

EIGER SOLUTIONS LIMITED

BOSCH PRAESIDEO MESSAGE SCHEDULER

Installation and Operation Manual

Eiger Solutions

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September 28, 2011

Table of Contents

MESSAGE SCHEDULER PROGRAMME	4
Brief Description	4
PROGRAMME INSTALLATION	6
Installation CD	6
Installing the Programme.....	6
PROGRAMME SETUP.....	8
Setting up the Network Controllers	8
Setting up Zones.....	11
Altering Zone Texts	12
Attaching Zones to Network Controllers	13
Setting up Groups	14
Altering Group Texts	15
Attaching Zones to Groups	16
Setting up Background Image and Screen Text	17
OPERATION	18
Starting the Programme.....	18
Programme Parts	18
Message Scheduler	19
Moving the Buttons on the screen.....	22
Displaying Todays Scheduled Messages	22
Scheduling a Message	23
Altering a Schedule	27
Setting Message Only.....	27
Changing Message Title.....	28
Deleting a Schedule.....	28
Special Messages.....	28
Call Station	32
Opening the Call Station Screen.....	32
Starting a Call	33
Ending a Call	35

September 28, 2011

Figure 1 Network Controller Setup Screen	8
Figure 2 Zone Input Screen	11
Figure 3 Zone Text Screen.....	12
Figure 4 NCO Zones Selection 2	13
Figure 5 Group Input Screen	14
Figure 6 Group Text Screen.....	15
Figure 7 Group Zones Selection 2	16
Figure 8 General Data Input.....	17
Figure 9 The Scheduled Messages Screen	19
Figure 10 Today's Messages	23
Figure 11 Schedule Selection/Call Screen.....	24
Figure 12 Setting a Schedule.....	25
Figure 13 Special Messages	29
Figure 14 Selecting Zones for Special Message	30
Figure 15 Special Message waiting to be added to list	30
Figure 16 Special Message added to list.....	31
Figure 17 Call Screen.....	32
Figure 18 Expanded Call Screen	33
Figure 19 Microphone Call Started	34
Figure 20 Talk Now	34

September 28, 2011

MESSAGE SCHEDULER PROGRAMME

Brief Description

The Message Schedule programme for the Bosch Praesideo Network Controller can handle up to 32 Controllers connected via TCP/IP.

It can give an indication of the state of the system. Whether it is OK or there is a fault.

There are buttons to give the user the ability to acknowledge faults and attempt to reset faults but to get full fault information the Praesideo Logging server should be used.

The programme can also handle a Primary/Secondary setup provided the hardware to automatically switch between them is installed. Should the Primary fail then the programme will attempt to connect to the secondary Controller and, provided everything has switched correctly, continue to operate. If the programme fails to switch automatically the user can force it to use the Secondary Controller. Calls in progress will fail.

When the Primary has been repaired and the system reverts back to operating through the Primary then the programme should switch automatically back to the Primary Controller. If, for some reason, it does not automatically switch there is a button to force it back to the Primary.

Should a Network Controller fail then the programme will indicate which controller has failed and attempt to reconnect. If it fails to reconnect the programme will keep trying. The time between reconnect attempts will increase until it gives up completely. When the Controller has been repaired the user can force a reconnect.

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 days 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

September 28, 2011

3. The End Time for the schedule
4. The Interval between messages
5. The Start Chime to use before the message
6. The End Chime for the message
7. Whether the message is in the PC or the Network Controller
8. The Name of the message
9. A brief Description to display for the message
10. The Zones that the message is to be broadcast to

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

1. The Start Chime to use for the message
2. The End Chime for the message
3. Whether the message is in the PC or the Network Controller
4. The Name of the message
5. A brief Description to display for the message
6. The Zones that the message is to be broadcast to.

The Zones 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 Network 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.

Different priorities can be set for the Microphone and Messages so that the Microphone can override messages.

September 28, 2011

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 \(Standalone Installer\)](#)

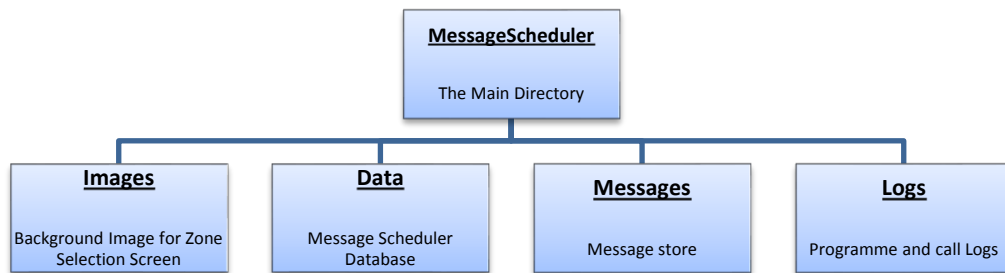
2. **Microsoft Access Database Engine** must be installed unless there is Microsoft Access 2010 or the Microsoft Access 2010 Runtime already installed.
3. **The Programme.**

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:

September 28, 2011



The programme is ready to use straightaway apart from setting it up.

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.

September 28, 2011

PROGRAMME SETUP

Setting up the Network Controllers

By selecting 'Engineers/Configuration' the following screen is displayed:

NCOID	Present	Enabled	NCOName	IPAddress	User	Password	Input	MessageInput	Primary	Secondary	PrimaryNCO	SecondaryNCO	HasSecondary	Fixed Output
1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	267_MNC	192.168.2.150	admin	admin	267_MNC_A11	267_MNC_A12	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0	<input type="checkbox"/>	<None>
*	<input type="checkbox"/>	<input type="checkbox"/>							<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	

Figure 1 Network Controller Setup Screen

This allows for the entry of Praesideo Network Controllers and access to the other setup screens

The various screens available from this screen are:

- [Zones](#) –Zones can be added with their Network Controller Name and Displayed Text. Network Controller Groups should be added as a Zone.
- [NCO Zones](#) –Zones to be added to a network Controller
- [Groups](#) –Zone Groups can be added. These are programme Groups and not Network Controller Groups.
- [Group Zones](#) –Zones to be added to a Group
- [Group Captions](#) – allows changing the text on a Group button
- [Zone Captions](#) – allows changing the text on a Zone button
- [General Data](#) – Entry of Screen Title and Image etc.

September 28, 2011

To add a Network Controller press ADD NCO. This will add a Controller at the bottom of the list with all the default settings.

In a Primary/Secondary Setup the Primary is generally the first NCO and the Secondary the second NCO.

Any column can be altered to reflect the actual Controller being added

Most of the Columns' information is self explanatory, however below is a list of each column with a brief explanation.

1. **NCOID** – The Network Controller ID. These should always be in numeric order. Saving will renumber this column to be in order. It will not reorder the Controllers.
2. **PRESENT** – The Controller is Present. Setting this to false will mean that the programme will never try to connect to this Controller.
3. **ENABLED** – The Controller is enabled and can be used. Setting this to false will mean that the programme will not connect to this controller. It is normally set to false for the Secondary Controller.
4. **NCO NAME** – The internal name of the Network Controller. The full internal name that has been set in the Controller's Configuration File.
5. **IP ADDRESS** – The IP Address of the Controller. The IP Address set at the front panel of the Controller. The programme uses this to connect to the Controller.
6. **USER** – The User Code to log onto the Controller
7. **PASSWORD** – The password for the Controller
8. **INPUT** – The Microphone input to the Controller. In order to use the Call Station part of the programme the microphone input has to be set. Use the full name as set in the Configuration file.
9. **MESSAGE INPUT** – The Input from the PC for stored messages. The output from the PC is connected to the input channel set here. Use the full name as set in the Configuration file.

Items 10 to 14 are only used if there is a Primary/Secondary Setup.

10. **PRIMARY** – This is the Primary Controller if there is a Primary/Secondary setup. This will normally be set to true.
11. **SECONDARY** – Set to true if this is the Secondary Controller in a Primary/Secondary Setup. This is normally set to False.
12. **PRIMARY NCO** – In a Primary/Secondary setup this is the NCOID of the Primary Controller if this is the Secondary Controller. Normally set to 0
13. **SECONDARY NCO** – In a Primary/Secondary setup this is the NCOID of the Secondary Controller if this is the Primary Controller. Normally set to 0
14. **HAS SECONDARY** – If this Primary Controller has a Secondary Controller then set this to true. Normally set to False.

Item 15 must be set if more than one Controller is in the Network

September 28, 2011

15. **FIXED OUTPUT** – the Fixed Output for this Controller. This is only set for NCOID=1. Use the full Name as set in the Controller Configuration file.

September 28, 2011

Setting up Zones

Selecting Zones will bring up the following screen.

ZoneID	NCOZoneName	ZoneText	DisplayZone	UnSelectedColour
1	267_Z1	Zone 1	<input checked="" type="checkbox"/>	-16777077
2	267_Z2	Zone 2	<input checked="" type="checkbox"/>	-16777077
3	267_Z3	Zone 3	<input checked="" type="checkbox"/>	-16777077
4	267_Z4	Zone 4	<input checked="" type="checkbox"/>	-16777077
5	267_Z5	Zone 5	<input checked="" type="checkbox"/>	-16777077
6	267_Z6	Zone 6	<input checked="" type="checkbox"/>	-16777077
7	267_Z7	Zone 7	<input checked="" type="checkbox"/>	-16777077
8	267_Z8	Zone 8	<input checked="" type="checkbox"/>	-16777077
*			<input type="checkbox"/>	

ADD ZONE DELETE ZONE SAVE CLOSE FORM

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. **NCO ZONE NAME** – The name used within the Controller Configuration file for this Zone. If a zone is spread across several Controllers then they should all use the same name within the Configuration files.
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.

September 28, 2011

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.

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

The screenshot shows a window titled "Alter Zone Texts" with a table containing the following data:

ZoneID	ZoneText	DisplayZone
1	Zone 1	<input checked="" type="checkbox"/>
2	Zone 2	<input checked="" type="checkbox"/>
3	Zone 3	<input checked="" type="checkbox"/>
4	Zone 4	<input checked="" type="checkbox"/>
5	Zone 5	<input checked="" type="checkbox"/>
6	Zone 6	<input checked="" type="checkbox"/>
7	Zone 7	<input checked="" type="checkbox"/>
8	Zone 8	<input checked="" type="checkbox"/>
*		<input type="checkbox"/>

At the bottom of the window are two buttons: "Save" and "Close Form".

Figure 3 Zone Text Screen

September 28, 2011

Attaching Zones to Network Controllers

In order for the correct routing of messages then the programme needs to know which Controller contains which Zones.

Once all the Network Controllers and Zones have been input the Zones need to be attached to a Controller.

Selecting NCOZONES will bring up the following screen.

This will allow the Zones to be attached to Network Controllers.

To cycle through the Controllers use the Navigation Bar at the top of the form.

The right column contains a list of all the available Zones. It does not contain Zones that have already been allocated to the selected Controller.

To add Zones to a Controller: select Zones in the Available Zones List and press <.

The Zones will disappear from the right column and appear in the left.

To remove Zones from a Controller: select Zones in the left Column and press >.

The Zones will disappear from the left column and appear in the right.

All Zones will be available for all Controllers. The same Zone can be allocated to several Controllers if the Zone is split between Controllers

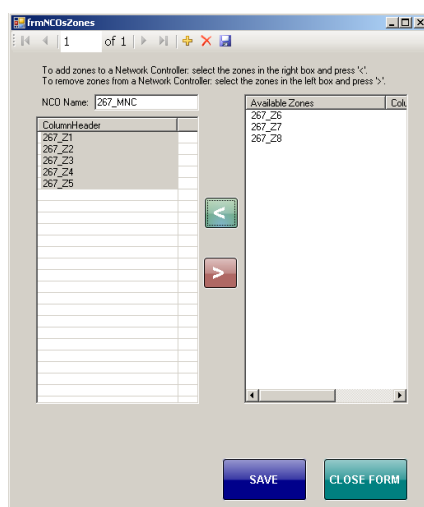


Figure 4 NCO Zones Selection 2

September 28, 2011

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.

GroupID	GroupName	GroupText	IsEnabled	IsVisible	IsMoveable	UnSelectedBackCo	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"/>		

ADD GROUP DELETE GROUP GROUP OK SAVE CLOSE FORM

Figure 5 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 sin this Group.

September 28, 2011

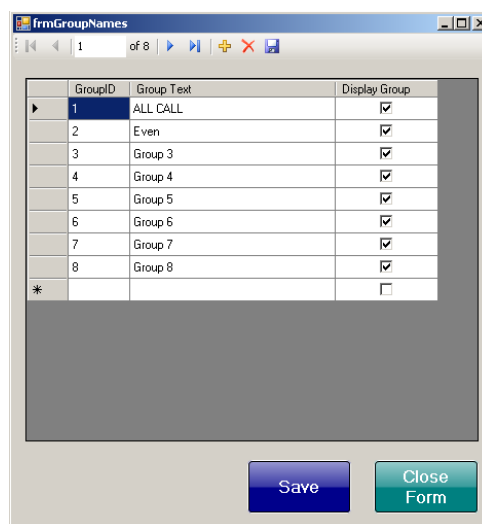
Selecting the button GROUP ZONES will bring up the Group Zones Screen.

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.



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"/>

Save Close Form

Figure 6 Group Text Screen

September 28, 2011

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.

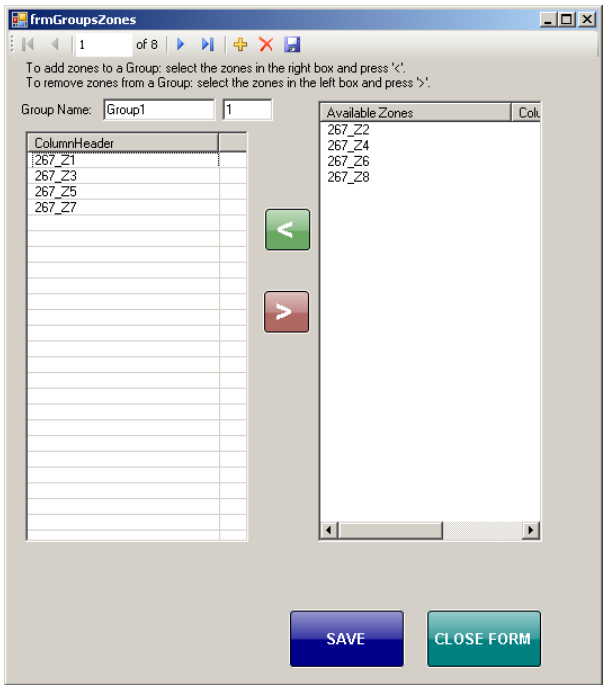


Figure 7 Group Zones Selection 2

September 28, 2011

Setting up Background Image and Screen Text

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

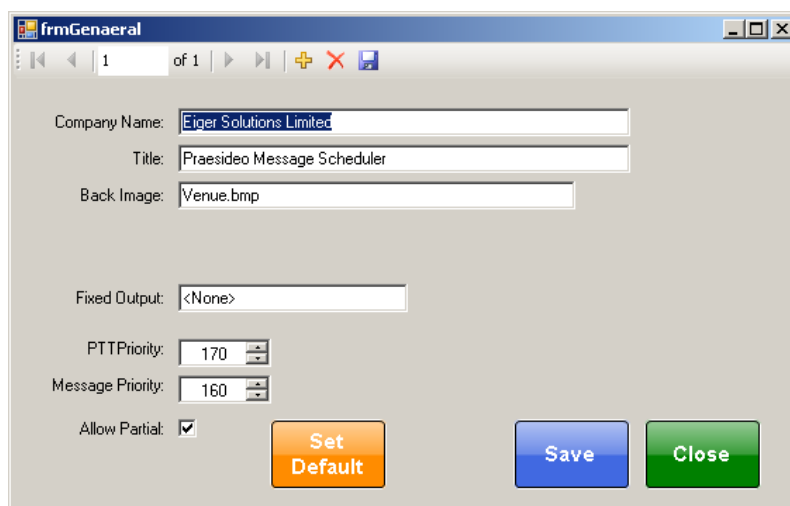
The image shows a software window titled 'frmGenaeral'. It contains several input fields and buttons. The 'Company Name' field is filled with 'Eiger Solutions Limited'. The 'Title' field is filled with 'Praesideo Message Scheduler'. The 'Back Image' field is filled with 'Venue.bmp'. The 'Fixed Output' field is filled with '<None>'. The 'PTTPriority' field is a spinner box set to '170'. The 'Message Priority' field is a spinner box set to '160'. There is a checkbox for 'Allow Partial' which is checked. At the bottom right, there are three buttons: 'Set Default' (orange), 'Save' (blue), and 'Close' (green).

Figure 8 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

Fixed Output is the Fixed Output of the first Controller if more than one Controller is in the system. It should be the same as set in the Controller.

PTT Priority is the priority of the Microphone messages. It should be set higher than the Message Priority so that emergency microphone messages can override scheduled messages.

Message Priority is the priority of the messages started by the Scheduler.

Allow Partial is to allow messages to start if not all of the Zones are available.

September 28, 2011

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 Controller data exists in the Database then the programme will attempt to connect to the Network Controllers listed in the Database.

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. See [Setting up Background Image and Screen Text](#)

September 28, 2011

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.

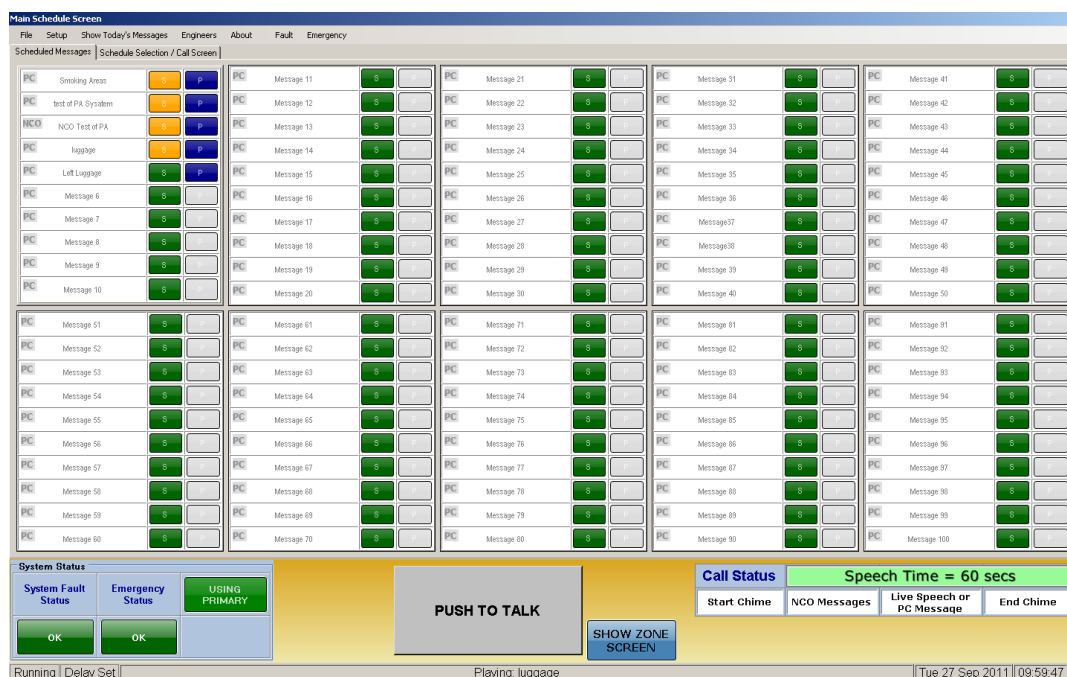


Figure 9 The Scheduled Messages Screen

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 Network Controller (NCO).
2. **System Status**
 - a. **System Fault Status.** This will change to red and the text to 'Acknowledge' if a system fault occurs. Pressing to acknowledge the fault will send an

September 28, 2011

Acknowledge command to the Network Controller and the button will change to orange with the text changing to 'Reset'. Pressing again will send a reset command to the Controller and if the fault resets then the button will revert back to green and OK

- b. **Emergency Status.** This will change to red and the text to 'Acknowledge' if the system goes into Emergency Mode. Pressing to acknowledge the status will send an Acknowledge command to the Network Controller and the button will change to orange with the text changing to 'Reset'. Pressing again will send a reset command to the Controller and if the Emergency Mode resets then the button will revert back to green and OK
3. **Call Status.** This consists of 4 parts. As a call progresses the text boxes will change colour to indicate the status of a call. This shows the status of all calls started from this PC. The 4 parts are:
 - a. Start Chime
 - b. NCO Messages
 - c. Live Speech or PC Message
 - d. End Chime
4. **Speech Time.** This gives an indication of how much time is left when using the microphone to make a call. It is normally set to 60 seconds. When it reaches the end the microphone is automatically cut off and the call ended.
5. **Show Zone Screen.** This will close this screen and show a screen that only contains the Zones so that a microphone call can be made.
6. **Status Bar**
 - a. **Running** – the programme is running.
 - 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**
7. **PUSH TO TALK-** The push to talk button is used for microphone calls. It is displayed all the time.
8. **Using Primary.** This is displayed to show that the Network Controller being used is the Primary Controller in a Primary/Secondary setup. It also displays in the normal setup.

September 28, 2011

9. **Using Secondary.** This is only displayed in a Primary/Secondary setup. It will be Orange if the Primary Controller is in use. If the Primary fails then the system attempts to connect to the Secondary. If successful this but will change to Green and the Primary button will Change to Orange
10. **Scheduled Messages tab.** This will cause the PC to display this screen
11. **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.
5. **Fault.**
 - a. **Acknowledge.** Sends an Acknowledge Fault command to the Network Controllers.
 - b. **Reset.** Sends a Reset Fault command to the Network Controllers.
6. **Emergency.**
 - a. **Acknowledge.** Sends an Acknowledge Emergency Mode command to the Network Controllers.
 - b. **Reset.** Sends a Reset Emergency Mode command to the Network Controllers.

September 28, 2011

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.

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.

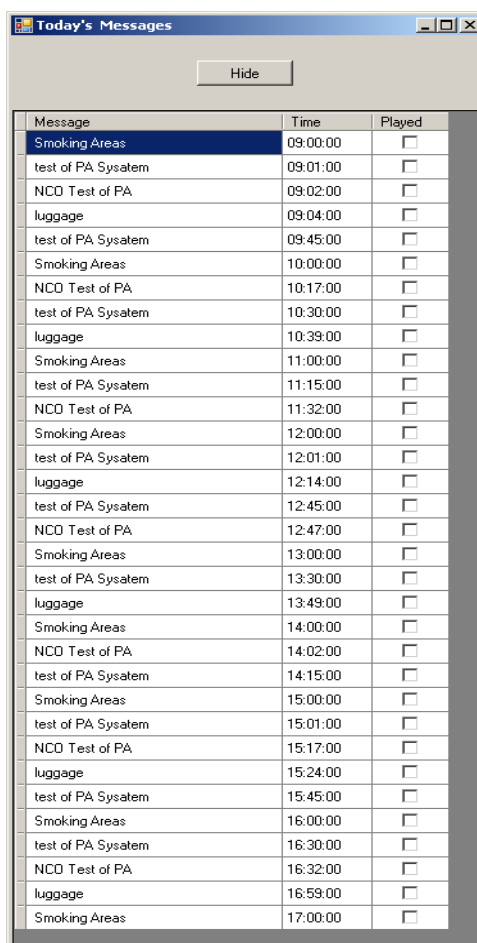
Once all the buttons have been moved and sized correctly then selecting Engineers/Save Buttons will save the new locations and sizes of all the buttons and re-enable them.

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 Todays Scheduled Messages

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

September 28, 2011



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 24 rows of messages, each with a specific time and an unchecked 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 10 Today's Messages

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

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

September 28, 2011

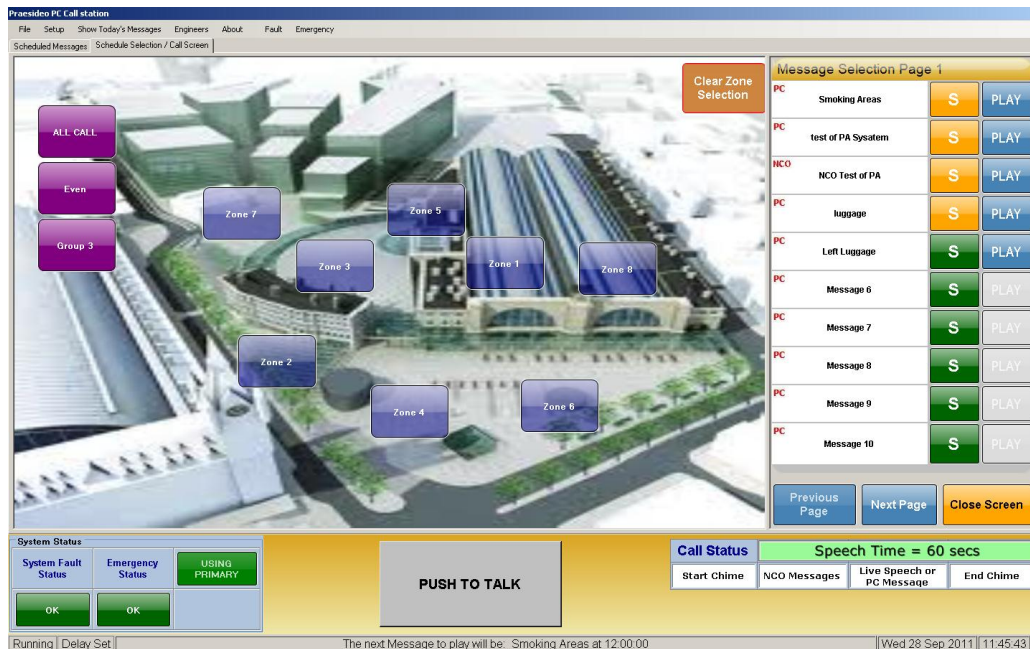


Figure 11 Schedule Selection/Call Screen

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.

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.

September 28, 2011

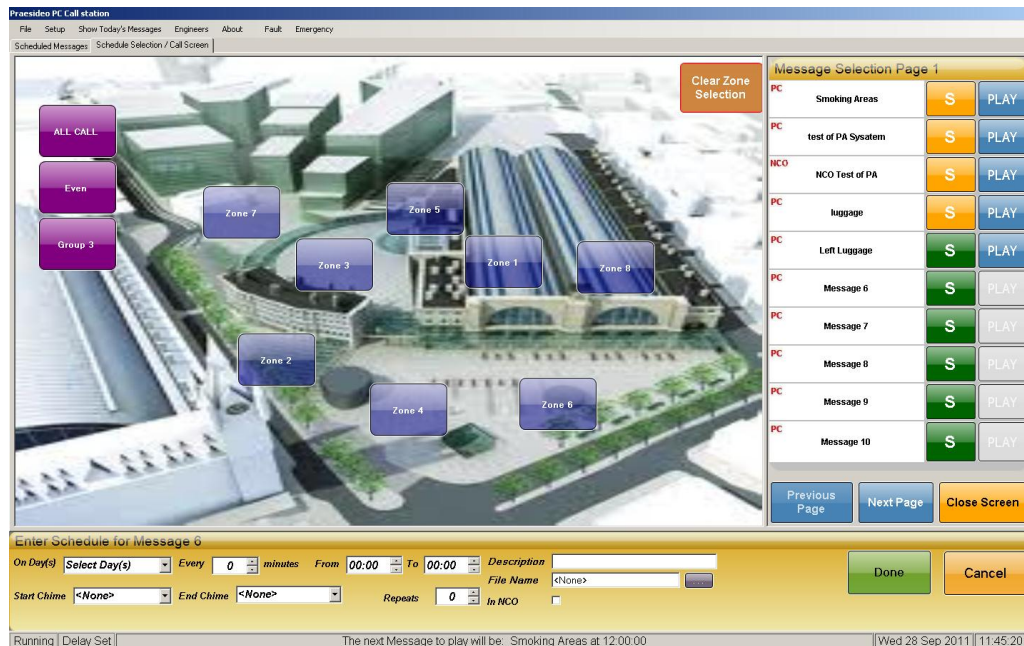


Figure 12 Setting a Schedule

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
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. **Start Chime** – The name of the chime in the Network Controller to act as the start chime. The PC interrogates the Network Controller to get all the chime names.

September 28, 2011

8. **End Chime** – The name of the chime in the Network Controller to act as the end chime.
9. **Repeats** – the number of times to repeat the message. This should normally be 0
10. **In NCO** – selected if the message is stored in the Network Controller.
11. **DONE** – This will check for valid information and then save the Schedule. If any information is invalid a message will show what is wrong.
12. **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 NCO** 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 **START CHIME** and **END CHIME** drop down list are filled by interrogating the Network Controller for available chimes. It is only possible to select a chime stored in the Network Controller. If no chimes are required then the **<None>** value should be chosen.

The value for **REPEATS** should normally be left at 0 but if required this value can be set to another value.

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.

September 28, 2011

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.

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 **START CHIME**, **END CHIME**, **MESSAGE NAME**, **DESCRIPTION** and **IN NCO**.

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.

September 28, 2011

Changing Message Title

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

One of these is alter message description.

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.

September 28, 2011

Select Message:

- 01silencehalf.wav
- 02silence1.wav
- 03silence2.wav
- 04silence3.wav
- 05silence5.wav
- 06silence10.wav
- 07attention.wav
- 08beaware.wav
- 09general.wav
- 10generalalert.wav
- 11alertinform.wav
- 12codalertsands.wav
- 13codalertsecur.wav
- 14codalertticket.wav

Selected Zones:

Message:

Description:

Date: Wednesday 28 September 20 Time: 11:49

Pre Chime Name:

SELECT ZONES

ADD TO LIST

	Description	Message Name	Play Date	Time	Message Zone List	PreChime Name	InPC
*							<input type="checkbox"/>

DELETE FROM LIST

SAVE

CLOSE

Figure 13 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.
- **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
- **PRE CHIME NAME** – choose a start chime.
- **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.

September 28, 2011



Figure 14 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.

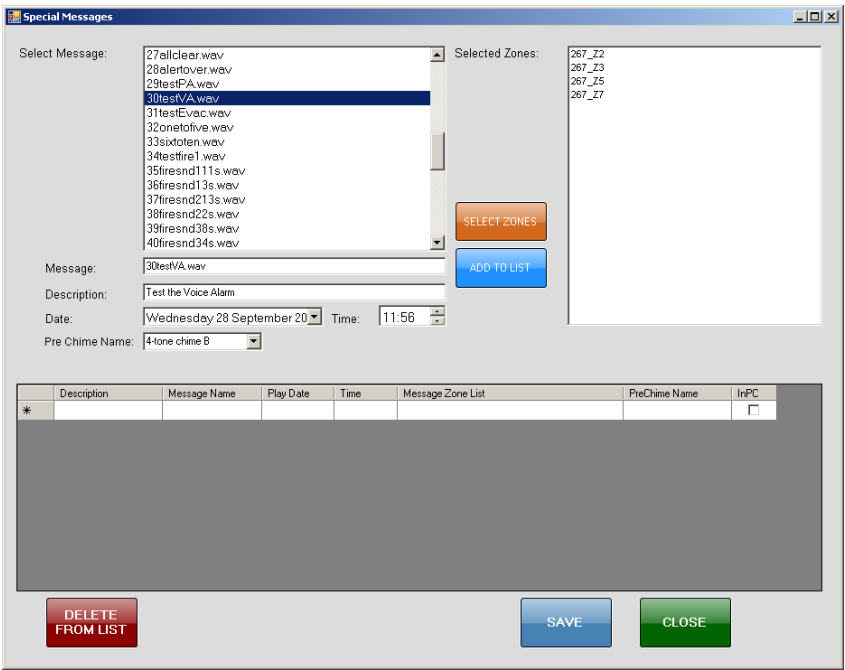


Figure 15 Special Message waiting to be added to list

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

September 28, 2011

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

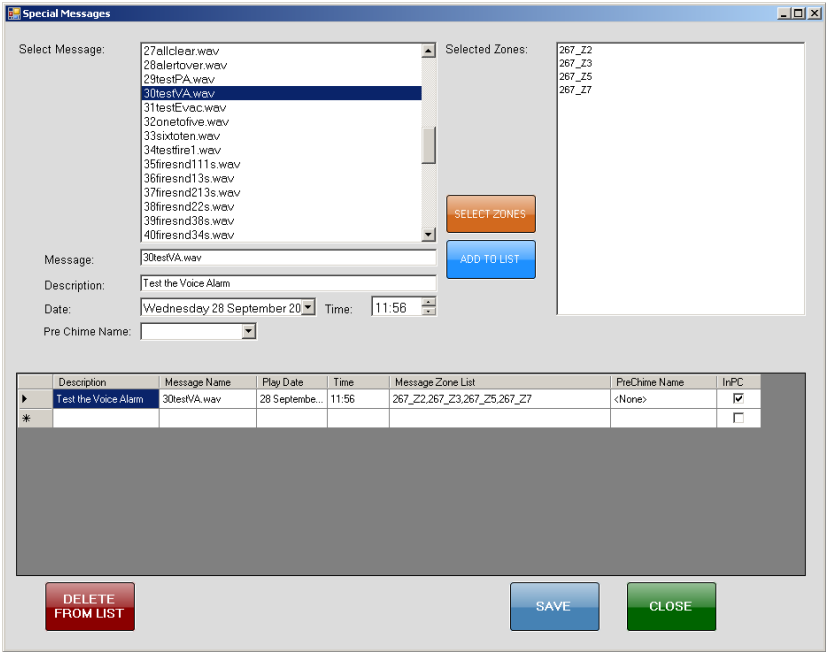


Figure 16 Special Message added to list.

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

September 28, 2011

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 Network Controller declared as the microphone Input.

If the Microphone priority is set above the Messages priority then making a call using the microphone will override any scheduled message being played within the Network Controller.

Opening the Call Station Screen

To open a screen that can be used as a call screen there are two ways

1. Selecting the Schedule Selection/Call Screen tab
2. Pressing Show Zone Screen

Selecting the Schedule Selection/Call Screen tab will open the Schedule Selection Screen which can also be used as a Call Screen. The right hand column is not used when using it as a Call Screen.

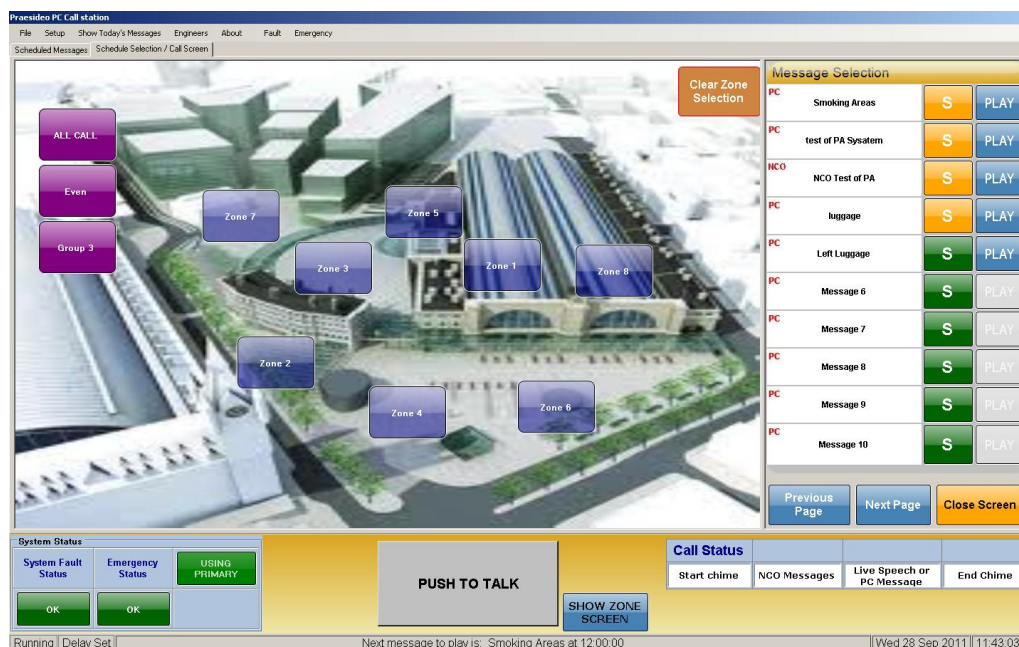


Figure 17 Call Screen

Pressing Show Zone Screen will open the Call Screen without the Schedule Page on the right. The Zone screen expands to fill the screen.

September 28, 2011

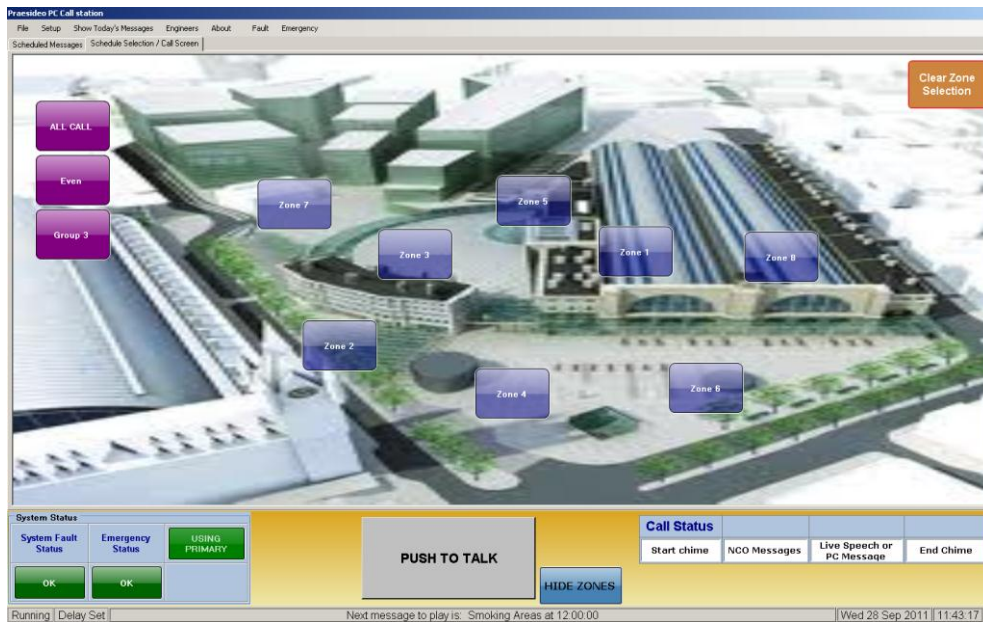


Figure 18 Expanded Call Screen

The Call Screen and the Expanded Call Screen both behave in the same way but the Expanded Call Screen is less cluttered and may be easier to use when making a microphone call.

Starting a Call

To start a call

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

If a Start Chime has been set up for the PTT then that will sound first.

The START CHIME box will go green, the PTT button will show a bell and the text changes to START CHIME PLAYING.

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

The group buttons show that Group 3 has all of its Zones selected; Group 2 and ALL CALL have some of their Zone selected.

September 28, 2011



Figure 19 Microphone Call Started

When the Start Chime has finished the Live Speech/PC Message Box will go green. The PTT button will show a microphone and the text will change to TALK NOW. The message timer will start to count down.



Figure 20 Talk Now

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.

September 28, 2011

Ending a Call

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

This will disable the microphone and, if an end chime has been specified, sound the End chime; The PTT button will display a bell and the text change to END CHIME PLAYING.

When the end chime has finished the PTT button image will clear, the text change to PUSH TO TALK and the Zone buttons will clear.

If no End Chime is set then the call will end immediately.

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 unwanted 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.

September 28, 2011

September 28, 2011

The Full Call Station Software has other features that are not included in the Message Scheduler Programme for ease of operation:

- Full fault reporting with an indication of which Zones have failed.
- Automatic restarting of calls that fail in a Primary/Secondary setup should everything switch.
- Automatic calls generated by inputs from a fire panel
- Routing of calls throughout a system from a Bosch Call Station attached to a remote Network Controller.
- Sending an email when a fault occurs

These can be included, at extra cost, but they require extensive setting up of both the programme and the Hardware and configuration files in the Network Controllers and Cobranet units.

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