

EIGER SOLUTIONS LIMITED

ATEIS LAPG2 MESSAGE SCHEDULER

Installation and Operation Manual

Eiger Solutions

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MESSAGE SCHEDULER PROGRAMME

Brief Description

The purpose of this manual is to show how to setup and operate the Message Scheduler Programme. It assumes that you are familiar with how to setup an Ateis LAPG2 Controller.

If help is needed with setting up the LAPG2 Controller to work with this programme then either consult the LAPG2 Third Party Manual, seek help from Ateis or contact Eiger Solutions (see the end of this manual for contact information). There may be a charge depending on how much help is required.

The Message Schedule programme for the Ateis LAPG2 Controller connects to the Controller via TCP/IP

The PC does not have a permanent connection with the Controller; it only connects when commands are being sent.

It communicates with the controller using the Third Party Commands. These have to be set up in the LAPG2 Controllers and the information set into the Database for the programme.

Routing of messages and calls can be done by whatever suits the user but using the Page Selectors is normally chosen as every output can easily be set or reset and a certain amount of priority is done by selecting wthe inputs to use.

The Programme can handle up to 100 messages. The messages can either have a schedule associated with them or just be available to play at any time.

Each day at midnight the programme will load the messages due to play for the following day.

A schedule for a message can run from 00:01 to 23:59 with an interval from 0 to 480 minutes between messages. If the interval is 0 or start and end times are the same then the message will only play once for each day set in the day's selection box at the time set for the start.

All messages that have a schedule set are available to play at any time via a PLAY button.

Setting a schedule involves various settings

1. The Days that the message should play on
2. The Start Time for the schedule
3. The End Time for the schedule
4. The Interval between messages
5. Whether the message is in the PC or the LAPG2 Controller
6. The Name of the message
7. A brief Description to display for the message

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8. The Zones that the message is to be broadcast to

If the message is set only to be able to play at any time then the settings are:

1. Whether the message is in the PC or the LAPG2 Controller
2. The Name of the message
3. A brief Description to display for the message
4. The Zones that the message is to be broadcast to.

The Zones for a play only message can be either set at the time the message is set or left to be selected before the message is played.

The Programme can be used in several PCs but schedules should only be set in one of them to avoid conflict.

Each PC can have different priorities so that one PC can override another.

The programme also acts as a Basic Call Station.

A microphone connected to the LAPG2 Controller can be used to make announcements with the Zones being selected and pressing the Push to Talk button. Scheduled messages are delayed if the Call Station is in use.

The priorities for Microphone and Messages are set by the Page Selectors in the LAPG2 Controllers and are not alterable.

The programme is designed to work with the LAPG2 software 1.0.35 or later.

In the previous versions messages stored in the LAPG2 Message Player could be started but there was no way of telling when they had ended. There is now a Message Ended Flag which can be interrogated.

Also The OK message sent by the Controller was sent when it received a command. Now it sends the OK when it has completed the command.

Also, at the time of writing this manual, there is a problem with Systems that have IDA4s attached. A Controller that has an IDA4 attached cannot have elements that use Third Party Control as the Controller uses its output to connect with the IDA4 and cannot respond to Third Party Commands.

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PROGRAMME INSTALLATION

Installation CD

The Installation CD comes with the following:

- Microsoft .NET Framework 4.0 Installation Programme.
- Microsoft Access Database Engine Installation Programme
- Programme Installation Files
- Manual

It is advisable to copy the installation files to a directory on the hard disc and then keep the Installation CD in a safe place.

Installing the Programme

The correct order of installation is important otherwise the installation might fail.

1. **The Microsoft .NET Framework 4.0** will be installed as a prerequisite when the programme is installed. However there may be an incompatibility between certain Countries. It is advisable to install this separately using Microsoft Downloads if you suspect that this may be the case. This may be downloaded from the following URL or whichever URL you are directed to by Microsoft for your Country:

[Download Details - Microsoft Download Center - Microsoft .NET Framework 4 \(Standalone Installer\)](#)

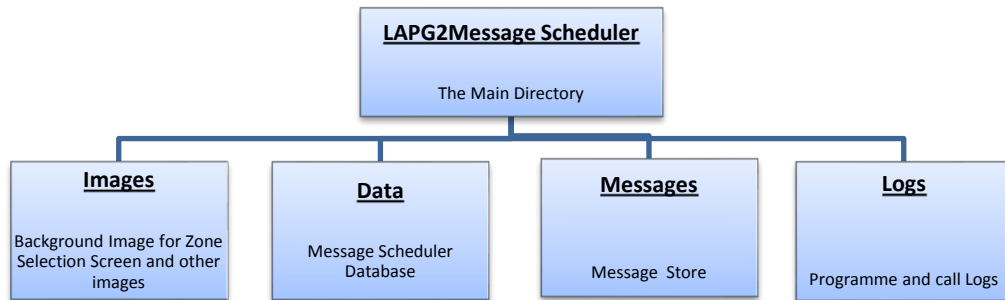
2. **Microsoft Access Database Engine** must be installed unless there is Microsoft Access 2010 or the Microsoft Access 2010 Runtime already installed.
3. **The Programme.**

When the programme installation has finished it will automatically start.

It will create the directories needed to run the programme and copy the Database to the correct directory..

The Directories are created on the C Drive and the structure is as follows:

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The first thing to do will be to setup up the Controller and Zone information.

If a background image is required then copy it to the Image Directory.

All the required messages should be copied to the Messages Directory.

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PROGRAMME SETUP

Setting up the Network Controllers

By selecting 'Engineers/LAP Details' the following screen is displayed:

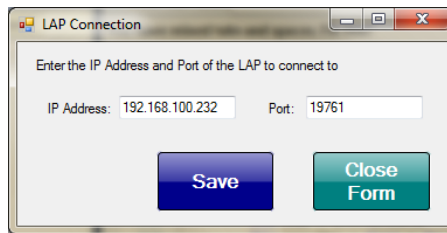


Figure 1 LAPG2 Controller Setup Screen

This allows for the entry of the LAPG2 Controller that the Programme is to connect to.

The programme does all of its communications through one LAPG2 Controller no matter where in the system the Third Party Commands are set up.

The LAPG2 Controller that the programme communicates through is the only one that needs an IP Address. The communication port should always be set to 19761.

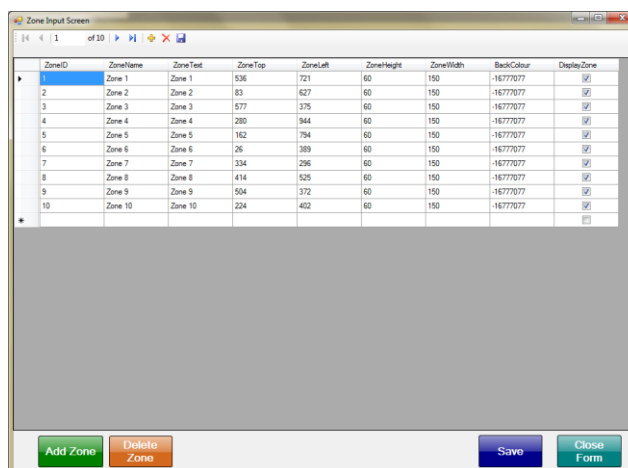
The columns' information is self explanatory, however below is a list of each column with a brief explanation.

1. **LAP ID** – The ID of the LAP. It should always be 1
2. **IP ADDRESS** – The IP Address of the Controller. The IP Address set in the Controller. The programme uses this to connect to the Controller.
3. **PORT** – The communication Port Address.

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Setting up Zones

Selecting Zones will bring up the following screen.



ZoneID	ZoneName	ZoneText	ZoneTop	ZoneLeft	ZoneHeight	ZoneWidth	BackColour	DisplayZone
1	Zone 1	Zone 1	536	721	60	150	-16777077	<input checked="" type="checkbox"/>
2	Zone 2	Zone 2	83	627	60	150	-16777077	<input checked="" type="checkbox"/>
3	Zone 3	Zone 3	577	375	60	150	-16777077	<input checked="" type="checkbox"/>
4	Zone 4	Zone 4	280	944	60	150	-16777077	<input checked="" type="checkbox"/>
5	Zone 5	Zone 5	162	794	60	150	-16777077	<input checked="" type="checkbox"/>
6	Zone 6	Zone 6	26	389	60	150	-16777077	<input checked="" type="checkbox"/>
7	Zone 7	Zone 7	334	296	60	150	-16777077	<input checked="" type="checkbox"/>
8	Zone 8	Zone 8	414	525	60	150	-16777077	<input checked="" type="checkbox"/>
9	Zone 9	Zone 9	504	372	60	150	-16777077	<input checked="" type="checkbox"/>
10	Zone 10	Zone 10	224	402	60	150	-16777077	<input type="checkbox"/>

Figure 2 Zone Input Screen

Zones can be added or deleted by pressing ADD ZONE or DELETE ZONE.

The columns are as follows:

1. **ZONE ID** – the Zone Number within the programme.
2. **ZONE NAME** – The name used within the programme.
3. **ZONE TEXT** – The text that appears on the button on the screen.
4. **DISPLAY ZONE** – Whether the Zone Button should be displayed or not. This can be set to false for several reasons.
 - a. The Zone is part of a group and should not be able to be selected individually.
 - b. The Zone has not yet been implemented within the system and can be made visible when it has.
5. **UNSELECTED COLOUR** – ignore this column as it is a numerical number representing the colour of the button. It will be blue.

If at a later stage the text on the buttons need to be altered then selecting 'ZONE CAPTION' will bring up the 'ALTER ZONE TEXTS' screen

Altering Zone Texts

The following screen allows the text on the Zone buttons to be altered. Type in the new name and press SAVE.

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Whether the button is displayed or not can also be altered.

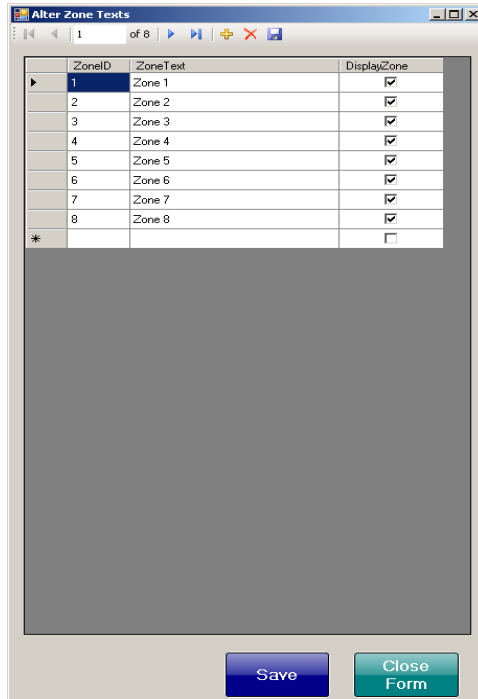


Figure 3 Zone Text Screen

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Entering Zone Commands for Third Party Control

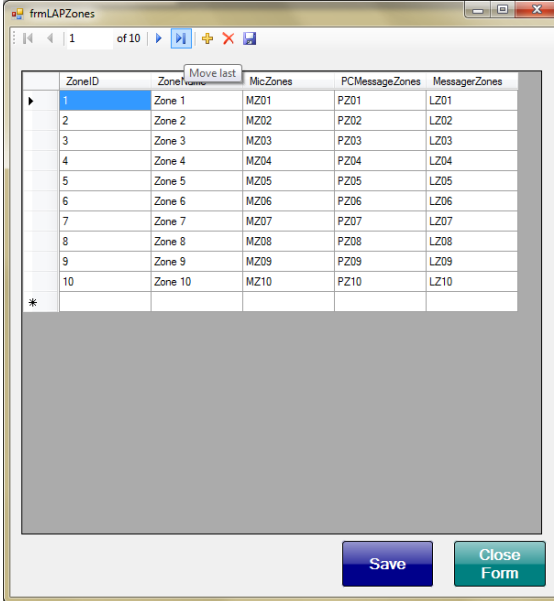
In order for the correct routing of messages then the programme needs to know what commands to send to the Controller to enable or disable the outputs

Selecting LAP ZONES will bring up the following screen.

This will allow for the entry of the Third Party Commands for the Zones.

The commands that are entered is the command as in the Third Party Command List. Do not include the W or the 1 or 0 to set or reset the element.

The default commands given in the Controller by setting the outputs to Third Party Control can be used in the programme but the commands can be altered to make them easier to understand. The commands in the list below reflect the commands set in the LAPG2 Controller.



The screenshot shows a window titled 'frmLAPZones' with a table of zone configurations. The table has five columns: ZoneID, ZoneName, MicZones, PCMessageZones, and MessengerZones. The rows are numbered 1 through 10, with a '*' row at the bottom. The 'ZoneName' column contains 'Zone 1' through 'Zone 10'. The 'MicZones' column contains 'MZ01' through 'MZ10'. The 'PCMessageZones' column contains 'PZ01' through 'PZ10'. The 'MessengerZones' column contains 'LZ01' through 'LZ10'. A 'Save' button and a 'Close Form' button are visible at the bottom right of the window.

ZoneID	ZoneName	MicZones	PCMessageZones	MessengerZones
1	Zone 1	MZ01	PZ01	LZ01
2	Zone 2	MZ02	PZ02	LZ02
3	Zone 3	MZ03	PZ03	LZ03
4	Zone 4	MZ04	PZ04	LZ04
5	Zone 5	MZ05	PZ05	LZ05
6	Zone 6	MZ06	PZ06	LZ06
7	Zone 7	MZ07	PZ07	LZ07
8	Zone 8	MZ08	PZ08	LZ08
9	Zone 9	MZ09	PZ09	LZ09
10	Zone 10	MZ10	PZ10	LZ10
*				

Figure 4 NCO Zones Selection 2

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Setting TTLIn Commands

Once the Programme has set the Outputs it then sets the TTLIn for the selected input. The commands are entered in the following Screen.

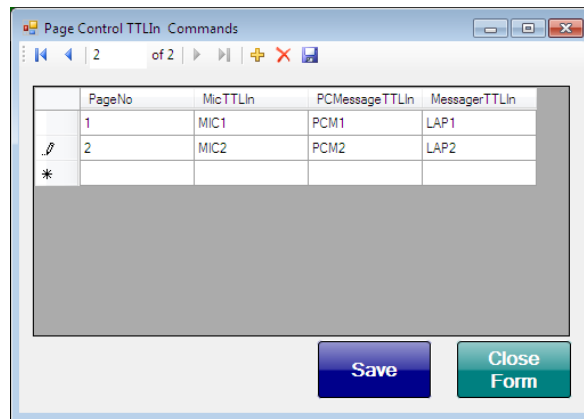


Figure 5 Page Control TTLIn Commands

It shows 2 Page Controls and the various commands for each Input. The Column Names show which TTLIn is for which Input.

Setting up Groups

The programme can also contain Groups. These are buttons that, when selected, will select several Zone buttons on the screen.

These are not the same as Controller Groups which are only set in the Controller configuration file.

If a Controller Group needs to be able to be selected then add a Zone button and call it the Group Name as set in the Controller.

The following Screen allows for the addition of Groups within the programme.

Pressing ADD GROUP will add a group to the list.

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The screenshot shows a window titled "Group Setup" with a table of 8 groups. The table has columns for GroupID, GroupName, GroupText, IsEnabled, IsVisible, IsMoveable, UnSelectedBackCol, and GroupZones. Below the table are buttons for "ADD GROUP", "DELETE GROUP", "GROUP ZONES", "SAVE", and "CLOSE FORM".

GroupID	GroupName	GroupText	IsEnabled	IsVisible	IsMoveable	UnSelectedBackCol	GroupZones
1	Group1	ALL CALL	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-8388480	1,2,3,4,5,6,7,8
2	Group2	Even	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-8388480	1,2,3,4
3	Group3	Group 3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-8388480	3,4
4	Group4	Group 4	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-8388480	5,6
5	Group5	Group 5	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-8388480	5,6,7,8,2
6	Group6	Group 6	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-8388480	7,6
7	Group7	Group 7	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-8388480	0
8	Group8	Group 8	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-8388480	0
*			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

Figure 6 Group Input Screen

The columns in the form are:

1. **GROUP ID** – The Group ID
2. **GROUP NAME** – The name used by the programme for the Group. The default name given is generally OK.
3. **GROUP TEXT** – The Text on the Group Button
4. **IS ENABLED** – Whether the Group button can be selected or not.
5. **IS VISIBLE** – Whether the Group button is displayed or not.
6. **IS MOVEABLE** – Whether the button can be moved or not. Can be reset after configuration is complete to disable anyone from moving the button.
7. **UNSELECTED COLOUR** – Ignore this. It is a numerical value for the back colour.
8. **GROUP ZONES** – A list of Zone in this Group.

Selecting the button GROUP ZONES will bring up the Group Zones Screen.

If, at a later stage, the texts on the buttons need to be changed then selecting GROUP CAPTIONS from the main configuration screen will bring up the Alter Group Texts screen

Altering Group Texts

This screen allows the user to change the texts on the Group buttons without, inadvertently, altering anything else about the Group.

It also allows for displaying or not displaying the Group button.

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The screenshot shows a window titled 'frmGroupNames' with a table containing 8 rows of group data. The first row is selected. Below the table are two buttons: 'Save' and 'Close Form'.

GroupID	Group Text	Display Group
1	ALL CALL	<input checked="" type="checkbox"/>
2	Even	<input checked="" type="checkbox"/>
3	Group 3	<input checked="" type="checkbox"/>
4	Group 4	<input checked="" type="checkbox"/>
5	Group 5	<input checked="" type="checkbox"/>
6	Group 6	<input checked="" type="checkbox"/>
7	Group 7	<input checked="" type="checkbox"/>
8	Group 8	<input checked="" type="checkbox"/>
*		<input type="checkbox"/>

Figure 7 Group Text Screen

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Attaching Zones to Groups

In order for Groups to function then Zones have to be attached to each Group.

The Form is identical in operation to the NCO Zones screen. Selecting Zones and pressing either < or > to add or delete zones from the Group.

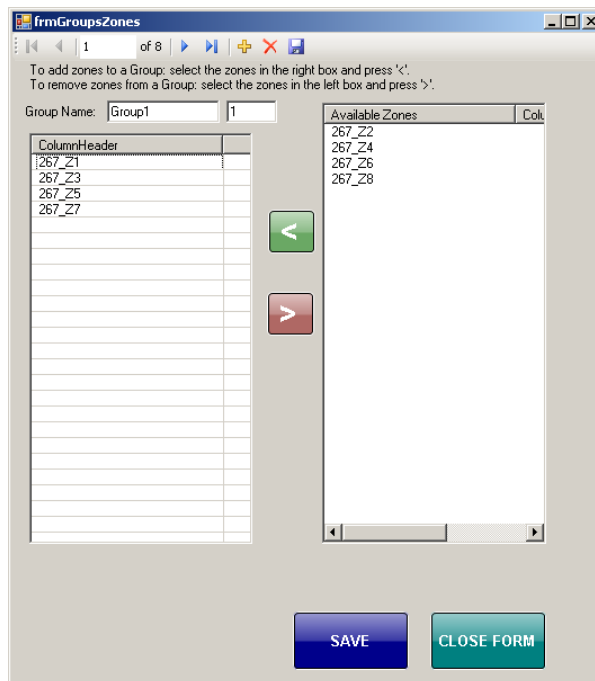


Figure 8 Group Zones Selection 2

Setting up Background Image and Screen Text

Various other settings can be set using the General setup Form.

Figure 9 General Data Input

Company Name is the name of the User's Company

Title is the heading at the top of the screen

Back Image is the image at the back of the Zone Selection Screen

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Setting Up Message Player Commands

Selecting Engineers/Message Player Commands will show the following screen

Start Commands	Stop Commands	Ended Command
ID: 1	ID: 1	ID: 1
Message ID: 1	Message ID: 1	Message ID: 1
Message1: <None>	Message1: <None>	Message1: G1
Message2: <None>	Message2: <None>	Message2: G1
Message3: <None>	Message3: <None>	Message3: G1
Message4: <None>	Message4: <None>	Message4: G1
Message5: <None>	Message5: <None>	Message5: G1
Message6: <None>	Message6: <None>	Message6: G1
Message7: <None>	Message7: <None>	Message7: G1
Message8: <None>	Message8: <None>	Message8: G1
Message9: <None>	Message9: <None>	Message9: G1
Message10: <None>	Message10: <None>	Message10: G1
Message11: <None>	Message11: <None>	Message11: G1
Message12: <None>	Message12: <None>	Message12: G1

Save Close Form

Figure 10 Message Player Commands

Once the Message Player has been setup the commands should be entered in to this screen.

The Ended Command should always be G1.

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OPERATION

The programme is designed to be used with a touch screen when in operation

Starting the Programme

The programme can be started by double clicking the Icon on the Desktop.

It will check to see if the correct Directory structure exists and, if not, create the correct directories as shown in Installing the Programme.

It will then copy the Database to the Data Directory.

If the Database is blank then the Configuration Screen will then be displayed.

If successful then the Scheduled Messages Screen will show. If it cannot connect to any Network Controllers then the Configuration screen will display.

Programme Parts

The programme consists of two main parts.

1. Message Scheduler
2. Basic Call Station

Message Scheduler

The Message Scheduler can be used to schedule messages that are to be played at intervals throughout the day or just once each day.

It can also schedule messages that are to be played just once on a certain day at a set time.

Basic Call Station

The Basic Call Station can be used to send voice messages to selected Zones. Ideally the Call Station should be able to override the scheduled messages.

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Message Scheduler

When the programme starts it displays the Scheduled Messages Screen.

This shows all 100 available message slots with an indication of which ones have a schedule set.

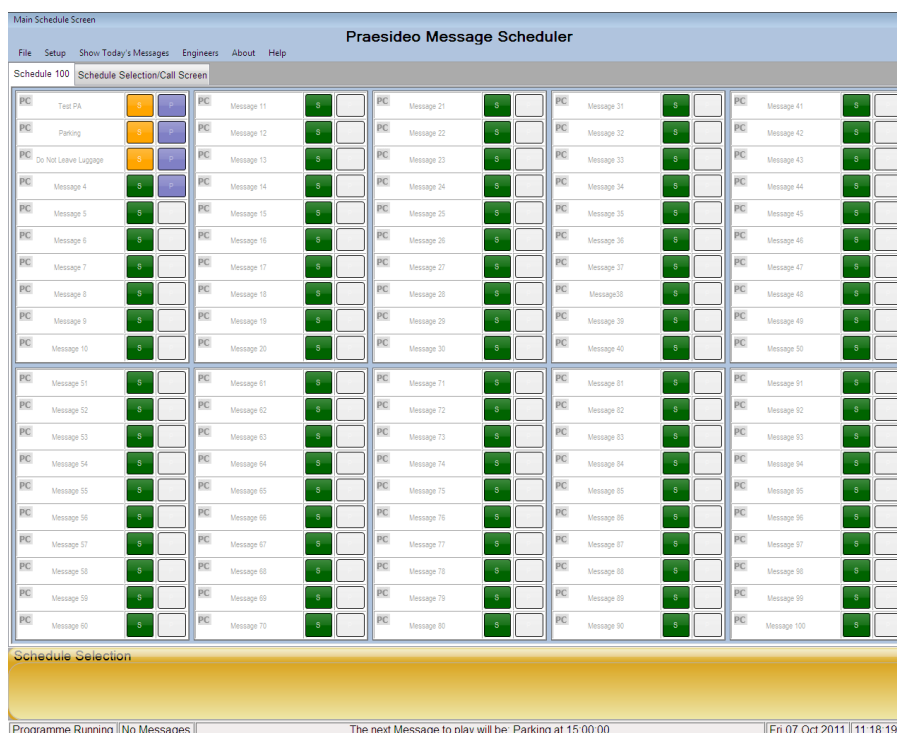


Figure 11 The Scheduled Messages Screen

The various parts of this screen are:

1. **The Status of all 100 available message slots.** The screen is divided into 10 pages each of 10 messages. The page is selected by clicking anywhere on a page.
 - a. The green button shows that no schedule has been set for that message.
 - b. The orange button shows that a schedule has been set for that message. Messages 1 – 4 have schedules set.
 - c. The blue button shows that the message is available to play at any time. Messages 1 – 5 can be played at any time by pressing the Blue Button once the message page has been selected.
 - d. A brief description of what the message is.
 - e. Whether the message is in the PC (PC) or in the LAPG2 Controller (LAP).
2. **Status Bar**
 - a. **Running** – the programme is running.

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- b. **Delay Set** – Microphone delay set
 - c. **Playing** – This will show the status of the schedule. It shows the name and time of the next message and will display which message is playing.
 - d. **Date**
 - e. **Time**
3. **Scheduled Messages tab.** This will cause the PC to display this screen
 4. **Schedule Selection/Call Screen tab.** This will display the Schedule Selection screen which can also be used as a microphone call screen.

The Menu bar across the top has various function

1. **File/Exit.** This will end the programme
2. **Setup.** This has two function
 - a. **Set Title and Image.** This allows the user to change the title of the screen and the background image to be changed.
 - b. **Special Messages.** This brings up the Special Messages Screen. This allows the user to set a message to be played on a certain day at a set time.
3. **Show Today's Messages.** This brings up a list of all the messages to be played today.
4. **Engineers.**
 - a. **Configuration.** This will bring up the configuration screen.
 - b. **Move Buttons.** On the Call screen this will disable the buttons and allow them to be moved to the desired location.
 - c. **Save Buttons.** This will save the location of the buttons.
 - d. **Alter Zone Text.** This will bring up the Alter Zone Texts Screen.
 - e. **Alter Group Text.** This will bring up the Alter Group Texts Screen.
 - f. **Set PTT Button.** This will bring up the screen to alter the various aspects of the PTT button.

Moving the Buttons on the screen

When the Zones and Groups are first added they will appear in the top left of the Call Station screen.

Selecting Engineers/Move Buttons will enable the buttons to be positioned on the screen.

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The buttons are disabled and can be moved using the left mouse button.

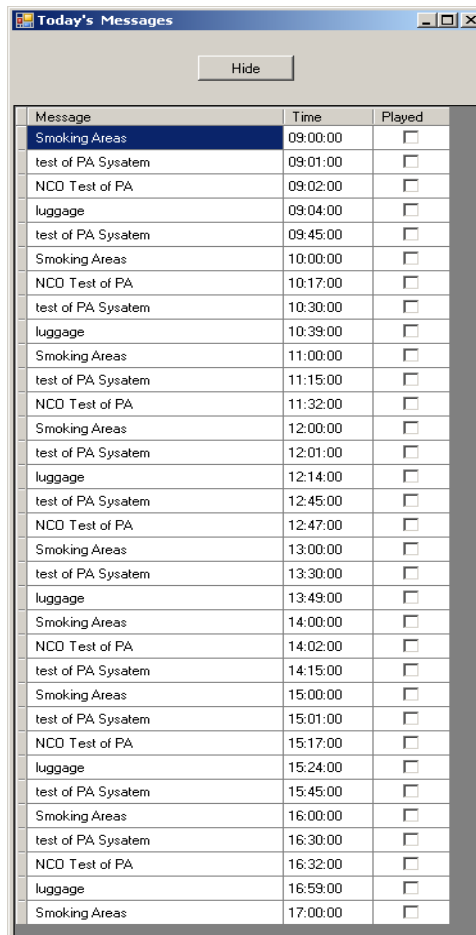
The buttons can be resized by pressing the right mouse button and dragging the mouse until the screen button has reached the desired size.

Once all the buttons have been moved and sized correctly then selecting Engineers/Save Buttons will save the new locations and sizes of all the buttons and re-enable them.

The buttons can be moved at any time if they have been positioned incorrectly or a new background image is used and the positions do not relate to the new background Image

Displaying Today's Scheduled Messages

Pressing Show Today's Messages will display a screen showing all the messages to be played today.



The screenshot shows a window titled "Today's Messages" with a "Hide" button at the top. Below the button is a table with three columns: "Message", "Time", and "Played". The table contains 28 rows of scheduled messages, each with a checkbox in the "Played" column.

Message	Time	Played
Smoking Areas	09:00:00	<input type="checkbox"/>
test of PA Sysatem	09:01:00	<input type="checkbox"/>
NCO Test of PA	09:02:00	<input type="checkbox"/>
luggage	09:04:00	<input type="checkbox"/>
test of PA Sysatem	09:45:00	<input type="checkbox"/>
Smoking Areas	10:00:00	<input type="checkbox"/>
NCO Test of PA	10:17:00	<input type="checkbox"/>
test of PA Sysatem	10:30:00	<input type="checkbox"/>
luggage	10:39:00	<input type="checkbox"/>
Smoking Areas	11:00:00	<input type="checkbox"/>
test of PA Sysatem	11:15:00	<input type="checkbox"/>
NCO Test of PA	11:32:00	<input type="checkbox"/>
Smoking Areas	12:00:00	<input type="checkbox"/>
test of PA Sysatem	12:01:00	<input type="checkbox"/>
luggage	12:14:00	<input type="checkbox"/>
test of PA Sysatem	12:45:00	<input type="checkbox"/>
NCO Test of PA	12:47:00	<input type="checkbox"/>
Smoking Areas	13:00:00	<input type="checkbox"/>
test of PA Sysatem	13:30:00	<input type="checkbox"/>
luggage	13:49:00	<input type="checkbox"/>
Smoking Areas	14:00:00	<input type="checkbox"/>
NCO Test of PA	14:02:00	<input type="checkbox"/>
test of PA Sysatem	14:15:00	<input type="checkbox"/>
Smoking Areas	15:00:00	<input type="checkbox"/>
test of PA Sysatem	15:01:00	<input type="checkbox"/>
NCO Test of PA	15:17:00	<input type="checkbox"/>
luggage	15:24:00	<input type="checkbox"/>
test of PA Sysatem	15:45:00	<input type="checkbox"/>
Smoking Areas	16:00:00	<input type="checkbox"/>
test of PA Sysatem	16:30:00	<input type="checkbox"/>
NCO Test of PA	16:32:00	<input type="checkbox"/>
luggage	16:59:00	<input type="checkbox"/>
Smoking Areas	17:00:00	<input type="checkbox"/>

Figure 12 Today's Messages

It shows the Message Description and the time it is to be played.

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The messages have a priority setting which is the lower the message number then higher the priority. This means that if two messages are to be played at the same time then the one with the lower priority is delayed by one minute. So if messages 1 and 3 have the same time then message 3 is played after message 1.

Pressing HIDE will hide the form.

Scheduling a Message

To Schedule a Message then the schedule screen can be opened using two methods.

1. Clicking on the panel that contains the message to be set.
2. Selecting the Schedule Selection/Call Screen Tab. This will open page 1 of the Messages.

The Schedule Selection Screen looks like below



Figure 13 Schedule Selection/Call Screen

The controls on this screen are:

- The Blue Zone Buttons
- The Mauve Group Buttons
- The Brown Clear Zone Selection Button – a quick way to clear selected Zones
- Message Selection - Page 1 is shown
- Previous Page – move to the previous page
- Next Page – move to the next page
- Close Screen – close this screen and return to the Scheduled Messages Screen.
- Use Microphone – use the programme as a Call Station

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This screen can have any image behind the Zone buttons

To schedule a message left click the green button associated with the message to schedule. This will alter the bottom part of the screen. To contain controls to set details about the schedule.

Selecting the green button for Message 6 will bring up the following screen.



Figure 14 Setting a Schedule

The heading of the new panel is 'Enter Schedule for Message 6'.

The controls are:

1. **On Days** – this allows for the selection of which days the message is to play. The selections are:
 - a. Today only
 - b. Every Day
 - c. Weekdays
 - d. Week Ends
 - e. Every Monday
 - f. Every Tuesday
 - g. Every Wednesday
 - h. Every Thursday
 - i. Every Friday
 - j. Every Saturday
 - k. Every Sunday
2. **Every** – selects how often the message should play in 5 minute intervals.
3. **From** – the starting time for the schedule. Can be any time from 00:01 to 23:59
4. **To** – the end time of the schedule. If the from and to times are the same then the message will only play once at that time. Can be any time from 00:01 to 23:59
5. **Description** – the text that appears in the textbox for the message

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6. **File Name** – this can be either
 - a. The name of the wav file in the Messages folder in the PC
 - b. The name of the message file in the Network Controller.
7. **In LAP** – selected if the message is stored in the Network Controller.
8. **DONE** – This will check for valid information and the save the Schedule. If any information is invalid a message will show what is wrong.
9. **CANCEL** – Cancels and hides the Schedule Screen.

Pressing the . . . button will bring up a list of all the messages stored in the messages folder on the PC.

If **In LAP** is set before pressing the . . . button then it will interrogate the Network Controller and bring up a list of stored messages in the Controller instead of those stored in the PC.

The interval between repeats of a message is set by altering the **EVERY** setting. Pressing the UP arrow increments the Interval by 5 minutes and pressing the DOWN arrow decrements the interval by 5 minutes.

The **FROM** and **TO** times are changed by selecting the part of the field to alter and selecting the up or down arrows to the right. As the **TO** time cannot be before the **FROM** time the increasing the **FROM** time will also update the **TO** time. Also decreasing the **TO** time will decrease the **FROM** time.

The text in the **DESCRIPTION** textbox is what will appear in the textbox instead of the Message No.

Once all the values have been entered the next step is to choose which Zones the message should be routed to. Selecting the Zones will turn them Green.

The values and Zones can be set in any order as the schedule is not set until **DONE** is pressed.

Pressing **DONE** does a check to see if valid entries have been selected before storing the schedule.

If anything is found wrong then a message indicating the error is shown. The error should be corrected before pressing **DONE** again.

Once the schedule is stored then the description will appear in the messages description textbox, the **S** button will turn orange and the **PLAY** button will turn blue.

The programme will then the recalculate the Today's Messages list.

Altering a Schedule

Once a schedule has been set for a message it can be altered at any time by pressing the orange S button associated with the message.

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This will open the bottom schedule screen again so that all the entries can be checked and altered if necessary.

This can be useful if what schedules have been set need to be checked. By pressing each orange **S** button in turn the schedule for each message will appear along with which Zones have been set.

If nothing is altered then the bottom schedule screen can be closed by pressing **CANCEL**.

Setting Message Only

It is possible to set a message that can be played at any time without setting a schedule for it.

By right clicking the message description box a sub menu is displayed. One of the options is to **SET MESSAGE ONLY**.

This will bring up a modified schedule screen at the bottom of the screen.

The options include **MESSAGE NAME**, **DESCRIPTION** and **IN LAP**.

These all have the same function as a normal schedule setting.

The difference is that the Zones can either be selected now or selected when the message is played.

If no Zones are selected then when **DONE** is pressed a message box will appear stating that 'No Zones have been selected. Do you want to select Zones at play time?'

Selecting **NO** will cancel the save and allow Zone selection.

Selecting **YES** will save the data.

The Description will appear in the message textbox and the **PLAY** button will turn blue. The **S** button will sat green indicating that no schedule has been set. A schedule can still be set at a later time by pressing the green **S** button.

When the message page is displayed the message can be played at any time by pressing the **PLAY** button. If **Select Zone at Play Time** was selected then the Zones should be selected before pressing **PLAY** or an error message will display to say that no Zones have been selected. The Zones can then be selected and **Play** pressed.

Changing Message Title

The menu displayed by right clicking the message description also shows other options

One of these is alter message description.

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This will bring up a message box to alter the description.

Deleting a Schedule

Another option of the mini menu displayed by right clicking the description is **DELETE A SCHEDULE**.

Selecting this option will delete the schedule attached to the selected message.

It will clear every setting to its default value for the selected message.

Special Messages

There is also the ability to set Special Messages which will play on a certain day at a set time.

The Special Messages screen is displayed by selecting Setup/Special Messages.

The form displayed is below.

Description	MessageName	PlayDate	PlayTime	MessageZoneList	InPC
*					

Figure 15 Special Messages

The various parts of this for are explained below.

- **SELECT MESSAGE** – The list of available messages. Only messages stored in the PC are available.
- **SELECTED ZONES** – This will display a list of the Zones selected for this message. This will be explained later.
- **MESSAGE** – Once a message is selected it's name will appear here.

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- **DESCRIPTION** –Type a description of the message to appear in the table below.
- **DATE** – Select date for the message.
- **TIME** – Select the time for the message
- **SELECT ZONES** – Displays a form to select which Zones the message should be routed to.
- **ADD TO LIST** – Adds the Special Message to the list below
- **DELET FROM LIST** – Deletes a Special Message from the list. After a message is played it is not automatically deleted. It must be deleted manually.
- **SAVE** – Saves the list. This also forces the Today’s Messages List to be recreated if a Special Message has been added to be played today.
- **CLOSE** –Closes the form.

In order to select the Zones for the Special Message, pressing Select Zones will display a form to choose the Zones.



Figure 16 Selecting Zones for Special Message

Pressing DONE will load the Zone List and close the form.

The CLEAR ZONES button will clear the selected Zones.

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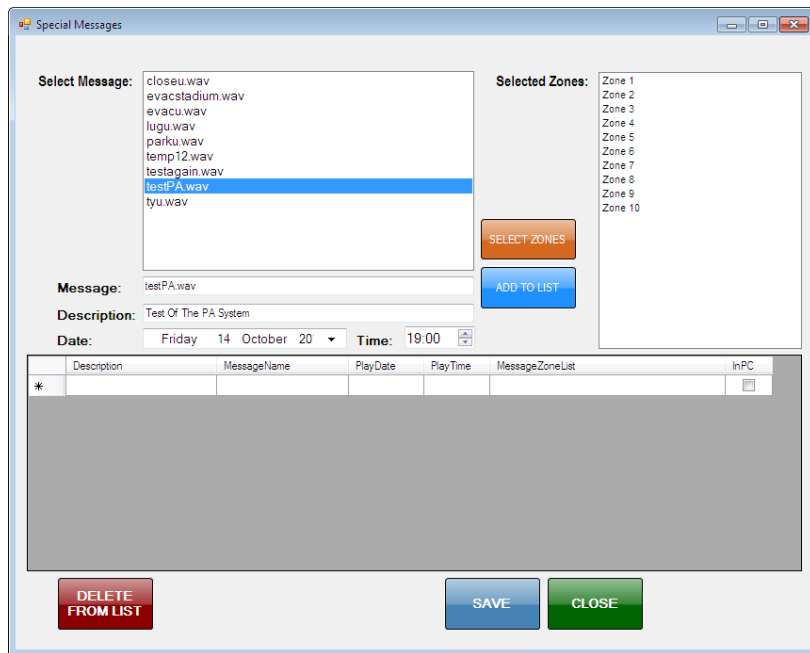


Figure 17 Special Message waiting to be added to list

The Zones selected in the previous form are listed in the Selected Zones list.

Pressing ADD TO LIST will add it to the list provided all the information has been entered correctly.

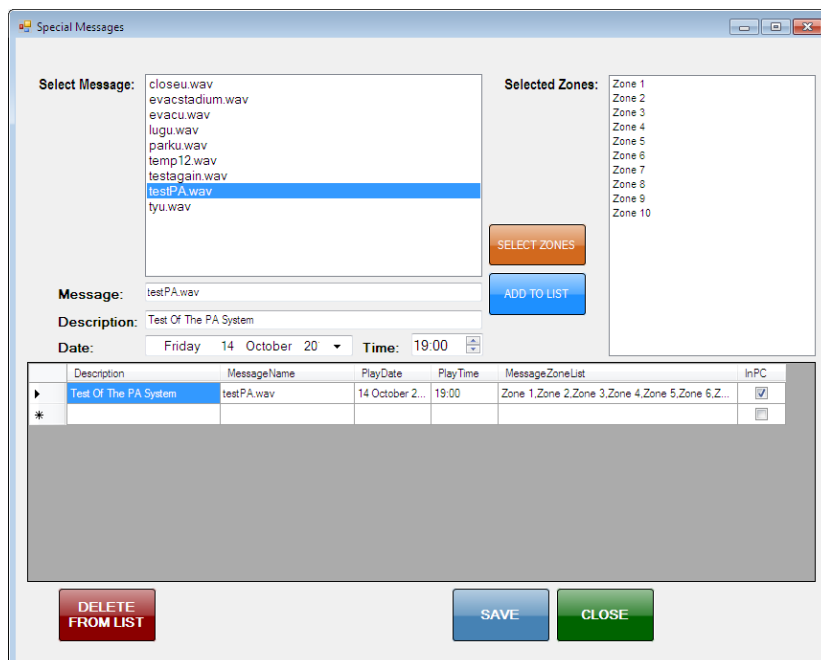


Figure 18 Special Message added to list.

Pressing save will save the list and recreate Today's Message List so that it will include any Special Messages that should play today.

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Call Station

The programme can also be used as a simple Call Station to make microphone calls using a microphone attached to the input on the main LAPG2 Controller declared as the microphone Input.

The Microphone input is generally above the Message Input so that a Call made using the microphone will override a message.

Opening the Call Station Screen

To open a screen that can be used as a call screen select the Schedule Selection/Call Screen tab

Selecting the Schedule Selection/Call Screen tab will open the Schedule Selection Screen which can also be used as a Call Screen. The Message Selection Page is still enabled and can be used as normal.

The important part for using this screen as a call screen is the USE MICROPHONE button.



Figure 19 Call Screen

Starting a Call

To start a call

1. Press USE MICROPHONE.

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This will alter the right column as below



Figure 20 Starting a Call

The Cancel Mic button will cancel Microphone Selection and the Use Microphone button will reappear.

2. Select the Zones required.
3. Press Push To Talk (PTT).

Since it takes a while to set all of the outputs etc. in the LAPG2 Controller, there will be a delay before the microphone is enabled.

The image below show a microphone call started with some Zones selected.

The group buttons show that Group 3 has all of its Zones selected; Group2 and ALL CALL have some of their Zone selected.

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Figure 21 Microphone Call Started

The PTT button will show a microphone and the text will change to TALK NOW. The message timer will start to count down.

The microphone is now live and the user may now make the announcement. The image shows that the Microphone call timer is counting and shows how many seconds left for the call before automatically ending.

Ending a Call

Once the Broadcast message is finished then pressing the PTT button will end the call.

This will disable the microphone, the text will change to PUSH TO TALK and the Zone buttons will clear.

If the user forgets to end the call, the timer will time out and the call will be automatically ended. This is a safeguard so that speech in the vicinity of the microphone does not get broadcast unintentionally.

If a scheduled message was due while the microphone was in use it will be delayed so that it will play when the microphone call has ended.

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A brief explanation of LAPG2 Settings

The method chosen to setup the LAPG2 Controller is a matter of choice. However, in order to give some measure of priority the method chosen by most people is to use the Page Control.

Below is a simple setup for a controller:

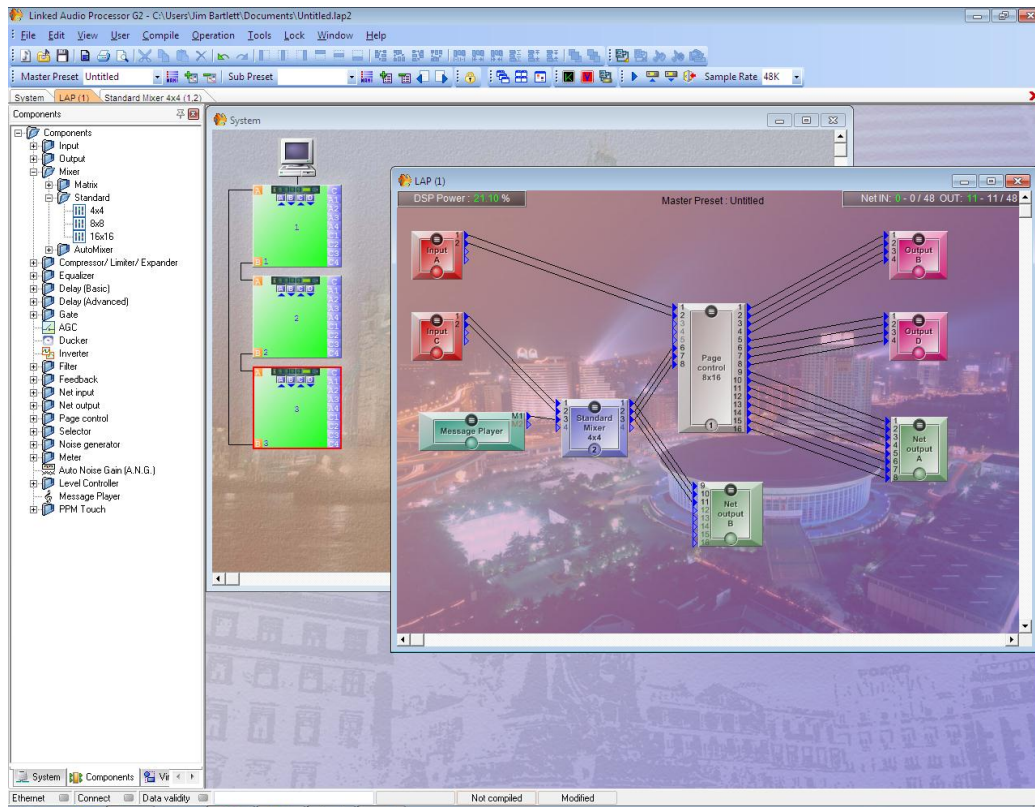


Figure 22 Basic Setup

The inputs C1 and C2 are used by the Message Scheduler and Inputs A1 and A2 are used higher priority inputs.

The Inputs C1 and C2 go via a standard mixer to give volume control for the Messages.

Net Output A is used so that audio can be routed to LAPs that may have IDA4s attached.

Net Output B is used so that audio can be routed to Page Controls on other LAPs.

If no other LAPs are connected then the Net Outputs will not be required.

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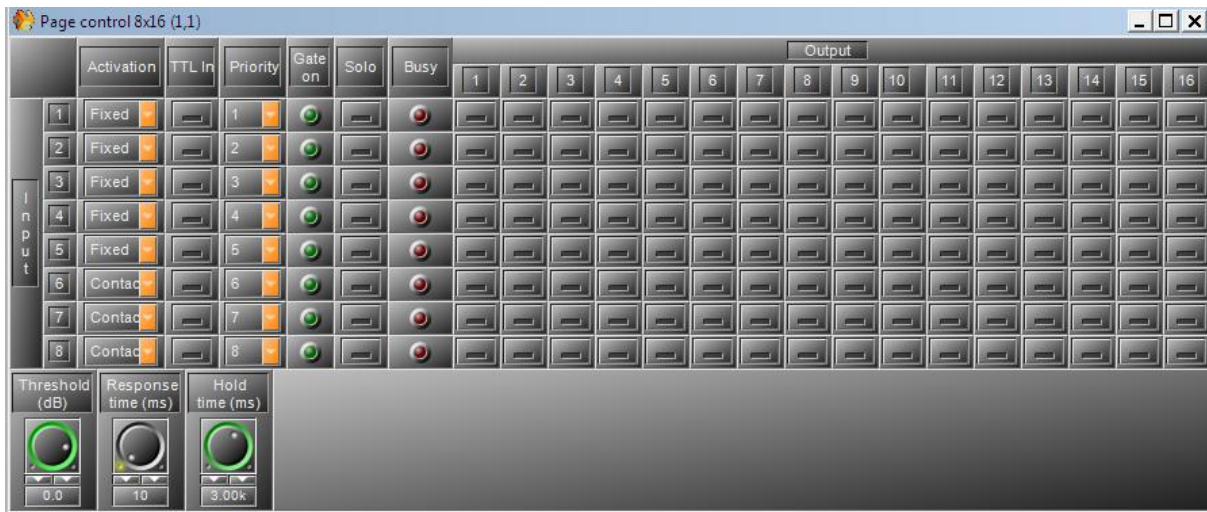


Figure 23 The Page Control

The Outputs used by the Programme must be set to Third Party Control.

The TTLIn for the inputs should also be set to Third Party Control.

The Activation for the three inputs must be set to Contact.

The mixer is setup to route the three inputs straight to the three outputs so that Input 1 goes to Output 1, Input 2 goes to Output 2 and Input 3 goes to Output 3.



Figure 24 Standard Mixer

Once all the components have been set to Third Party Control the commands can be viewed.

The screen below shows all the Third Party Commands for this system. The Commands have been changed to make it easier to understand which outputs are for which inputs.

This is not really necessary but they can be changed to whatever is clearer for the person doing the setting up.

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Element Information							Command control	
Machine	Component	ID	Element	Input	Output	Band	Command ID	Command
1	Standard Mixer 4	2	Input level	1	N/A	N/A	MLVL	...
1	Standard Mixer 4	2	Input level	2	N/A	N/A	PVL1	...
1	Standard Mixer 4	2	Input level	3	N/A	N/A	LVL1	...
1	Page control 8x1	1	TTL In	6	N/A	N/A	MIC1	...
1	Page control 8x1	1	TTL In	7	N/A	N/A	PCM1	...
1	Page control 8x1	1	TTL In	8	N/A	N/A	LAP1	...
1	Page control 8x1	1	out	6	1	N/A	MZ01	...
1	Page control 8x1	1	out	6	2	N/A	MZ02	...
1	Page control 8x1	1	out	6	3	N/A	MZ03	...
1	Page control 8x1	1	out	6	4	N/A	MZ04	...
1	Page control 8x1	1	out	6	5	N/A	MZ05	...
1	Page control 8x1	1	out	6	6	N/A	MZ06	...
1	Page control 8x1	1	out	6	7	N/A	MZ07	...
1	Page control 8x1	1	out	6	8	N/A	MZ08	...
1	Page control 8x1	1	out	6	9	N/A	MZ09	...
1	Page control 8x1	1	out	6	10	N/A	MZ10	...
1	Page control 8x1	1	out	7	1	N/A	PZ01	...
1	Page control 8x1	1	out	7	2	N/A	PZ02	...
1	Page control 8x1	1	out	7	3	N/A	PZ03	...
1	Page control 8x1	1	out	7	4	N/A	PZ04	...
1	Page control 8x1	1	out	7	5	N/A	PZ05	...
1	Page control 8x1	1	out	7	6	N/A	PZ06	...
1	Page control 8x1	1	out	7	7	N/A	PZ07	...
1	Page control 8x1	1	out	7	8	N/A	PZ08	...
1	Page control 8x1	1	out	7	9	N/A	PZ09	...
1	Page control 8x1	1	out	7	10	N/A	PZ10	...
1	Page control 8x1	1	out	8	1	N/A	LZ01	...
1	Page control 8x1	1	out	8	2	N/A	LZ02	...
1	Page control 8x1	1	out	8	3	N/A	LZ03	...
1	Page control 8x1	1	out	8	4	N/A	LZ04	...

Figure 25 Third Party Commands

The commands in the column Command ID are what is entered into the LAP Zone screen in the Programme. There is no need to add the whole command that is shown if the ... is pressed.

The TTLIn row commands are entered into the LAP Pages screen in the Programme. Each LAP Page has its own commands to set the TTLIn.

The Input Level row commands are slightly different in that the ... has to be pressed. This brings up the following screen

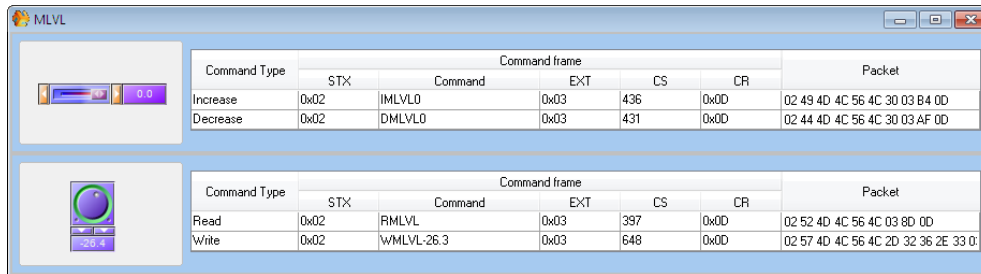


Figure 26 Volume commands for the mixer

Moving the control on the left gives a different command for the various volume settings.

The control needs to be moved to the various positions for Off, Quarter Volume, Half Volume, Three Quarter Volume and Full Volume and the write commands noted down.

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The full commands need to be entered into the LAP Volume Screen in the Programme.

LAP Messages

Setting up LAP Messages is beyond the scope of this manual but once the Messages have been setup then the Message Start and Message Stop commands have to be set up in the Programme.

LAPG2 Software 1.0.35 has a new flag added. This is to indicate that a LAP Internal message has ended. Before this version there was no way for the PC to know when a LAP Internal message had ended so a timer had to be used to assume it had ended.

The programme now has to send a command to the LAP every few seconds to check the status of the Message Ended Flag.

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