1. From the Status menu, select **Software Version|Keypanel**s.
2. Select the **keypanel** you want to update.  
*The KP-12, DKP-8, DKP-12, and KP-8T keypanels show up as KP-12 version, and any combination of these keypanels may be selected for update. In addition, it does not matter if they currently have different versions of firmware. However, do not also select keypanels of a different type, like ZEUS or KP-32, along with the KP-12 type.*
3. With the keypanels selected, press **Shift+Ctrl+D**.  
*This opens the Firmware Download window.*
4. Select the **folder** where the firmware file is located.
5. Select the **file** you want to download.
6. Click **OK**.  
*The Download Device Firmware window appears.*



7. Click **Begin Download**.

**NOTE:** First, the file loads. Then it downloads to the master controller in the intercom system, and the percentage is reported. When the file has been 100% downloaded, the master controller begins sending the information to the keypanel. The keypanel displays download in the Incoming Messages window, and all keypanel activity is locked out while the flash is being re-written. It takes 4–5 minutes at this point for the keypanel to update. If you are viewing the Port Status window, the Status column displays *OK* until just before the update is completed. Then *Bad* displays for a few moments and *OK* returns. The update is now completed. If you are viewing the Keypanel Version Information window, the new keypanel version appears when the update is completed.

8. Repeat the **steps 1-7** to update more keypanels.

### **BKP-4, MKP-4, TKP-4, WKP-4 Keypanel Update (Zeus Type Keypanels)**

**NOTE:** Zeus keypanels can all recover from a failed download procedure. No, chip replacement is needed. Just follow the instructions as listed below for this event.

**NOTE:** As a general rule, it takes at least four (4) minutes to update a Zeus keypanel. To update multiple Zeus keypanels on the same Audio I/O card therefore takes about four (4) minutes times the number of keypanels being updated.

1. From the Status menu, select **Software Version|Keypanels**.
2. Select the **keypanel** you want to update.  
*Select only keypanels that are identified as ZEUS version. It does not matter if the keypanels have different versions of firmware.*

**NOTE:**

- To select several keypanels at random, click on the **first keypanel**, and then hold down the **Ctrl key** on the computer keyboard while clicking on **additional keypanels**.
- To select a range of keypanels, click on the **first keypanel**, then hold down the **Shift key** and click on the **last keypanel** in the range.

**NOTE:** Versions at 1.x.x need to have the boot downloader preconfigured before the download works correctly.

3. With the keypanels now selected, press **Shift+Ctrl+D**.  
*This opens the Firmware Download window.*
4. Select the **folder** where the firmware file is located.
5. Select the **file** you want to download.  
*For ZEUS keypanels, the firmware file name is zkp.hex.*
6. Click **OK**.  
*The Download Device Firmware window appears, and the download information display in the upper-left corner. Note that at this time you can check the list of ports that you have selected.*
7. Click **Begin Download**.  
*The file loads.*

**NOTE:**

- The file downloads to the master controller in the intercom system, and the percentage is reported as the download progresses. When the file has been 100% downloaded, the master controller begins sending the information to the Audio I/O cards. Since each selected keypanel on a card must be addressed separately, the following sequence of events occur:
  - First RQDL displays in the Call waiting window. Then the Headset LED flashes green as the first chunk of data is being read from the Audio I/O card. After about one (1) to two (2) minutes, *OK 1* displays. This indicates that the first of two (2) chunks of data has been updated. Again, the Headset flashes green while the second chunk of data is being read. After another 1 to 2 minutes, *OK 2* briefly displays and the keypanel returns to normal operation. The download is complete. Once normal operation is restored, the new keypanel version appears in the Keypanel Version Information window.
- If an error occurs at any time during the download, a lower-case *e* appears in the left segment of the Call waiting display. The keypanel automatically requests the failed chunk of data is resent. Allow one (1) to two (2) minutes for the keypanel to repeat the previous step in the download process. If another error occurs, the first *e* shifts to the left and another *e* appears. Again, the keypanel requests the failed chunk is resent. This process goes on indefinitely until either the download is successfully completed, or until someone downloads different firmware to the intercom system.

**TIP:** Repeated download failures could indicate a problem with the intercom cable, or with the data transceiver on an Audio I/O card, or a data port problem on a particular keypanel.

**KP-32 Keypanel Update****NOTE:**

- The KP-32 can recover from a failed download procedure. No, chip replacement is needed. Just follow the instructions as listed below for this event.
- As a general rule, it takes at least 10 minutes to update a KP-32 Type keypanel. To update multiple KP-32 type keypanels on the same Audio I/O card therefore takes about 10 minutes, multiplied by the number of keypanels being updated.

1. Open the **Keypanel Version Information** window.
2. Select the **keypanel (or keypanels)** you want to update.

**NOTE:** Select only keypanels that are identified as KP-32 version. It does not matter if the keypanels have different versions of firmware.

3. With the keypanels now selected, press **Shift+Ctrl+D**.  
*The Firmware Download window appears.*
4. Select the **folder** where the firmware file is located.
5. Select the **file** you want to download.  
*For the KP-32, the firmware file name is kp32.hex.*
6. Click **OK**.  
*The Download Device Firmware window appears, and the download information displays in the upper-left corner.*

**NOTE:** At this time, you can check the list of ports you have selected.

**7. Click **Begin Download**.**

*The file loads. Then it downloads to the master controller in the intercom system, and the percentage is reported as the download progresses. When the file has been 100% downloaded, the master controller sends the information to the Audio I/O cards. Each keypanel displays “Code Download in progress” in the left side of the panel, and the chunk number displays. There are 10 chunks of data for the complete download. When the download is complete, the KP-32 displays asterisks, and then it returns to normal operation. Once normal operation is restored, the new keypanel version appears in the Keypanel Version Information window.*

**NOTE:**

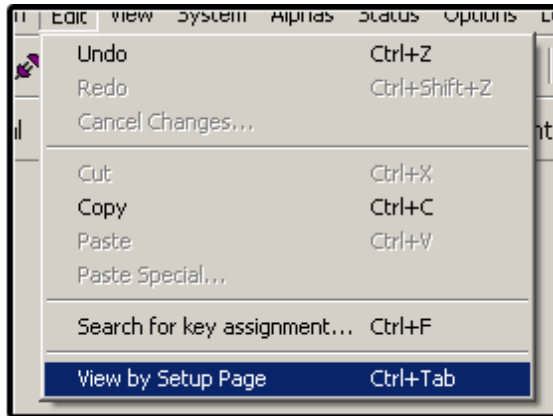
- The file downloads to the master controller in the intercom system, and the percentage is reported as the download progresses. When the file has been 100% downloaded, the master controller begins sending the information to the Audio I/O cards. Since each selected keypanel on a card must be addressed separately, the following sequence of events occur:
  - First RQDL displays in the Call waiting window. Then the Headset LED flashes green as the first chunk of data is being read from the Audio I/O card. After about one (1) to two (2) minutes, *OK 1* displays. This indicates that the first of two (2) chunks of data has been updated. Again, the Headset flashes green while the second chunk of data is being read. After another 1 to 2 minutes, *OK 2* briefly displays and the keypanel returns to normal operation. The download is complete. Once normal operation is restored, the new keypanel version appears in the Keypanel Version Information window.
- If an error occurs at any time during the download, the keypanel automatically requests the failed chunk of data be resent. *Try 2* appears in the keypanel display. If another error occurs, *Try 3* appears, and so forth. This process goes on indefinitely until either the download is successfully completed, or until someone downloads different firmware to the intercom system. Repeated download failures could indicate a problem with the intercom cable, or with the data transceiver on an Audio I/O card, or a data port problem on a particular keypanel.

**TIP:** Repeated download failures could indicate a problem with the intercom cable, or with the data transceiver on an Audio I/O card, or a data port problem on a particular keypanel.

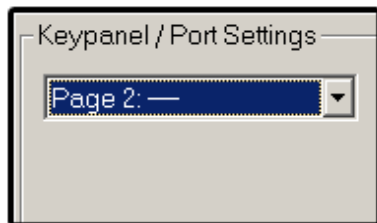
## Assigning Auto-Follow to all Listen Keys using Copy and Paste Special

To set all listen keys to auto-follow for all intercom ports, do the following:

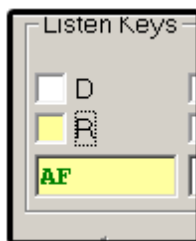
1. Close all **open windows**.
2. Enter **File mode**.
3. From the Status menu, select **Keypanel Assignment**.  
*When you access keypad setup, the setup for an intercom port appears. It does not matter which intercom port is selected.*
4. From the Edit menu, select **View by Setup Page**.  
*If View by Setup Page is already active, View by Panel Type appears in the menu.*



5. Select a **setup page**; however do not select the one assigned to the Main keypad.  
*This allows you to set auto-follow for key 16. In this example, Page 2 has been selected.*



6. From the drop down menu, **select listen key 1**.
7. Assign **auto-follow** to all of the listen keys.
  - a. In the Listen Key 1 text box, enter **AF**.



- b. Press the **Tab** key to move the cursor to listen key 2.
  - c. In the Listen Key 2 text box, enter **AF**.
  - d. Repeat **steps 6 and 7** for all listen keys.  
*Auto-follow should now be assigned to all listen keys on setup page 2.*

8. From the Edit menu, select **Copy**.  
*This copies the entire setup for the intercom port.*
9. From the Edit menu, select **Paste Special**.  
*This opens the Paste Special window, where you can select the items that you want to paste to the other intercom ports.*

By default, all items in the Paste Special window is selected. However, you only want to paste the listen key assignments from setup page 2 to all other pages on all intercom ports.

1. Click **Clear All**.
2. Check **All Setup Pages**.
3. Clear the **All Setup Pages** check box.

---

**IMPORTANT:** This is necessary to activate the Individual Key Settings check boxes.

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4. Select the **All Ports** check box.
5. Select the **All Keys** check box.
6. Clear all the **Individual Key Settings** check boxes, except Listen Key Assignments.
7. Under Copy Setup Pages, clear **every check box**, except Page 2.
8. From the drop down menu, select **Page 1**.
9. Click **Paste**.  
*It takes a few moments to copy the page 2 listen key settings to page 1 for all intercom ports. Then, the Paste Special window closes.*

**NOTE:** If Paste cannot be selected, you may still be in Server mode. Enter File mode and repeat the proceeding steps as needed.

10. From the Edit menu, select **Paste Special**.
11. From the Page 2 drop down menu, select **Page 2**.
12. Click **Paste**.
13. Repeat **steps 8 through 10** for Pages 3 and 4.

You can save a setup file where you have only configured the AF settings. When you want to create a new setup file, open your AF setup file and use save as to save it under a new name. Then, add your other configuration settings, such as talk key assignments, party lines etc.

If you want to add AF assignments to the configuration, save the Online configuration to disk, then open it in File mode and add the AF assignments as described above. Resave the file when finished. Then connect to the intercom system and use send file to update the intercom system.

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## *Activating or Deactivating the Advanced Settings Tab in the Options Menu Preferences*

Use the Advanced tab in the Preference settings (**Options|Preferences**) to enable or disable the Advanced Settings Tab in the Registry Editor.

To **enable or disable this feature**, do the following:

1. From the Start menu, select **Run**.  
*The Run window appears.*
2. In the Open field, type **regedit**.  
*The registry editor appears.*
3. Select **Telex|AZeditV3|Intercoms|Default|Users|Default|advanced**.
4. In the right window pane, double-click **ShowAdvancedFeatures**.  
*The Edit String window appears.*
5. In the Value data field, enter **Y** to activate the Advanced Settings tab.  
OR  
In the Value data field, enter **N** to deactivate the Advanced Settings tab.
6. Restart **AZedit**.
7. From the Options menu, select **Preferences**.  
*The Advanced features tab should be visible if you enabled this feature, and it should be removed if you disabled this feature.*

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## *Enabling Intercom Configuration Resizing in Online Mode*

To **enable intercom configuration resizing in Online mode**, do the following:

1. Close all **open windows**.
2. Verify **Server mode** is not activated.
3. From the Options menu, select **Preferences**.  
*The Application Preferences window appears.*
4. Click the **Advanced** tab.
5. Select the **Allow intercom resizing in ONLINE mode** check box.
6. Click **Apply**.
7. Click **OK**.

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## *Ctrl+F12 Alpha Editing*

Ctrl+F12 alpha editing allows you to change the name for a particular port, party line etc. while you are viewing its setup window.

To **activate Ctrl+F12**, do the following:

1. From the Options menu, select **Preferences**.
2. Click the **Alphas** tab.
3. Select the **Allow alpha edit from any view (CTRL+F12)** check box.
4. Click **Apply**.
5. Click **OK**.

## Using Ctrl+F12 Alpha Editing

Press Ctrl+F12 on the computer keyboard to name an intercom port, party line, etc. while you are setting it up.

**EXAMPLE:** You can press Ctrl+F12 to change the alpha for that intercom port if you are viewing the Keypanel / Ports setup window for intercom port 12

**EXAMPLE:** Change the name for IFB 003 from within IFB setup. First, access IFB setup. Then, in the IFB list, select IFB 003. (Just click once to highlight it; do not double-click to open the setup window.) With IFB 003 highlighted, press Ctrl+F12 to change the alpha name.

**EXAMPLE:** Change the name for party line PL 3 from within Party Line setup. First, access Party Line setup. Then, select party line 3 (PL03) in the upper-left corner of the window. Now, press Ctrl-F12 to change the alpha name.

**EXAMPLE:** Change the name for special list SL03 from within Special List setup. First, access Special List setup. Then, select special list 3 (SL03) in the upper-left corner of the window. Now, press Ctrl-F12 to change the alpha name.

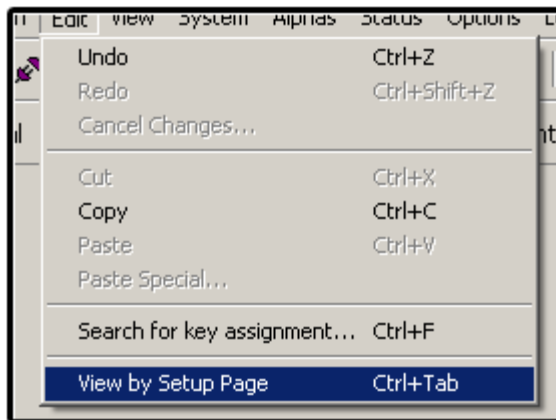
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## Key Restriction Setup using Copy and Paste Special

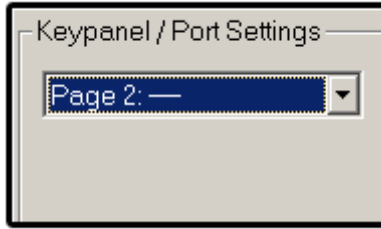
This procedure shows you how to set all of the restriction check boxes for all intercom ports. This prevents any keypanel operator at any intercom port from changing the assignment on any key.

To **restrict copy and paste functionality on keypanels**, do the following:

1. Verify AZedit is in **File** mode.
2. From the System menu, select **Keypanel Assignments**.  
*When you access keypanel setup, the setup for an intercom port appears. It does not matter which intercom port is selected.*
3. From the View menu, select **View by Setup Page**.



4. From the page drop down menu, select **any setup page**, except the one assigned to the Main keypanel.  
*This allows you to set the restrict check box for key 16. In this example, Page 2 has been selected.*



5. Click the **listen key 1** field.
6. Press **Shift+Ctrl+r** (hold down the Shift Key and the Control Key, and then press the r key).  
*The R check boxes for all listen keys are selected.*
7. Click the **talk key 1** field.
8. Press **Shift+Ctrl+r** to restrict all of the talk keys.
9. From the Edit menu, select **Copy**.  
*This copies the entire setup of the intercom port.*
10. From the Edit menu, select **Paste Special**.  
*This opens the Paste Special window, where you can select the items that you want to paste to the other intercom ports.*  
*By default, all items in the Paste Special window are checked. However, you only want to paste the R settings from setup page 2 to all other pages on all intercom ports.*
11. Click **Clear All**.
12. Select **All Setup Pages**.
13. Clear the **All Setup Pages** check box.  
*All the Individual Key Settings check boxes become active.*
14. Select **All Ports**.
15. Select **All Keys**.
16. Clear all **Individual Key Settings** check boxes, except Talk Key Restrictions and Listen Key Restrictions.
17. In Copy Setup Pages, clear all **Copy Setup Page** check boxes, except Page 2.
18. From the Page 2 drop down menu, select **Page 1**.

**NOTE:** If you set up restrictions for some other page instead of page 2, substitute that page for Page 2.

19. Click **Paste**.  
*It may take a few moments to copy the page 2 listen key settings to page 1 for all intercom ports. The Paste Special window closes.*

**NOTE:** If Paste cannot be selected, you may still be in Online mode. Enter File mode and repeat the proceeding steps as needed.

20. From the Edit menu, select **Paste Special**.
21. From the Page 2 drop down menu, select **Page 2**.
22. Click **Paste**.



23. Repeat **steps 18** and **19** for the rest of the pages.  
*All R boxes are checked on all setup pages at all intercom ports.*

**NOTE:**

- You can save a setup file where you have only configured the R settings. When you want to create a new setup file, open your **R setup file** and use save as to save it under a new name. Then, add your other configuration settings, such as talk key assignments, party lines etc.
- If you want to add R assignments to the Online configuration, save the Online configuration to disk, then open it in File mode and add the R assignments as described above. Resave the file when finished. Then connect to the intercom system and use send file to update the intercom system. You can also do this in Online mode, without saving it as a separate file.

---

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

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

To **restrict setup pages for all intercom ports**, do the following:

1. From the System menu, select **Keypanel Assignments**.  
*The Keypanel Assignments window appears. When you access keypanel setup, the setup for an intercom port appears. It does not matter which intercom port is selected.*
2. Click **Edit**.  
*The Keypanel/Port Configuration window appears.*
3. Click the **Setup** tab.
4. In Setup Page Options, select the **Setup Restrict** check box.
5. Click **OK**.
6. From the Edit menu, select **Copy**.  
*This copies the entire setup for intercom port that you are currently viewing.*
7. From the Edit menu, select **Paste Special**.  
*This opens the Paste Special window, where you can select the items that you want to paste to the other intercom ports.*

**NOTE:** *By default, all items in the Paste Special window are selected.*

8. Click **Clear All**.
9. Select the **Setup Restrict** check box.
10. Select the **All Ports** check box.  
*You are now ready to paste the setup page restriction to all other intercom ports.*
11. Click **Paste**.  
*The Paste Special window closes, and you should now see that Setup Restrict is checked for all intercom ports.*

---

## Activating Crosspoint Inspection in File Mode

By default, the Inspect button in the Crosspoint Status window only functions in Online or Server mode. You can also activate the Inspect button for use in File mode:

1. From the Options menu, select **Preferences**.  
*The Preferences window appears.*
2. Select the **Advanced** tab.
3. Select **Allow crosspoint inspection in FILE mode**.
4. Click **Apply**.
5. Click **OK**.  
*The Inspect button in the Crosspoint Status window should now function in File mode.*

---

## Port Configuration for Non-Keypanel Usage

The following items can be configured in an intercom port when connecting non-keypanel devices.

*Scroll Enable Settings -* By default, any keypanel operator can assign keypanel keys to talk or listen to any intercom port. You may wish to make some or all intercom ports inaccessible for key assignment, including intercom ports where there are no keypanels connected. You use the scroll enable feature to do this.

*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. Alternatively, a belt pack operator may want to listen to background music coming from some intercom input port, but at a reduced level. To make gain adjustments, click on the **Gain** button.



**NOTE:** If all controls are disabled, (grayed out), on the selected intercom port, and Trunk Port displays at the top of the window, this means the port is reserved for trunking and cannot be used for any other purpose. To reclaim the port, you must run **TrunkEdit** and remove the **trunking allocation**. Or, see “Release a Trunk Port in AZedit” on page 424.

---

## *Auto Server Mode*

If you use UPL statements to load files, AZedit must be running in Server mode. You may wish to set the application so that it always starts in Server mode.

To **configure Server mode to automatically start**, do the following:

1. From the Options menu, select **Preferences**.  
*The Preferences window appears.*
2. Select the **Startup/Shutdown** tab.
3. Select **Auto enter SERVER mode**.

**NOTE:** It does not matter if you select *Auto connect at startup*.

4. Click **Apply**.
5. Click **OK**.
6. Restart **AZedit** to assure the program connects to the intercom system in Server mode.  
*Server should be indicated in the lower-right corner of the window.*

**NOTE:** AZedit may also be put in your Windows startup folder. This would assure the computer reconnects to the intercom system in Server mode whenever the computer is restarted.

---

## *Starting the Application in File Mode*

Typically, AZedit is set to start in Online or Server mode and it automatically connects to the intercom system at startup. However, you may wish to start AZedit in File mode, even though the configuration computer is still connected to the intercom system.

To **automatically start AZedit in File mode**, do the following:

1. From the Options menu, select **Preferences**.  
*The Preferences window appears.*
2. Click the **Startup/Shutdown** tab.
3. Clear **Auto connect at startup and Auto enter SERVER mode**.
4. Click **Apply**.
5. Click **OK**.
6. Restart **AZedit**.

---

## *Entering File Mode from Server Mode*

To **enter File mode from Server Mode**, do the following:

1. From the Online menu, click on **Server Mode** to remove the check mark.  
*This places the application in Online mode.*
2. From the File menu select **New**.  
OR  
From the File menu, select **Open**.

---

## Changing the Number of Talk Levels

Talk levels are defined in the Intercom Configuration settings (Options menu). Before changing intercom configuration settings, we recommend you read “Intercom Configuration Window” on page 52.

---

## Enabling or Disabling the Configuration Conflict Message

The configuration conflict message occurs whenever you connect to the intercom system, and the application detects that its settings are not the same as the intercom system settings.

To **enable or disable the configuration conflict message**, do the following:

- From the Options menu, select **Preferences**.  
*The Preferences window appears.*
- Click the **Startup/Shutdown** tab.
- Select the **Warn about changes in configuration** check box to activate the message.  
OR  
Clear the **check box** to disable the message.
- Click **Apply**.
- Click **OK**.

---

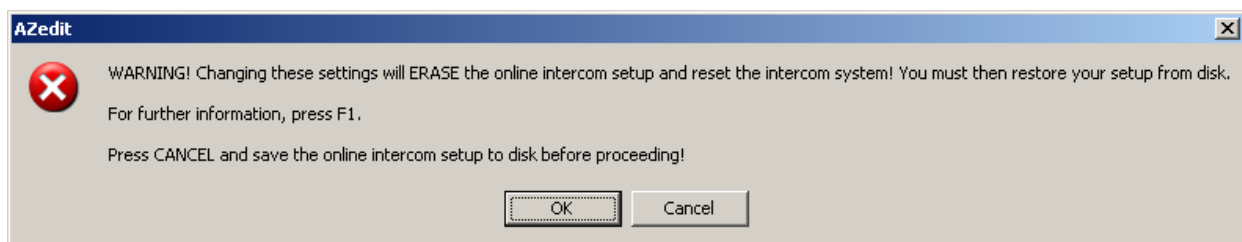
## Procedure to Change Intercom Configuration Settings

**IMPORTANT:** If you make changes to any of the intercom configuration settings and then click the Apply button, all current setup information is erased. This includes all key assignments, party line configurations, etc. In addition, if you are operating in Online mode, the intercom system is reset, all communications ceases, and you have to reload your setup. For a large intercom system, it may take up to 10 minutes to restore the system after changing settings. We recommend making changes when the system is not active or at a low-traffic time.

### Changing the master controller configuration settings

**NOTE:** Make sure that AZedit is not operating in Server mode: (Online should display in the lower-right corner of the AZedit window.

- Connect to the **intercom system**.
- From the Options menu, select **Intercom Configuration**.  
*A warning message appears.*



**NOTE:** If you are not able to select or change any items in the Intercom Configuration, AZedit is probably not set to allow intercom resizing in Online mode. To enable intercom resizing in Online mode, See “Enabling Intercom Configuration Resizing in Online Mode” on page 374.

3. Click **OK**.  
*The Intercom Configuration window appears.*
4. Eject the **standby master controller**, if applicable.
5. Click the **Resources** tab to view and change resource settings.  
OR  
Click the **Options** tab to view and change option settings.

**NOTE:** While viewing either tab, you can press the F1 key to get further help.

6. Once finished modifying the resources and options, click **Test**.

**NOTE:**

- If the test fails, this indicates you have selected more resources than can be stored in system memory. Click **OK**, and then reduce the quantities of one (1) or more resources and test again. If the test is a success, click **OK** to close the test results window, and then click **Apply**.
- In all cases, there is sufficient memory for all of the intercom ports in your intercom system. Memory test failures generally are the result of allocating too many of some other type of resource.

---

**IMPORTANT:** Clicking **Apply** deactivates intercom system operation and erases all setup information, such as key assignments, party line configurations, etc.

---

**NOTE:** It is best to set the AZedit default to match the settings of the master controller. The only time you might not want to do this is if you are running AZedit on several different intercom systems. In this case you can use different settings for AZedit and for individual setup files.

7. Click **Continue**.  
*The master controller reconfigures itself, and the system momentarily goes offline. A message to retry the intercom connection appears.*
8. Click **Retry**.

**NOTE:** You may have to do this more than once.

9. Insert the **standby master controller** back into the frame.  
*The master controller writes the new configuration information to the standby master controller.*

If you create new setup files at this time, they should also match the intercom configuration. However, you can change the configuration settings for AZedit or for setup files independently of the master controller configuration settings. You might want to do this if you are using AZedit with several different intercom systems, or if you previously created one (1) or more setup files, and you now wish to resize those files to match the master controller configuration. The following procedures describe how to resize AZedit or individual setup files.

## Changing the AZedit intercom configuration

You might use this procedure when you are just starting out with AZedit, and you want to start creating setup files before connecting to the intercom system. Alternatively, you might use this procedure when you are using AZedit on several different intercom systems, but you want to set the resources to the size that accommodates all of the systems.

To **change the AZedit intercom configuration**, do the following:

**NOTE:** If you are currently working in File mode, save before proceeding.

1. Verify **File** mode is active.
2. From the Options menu, click **Intercom Configuration**.  
*A warning message appears.*
3. Click **OK**.  
*The Intercom Configuration window appears.*
4. Select the **Resources** tab.
5. Configure **resources** as needed.
6. Click on the **Options** tab.
7. Modify the **options**, if necessary.
8. Click **Test**.
9. If the test fails, this indicates you have selected more resources than can be stored in system memory. Click **OK**, and then reduce the quantities of one (1) or more resources and test again.  
OR  
If the test is a success, click **OK** to close the test results window.
10. Click **Apply**.  
*A warning message appears.*
11. Click **OK**.  
*A message appears asking to make changes the default.*
12. Click **Yes**.

If you create new setup files, they are created with the new AZedit default settings. However, you can also configure setup files independently of the AZedit settings as described below.

---

## Changing the Configuration Settings in Setup Files

### Reconfigure A Previously Created Setup File To Have The Default AZedit Configuration

You may wish to use this procedure to resize a setup file that you created prior to reconfiguring AZedit. You might use this procedure, for example, after you have eliminated unused resources from the master controller and have then reconfigured AZedit to match the new master controller settings. Alternatively, you may need to resize a setup file after you have added more hardware to your intercom system (such as adding more Audio I/O cards, or adding a UIO-256 frame). In this case, you should resize the intercom system first as previously described, and accept the new settings as the AZedit defaults.

To **add resources to setup files to match the enlarged intercom system configuration**, do the following:

1. From the File menu, select **New**.
2. When prompted, select **Load Default Configuration**.  
*If you do not see any prompt, the AZedit default configuration is already loaded.*
3. From the File menu, select **Merge**.
4. Select the **setup file** you want to resize.
5. Click **OK**.

**NOTE:**

- If the file you are merging has a larger set of resources than the AZedit default configuration, you see a list of the resources in the setup file. If you click OK, only that portion of the resources that fits in the default configuration is merged. For example, if the file you are merging has 136 ports, but your default configuration only has 72, no settings for ports 73-136 merge.
  - If the setup file that you are merging has a smaller set of resources than the default configuration, you see a list of the resources in the file. If you click OK, the entire set of resources in the file is loaded, and the resulting new file has a larger set of resources than the original. For example, if the file you are merging has 72 ports, but your default configuration has 136, the new file preserves all of your port settings for ports 1-72, and new empty port configurations from 73-136 are added onto the file.
  - If the file that you are merging has the same set of resources as the default resource configuration, you do not see any warning about a mis-match of resources. In this case, you did not need to perform any procedure to resize the file. You may cancel the entire procedure and use the file in its current configuration.
6. Save your **new file** to disk.

### Reconfiguring A Setup File To Have Non-default Settings For Resources

This procedure is used if you are running the same copy of AZedit to set up several differently sized intercom systems. For example, if your AZedit is configured for an ADAM-136 intercom system, but it is also being used to configure an ADAM CS intercom system, you may wish to create your ADAM CS setup files with the normal ADAM CS configuration settings. You do not have to do this, but it prevents anyone from trying to configure items that do not exist in your ADAM CS intercom system.

To **create a non-default setup file**, do the following:

1. Save the **current setup file**.
2. From the File menu, select **New**.
3. When prompted, select either **Load Default Configuration** or **Use Current Configuration**.  
*If you know which configuration most closely matches the new settings that you want, select that option; otherwise, it does not matter which choice you select.*
4. From the Options menu, select **Intercom Configuration**.  
*A warning message appears.*
5. Click **OK**.  
*The Intercom Configuration window appears.*
6. Make the **necessary modifications**.
7. Click **Apply**.

**IMPORTANT:** Do not make the new settings the default settings.

You should now have a new blank setup file that is set to the configuration that you want. You now merge the previously saved setup file into the new setup file. For more information, See “Merging” on page 357.

To **create a new setup file with non-default resource settings**, do the following:

1. From the File menu, select **New**.
2. From the Options menu, select **Intercom Configuration**.  
*A warning message appears.*
3. Click **OK**.  
*The Intercom Configuration window appears.*
4. Configure the **resources and options**, as desired.
5. Click **Apply**.  
*A warning message appears.*

6. Click **OK**.  
*The message “Would you like to make this configuration the AZedit default?” appears.*
7. Select **No**.
8. Save the **new configuration file**.

You can now edit the new setup file, or work on some other setup file. Whenever you open the new file, the configuration settings for that file, and not the AZedit default settings, are loaded.

---

## *IFB Setup Procedures*

Use the following procedure to setup any of these types of IFBs:

- Standard, one-way IFB, where the keypanel operator only needs to talk to the listener.
- 2-way IFB, where the keypanel operator can talk and monitor the talent during IFB operation.
- 2-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.

### **Setup Procedure for standard one-way and two-way IFB**

To **name an IFB**, do the following:

1. From the Alphas menu, select **IFB**.  
*The IFB Alphas window.*
2. Double-click an **IFB** you want to name.  
*The Edit Alpha/Description window appears.*
3. In the Alpha field, enter a **name**.

**NOTE:** For trunked (remote) intercom systems only, enter an Alias name, if desired, that is more meaningful to keypanel operators in the remote intercom system. Remote intercom users see only the alias name.

4. In the Description field, enter a **brief description**, if desired.
5. Click **Done**.

To **configure the IFB that you just named**, do the following:

1. From the System menu, select **IFB**.  
*The IFBs window appears.*
2. Double-click the **IFB** you just named.  
*The Edit IFB window appears.*
3. In the Input field, enter the **Port Number** of the intercom port where the normal audio source is connected.

**EXAMPLE:** For example, if you are setting up an IFB for paging with interruptible background music, connect the background music to an intercom port input then select that intercom port in the Input field. If you are setting up an IFB to cue broadcast talent, create a talent mix-minus signal. (This should be the broadcast audio minus the talent voice audio. This is usually created at an external audio mixer.) Then connect the mix minus signal to an intercom port input and select that intercom port in the Input field.



4. In the Output field, enter the **intercom port** that normally hears the audio signal selected in step 10.

**NOTE:**

- For paging, select the intercom port where the paging speaker output is connected. For talent cueing, select the intercom port where the talent earset or headset is connected.
- By default, the audio source is completely cut off, or muted, while the keypanel operator is talking. If you only want the signal to be diminished by a certain amount during IFB operation, select a different amount in the Dim Level select box. For example, if you select -6dB, the background music, talent mix-minus, etc. seems to diminish by about half volume during IFB operation.
- You may not want keypanel operators to have the ability to assign this IFB to keys on their keypanels. In this case, make sure the Scroll Enable boxes are not checked.

***Listen Source field***

The **Listen Source** field is only used for 2-way IFB operation. It lets the keypanel operator and/or other studio personnel listen to the talent during IFB operation.

To **set up 2-way IFB operation**, do the following:

1. Connect the **talent mic signal** (the direct mic signal, not the mix-minus signal) to an intercom port input.
2. Select that **port** in the Listen Source field.

**NOTE:** The Tone Override Input field is not used for standard IFB.

3. Click **Done**.

To **set up a keypanel to use the IFB that you just configured**, do the following:

**NOTE:** Some steps may be omitted for standard, talk-only IFB.

1. From the System menu, select **Keypanel Assignment**.  
The Keypanels/Ports window appears.
2. From the Alpha drop down menu, select the **intercom port** where the operator keypanel is connected.
3. In any unused talk field, enter the alpha name of the IFB (the alpha name you set up previously).
4. If you previously set up a Listen Source, select a **listen key box** and enter **AT**.

**NOTE:** **AT** (Auto Table) is a reserved listen key name for use with IFB talk keys. When you define a listen key as an AT key, AZedit automatically searches the table of IFBs and locates the IFB that is assigned to the talk key. It then uses the defined Listen Source for that IFB as the listen key assignment. There are two (2) advantages to this. First, you never have to remember which intercom port is the listen source after you have set up a particular IFB. Second, if you change the talk key assignment to a different IFB later, the listen key automatically takes on the Listen Source assignment for the new IFB.

By default, all keypanels are assigned the lowest IFB priority. This means that any keypanel can talk to the IFB listener, and all talkers are heard. You can give a keypanel a higher IFB priority if desired. During IFB operation, a keypanel with a higher IFB priority overrides any keypanel with a lower priority, and the IFB listener cannot hear the lower priority keypanels. To raise the priority number for a keypanel, access the keypanel advanced features as follows:

### *IFB Priority Configuration*

To **assign a priority to an IFB**, do the following

1. On the Keypanel/Ports window, click **Edit**.
2. Click the **Advanced** tab.
3. In the IFB Priority field, enter a **higher number**.

**NOTE:** By default, only three (3) IFB Priority levels are allowed. If you want more, you can customize the IFB priority in Options|Intercom Configuration|Options tab.

4. Click **OK**.

If you want the talent microphone signal to go to a studio monitor or similar device during IFB operation, you need to define that destination.

To **define the audio destination**, do the following:

1. On the Keypanel/Ports window, click **Edit**.
2. Click the **Advanced** tab.
3. In the IFB Listen Destination field, select the **intercom port** where the studio monitor or other output is connected.
4. Click **OK**.
5. Send your **changes** to the intercom system.  
*The new key assignment should appear on the operator's keypanel, and the normal audio source should be audible at the IFB output.*
6. Activate the **IFB key** to verify operation.  
*The audio source should diminish or mute and the keypanel mic audio should be audible at the IFB output.*
7. If a Listen Source and listen key have been assigned, activate the **listen key** to check operation.  
*The talent mic signal should be audible at the operator keypanel or at the defined Listen Destination if you are using an external monitor or similar device.*

---

### *Using the Keypanel Tone Generator*

To **use the keypanel tone generator**, do the following:


1. From the Online menu, select **Connect**  
OR

Click the **Connect** icon. 

*Online displays in the mode pane at the lower-right corner of the window.*

2. From the System menu, select **Keypanel Assignments**.  
OR

Click the **Keypanel** icon. 

3. Select the **intercom port** where the problem keypanel is connected.
4. Click **Edit**.
5. Click the **Advanced** tab.
6. Select the **Enable Tone** check box to turn the tone generator on.
7. Click **OK**.
8. Assign a **talk key** to talk to the keypanel used to check the path from this keypanel back to itself. For example, if you are checking a keypanel at port 1, assign a key at port 1 to talk to port 1.
9. Send the **changes** to the intercom system. 

10. At the keypanel being tested, activate the **key** you just assigned.  
*You should be able to hear the tone. (Turn up the volume if necessary. Also, make sure headset or speaker is selected as appropriate.)*

**NOTE:**

- If the keypanel address is not set correctly, you cannot see the key assignment that you just sent. In addition, the keypanel does not receive the signal to turn on the tone generator. In this case, the problem may be an incorrectly set keypanel address. Alternatively, if other keypanels connected to the same Audio I/O card are having similar problems, there could be a malfunction in the data transceiver on that Audio I/O card.
  - If you cannot hear the test tone on a keypanel, assign and activate a **key** to talk to a second keypanel. If you can hear the tone at the second keypanel, this means the talk path from the first keypanel is OK, but there may be a problem with the listen path from the first keypanel to the intercom system.
  - If you cannot hear the test tone at the second keypanel, try sending a **test tone** from the second keypanel to the keypanel being tested. (Turn on the tone generator in the second keypanel, then assign and activate a talk key to talk to the first keypanel.) If the tone is audible at the first keypanel, then there may only be a problem in the talk path from the first panel. If the tone is not audible, there may be a complete break or disconnect in the cable.
11. Clear **Enable Tone** check box when you are finished.
  12. Send the **change** to the intercom system.

**NOTE:** If you turn on a tone generator from AZedit you must also turn it off from AZedit. If you turn on a tone generator from the keypanel, you must turn it off from the keypanel.

---

## *Show/Hide the Toolbars*

Sometimes it is convenient to hide the toolbar on an application window to open up space on the application desktop. By default, AZedit has the navigation toolbars showing, however, you can hide them.

To **hide the Navigation/Standard Toolbars**, do the following:

- > From the View menu, select **Navigation/Standard Toolbar** or **Navigation/Standard Toolbar2**.  
*The check mark is removed from next to your selection.*

To **show the Navigation/Standard Toolbar**, do the following:

- > From the View menu, select **Navigation/Standard Toolbar** or **Navigation/Standard Toolbar2**.  
*A check mark appears next to your selection.*

**NOTE:** When the Navigation Toolbars are not docked to the edge of the application window, you can hide them by clicking the X in the upper right corner of the toolbar.

---

## *Dock and Undock the Toolbars*

You might need to create space on the application desktop, but do not want to lose the usefulness of the navigation toolbar. AZedit gives you the freedom to have docked or floating (undocked) toolbars. The floating toolbars can be moved inside and outside the application desktop giving you more space to work.

To **undock a toolbar**, do the following:

- > On the far left side of the toolbar, click and move the **toolbar** away from its docked position.  
*The Toolbar becomes detached from the Application Desktop.*

**NOTE:** You may also undock the toolbar by double-clicking the far right side of the toolbar. This unlocks the toolbar from its last floating position.

To **dock a toolbar**, do the following:

- > Double-click the **blue banner bar** on the toolbar.  
*The toolbar docks itself to the bottom of the application desktop.*

**NOTE:** You may also click the blue banner on the toolbar and drag it to the bottom or top of the application desktop to dock it.

---

## *Customize a Toolbar*

To customize the Standard, Standard 2, Navigation, or Navigation 2 toolbar, use the Customize Toolbar window to arrange your most used icons to be easily accessible.

To **customize a toolbar**, do the following:

1. From the View menu, select **Customize Toolbars**.  
The Customize Toolbars popup menu appears.
2. From the Customize Toolbar menu, select **Standard, Standard 2, Navigation, or Navigation 2**, depending on which toolbar you want to customize.  
*The Customize Toolbar window appears.*
3. Select your **individual preferences**.
4. Click **Close**.  
*The Toolbar dynamically changes and the Customize Toolbar window closes.*

---

## *Enable VOX*

**VOX** (Voice Activated Switching) is the threshold level of audio at which point a channel becomes active. When the threshold is set, a microphone is not activated until the preset audio level is attained. This prevents a channel from staying on in a high activity area.

**NOTE:** VOX is supported only on Cronus systems and AIO-16 cards.

Default gain structures are as follows:

*Cronus*                -20 dB to +20 dB

*AIO-16*                -126 dB to 0.0 dB

There are two (2) ways to enable VOX on a port:

- the VOX tab on the Keypanel/Port Configuration window
- the VOX Settings window.

To **enable VOX from the Keypanel/Ports Configuration window**, do the following:

1. From the Alpha drop down menu, select the **port** you want to enable VOX.
2. Click **Edit**.  
*The Keypanel/Port Configuration window appears.*
3. Click the **VOX** tab.  
*The VOX window appears.*
4. Select **Enable VOX**.  
*VOX is enabled on the port.*
5. Using the VOX Threshold up and down arrows, set the **VOX Threshold**.
6. Using the Hold Time up/down arrows, set the **Hold Time for the port** to stay active before shutting off.  
*Once VOX is enabled, you see the VOX icon on the Keypanel/Ports window.*

To **enable VOX from the VOX Settings window**, do the following:

1. From the System menu, select **VOX**.  
*The VOX Settings window appears.*
2. From the Port column, select the **port** to enable VOX.
3. Using the up/down arrows, set the **threshold** that VOX is activated.
4. Using the up/down arrows, set the **amount of time** the port stays active before shutting off.
5. Click **Enable VOX**.

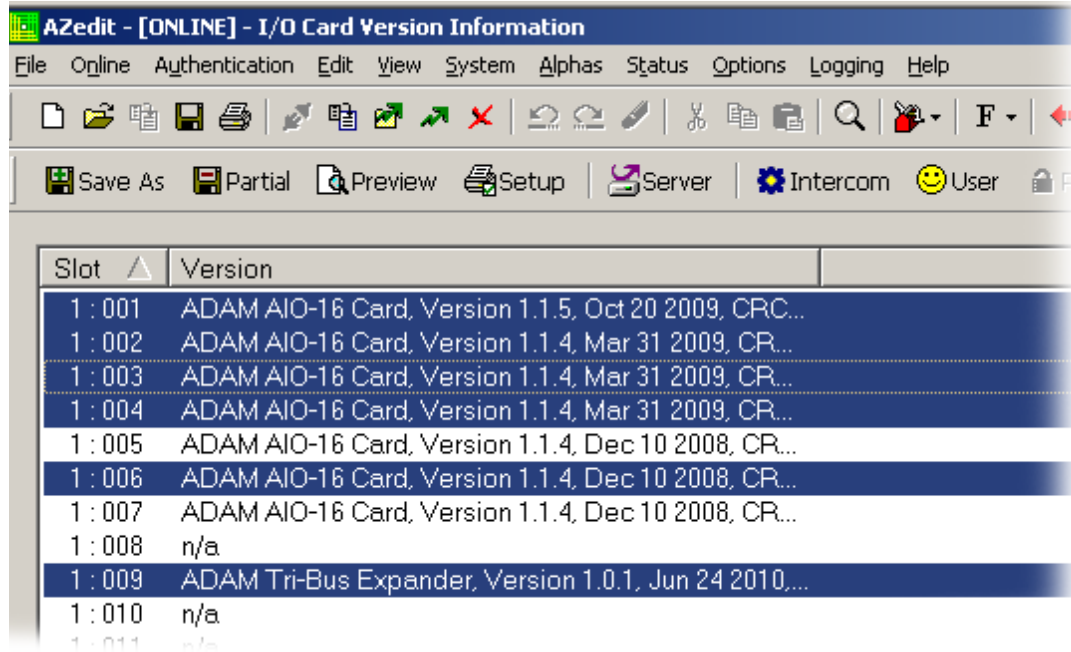
## How to Download Firmware to Multiple Cards

To save time in updating individual cards one at a time with the same firmware, AZedit is able to update multiple cards with the same firmware simultaneously. However, it is recommended to perform downloads

**NOTE:** You can download firmware from either the I/O Card Status window or the I/O Card Version Information window. For the purpose of this example, the I/O Card Version Information window is used.

To **download firmware to multiple cards**, do the following:

1. From the Status menu, select **Software Versions|I/O Cards**.  
*The I/O Card Version Information window appears.*



2. Select **multiple cards**.

**NOTE:** When downloading the same firmware to multiple cards, you can only download to similar cards.

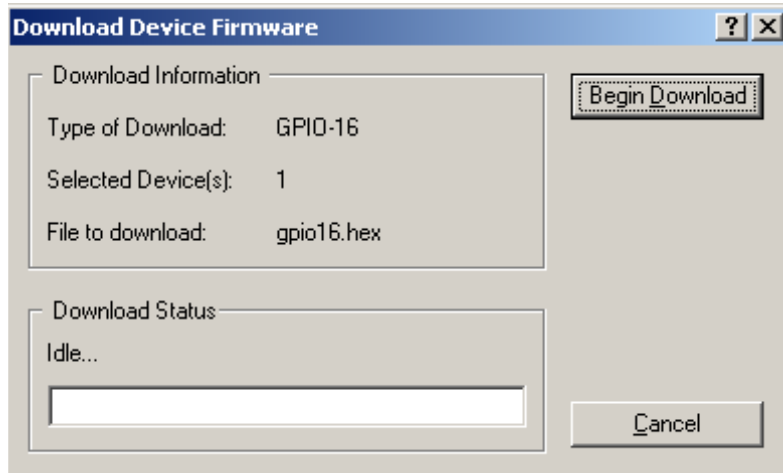
To **select all the key assignments in an assignment group**, do the following:

1. Select the **top assignment**.
2. Pressing Ctrl+Shift, select the **bottom assignment**.  
*All the assignments are highlighted.*

To **select specific key assignments from the assignment group**, do the following:

1. Press **Ctrl**.
  2. Click the **assignments** you want.
3. Right-click **any of the highlighted cards** and select **Download Firmware....**  
*The Firmware Download window appears.*
  4. Select the **firmware file** (usually ends in .hex, .bib, .mot extensions)  
OR  
Browse to find the **file**.

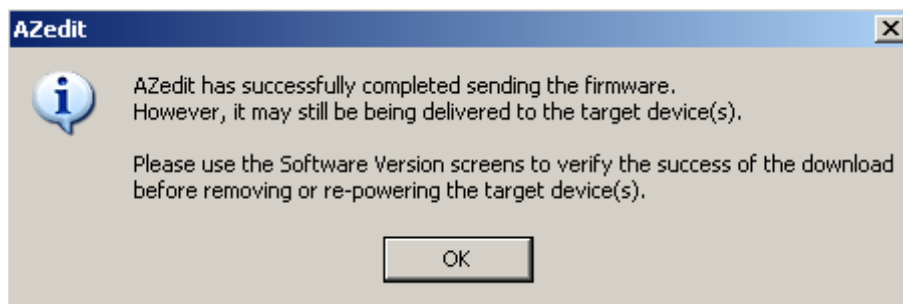
5. Click **OK**.  
The *Download Device Firmware* window appears.



6. Click **Begin Download**.  
Depending on the number of cards you are updating, determines the amount of time the download process takes. Once the Download is complete, a message saying, "AZedit has successfully completed sending the firmware. However, it may still be being delivered to the target device(s)".

**IMPORTANT:** Do not power off the Intercom System or remove any cards while the download is in process. Doing so results in undesirable effects.

7. Using the Software Version windows, verify the **success** of the download before removing or re-powering the target device(s)."



8. Click **OK**.
9. From the Status menu, select **Software Version|I/O Cards**.
10. Verify the **firmware was upgraded** on each of the specified cards.

---

## *How to Enable Key Labels*

**Key Labels** allow you to rename ports to more meaningful names, without losing assignment type information of the keypanel key.

**NOTE:** Intercom Configuration options Panels with Key Labels and Key Labels per Panel must be set before using the Key Label feature.

---

**IMPORTANT:** Before you set key labels in your Intercom System, be sure to save your existing setup file.

---

To set the **Key Label configuration**, do the following:

1. From the Options menu, select **Intercom Configuration**.  
*A warning message appears.*
2. Click **OK**.  
*The Intercom Configuration window appears.*
3. Click the **Options** tab.
4. In the Panels with Key Labels field, enter the **number of keypanels** allowed to have key labels (up to 272 keypanels per frame)

**NOTE:** For each additional frame, the number of keypanels allowed to have key labels assigned decreases due to the number of DBX cards in the system and the number of Frames.

5. In the Key Labels per Panel, enter the **number of key labels allowed on a keypanel** (up to 64 labels per keypanel).

To **enable Key Labels**, do the following:

1. On the Keypanel/Ports window, click **Edit**.  
*The Keypanel/Port Configuration window appears.*
2. Click the **Advanced** tab.
3. Select the **Key Label**.  
*Key Labels appear on the Keypanel/Ports window.*

To **assign a Key Label**, do the following:

1. In a Key Label field, enter a **meaningful name** for a Talk Key.  
*Repeat this for as many key labels as desired.*
2. Send the **new setup file** to the Intercom.  
*The Key Labels appears in the appropriate keypanel window.*



---

## *How to Enable Snoop Tallies*

**Snoop Tally**, when enabled, provides an indication to keypanel users that somebody is listening to them. For example, snoop tallies are displayed on a keypanel 1 if keypanel 2, which is listening to keypanel 1 via a point-to-point or a special, list, but is not talking to keypanel 1. Snoop tallies are supported on KP-32 family keypanels.

Snoop Tally requires the minimum firmware versions:

- Master Controller V9.24.0
- DBX V1.15.0 with Peripheral Controller V10.15.0

**NOTE:** Hot Mic must be activated on the keypanel for snoop tally to work.

To **enable Snoop Tallies**, do the following:

1. From the Options menu, select **Intercom Configuration**.  
*A warning message appears.*
2. Click **OK**.  
*The Intercom Configuration window appears.*
3. Click **Options**.
4. Select the **Generate Snoop Tallies** option.
5. Click **Apply**.  
*A warning message appears.*
6. Click **OK**.  
*A message appears.*
7. Click **Yes** to make this configuration the default, otherwise click **No**.  
*A message that reads, "Remove the Standby Master Controller from the intercom frame. Note: The Standby Master Controller is the card in slot 19 or slot 20 that does NOT have red LED #23 on.", appears.*
8. Click **OK**.  
*The Intercom Configuration has been modified.*
9. Send the **changes** to the Intercom.

When snoop tallies have been enabled on a keypanel an amber color light appears on the mic-mute LED on KP-32 family keypanels.

---

## *How to Enable Do Not Interrupt*

To **enable Do Not Interrupt on a port**, do the following:

1. From the System menu, select **Keypanel Assignments**.  
*The Keypanel/Ports window appears.*
2. From the Alpha drop down menu, select the **port** you want to enable Do Not Interrupt.
3. Click **Edit**.  
*The Keypanel/Port Configuration window appears.*
4. Click **Advanced**.
5. Select the **Do Not Interrupt** check box.
6. Click **Apply**.
7. Click **OK**.
8. Send your **changes** to the intercom.  
*Do Not Interrupt is enabled for the selected port.*

**NOTE:** When Do Not Interrupt is active on a port, and one (1) keypanel is talking to another keypanel, no other keypanel can interrupt the call (unless the caller is on a trunked system). When the caller tries to reach the keypanel with Do Not Interrupt enabled, they see the Alpha blink intermittent with asterisks in the keypanel window. However, once the call is released from the first caller, the second caller is connected (if they are still waiting).

---

## *Connect Cronus to the PC and the Network over Ethernet*

**NOTE:** You must be running version 2.06.07 or later of AZedit and have an Ethernet card installed.

---

**IMPORTANT:** Verify the Cronus system is connected to the PC using either a USB (universal) or RS-232 (ADAM standard) cable. The USB drivers can be found in the AZedit software directory (C:\Telex\AZedit\v.xxx\USB).

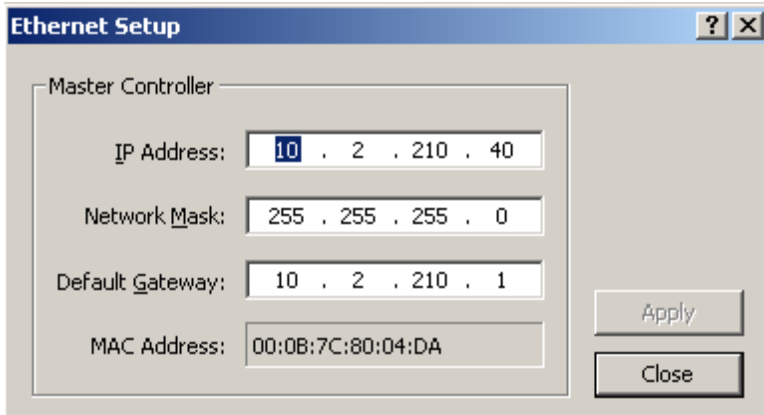
---

Before you can connect Cronus to the network over Ethernet, you must first setup the Ethernet connection over a serial connection.

To **connect Cronus to the PC with a serial cable**, do the following:

1. Open **AZedit**.
2. From the System menu, select **Keypanel Assignments**.  
*The Keypanel/Port window appears.*

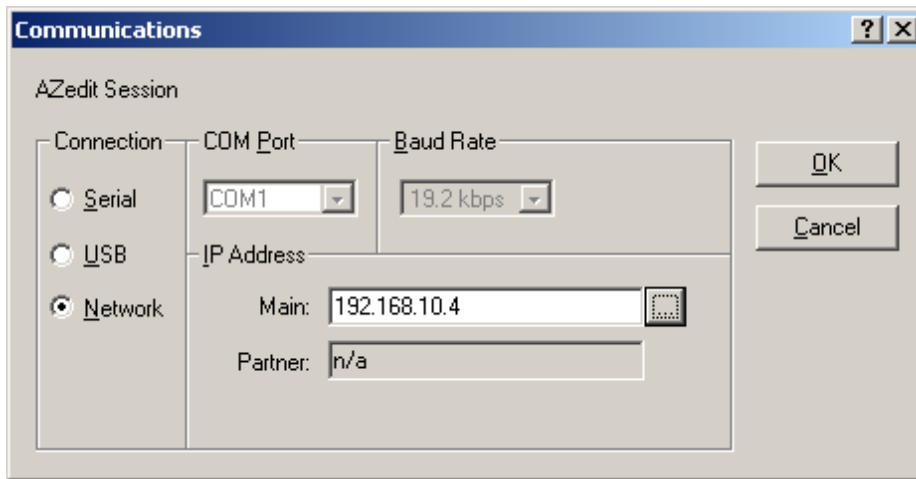
- From the Options menu, select **Ethernet Setup**.  
The *Ethernet Setup* window appears.



- In the IP Address field, enter the **IP Address** for the Cronus system.
- In the Network Mask field, enter the **Network Mask** for the Cronus system.
- In the Default Gateway field, enter the **Default Gateway** for Cronus.

**NOTE:** If you do not know these numbers, your system administrator can give you the IP Address and Network Mask to use.

- Click **Apply**.
- Click **Close**.  
The *Ethernet Setup* window is closed.
- Connect the **Cronus** to your network with an Ethernet cable.
- Connect the **PC** to your network with an Ethernet cable.
- From the Options menu, select **Communications**.  
The *Communications* window appears.



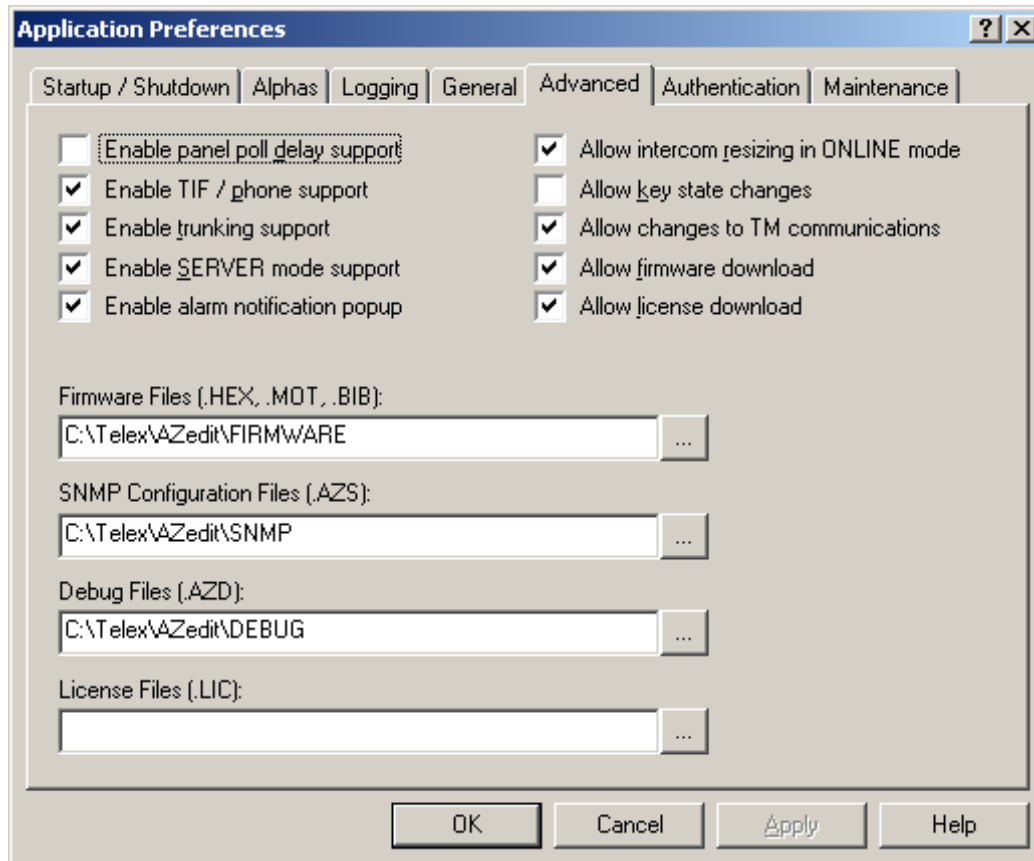
- In the Connection area, select the **Network** radio button
- In the IP Address field, either enter the **Cronus IP Address** you wish to connect with  
OR  
Click the **Search** button.  
The search button scans the network for any Cronus devices. If multiple units are on the network each appears in the list; select the Cronus you wish to work with.
- Click **OK**.  
The *Communications* window closes.

## How to Use the Intercom Sizing Wizard

If you plan to use the Intercom Sizing Wizard in Online mode, you must remember to select the *Allow Intercom Resizing in Online Mode* checkbox.

To select the **Allow Intercom Resizing in Online mode**, do the following:

1. From the Option menu, select **Preferences**.  
*The Application Preferences window appears.*
2. Click the **Advanced** tab.  
*The Advanced window appears.*
3. Select the **Allow Intercom Resizing in ONLINE Mode** checkbox.



**NOTE:** You must use the Intercom Sizing Wizard if you are changing the number of frames, the number of ports, or the Intercom Setup options in your system.

To access the **Intercom Sizing Wizard**, do the following:

1. From the Options menu, select **Intercom Configuration**.  
*A warning message that reads, "WARNING! You are about to reconfigure the intercom! The existing intercom setup is ERASED and intercom system will be reset" appears.*
2. Click **OK**.  
*The Intercom Configuration window appears.*

**Intercom Configuration**

Resources | Options

Frames:

Ports:

Number of Ports in...

Frame 1	<input type="text" value="240"/>	(001 - 240)
Frame 2	<input type="text" value="240"/>	(241 - 480)
Frame 3	<input type="text" value="160"/>	(481 - 640)
Frame 4	<input type="text" value="240"/>	(641 - 880)

Party Lines:

IFBs:

IFB Special Lists:

Special Lists:

GPI Outputs:

ISOs:

Assignment Groups:

UPL Resources:

UPL Statements:

Auto Dials:

GPI Inputs:

Inter-panel Dims:

Intercom Setup

ADAM w/TBX

Redundant Audio

Test Audio

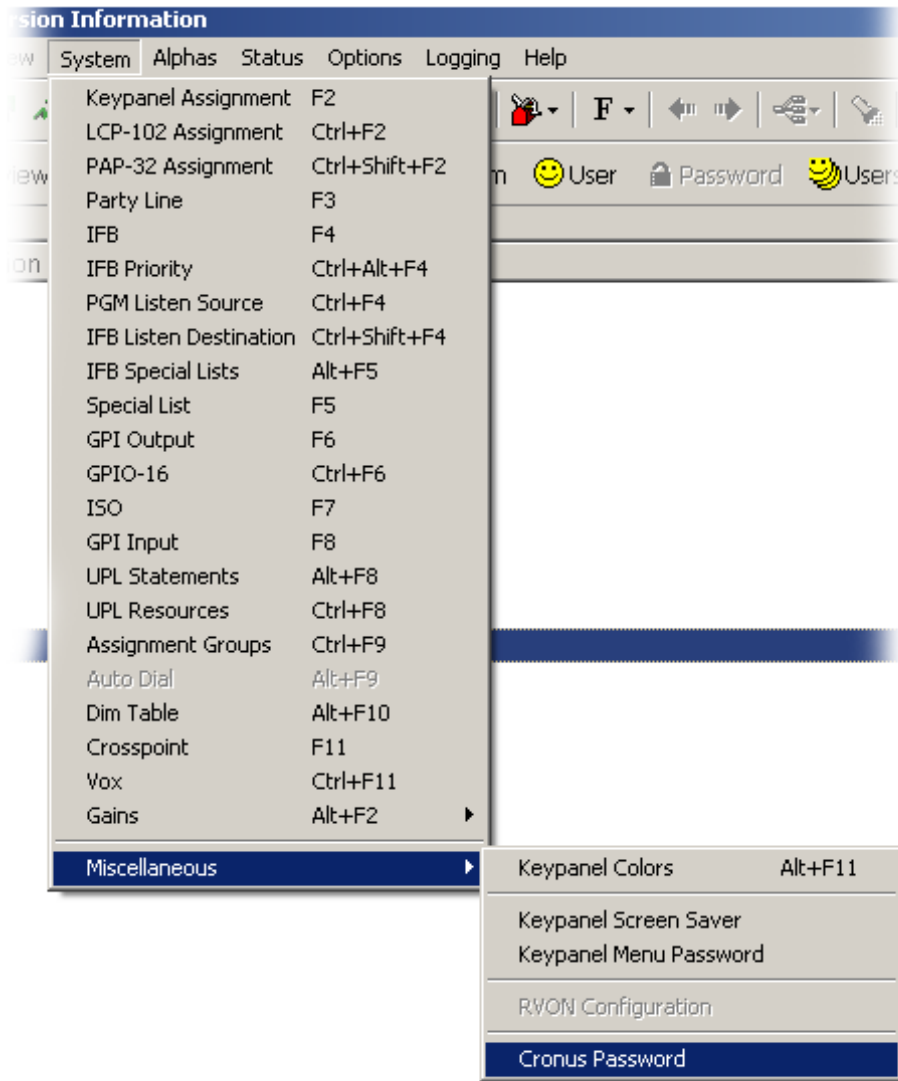
3. Click **Intercom Sizing Wizard**.  
*The Intercom Sizing Wizard begins.*

**NOTE:** In Online mode, the wizard automatically determines your intercom system size, and then walks you through to get information that is more specific for configuring your system.

In File mode, you have to pick your intercom system, and then the wizard walks you through the different options to determine the intercom system setup.

## Set the Cronus Front Panel Control Password

- From the System menu, select **Miscellaneous**.  
*A popup menu appears.*
- From the Miscellaneous menu, select **Cronus Password**.  
*The Cronus Passwords window appears.*



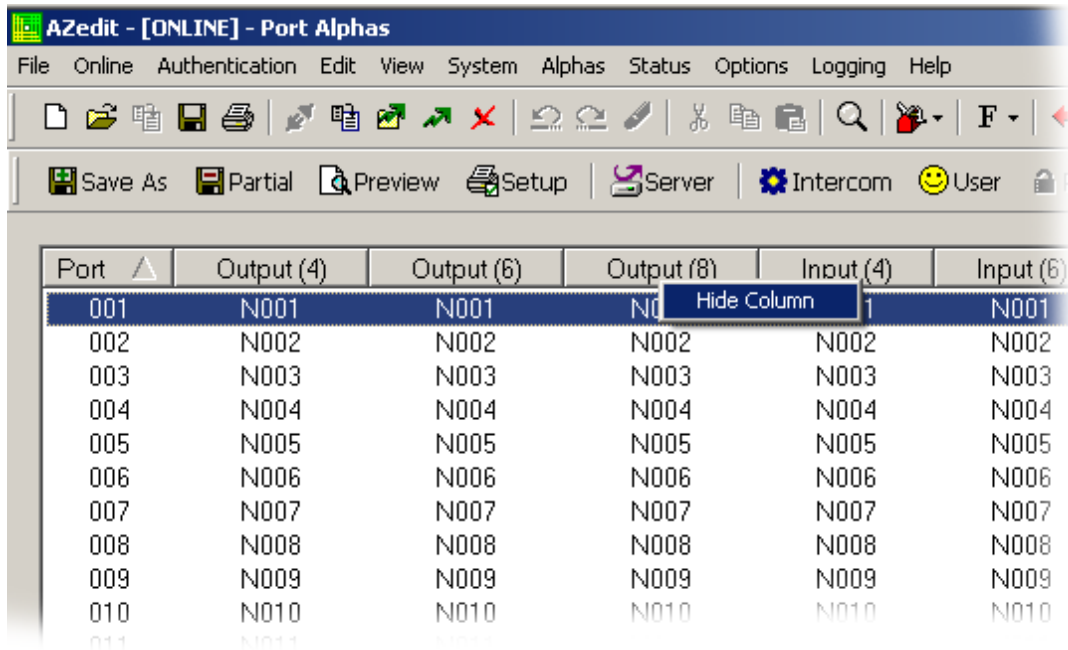
- In the Front Panel Configuration field, enter a **password** for the Cronus (up to 20 alphanumeric characters).
- Click **OK**.

## Show or Hide List columns

You have the ability to hide columns on any windows with column views, if desired. It is useful to hide columns you rarely use or do not want other users to see the data in certain columns.

To **hide columns**, do the following:

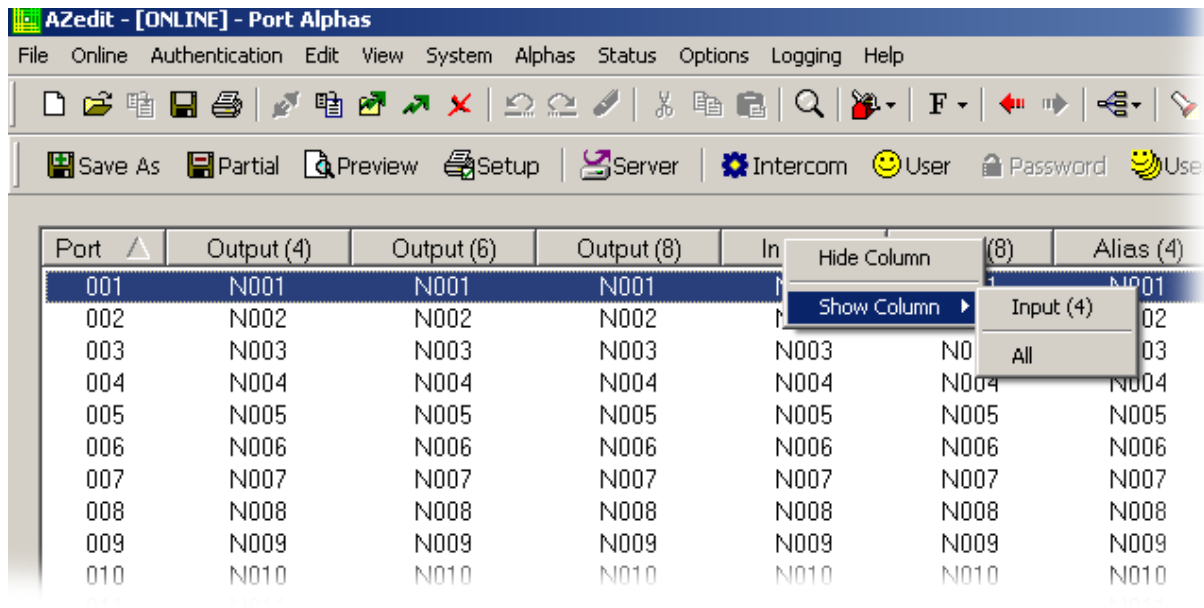
1. Open a **window** with column views.
2. Right-click the **column header**.



3. Select **Hide**.  
*The column closes.*
4. Repeat **step 2** for any other columns that you want to hide.

To **show hidden columns**, do the following:

1. Right click the **column header**.
2. Select **Show Column**.  
*The Show Column popup menu displays.*



3. From the Show Column menu, select the **column** you want to show.  
OR  
From the Show Column menu, select **All** to show all the hidden columns.

### *Download License File to Cronus*

Linking more than one (1) Cronus system together requires you to have linking software installed on the system (normally, this is loaded at time of purchase). If you are adding a Cronus system to an existing Cronus matrix, you may need to load a license file on your existing system. Each license file is uniquely stamped with the MAC Address of the master controller running in the intercom system.

**NOTE:** The Cronus system must be in *Stand Alone* state shown on the front panel display. Once the License file is loaded, the *Download License* option in the Options menu disappears.

To **download the Cronus license file**, do the following:

1. From the Options menu, select **Download License**.  
*The Download License submenu appears.*
2. Select the **license file** to download  
OR  
Use **browse** to navigate to the file
3. Click **Open**.  
*The License file begins to download. Once the file is downloaded, the message "AZedit download successful! The license file X:\XXX.lic was downloaded and accepted by the intercom.*
4. Click **OK**.  
*Frame 1 appears on the front panel after the download completes.*



---

## How to Create a Desktop Shortcut to AZedit

A desktop shortcut, usually represented by an icon, points to a program, folder, document, or Internet location. Clicking a shortcut icon takes you directly to the object the shortcut points. Shortcut icons contain a small arrow in their lower left corner. Shortcuts are merely pointers—deleting a shortcut does not delete the item the shortcut points to.

With AZedit, you can create a unique shortcut to multiple AZedit sessions or logons for the application.

To **create a shortcut to AZedit**, do the following:

1. From the Authentication menu, select **Create Shortcut**.  
OR

Click the **Shortcut icon**. 

*The Create Desktop Shortcut window appears.*

2. Select the **Intercom** checkbox.
3. In the Intercom field, enter the **intercom name**.

**NOTE:** If desired, you can create an AZedit session logon based on the user. For more information, see “Authentication Configuration Window” on page 85.

4. Select the **User Name** check box, if desired.
5. In the User field, enter a **user name** to create a shortcut that is user specific.
6. In the Shortcut Name field, enter a **recognizable name** for your AZedit session.
7. In the Description field, enter a **short description** of the AZedit session that is meaningful to the user.
8. Click **OK**.

*The shortcut is created on the computer desktop.*

---

## How to Set VOX on Several Ports at the Same Time

To **set VOX on several ports at the same time**, do the following:

1. From the System menu, select **VOX**.  
*The VOX Settings window appears.*
2. In the Port Columns, select the **ports** you want to enable VOX on, by using either of the following procedures:
  - a. While pressing the Ctrl key, select **multiple individual ports** (can be done randomly).
  - b. While pressing the Ctrl and Shift key, select a **block of ports**.
3. Click **Enable VOX**.

To **disable vox on a port**, do the following:

1. From the System menu, select **VOX**.  
*The VOX Settings window appears.*
2. In the Port Columns, select the **ports** you want to enable VOX on, by using either of the following procedures:
  - a. While pressing the Ctrl key, select **multiple individual ports** (can be done randomly).
  - b. While pressing the Ctrl and Shift key, select a **block of ports**.
3. Click **Disable VOX**.

---

### *Add an IFB to an IFB Special List*

To **add an IFB to an IFB Special List**, do the following:

1. From the System menu, select **IFB Special Lists**.  
*The IFB Special Lists window appears.*
2. In the IFB SL field, enter the **IFB SL resource number** you want to add an IFB SL.  
*You can also use the alpha drop down list to select from.*
3. In the IFB Columns, select the **IFB ports** you want to add to the IFB SL.
4. Click **Add to IFB SL**.

---

### *Add Multiple IFBs to an IFB Special List at the Same Time*

To **add multiple IFBs to an IFB Special List**, do the following:

1. From the System menu, select **IFB Special Lists**.  
*The IFB Special Lists window appears.*
2. In the IFB SL field, enter the **IFB SL resource number** you want to add an IFB SL.  
*You can also use the alpha drop down list to select from.*
3. In the IFB Columns, choose **multiple IFB ports** using one (1) of the following methods:
  - a. While pressing the Ctrl key, select different **IFB ports** (can be done randomly).
  - b. While pressing the Ctrl and Shift key, select a **block of IFB ports**.
4. Click **Add to IFB SL**.

To **remove multiple IFBs from an IFB Special List**, do the following:

1. From the System menu, select **IFB Special Lists**.  
*The IFB Special Lists window appears.*
2. In the IFB SL field, enter the **IFB SL resource number** you want to add an IFB SL.  
*You can also use the alpha drop down list to select from.*
3. In the IFB Columns, choose **multiple IFB ports** using one (1) of the following methods:
  - a. While pressing the Ctrl key, select different **IFB ports** (can be done randomly).
  - b. While pressing the Ctrl and Shift key, select a **block of IFB ports**.
4. Click **Remove from IFB SL**.

## Create an Administrator Profile

An administrator can add and delete users, change passwords, change admin states, change restrictions file requirements or enable/disable authentication on any of the connection types.

To **create an administrator profile**, do the following:

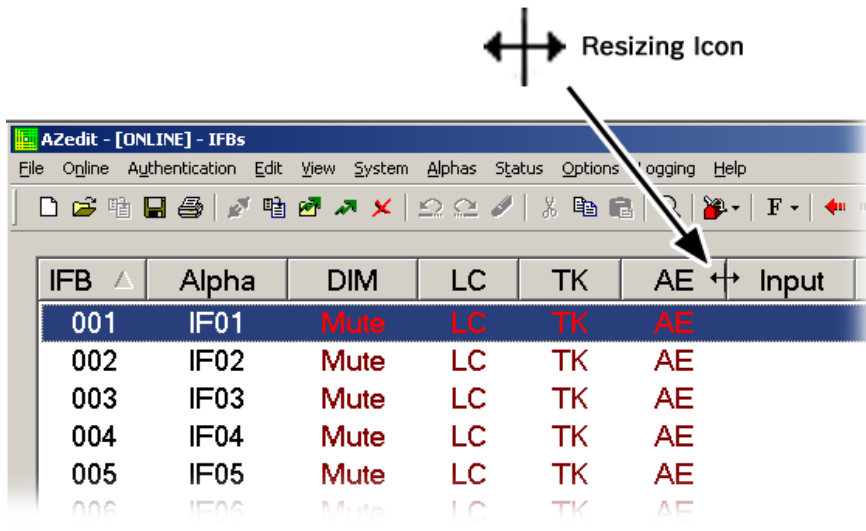
1. From the Authentication menu, select **Configuration...**  
*The Authentication Configuration window appears.*
2. Click **Add**.  
*The Add User window appears.*
3. In the User Name field, enter the **user name** of the administrator.
4. In the Password field, enter a **password** (any password works; this is changed later by the administrator).
5. Select the **User is an Administrator** check box, if they are to be an Administrator.
6. Select the **User requires Restrictions** check box, if you want restrictions for the user enabled when they sign on.
7. Click **OK** to add the user as an administrator.  
OR  
Click **Cancel**.

## Resize Columns

Occasionally columns in AZedit are too small to display the information. When this happens, you can resize any column to any width you like.

To **resize a column**, do the following:

1. Open a **window** with a column view.
2. Place your **cursor over a column marker**.
3. Left-click and **hold** to reveal the resizing icon.



4. Drag your **cursor** to the desired column width.

---

## Order Columns

It is possible to reorder the way columns appear on a window. For example, on the Port Alpha window the columns are in the following order: Port, Alpha, Alias, and then Description. However, by simply dragging and dropping a column in the position you want, you can reorder the columns to fit your needs.

To **reorder columns using drag and drop**, do the following:

1. Open a **window** with a column view.
2. Click and hold the **column** you want to move to another position.
3. Drag the **column** to the new position and release.  
*The column has now been reordered.*

---

## How To Set The Delay Time For Screen Saver Mode

A screen saver is an animated image activated on a display when no user activity has been sensed for a specified amount time. With the KP-32 family of keypanels (firmware version 2.06 or higher), you have the option to set a window saver for the keypanel display.

To **set the window saver delay time**, do the following:

1. On a KP-32 keypanel (or KP-632 and 832), press **Menu**.  
*Display appears on the keypanel display.*
2. Using the ↓↓ button, scroll to **Service**.
3. Press **PGM**.  
*Aux Inputs appears on the keypanel display.*
4. Using the ↓↓ button, scroll to **Scr Saver**.
5. Press **PGM**.  
*Delay appears on the keypanel display.*

**NOTE:** There are three (3) options to choose from this list:

*Delay* - the keypanel display is set to turn off after a certain amount of time the keypanel is inactive:  
*30 min, 1 hr, 2 hr, 4 hr, 6 hr, 8 hr, 10 hr, 12 hr*

*DSP Off* - the keypanel display turns off (pressing any key re-activates the display)

*Activate* - the window saver is immediately enabled (pressing any key re-activates the display)

6. Press **PGM**.  
*30 min appears on the keypanel display.*
7. Using ↓↓, select the **amount of time** the keypanel is inactive before the display turns off.

---

## *How To Create/Change The Screen Saver Display*

The screen saver display is the scrolling message that appears when inactivity on a keypanel has attained a certain time limit.

To **create or change the screen saver display**, do the following:

1. From the System menu, select **Miscellaneous|Keypanel Screen Saver**.  
*The Keypanel window Saver window appears.*
2. In Screen Saver Line 1 field, enter a **message** (up to 39 characters).
3. In Screen Saver Line 2 field, enter a **message** (up to 39 characters). (Optional)

**NOTE:** The screen saver delay time can only be set from a KP-32 family keypanel.

---

## *Add/Remove a Port to/from a Special List*

A **Special List** is a group of intercom ports that 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.

To **add a port to a special list**, do the following:

1. From the Systems menu, select **Special List**.
2. From the Special List columns, select the **port or ports** you want to add to a special list.
3. Click **Add to SL**.  
*The selected port(s) turn yellow and a green Yes appears in the SL Member? column.*

To **remove port(s) from a special list**, do the following:

1. From the Systems menu, select **Special List**.
2. From the Special List columns, select the **port or ports** you want to add to a special list.
3. Click **Remove from SL**.  
*The selected port(s) turn yellow and a red No appears in the SL Member? column.*

---

## *How to Create an Assignment Group*

An **Assignment Group** is a list of arbitrary key assignments (both local and remote) of any key type that can be created in AZedit, and which is available in a single scroll list to any keypanel. Assignment Groups logically group different types of key assignments into one (1) single scroll list.

To **create an Assignment Group**, do the following:

1. From the Alpha drop down list, select the **Assignment Group Alpha** you want to create.
2. Click **Add to Group**.  
*The Select Key Assignment window appears.*
3. From the Type column, select the **type of port** (for example, IFBs) you want to add to your assignment group.
4. From the # and Alpha columns, select the **port(s)** you want to add to the assignment group.
5. Click **Add to Group**.  
*The selected ports are added to the assignment group list.*
6. From the Scroll Enable radio buttons, select the **type of scroll list** in which you want assignment group to appear.

**NOTE:** You can add different types of key assignments to the each assignment group. For example, you can assign all the key assignments for a particular studio to one assignment group. This is a convenient way to see only the key assignments for a particular studio instead of having to search through all the ports to find a particular assignment.

7. Repeat steps **3, 4, and 5** if you want to add more key assignments.  
OR  
Click **Done**.
8. Send your **changes** to the Intercom.

---

## *Remove Assignments in Assignment Groups*

To **remove assignments from assignment groups**, do the following:

1. From the Alpha drop down list, select the **Assignment Group Alpha** you want to modify/remove.
2. From the Assignment Group columns, select the **key assignments** you want to remove.
3. Click **Remove from Group**.  
*The selected ports are removed from the assignment group list.*

---

## *How to Use an Assignment Group at the Keypanel*

Assignment Groups are a convenient way of grouping similar key assignments (i.e. all studio A key assignments) in a scroll list, which in turn allows the user to access the key assignments by logical groups rather than having to scroll through the entire list of assignments.

Once you have created and sent your assignment group, you can start using the assignment.

To see the assignment group from the keypanel, do the following:

1. While the keypanel is in an idle state (the CWW window is clear), tap the **PGM/SEL** key.  
*The Assignment groups appear in the call-waiting window.*
2. Using the ↑↑ or ↓↓, scroll to the **Assignment Group** you want.
3. Once you have found the Assignment Group, tap **PGM/SEL**.  
*A list appears in scroll form, allowing you to view the members of the assignment group.*

**NOTE:** You can copy any assignment within the Assignment group to a key on the keypanel by using the copy CWW key.

---

## *How to re-display the maintenance tab using the Registry Editor*

When you choose to hide the maintenance tab in the Applications Preferences window, you must use the Registry Editor to activate the tab again so that it can be seen

**NOTE:** The Registry Editor is an advanced tool that enables you to change settings in your system registry, which contains information about your computer and the programs that run on it. You should not edit the registry unless it is necessary. Generally, it is best to use AZedit controls to change your program settings. If an error is made in the registry, the software may become nonfunctional.

---

**CAUTION:** Be sure to make a backup .reg file of the registry before making any changes, so that you can import the working version if a mistake is made.

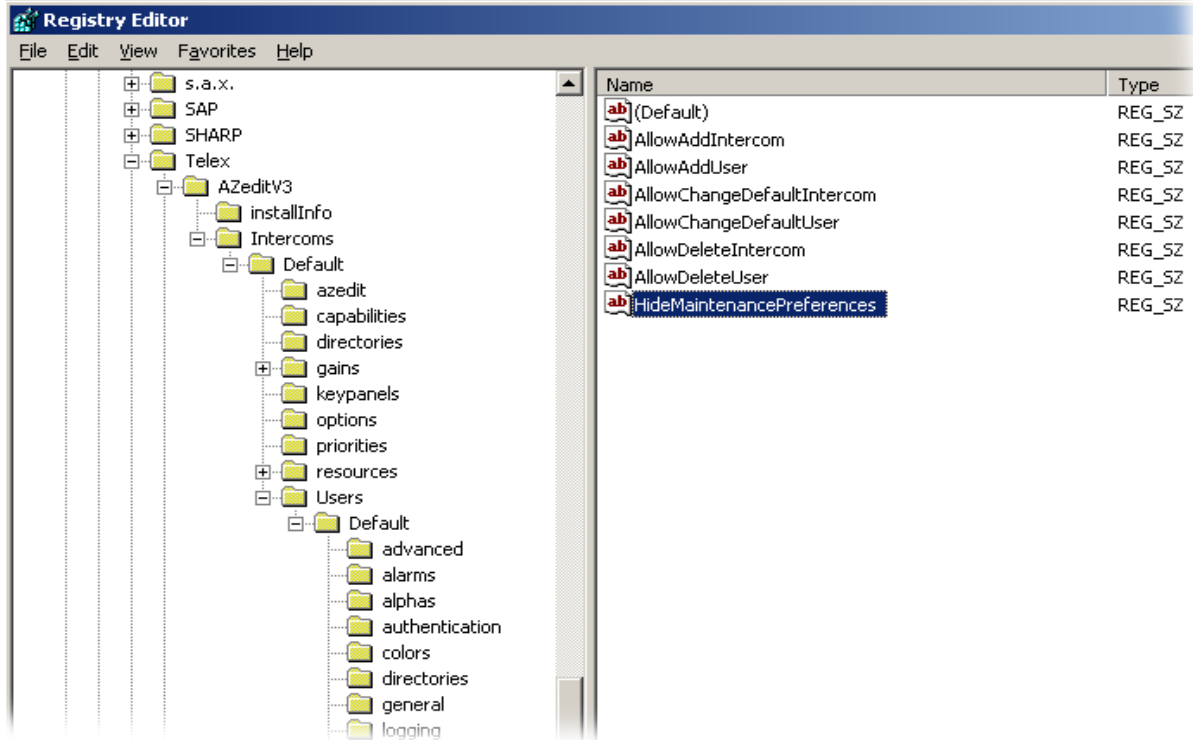
---

To open the Registry and activate the maintenance tab, do the following:

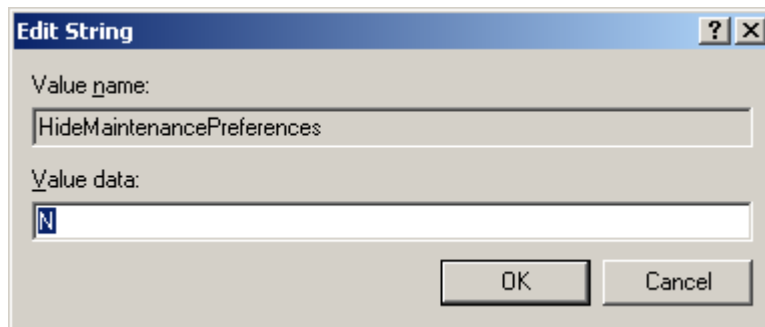
1. From the start menu, click **Run**.  
*The Run window appears.*
2. In the Open: field, enter **regedit**.
3. Click **OK**.  
*The Registry Editor opens.*
4. Expand **HKEY\_CURRENT\_USER**.
5. Expand **Software**.
6. Expand **AZeditV3**. (If you are using an earlier version of AZedit [v 2.9 or earlier] you expand AZedit)
7. Expand **Intercoms**.
8. Expand **Default**.
9. Expand **Users**.
10. Expand **Default**.

11. Expand **maintenance**.

*The maintenance tab options appear in the display window.*

12. Double-click **HideMaintenancePreferences**.

*The Edit String window appears.*

13. In the Value Data field, type a capital **N**.14. Click **OK**.

*The Maintenance tab is now active.*



---

## *How to display output alphas, input alphas, and aliases on alpha windows*

To **display the Output Alphas, Input Alphas, and Aliases on the Alpha window**, do the following:

1. From the Options window, select **Preferences**.  
*The Application Preferences window appears.*
2. Click the **Alpha Tab**.  
*The Alpha window appears.*
3. Select the **Show all sizes on alpha views**.
4. Click **Apply**.  
*Now, Alphas with 4-, 6-, and 8-character names appear.*

To **display Aliases**, do the following:

**NOTE:** An alias is what that port is called on a remote system (over trunking).

1. Click the **Advanced tab**.  
*The Advanced window appears.*
2. On the Advanced window, select **Enable trunking support**.
3. Click **Enable**.  
*Trunking is now available. Aliases are only used in trunking situations.*

To **display the Input Alphas**, do the following:

1. From the Options menu, select **Intercom Configuration**.  
*The message "Warning! Changing these settings may cause a mismatch between AZedit and the intercom. Normally, we recommend that you change the settings for the intercoms first in ONLINE mode, and then accept those settings as the defaults for AZedit", appears.*
2. Click **OK**.  
*The Intercom Configuration window opens.*
3. Click the **Options** tab.  
*The Options page appears.*
4. Select **User input alphas**.
5. Select **Apply**.  
*The Aliases are now enabled and displayed on the Alpha windows.*

## *How to set preferred alpha sizes*

To **set preferred alpha sizes**, do the following:

1. From the Options menu, select **Preferences**.  
*The Application Preferences window appears.*
2. Click the **Alphas tab**.  
*The Alphas window appears.*
3. From the Preferred alpha size drop down list, select the **preferred alpha size**: 4-, 6-, or 8-character.
4. Click **Apply**.

**NOTE:** When you choose 6- or 8-character Alphas, you may have up to 6- or 8-character alphas. However, 4-character alphas still display even when 6- or 8-character alphas are chosen.

## Configure the GPIO-16

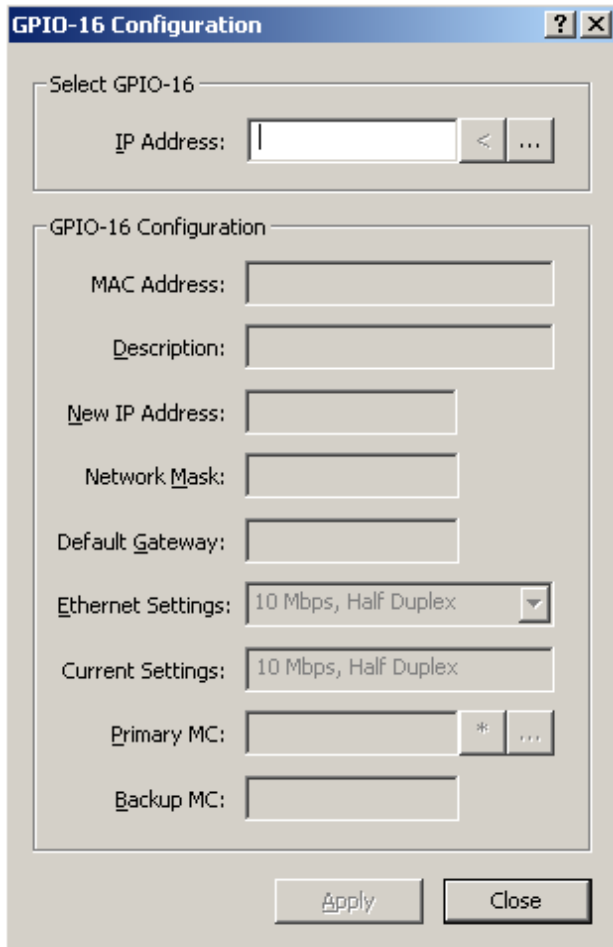
When configuring the GPIO-16 device you must do the following:

- Configure the GPIO-16
- Assign the GPIO-16 device to a relay group.


**NOTE:** If this is the first time you are using the GPIO-16 with AZedit, the IP Address may not display, however the **MAC** (Media Access Control) address does. A MAC address is a hardware address that uniquely identifies each node (or device) of a network.

To **configure the GPIO-16**, do the following:


1. From the Options menu, select **GPIO-16 Configuration**.  
*The GPIO-16 Configuration window appears.*

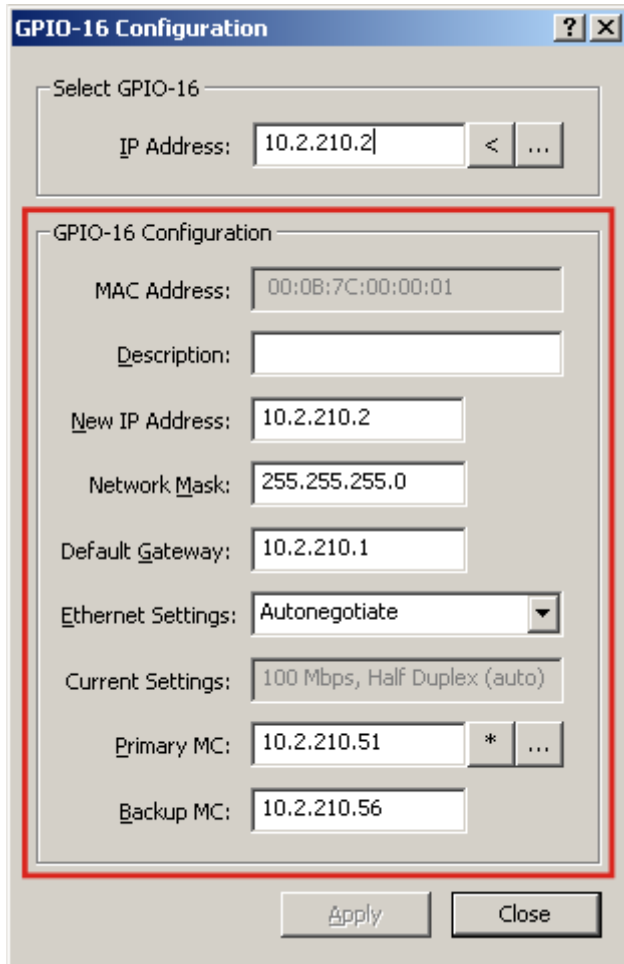


2. In the IP Address field, enter the **IP Address** of the GPIO-16.  
OR

Use the **browse button**  to open the Select GPIO-16 window.  
*Once the IP Address field is populated, the rest of the configuration window becomes active.*

**NOTE:** The browse button  is used to display the IP Addresses of all the GPIO-16 devices on the local network that can respond to a broadcast.


The lookup button  is used to look up an IP Address you manually enter into the IP Address field. The lookup button is most commonly used when you know the IP Address of a GPIO-16, but is on the other side of a gateway and cannot respond to a broadcast. If the GPIO-16 at that address exists and can communicate with AZedit, then its configuration is loaded into the GPIO-16 Configuration area (outlined in red below).



3. In the Description field, enter a **unique description**.
4. In the New IP Address field, enter the **new IP Address**.
5. In the Network Mask field, enter the **network mask**.
6. In the Default Gateway field, enter the **default gateway address**.
7. From the Ethernet Settings drop down menu, select the **Ethernet setting** you want to use:
  - 10Mbps, Half Duplex
  - 100Mbps, Half Duplex
  - 10Mbps, Full Duplex
  - 100Mbps, Full Duplex
  - Auto-negotiate – the GPIO-16 automatically alternates between 100Mbps half-duplex and 10Mbps half-duplex, in an attempt to determine what link speeds are supported.

**NOTE:** The Current Settings display field displays the current Ethernet speed selected by the auto-negotiate menu item. This field actively displays only when auto-negotiate is selected.

8. In the Primary MC field, enter the **IP Address** of the primary master controller of the intercom the GPIO-16 is connected.  
*Once the IP Address for the Primary MC is entered, the Backup MC IP Address field automatically populates with the Backup MC IP Address.*

**NOTE:** Use the current intercom button  to select the IP Address of the intercom to which AZedit is communicating.

9. Click **Apply** to apply the changes you have made.  
OR  
Click **Close**.


**NOTE:** From the configuration window, you browse any GPIO-16 device (on the local network that can respond to a broadcast). However, in the GPIO-16 system window, you can select or clear the Use Ethernet option, and enter a GPIO-16 IP Address. If you use the browse button in this window, you only see the GPIO-16 devices used by the current intercom system (for example, only those not already configured to talk to another intercom, or those that have a Dip switch set allowing the current intercom to take control of them if they are configured for another intercom but are not currently talking to that intercom).

---

### *Assign the GPIO-16 device to the relay group in AZedit*

Once you have Assigned the IP Address to the GPIO-16 device, you need to assign it to a group of relays.

To **assign the GPIO-16 device to a group of relays**, do the following:

1. From the System menu, select **GPIO-16**.  
*The GPIO-16s window appears.*
2. Double-click the **relay group** you want to assign to a GPIO-16 device.  
*The Edit GPIO-16 window appears.*
3. Select the **Ethernet Connection** checkbox.
4. In the IP Address field, enter the **IP Address** of the GPIO-16. Alternatively, use the browse button  to display a list of GPIO-16 IP Addresses connected to the intercom.
5. Click **Done**.  
OR  
Click **Next** to configure the next group of relays.

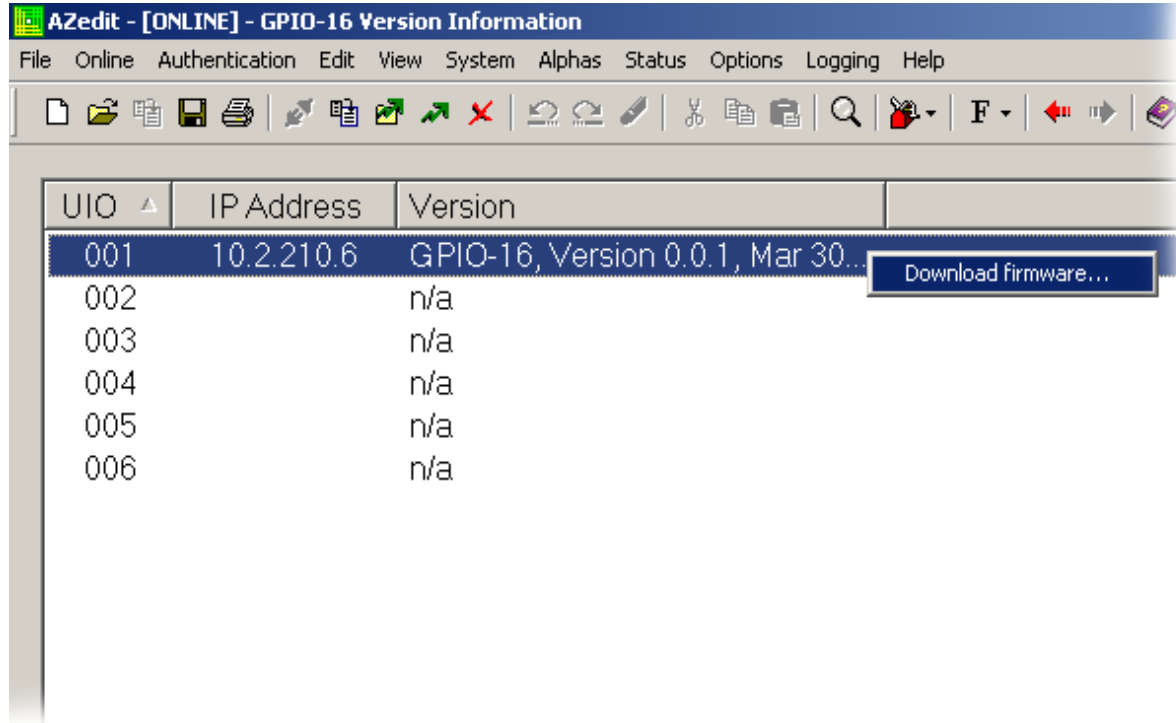
**NOTE:** In the GPIO-16 system window, you can enable or disable the Use Ethernet options, and enter a GPIO-16 IP Address. If you use the browse button in this window, you only see the GPIO-16 devices used by the current intercom system (for example, only those not already configured to talk to another intercom, or those that have a Dip switch set allowing the current intercom to take control of them if they are configured for another intercom but are not currently talk to that intercom). However, from the configuration window, you can browse any GPIO-16 device on the local network that can respond to a broadcast.

## Upgrade the GPIO-16 Firmware

**NOTE:** At least one (1) relay group must be assigned before you can download firmware to the GPIO-16 device.

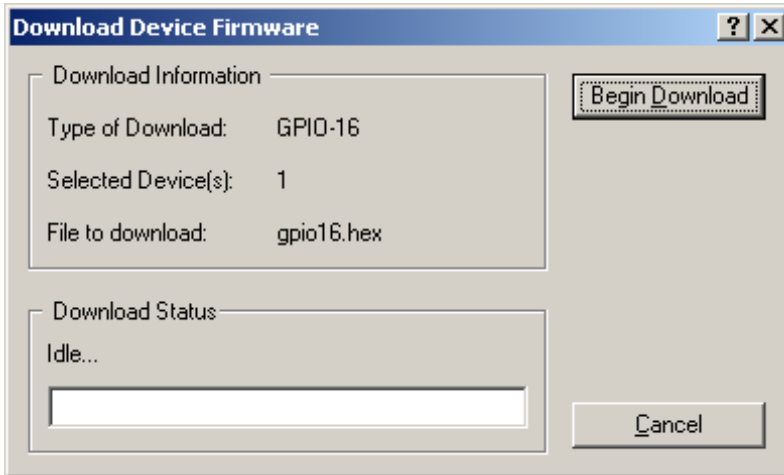
To **upgrade the GPIO-16 firmware**, do the following:

1. From the Status menu, select **Software Versions**.  
*The Software Versions popup menu appears.*
2. From the Software Versions popup menu, select **GPIO-16**.  
*The GPIO-16 Version information window appears.*
3. Right-click the **GPIO-16 device** you want to upgrade.  
*A popup menu appears.*

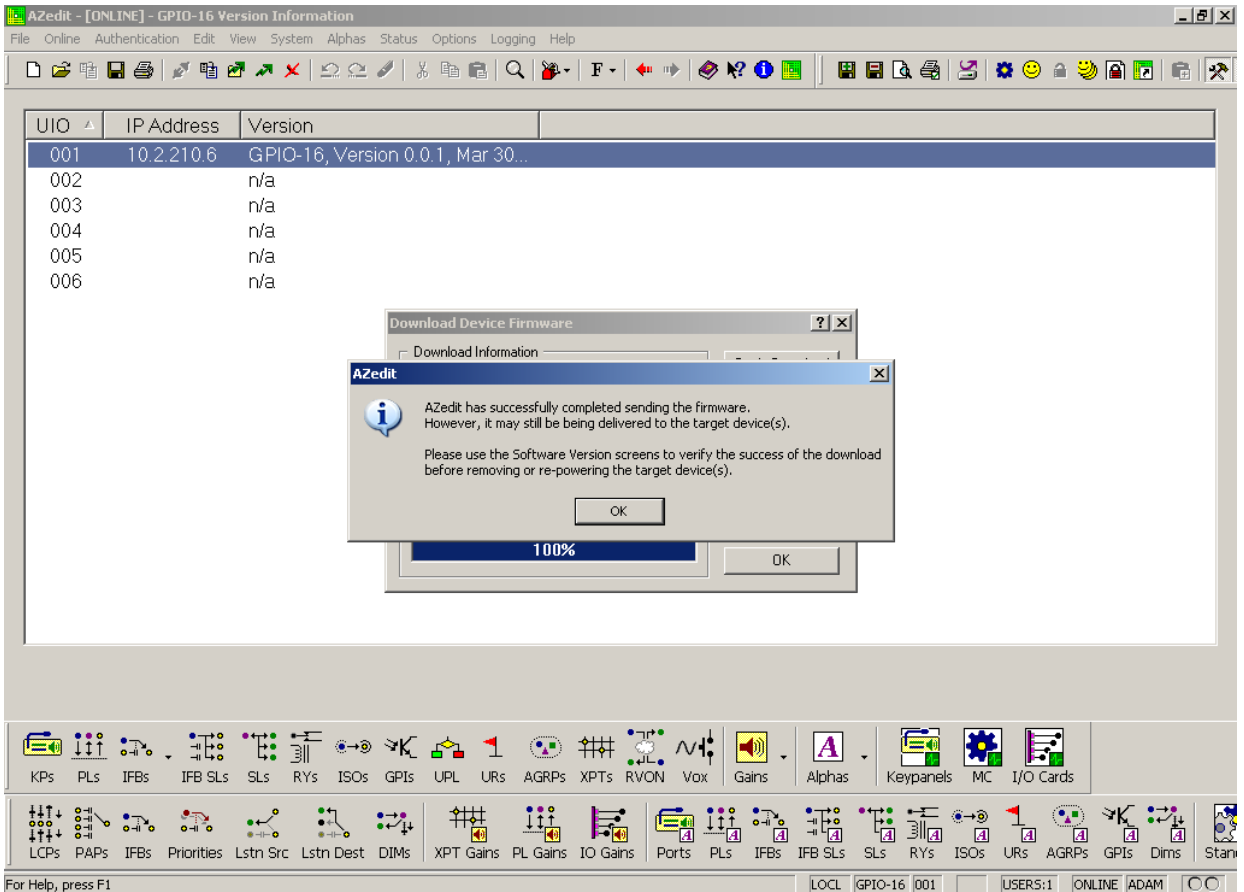


4. From the popup menu, select **Download Firmware**.  
*The Download Firmware window appears.*
5. Navigate to the **firmware file** (typically a .hex file) you want to download to the device.

- 6. Click **Open**.  
*The Download Device Firmware window appears.*



- 7. Click **Begin Download**.  
*The firmware download begins. Once the download has finished, a message appears on the window. The download may take a few minutes after the message appears to complete the download.*



- 8. Click **OK**.
- 9. Verify the **version upgrade** in the GPIO-16 Version Information window is correct.

---

## *Assign Key Assignments for the ARP-32*

To **assign key assignments on the ARP-32**, do the following:

1. From the System Menu, select **ARP-32 Assignments**.  
*The ARP-32s window appears.*
2. From the ARP-32 port drop down menu, select the **port** you want to assign key assignments.  
OR  
From the ARP-32 alpha drop down menu, select the **port**.

**NOTE:** You can only assign point-to-point assignments. There are three (3) ways to assign ports to the ARP-32 (in either the input or output assignments).

- Manually enter the port number (N001, N002, etc.) or port alpha
- Right-click and select Change Assignment
- Use the Assignment Grid

---

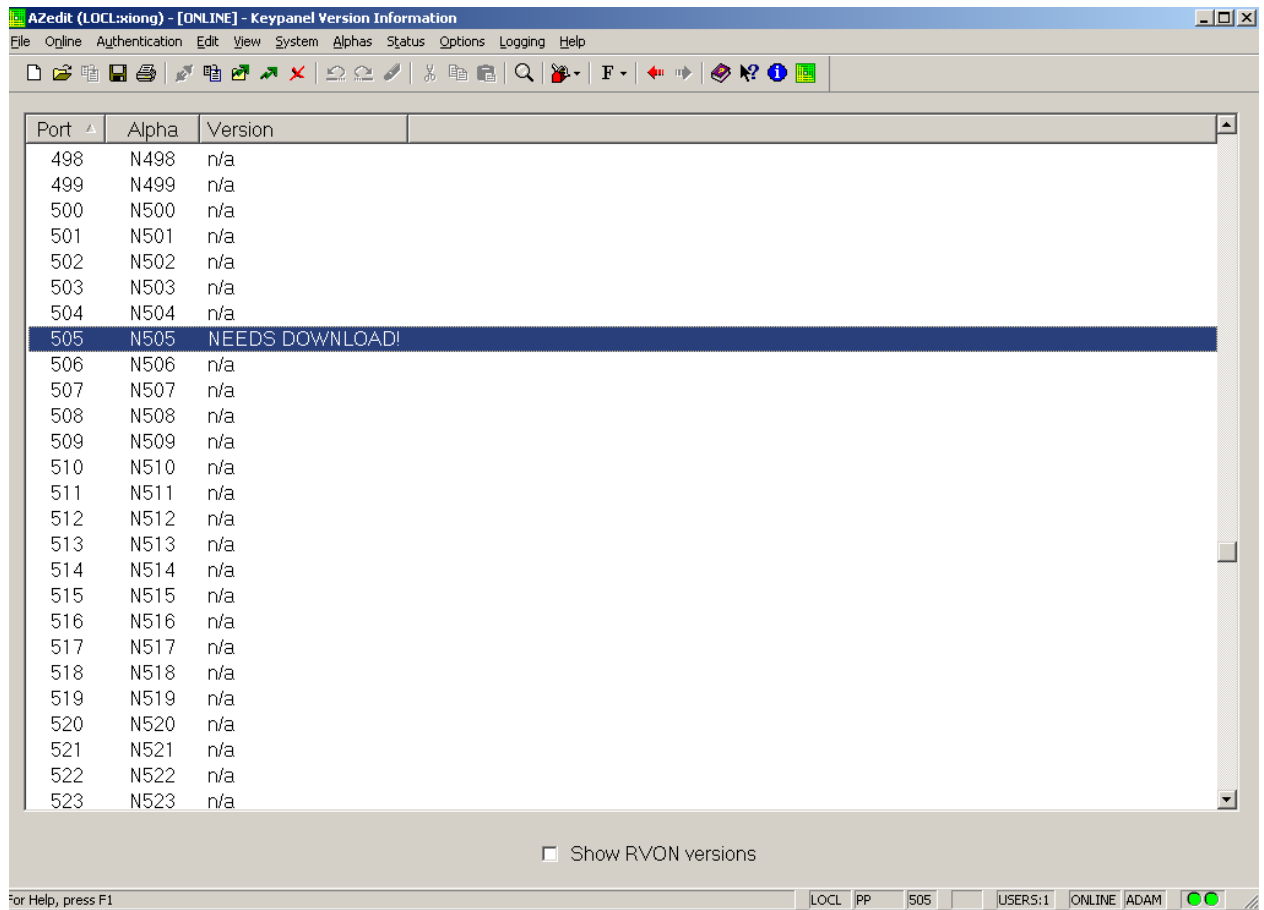
## *Download Firmware to the ARP-32*

**NOTE:** The ARP-32 firmware cannot be downloaded when the panel is operating as an ARP panel.

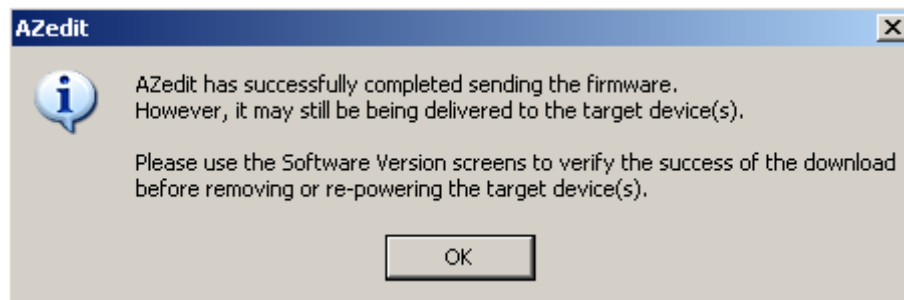
To **download firmware to an ARP-32**, do the following:

1. Power **off** the panel.
2. Disconnect the **panel** from the intercom.
3. Connect the **panel** to a spare keypanel port.
4. Change the **polling ID** to match the keypanel port (if connected to an AIO-16 in individual driver mode, it is sufficient to verify the polling ID is in the 1–8 range).
5. Set **Dip switch 8** to closed.
6. Power **on** the panel.  
*The panel enters boot downloader mode and displays “This panel needs a firmware download!” in the lower left window.*
7. Open **AZedit**.
8. From the Status menu, select **Software Versions**.  
*The Software Versions popup menu appears.*
9. From the popup menu, select **Keypanels**.  
*The Keypanel Version Information window appears. In the Version field, NEEDS DOWNLOAD displays for the ARP-32.*





10. Right-click the **port** to which the ARP-32 is connected.  
*A popup menu appears.*
11. From the popup menu, select **Download Firmware**.  
*The Firmware Download window appears.*
12. Using the browse feature, browse to the **file** to be downloaded (for example, ARP32.hex).
13. Click **Open**.  
*The Download Device Firmware window appears.*
14. Click **Begin Download**.  
*The download begins. Once the download is complete, a success message appears.*



15. Click **OK**.  
*The ARP-32 firmware download is complete. This may take a few minutes to occur.*
16. Verify the **version upgrade** in the Keypanel Version Information window is correct.
17. Power **off** the panel.

18. Set Dip switch 8 to **open**.
19. Change the **polling ID** back to the proper ARP-32 ID.
20. Disconnect the **panel** from the spare keypanel port.
21. Reconnect the **panel** to the PAP/LCP/UIO port.
22. Power **on** the ARP-32.

---

## Assign Keys

To **assign keys to a keypanel in AZedit**, do the following:

1. Right-click the **talk or listen field**.  
*A popup menu appears.*
2. From the popup menu, select **Select Key Assignment**.  
*The Select Key Assignment window box appears.*

**NOTE:** If you are assigning keys on a KP-32 Keypanel, review the notes regarding differences between KP-32 setup and other keypanels.

3. In the Select Key Assignment window box, click the desired **type of assignment** in the left-most column:
4. Once you select a type of key assignment, select the desired **name** from the list in the right-most column.
5. Click **OK**.  
*The Select Key Assignment window box closes, and the name that you selected appears in the combo box on the Keypanels / Ports window.*

**NOTE:**

- 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, or CWW). For all other setup pages, you may assign and use key 16.
- If you are working with keypanels and expansion panels that have more or less than 16 keys, we strongly recommend that you set the Default View (Edit button, Setup tab) to View by Panel Type and not by Setup Page. However, if you are using view by Setup Page, note you can switch to View by Panel Type by pressing Ctrl+Tab.
- You can also assign a key by positioning the cursor in the key assignment text box and then typing the name. However, if there are any duplicate alphas in your intercom system, the key may take on the wrong assignment. If there is a conflict of alpha names, a drop down list appears asking which one you want to place (e.g., the IFB named N001 or the PL named N001)
- After you assign a talk key, you notice that 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 for a second key assignment that activates along with the first key assignment. This is referred to as a level-2 talk key.

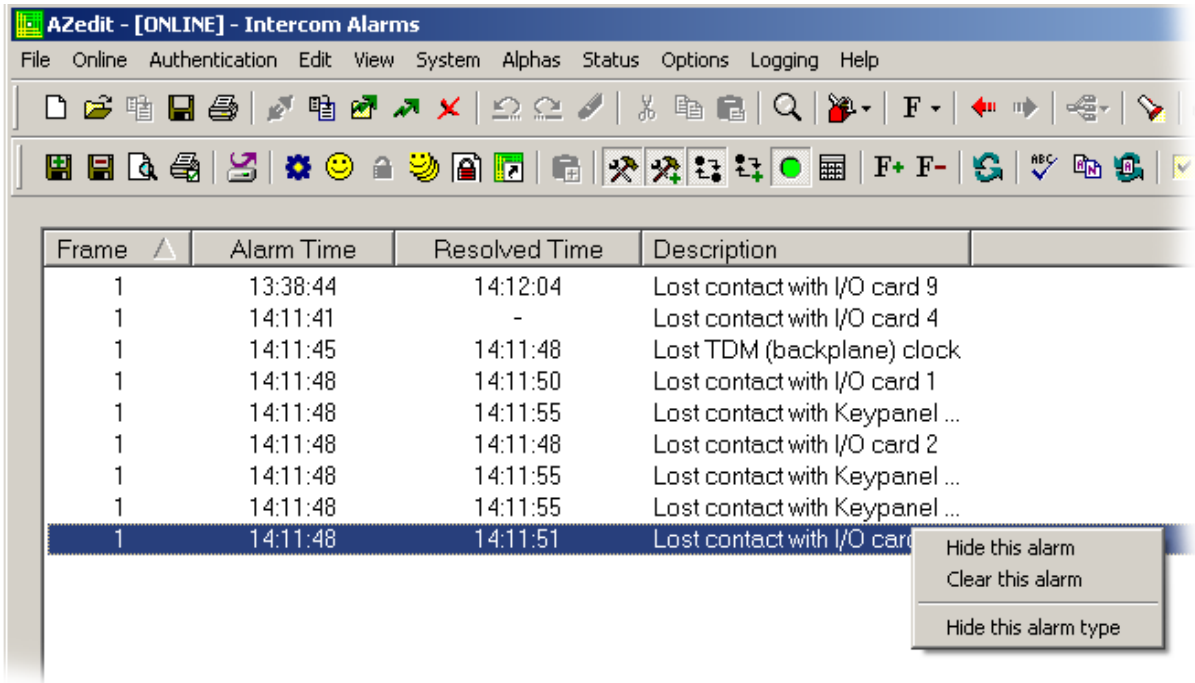
If more than 2 talk levels have been defined in the intercom configuration (or if you are working with a KP-32 in View by Panel Type mode), you also see a scroll arrow at the right side of the window. Use this scroll arrow to select which talk levels you want to view.

- In many cases, we recommend one (1) of the Special Function key assignments (particularly the auto-follow special function) for your listen keys.

## How to view alarms

To view alarms in AZedit, do the following:

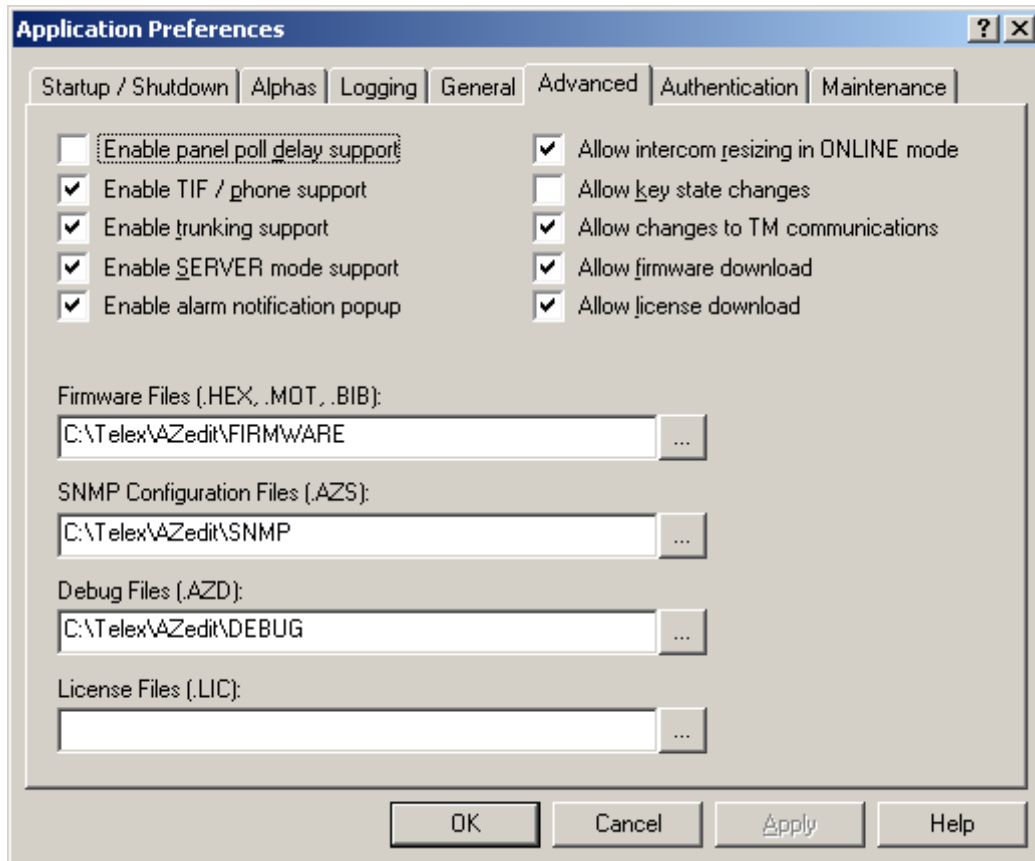
- > From the Status menu, select **Alarms**.  
The Alarms window appears.



## How to turn off the Alarms notification

To **turn off the alarm popup notification**, do the following:

1. From the Options menu, select **Preferences**.  
*The Preferences window appears.*
2. Click the **Advanced** tab.  
*The Advanced page appears.*
3. Verify the **Enable alarm notification popup** check box is clear.



4. Click **OK**.

### How to save debug information

The **Debug Information** menu item, shown in Figure 311, allow you to send a flash file to Bosch Security Systems, Inc. to help troubleshoot the reason for an intercom issue in AZedit. In the event of a processor crash, the processor saves diagnostic information about the cause of the problem to its flash memory. The menu item stays grayed-out until a flash file is created when the processor crashes.

**NOTE:** Every card in every frames stores its own debug information. If frame 3 has a processor crash, you must connect AZedit to frame 3 to create an .azd file to send to Bosch Security Systems, Inc. for debugging.

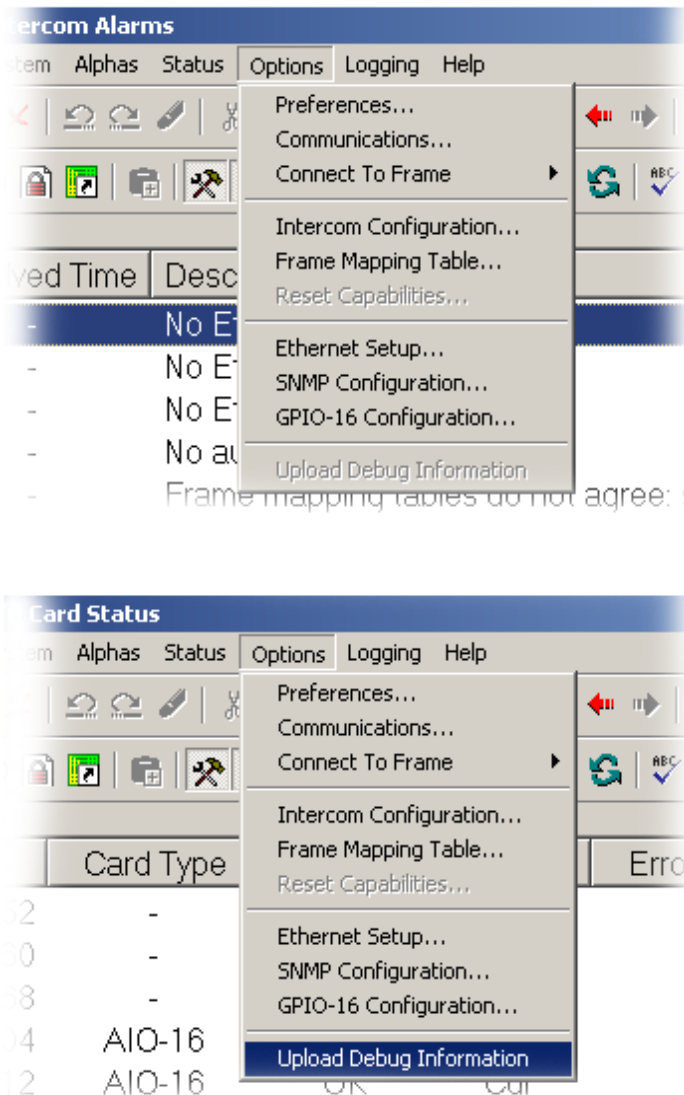
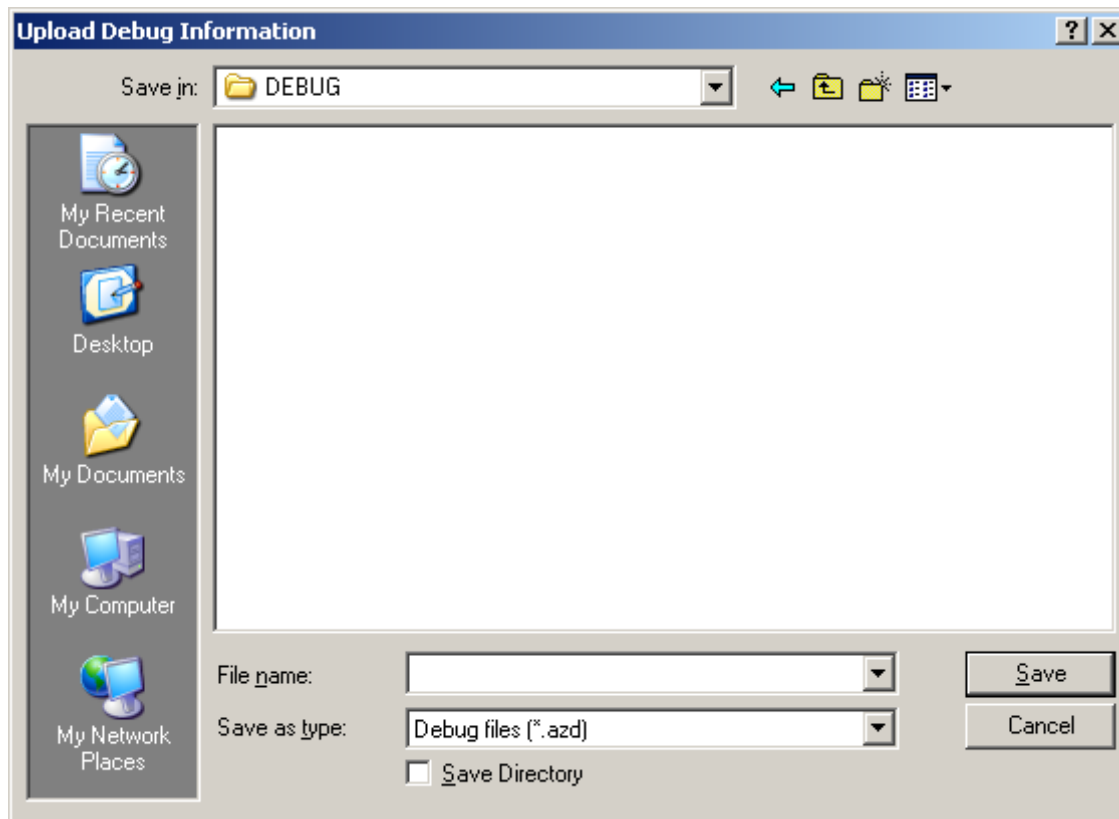


FIGURE 311. Debug Information Menu

To **save the debug information to a file**, do the following:

1. From the Options menu, select **Upload Debug Information**.  
*The Upload Debug Information window appears.*



**NOTE:** By default, the Debug folder (C:\Telex\AZedit\Debug) is where the AZedit debug file you create is stored.

2. In the File name field, enter a **name** for the debug file you create. For example, you could use the date as the file name - 12152008.azd.

- Click **Save**.  
The *Uploading Debug Information Status* window appears.

	Card type	Comm	Status	Errors To	BER To	Errors
2	-	-	-	-	-	-
0	-	-	-	-	-	-
3	-	-	-	-	-	-
4	AIO-16	OK	Cur	-	-	-
2	AIO-16	OK	Cur	-	-	-
0	AIO-16	OK	Cur	-	-	-
3	AIO-16	OK	Cur	-	-	-
6	AIO-16					2
4	AIO-16					-
2	AIO-16					-
0	-					1
	TBX					-
3	AIO-16					-
6	AIO-16					1
4	AIO-16					-
	AIO-16	OK	Cur	-	-	-
	AIO-16	OK	Cur	-	-	-
	AIO-16	OK	Cur	2	-	1
	-	-	-	-	-	-
	AIO-16	OK	Cur	8	-	-

The dialog box titled "Uploading Debug Information" has a blue header bar with a question mark and close button. The main area is light gray and contains the text "STATUS: Completed" above a dark blue progress bar that is filled to "100%". Below the progress bar is a checked checkbox labeled "Delete debug information from intercom" and an "OK" button.

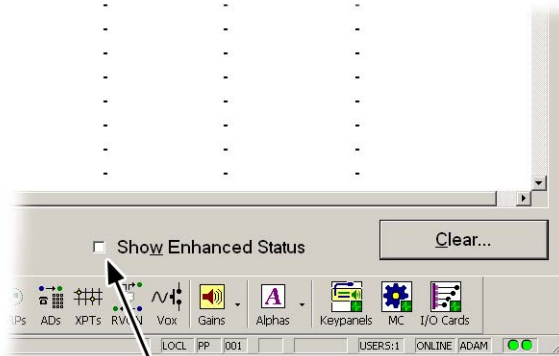
**NOTE:** Select the Delete debug information from intercom check box if you want to delete the debug information from the system once the .azd file is created. Otherwise, the information is kept on the intercom system. Remember you can only save the most current debug information. This means if you processor fails twice you only capture the second failure’s diagnostic information.

- Click **OK**.  
The *AZedit debug file* is made.

## Release a Trunk Port in AZedit

To release a trunk port in AZedit, do the following:

1. From the menu bar, select **Status|Port**.  
*The Port Status window appears.*
2. Select the **Show Enhanced Status** check box at the bottom of the window.



Show Enhanced  
Status  
Check Box

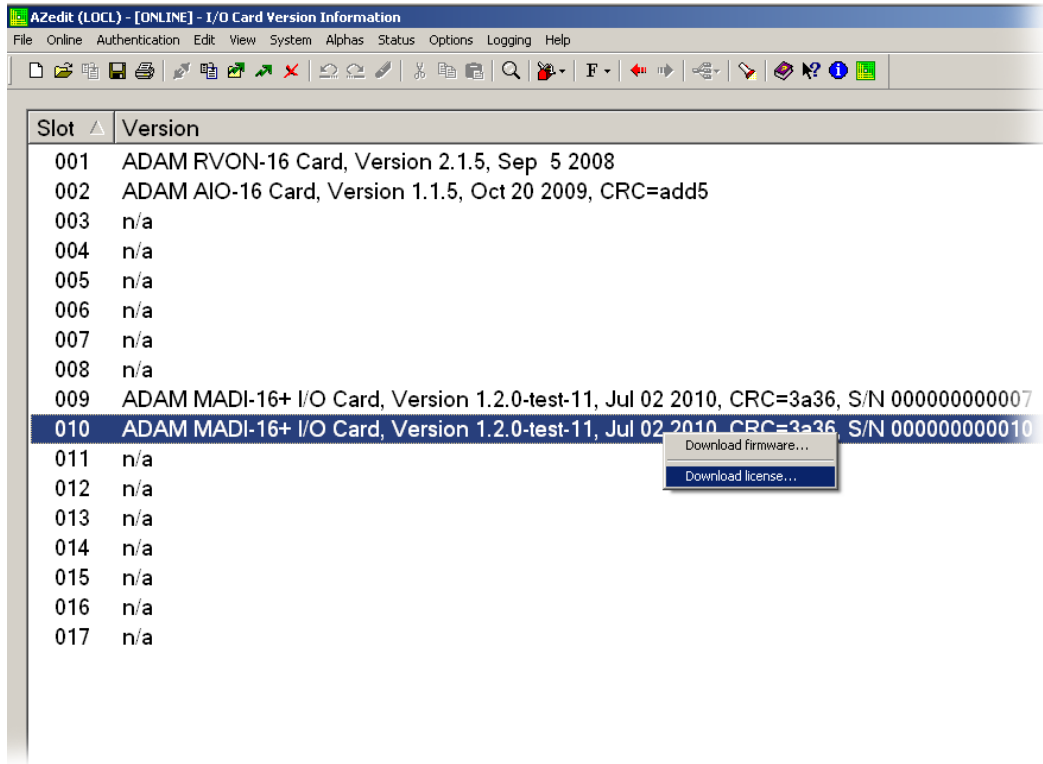
3. Right-click the **port** to be released.  
*A popup menu appears.*
4. Select **Remove Trunk Port Status**.  
*The Trunk Status is removed.*



## Download License File to a MADI Card

To **download the license file**, do the following:

1. From the I/O Version window, right-click the **MADI card** you want to upgrade. A popup menu appears.



2. From the popup menu, select **Download license...**
3. Navigate to the **license file**.
4. Click **Open**.  
*The Download License File window appears.*
5. Click **Begin**.  
*The license file is downloaded. A success message appears once the file is done downloading.*
6. From the Status menu, select **I/O Card Status**.  
*The I/O Card Status window appears.*
7. Verify the **download** was successful.



## *Channel Allocation Scheme*

---

Each ADAM Frame slot, 17 in total, is capable of supporting 16 channels of audio. Depending on your frame construction, there are two(2) configuration options that are supported—Base 8 (standard density) and Base 16 (high density).

### **Base 8**

The Base 8 channel numbering system splits the 16 channels between a top and bottom group. The bottom group starts with channels 1–136, the top group consists of channels 137–272 (see Figure X).

**EXAMPLE:** If you have an AIO-16 in slot one, channels 1–8 and 137–144 are used by the AIO-16 card. Alternatively, if you have AIO-16s in slots 1 and 3, and an AIO-8 in slot 2, the following channel mapping applies:

- AIO-16 channels 1–8 and 137–144
- AIO-8 channels 9–16. (Channels 145–161 are not used when an AIO-8 is in the slot.)
- AIO-16 channels 17–33 and 162–178

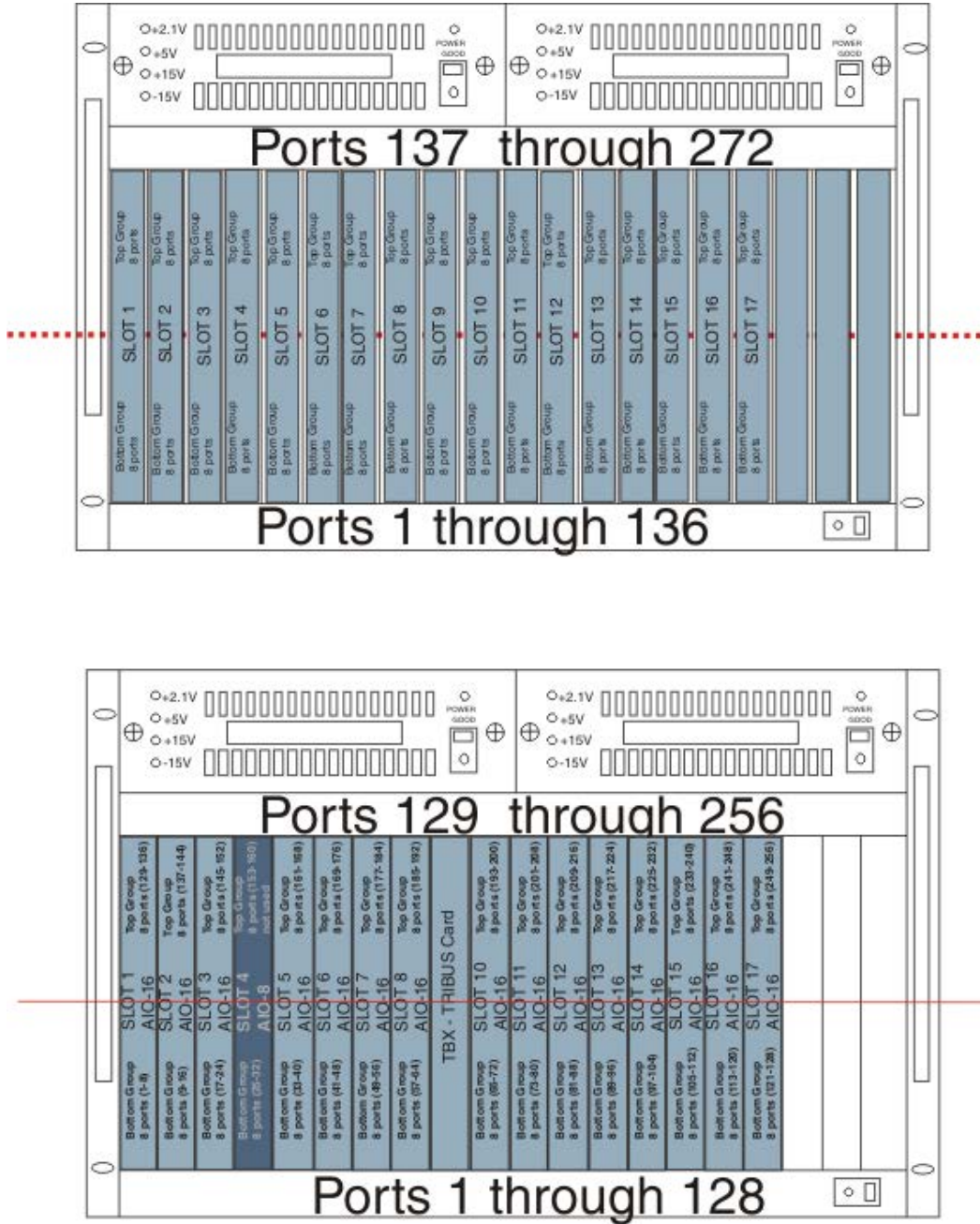


FIGURE 312. Base 8 Channel Numbering Scheme Example with AIO-8 Cards

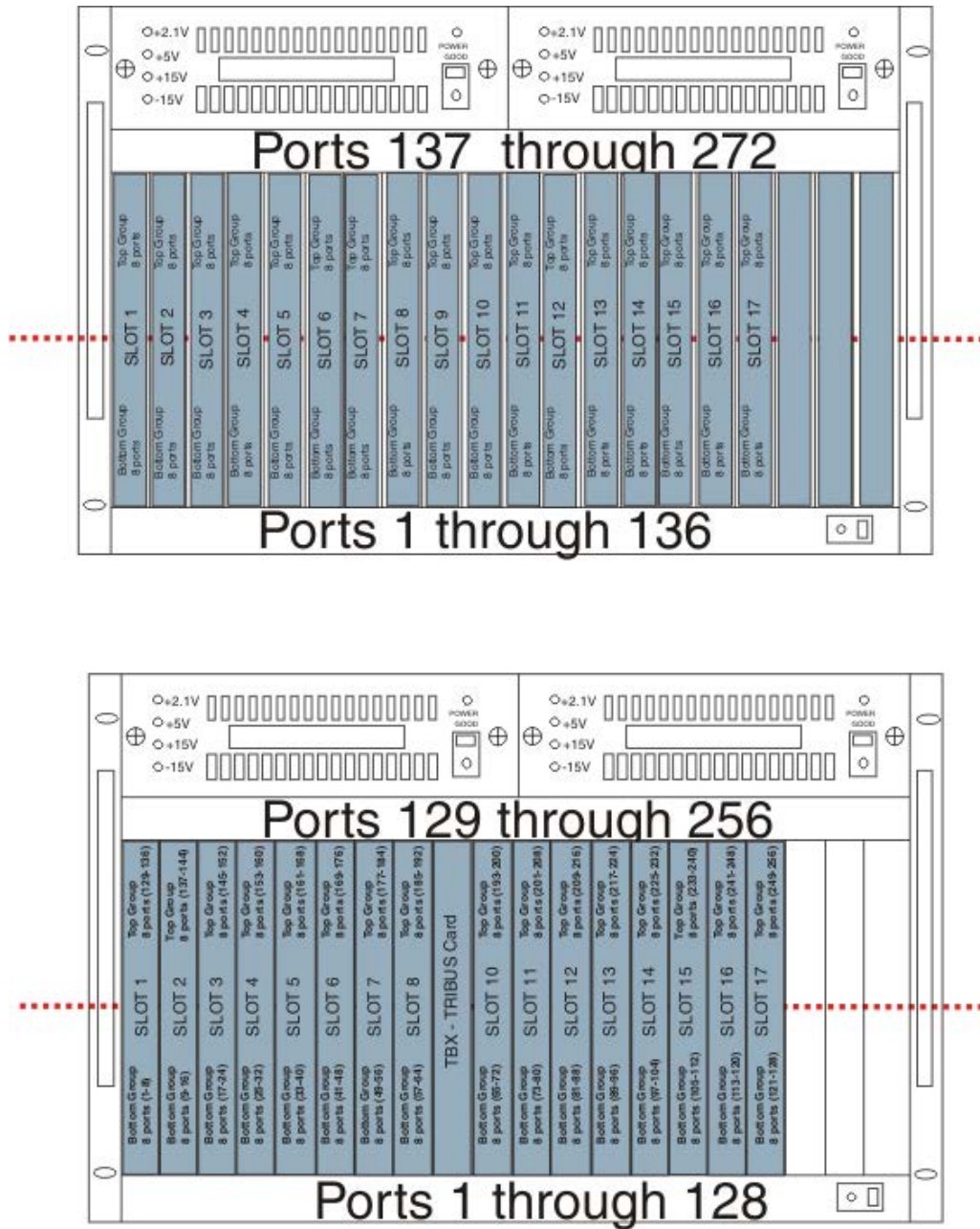


FIGURE 313. Base 8 Channel Numbering Scheme Example with AIO-16 Cards

### Base 16

Unlike Base 8 channel numbering scheme, where the channels are split into an upper and lower set of eight(8), the Base 16 channel numbering scheme puts all 16 channels in one (1) slot. This means, when you configure your intercom system to support Base 16, slot 1 in the ADAM holds channels 1–16, slot 2 holds 17–32, slot 3 holds 33–48, and so on.

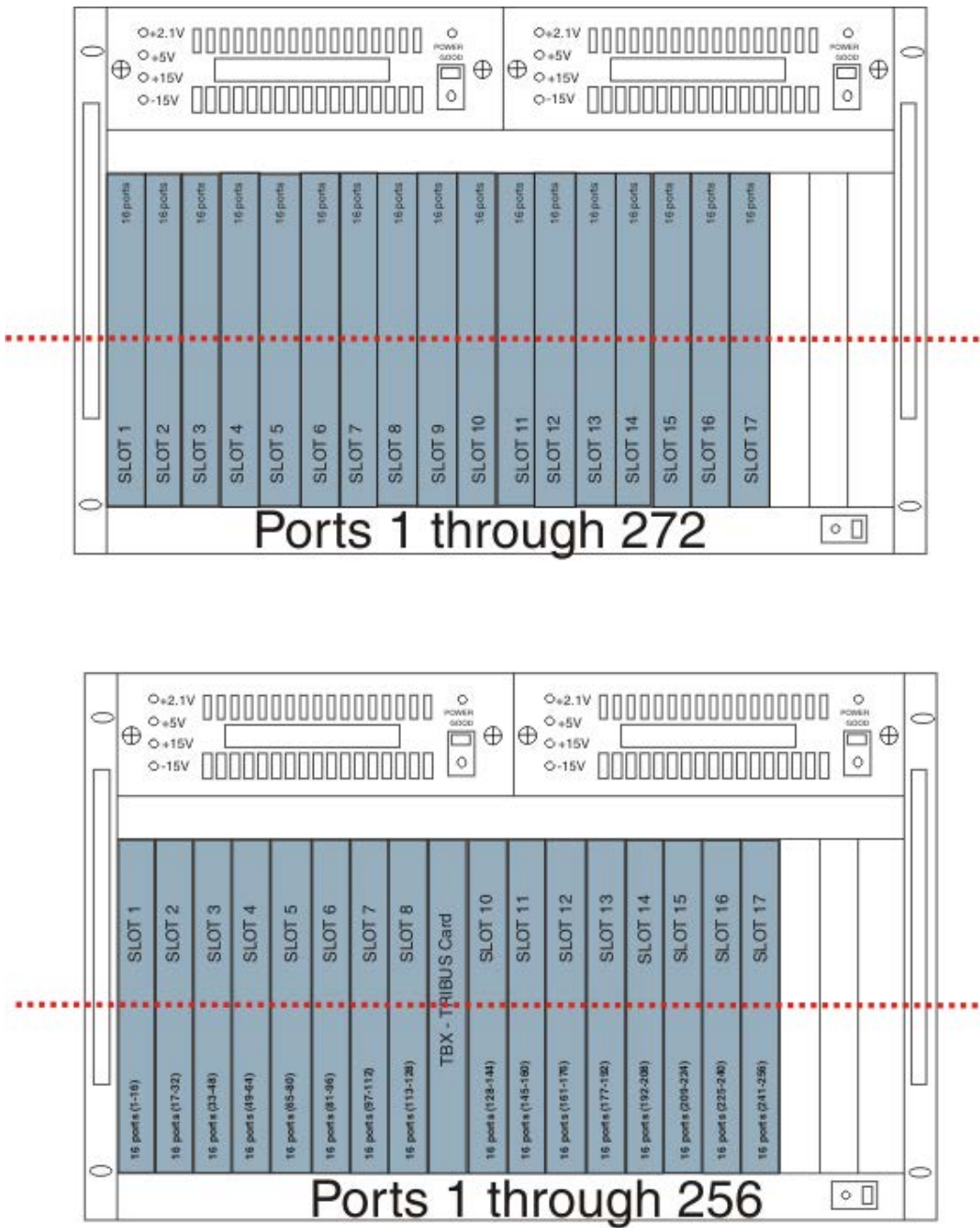


FIGURE 314. Base 16 Port Number Scheme Example

# AZedit Keyboard Shortcuts

## AZedit Keyboard Shortcuts

### 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 window	Keypanel Assignment
SHIFT+ENTER	Display port volume window	Keypanel Assignment
PAGE DOWN	Display the 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 the panel has more than 16 keys)	Keypanel screen
ALT+>	Shift keypanel display to the right (when the 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 assignment	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 MODE)
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 MODE)
CTRL+N	Create a new file	All screens
CTRL+O	Open a file	All screens
CTRL+M	Merge a file	All screens (FILE MODE)
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 MODE)
CTRL+L	Load a file and mark changes for sending	All screens (ONLINE MODE)
SHIFT+F10	Send changes to the intercom	All screens (ONLINE MODE)
CTRL+C	Copy	All screens
CTRL+V	Paste	All screens
ALT+BACKSPACE	Undo last action	All screens
ALT+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 enable d in preferences)	All screens
CTRL+SHIFT+D	Firmware Download	Status screens (ONLINE MODE)
CTRL+SHIFT+V	Firmware Versions	Status screens (ONLINE MODE)
CTRL+SHIFT+ALT+1	Perform First birthday	All screens (ONLINE MODE)
CTRL+SHIFT+M	View MC/AIO memory	All screens (ONLINE MODE)
CTRL+SHIFT+C	Display AZedit communications statistics	All screens



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*Notes*

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**Bosch Security Systems, Inc.**

12000 Portland Avenue South  
Burnsville, MN 55337 U.S.A.  
[www.boschcommunications.com](http://www.boschcommunications.com)