VALCOM®

Interactive Console

USER
MANUAL

INTRODUCTION

Valcom's **Interactive Console** is a programmable device that sends live and/or pre-recorded announcements throughout your organization's paging system with the tap of a button .

Got signs too? No problem. The **Interactive console** is designed to push text notifications to your Valcom LED signs as well.

Need to reach people both visually and audibly? Again, no problem.
The **Interactive Console** can simultaneously broadcast audio and text messages to speakers and Valcom LED signs within your organization so you can reach people when it matters most.

The **Interactive Console** can also be used to make and receive phone calls from Valcom and SIP endpoints in your organization's network.

Live pages or announcements are made using USB handset.

Control relays with the tap of a button.

FEATURES AND ACCESS

High Level Features

• Desktop interactive IP device with 10.1" color touch screen display and built-in speakers

• Sends pre-recorded audio files

• Sends pages, both "Live" and Record & Send for feedback elimination using USB Handset

• Sends text messages to Valcom LED signs

• Makes/receives bi-directional voice calls to Valcom and SIP endpoints

• Receives audio pages on built-in speakers

• External contact closure activation of defined events

• Trigger external relays

• Simple configuration via web browser interface

• Adjustable display tilt for glare reduction

Hardware Features

• Powered from PoE+ connection or 24VDC power adapter (included)

• RJ45 Network port (10/100/1000)

• 24V power input port

• Internal loudspeakers

IN THIS GUIDE

1 **Hardware Setup**
- Ports & connections
- Placement

2 **Network Software Setup**
- Adding the Interactive Console to your network using the Valcom VIP-102B setup tool

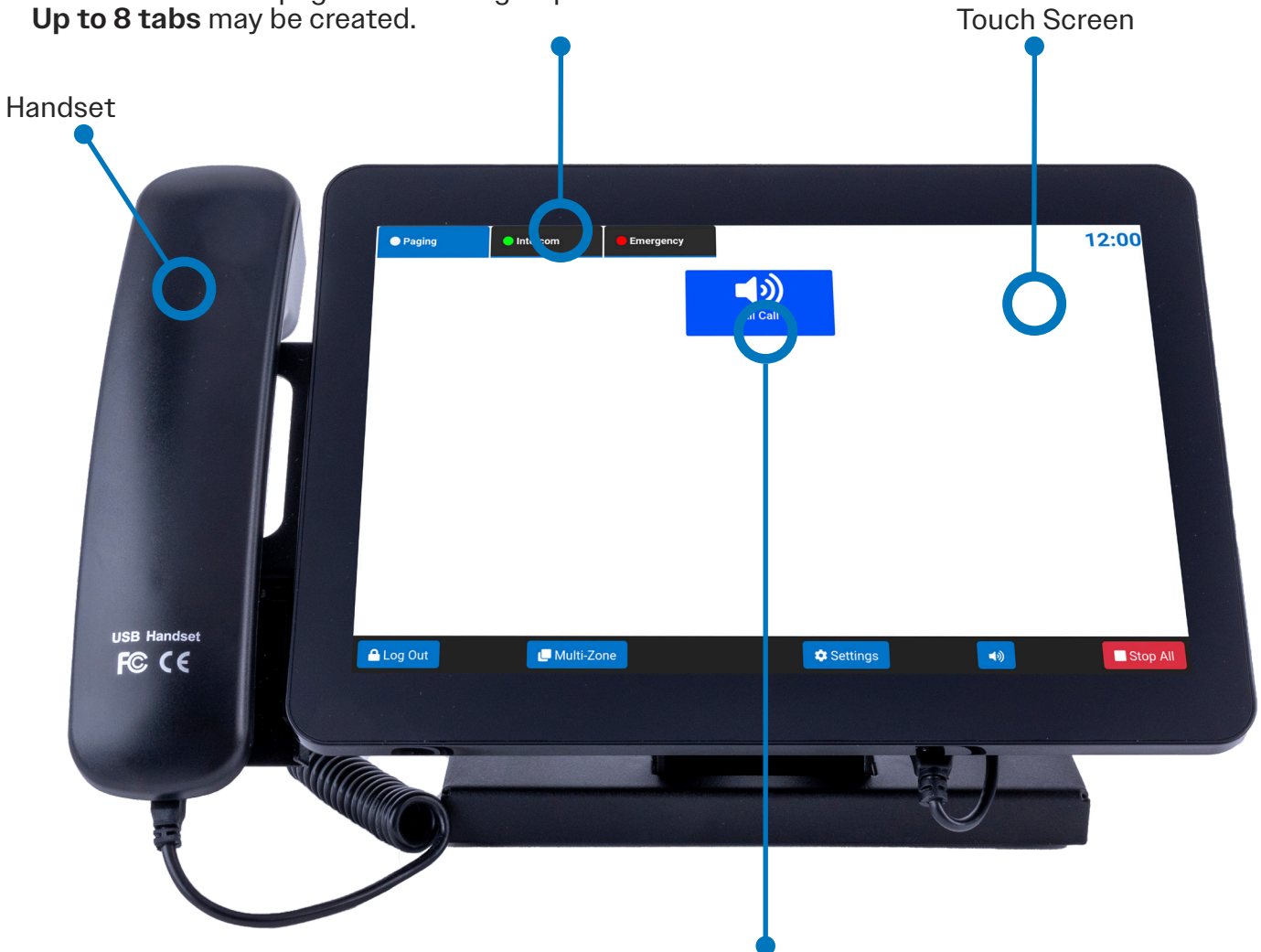**3** **Application Software Setup**
- Login
- Admin Settings
- Setting up roles
- Setting up users
- Composing messages for digital signage
- Audio Messages
- Layout
- Backup and Restore
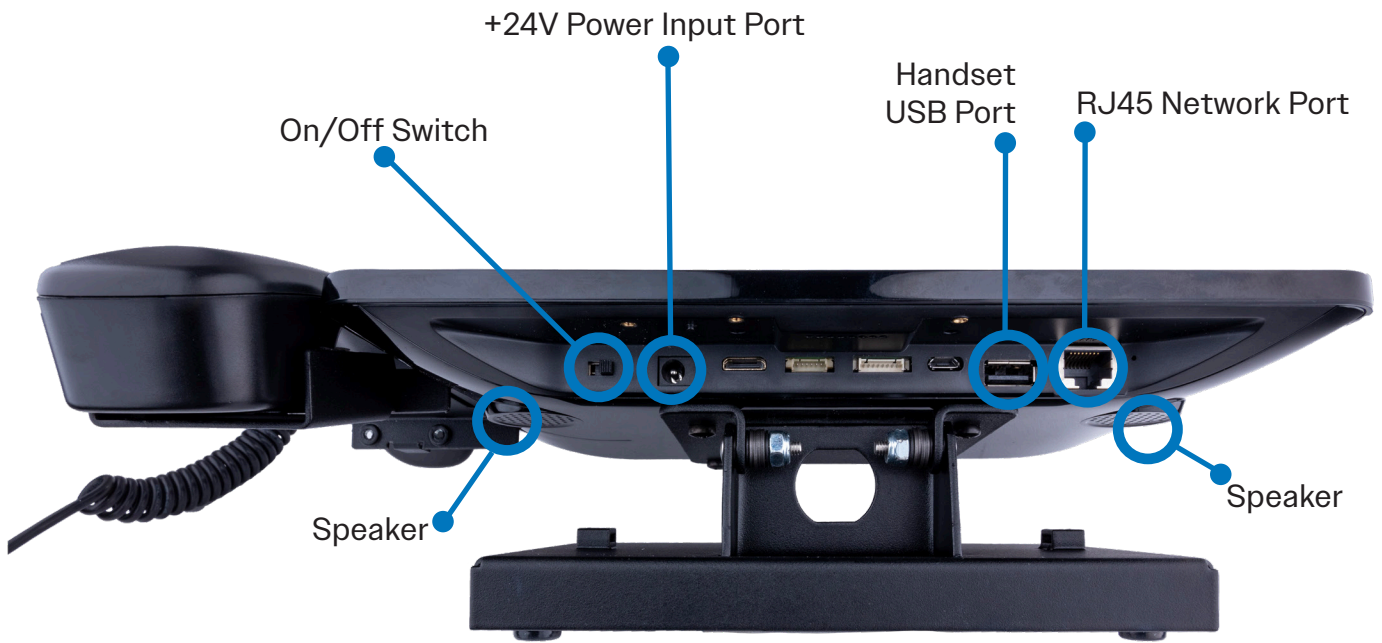
4 **Using the Interactive Console**

1 OVERVIEW

Tabs are individual pages that have groups of buttons on them. **Up to 8 tabs** may be created.

Touch Screen

Handset

Customizable buttons or icons perform pre-programmed functions when tapped, like playing a pre-recorded message over speakers, making a live page, or sending text to a sign. **Up to 16 buttons** can be created on each tab.

1 OVERVIEW

+24V Power Input Port

On/Off Switch

Handset USB Port

RJ45 Network Port

Speaker

Speaker

1 OVERVIEW

LED Status Indicator

Tilt adjustment for angle of touch screen (located on both sides).

1 OVERVIEW

Placement

Place the **Interactive Console** within an arm's reach on a flat surface such as a table or desk. For added security against damage from a fall, use the included adhesive Velcro™ to mount the console.

Connection

Connect the **Interactive Console** to any port on an 802.3at compliant PoE+ switch within the network that you will be using it on. Use of an 802.3at compliant power injector is suitable as well.

The **Interactive Console** requires a PoE+ connection, or a 24VDC power adapter if not using 802.3at compliant PoE+ source.

Once the unit is powered, the top LED status indicator light will proceed in the following sequence:

1. Amber to indicate booting up

2. Solid green indicates main application is running

3. Fully operational when Icons/Tabs are displayed

2 NETWORK SOFTWARE SETUP

★ For technicians and/or IT professionals

Use the Valcom **VIP-102B** software setup tool (available for free download at Valcom.com) to "discover" and add the **Interactive Console** to your network of Valcom IP devices. The basic options are noted below.

Properties Tab:
Device name
Upload security certificates for SIP.

Network Tab:
Set host name and desired IP address, or select DHCP for addressing.

Channels Tab:
a.   Set dial code, description (name), CID number, and CID name.

b.   Set audio output speaker volume.

c.   Select whether or not the console should auto-answer any incoming calls. If not, the console will display the incoming caller ID and present options to accept or reject the call.

Group Membership Tab:
Select desired page groups to receive/play.

SIP Tab:
Set SIP information if unit will be used to make/receive SIP calls within your system.

After making desired changes, update the **Interactive Console** with the new settings.

3 APPLICATION SOFTWARE SETUP

3A — Login

The **Interactive Console** contains built-in configuration software. To access this software, type the unit's IP address into a PC browser on the same network.

This screen will appear:

The default login is **admin**, password is **1234**. This login information can be changed to suit your organizations login and password standards. After initial login, you are prompted to change the password.

3B — Admin Settings

  After logging in, click on **Settings.**

3B — Admin Settings CONTINUED

1 Set the **name** of the device (optional).

2 **IP Address** | **Network Mask** | **Gateway IP**
— Under IP info when static assigned (DHCP Off).

3 IP address of **DNS server** — to resolve hostnames.

4 Enter **Network Time Protocol** (NTP) Server names or IP address.

5 Click **HTTPS Security** to show HTTPS Options.

3B — Admin Settings CONTINUED

6 If **HTTP Security** (HTTPS) is disabled, HTTP can be disabled or can remain enabled.

3C — VEEWS Tab

VEEWS is the **Valcom Earthquake Early Warning** system.

VEEWS is available for installations in the states of California, Oregon, and Washington. Contact **Valcom Sales** for more information.

3D — Upgrade Tab
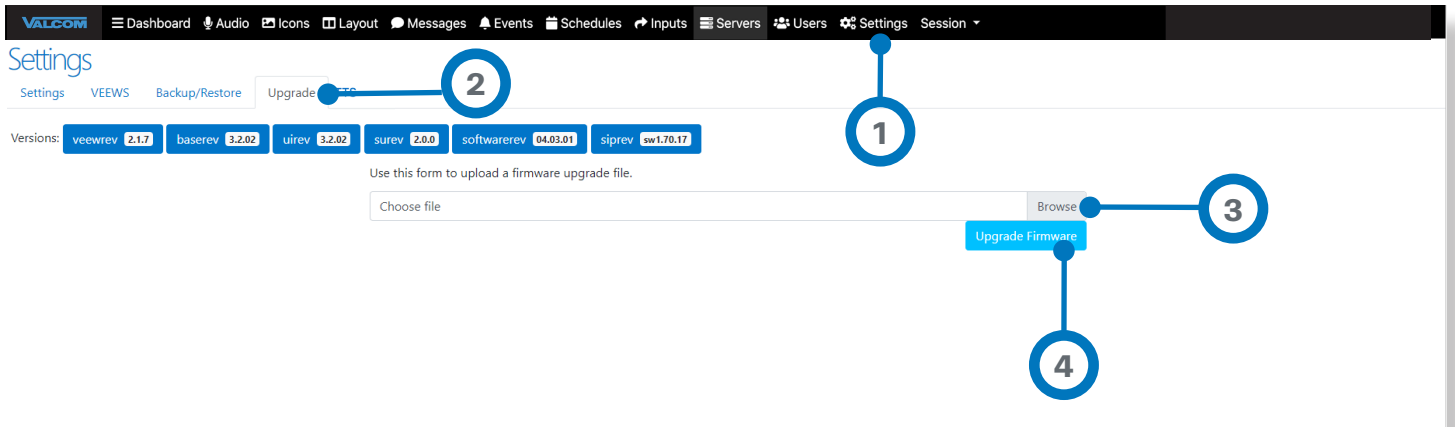
1   Click on **Settings**.

2   Click **Upgrade**.

3   Select **Browse** to upload most current update file.
Upgrade files are provided by Valcom when necessary.

4   Click **Upgrade Firmware**.
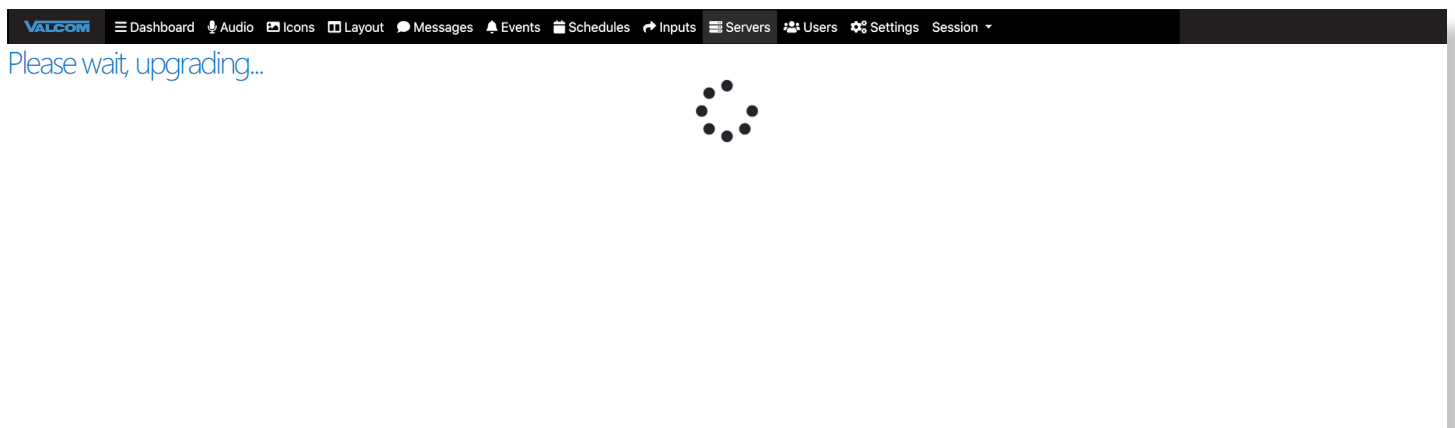
This window will appear and must be closed manually. Window will refresh with login screen when complete.

3E — TTS (Text-to-Speech)

Settings

| Settings | VEEWS | Backup/Restore | Upgrade | TTS |

Use this to upload a TTS license

| Choose file | Browse |

1

Upload License **2**

TTS Settings

Speed Default   100   Default TTS speed. (Min: 50 Max: 200)

3

4   Save Settings

---

1 Click on **Browse**.
Select file to upload the license file provided by Valcom.

2 Click **Upgrade License**.

3 To change **Speed Default** to for all TTS files enter a number from 50 - 200.
The higher the number, the faster the speed.

4 Click **Save Settings**.

3F — Setting Up Roles

Buttons displayed on the console can be restricted to **users** with designated **roles**.

Roles are not specific people, but define access levels.

The **Interactive Console** comes preloaded with Administrator and Remote roles. Enter any desired **roles** beyond Administrator and Remote, for example: Security, Supervisor, Operator, etc.

1   Click on **Users** from main menu.

2   Click on **Roles**.

3   Click ➕ to add a new role.

4   Type the **name** that you want to give to the role.

5   Click 🗑 to delete a role.

3G — Setting Up Users

Users are individuals that can be assigned one or more Roles in the system.

Users log into the touchface interface with a configured PIN code.

Note: For remote access via a web browser, you must create a 'web password' for the user. Also make sure they are assigned the 'Remote' role. To disallow remote access, just remove the 'Remote' role from the user account.
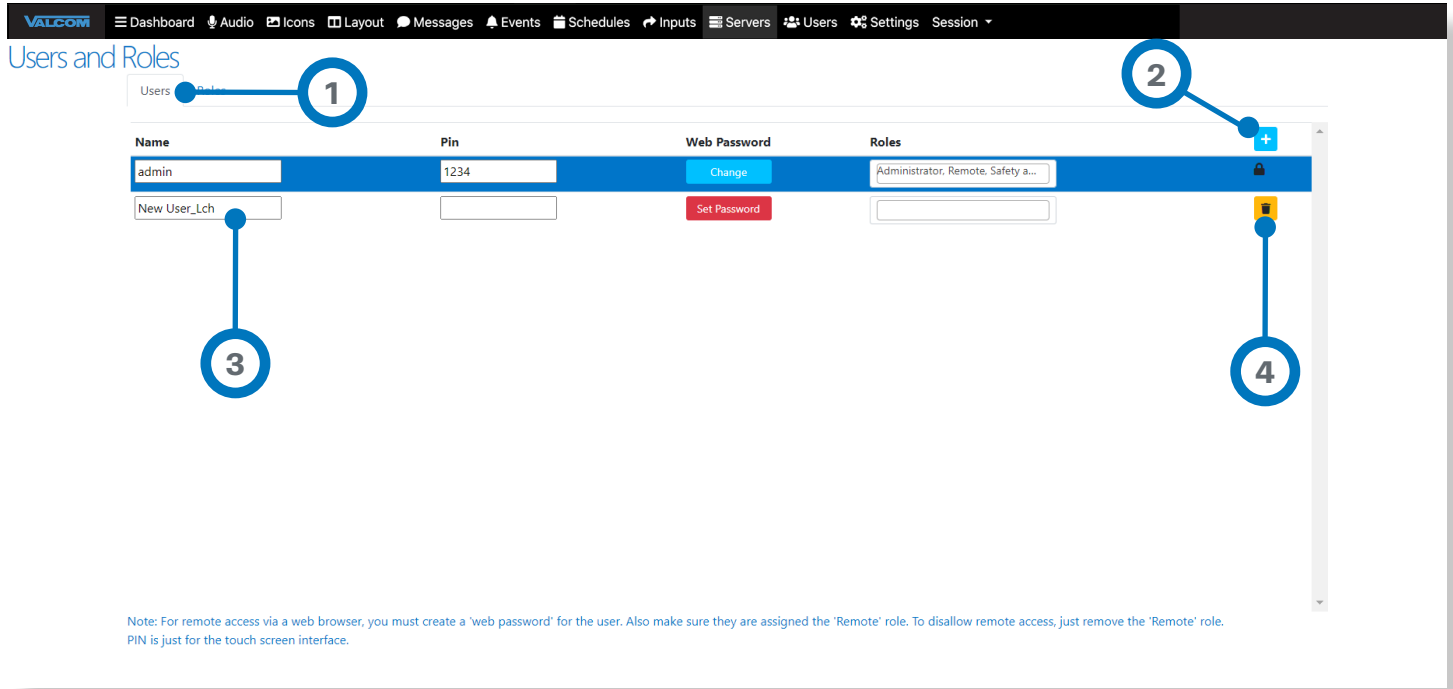
The PIN code is just for the touch screen interface.

1   Click on **Users**.

2   Click ➕ to add a new user.

3   Enter new user name, pin, web password (optional) and select new user's role(s). Be sure to make each user's PIN and password unique for security.

4   Click 🗑 to delete a user.

3H — Composing Messages For Digital Signage

The **Interactive Console** has the capability to send text messages to Valcom LED signs. These messages can be in unison with an audio announcement or separate.
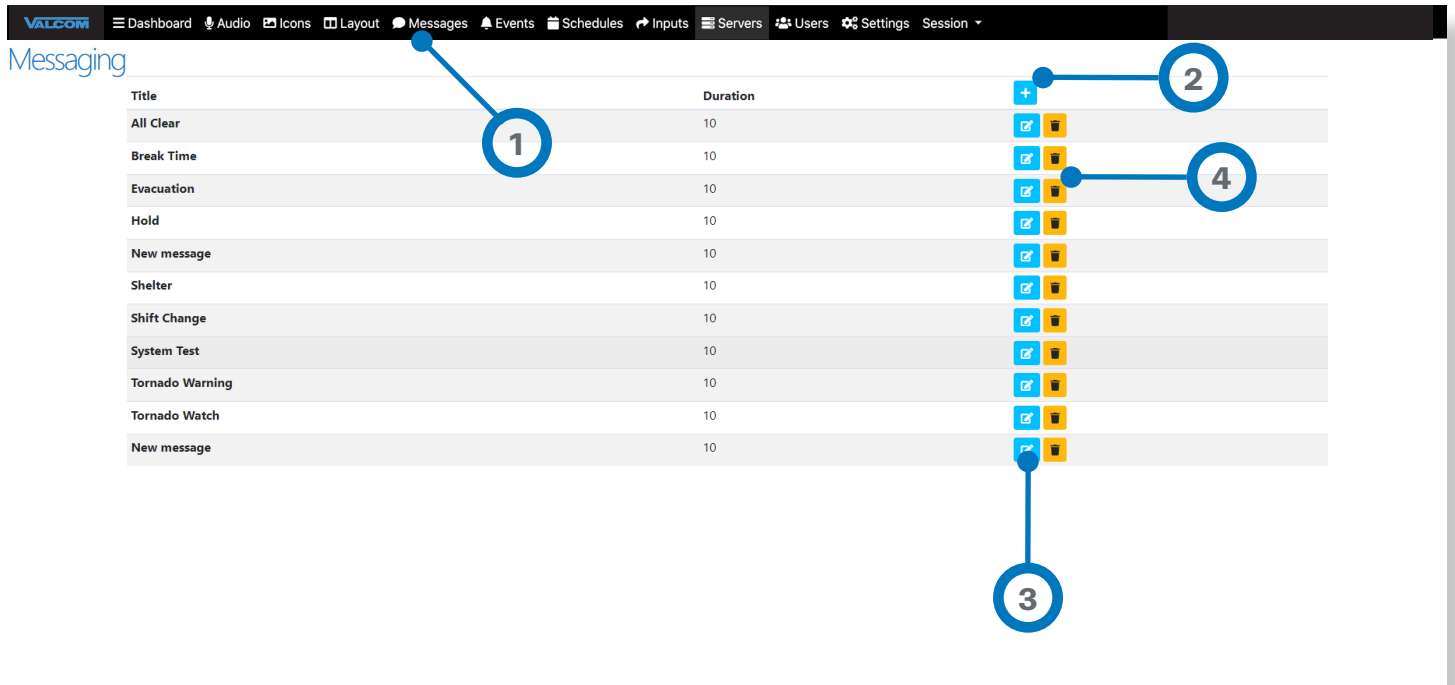
To compose a text message for digital signs:

1   Click on **Messages**.

2   Click ➕ to add a new message.

Or

3   Click ✏️ to edit message title and details.

4   Click 🗑️ to delete a message.

3H — Composing Messages For Digital Signage CONTINUED

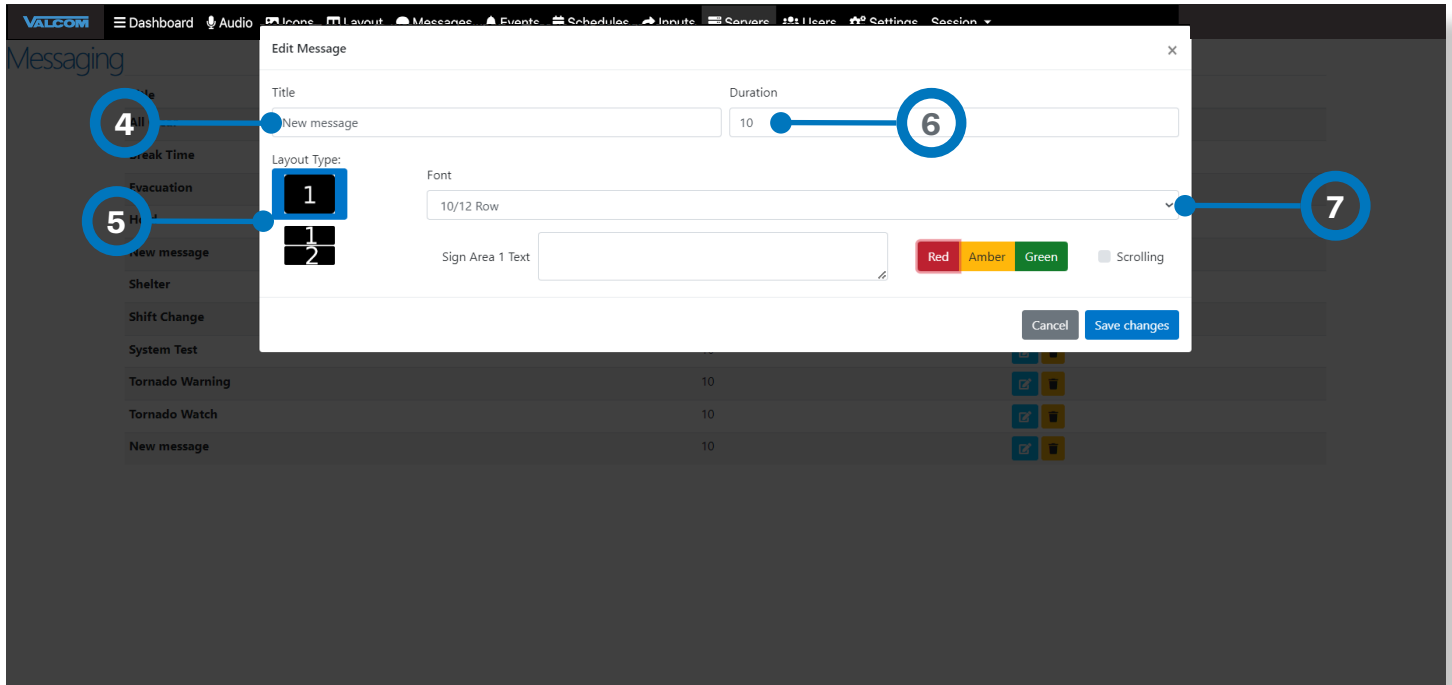
4   Enter **message title** (this can be different than the actual button that will appear on the console).

5   Choose if one or two **lines of text** will be displayed.

6   Set the amount of **time** the message will be displayed.

7   If using only one row of text, choose **font size** from the drop-down menu. If using two rows of text, font size is automatic.
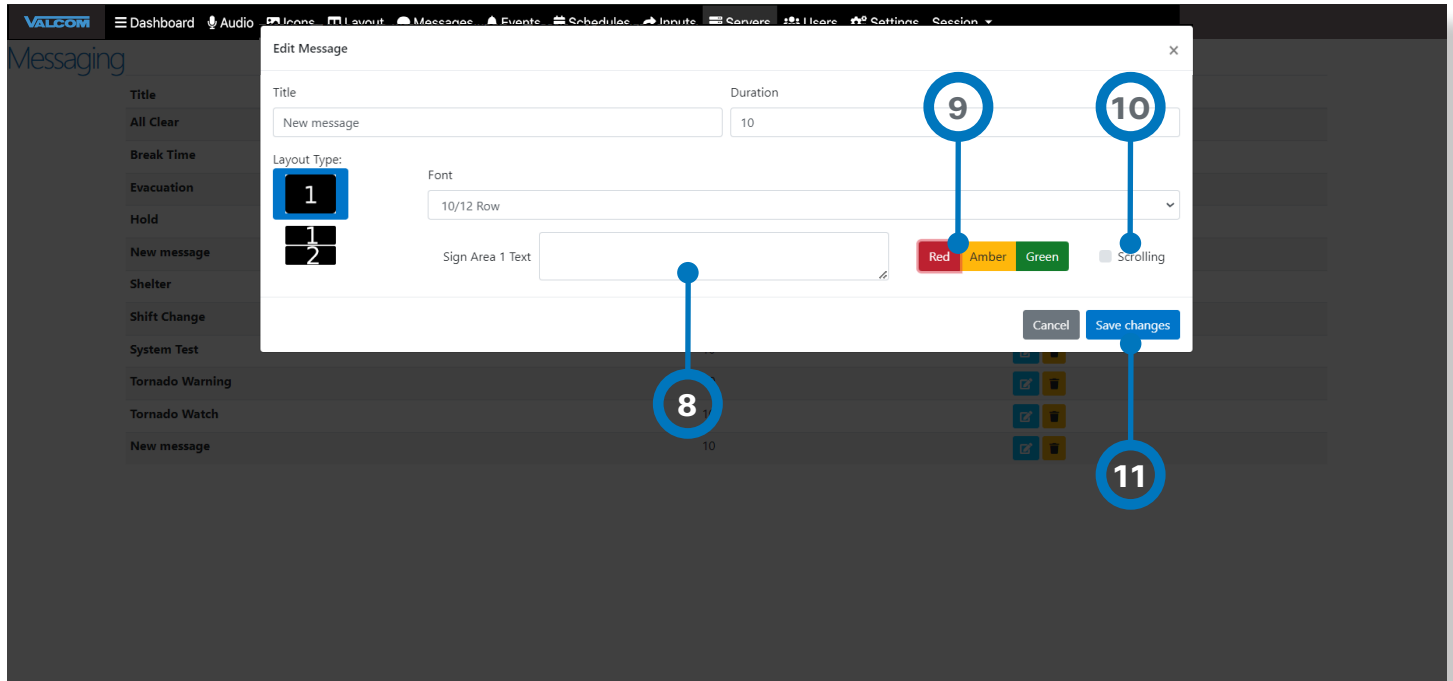
8   Type **text** of your message here.

9   Choose the **color** you want your text to appear in.

10   Check the **Scrolling box** if you want your text to scroll (be sure to do this if the text you want to display is lengthy).

11   **Save** your changes!

3 I — Audio Messages

Pre-recorded audio files can be stored and played at the push of a button on the **Interactive Console.**

There are two methods to bring recorded audio into the system:

A. Upload an existing .WAV audio file

1 Click **Audio** from top menu.

2 Select an existing .WAV file that you wish to upload from your computer.

3 Click **Upload**.

4 File will appear as the last entry in the **Current Files** section.*

   * Change file name to something meaningful, recognizable and
     easy to understand like "fast siren" or "series of beeps".

3 I — Audio Messages CONTINUED

* B. If licensed, create audio file from text using **Text-to-Speech**.

Click on Text-to-Speech button to open from audio files screen

---

Text To Speech   ✕

Enter Text: This is a test. This is only a test.   Max 1000 characters

(1)

Speed: 100   Audio speed (Min: 50 | Max: 200)   **(3)**

(2)   Create   Cancel

---

(1) A new window will open then **enter text** up to 1000 characters. Speed controls how fast or slow the text is spoken.

(2) The higher the number, the faster the **speed**, up to the maximum of 200 (Minimum of 50).

(3) When done click **create button**.
This will create a file named ttsconv#########.wav
where ######### is a unique date/time stamp.

File will appear as the last entry in the **Current Files** section.*

* Change file name to something meaningful, recognizable and easy to understand like "fast siren" or "series of beeps".
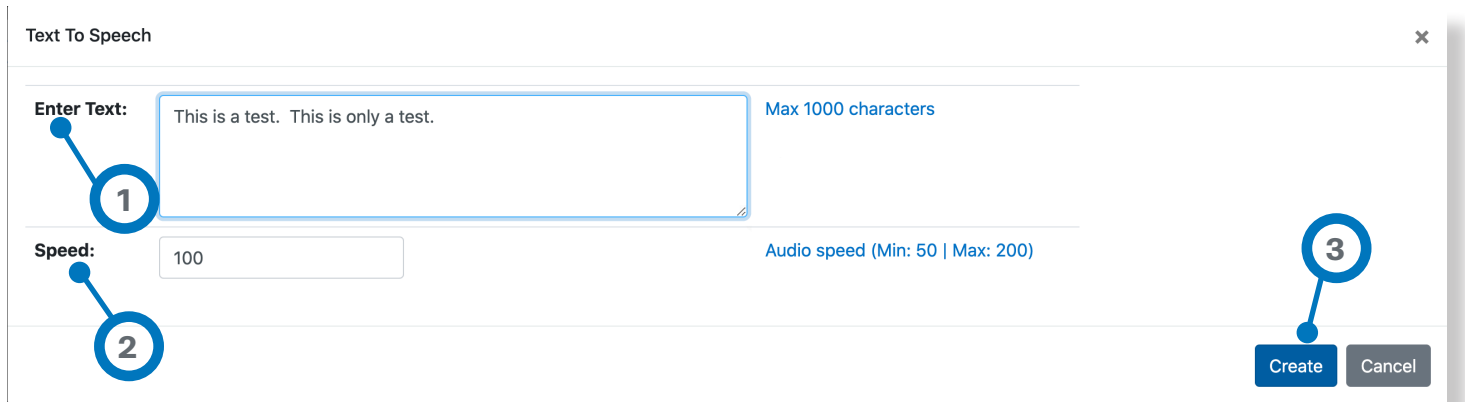
3 I — Audio Messages **CONTINUED**

C. Record audio via the **Interactive Console**

● Paging	● Intercom	● Emergency		12:00

🔊)) **All Call**

1

🔒 Log Out	🗔 Multi-Zone	⚙ Settings	🔊))	◼ Stop All
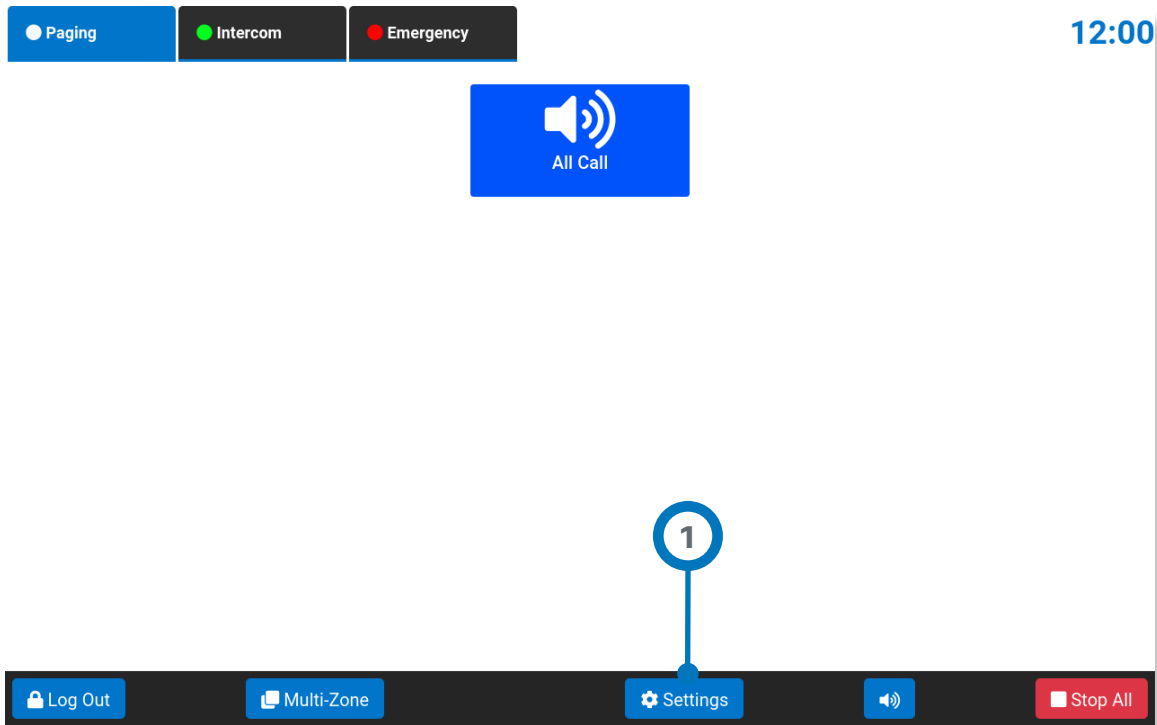
1 Tap on **Settings**. If Settings is disabled, tap Login and enter your PIN.

⚙ Settings

Property	Value	
Hostname		Only use letters, numbers and a dash
DHCP	● Off ○ On	DHCP Off (Assigned IP) DHCP On (Dynamic IP)
IP Address	192.168.100.35	
Network Mask	255.255.255.0	
Gateway IP	192.168.100.1	
DNS Servers	192.168.200.150	192.168.200.25
NTP Server	192.168.100.216	Network time server.
Ring Volume Offset	[slider]	Sets relative volume of ring tone vs normal audio

🎤 Record Audio   **2**   ⟳ Reboot   ☰ Return to Dashboard

1	2	3	4	5	6	7	8	9	0	-	delete

q	w	e	r	t	y	u	i	o	p

caps	a	s	d	f	g	h	j	k	l

shift	z	x	c	v	b	n	m	.

✔ Save Settings

2 Tap on **Record Audio**

C. Record audio via the **Interactive Console**

Record Audio

+ Record New   C Re-Record ●————(3)

Here you can record new audio to assign to buttons in the admin web interface.

(4)————▶ First, name the recording

(5)

⚙ Return to Settings   🎤 Start Recording   ☰ Return to Dashboard

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | delete |

q w e r t y u i o p

caps a s d f g h j k l

shift z x c v b n m , .

space
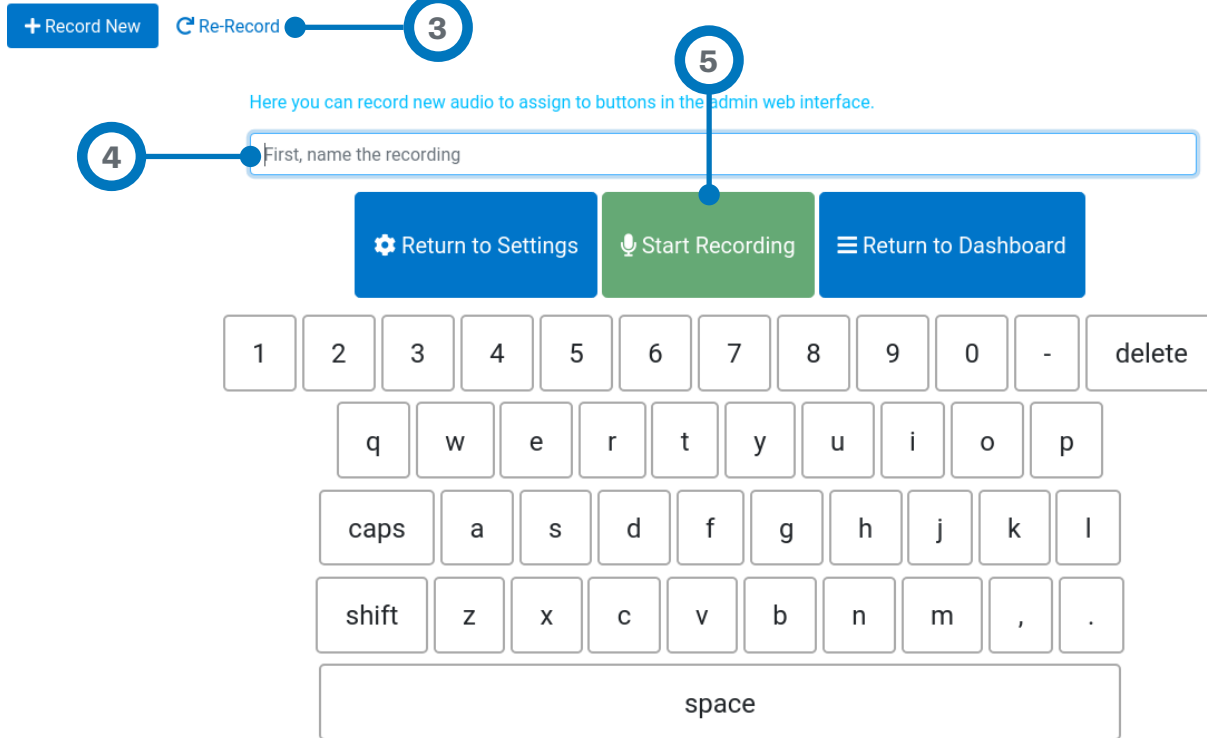
(3) Tap on **Record New** Or **Re-Record**.

(4) Type a name for the audio file that you are about to record. Be sure that the name is meaningful and descriptive.
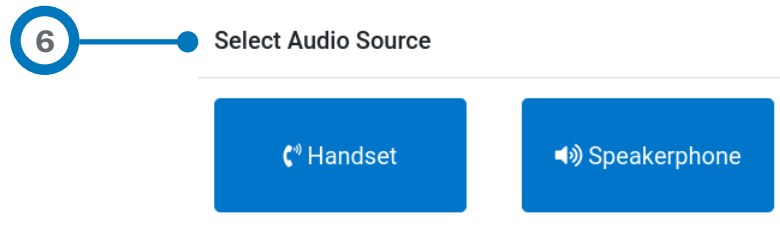
(5) Tap on **Start Recording.**

C. Record audio via the **Interactive Console**

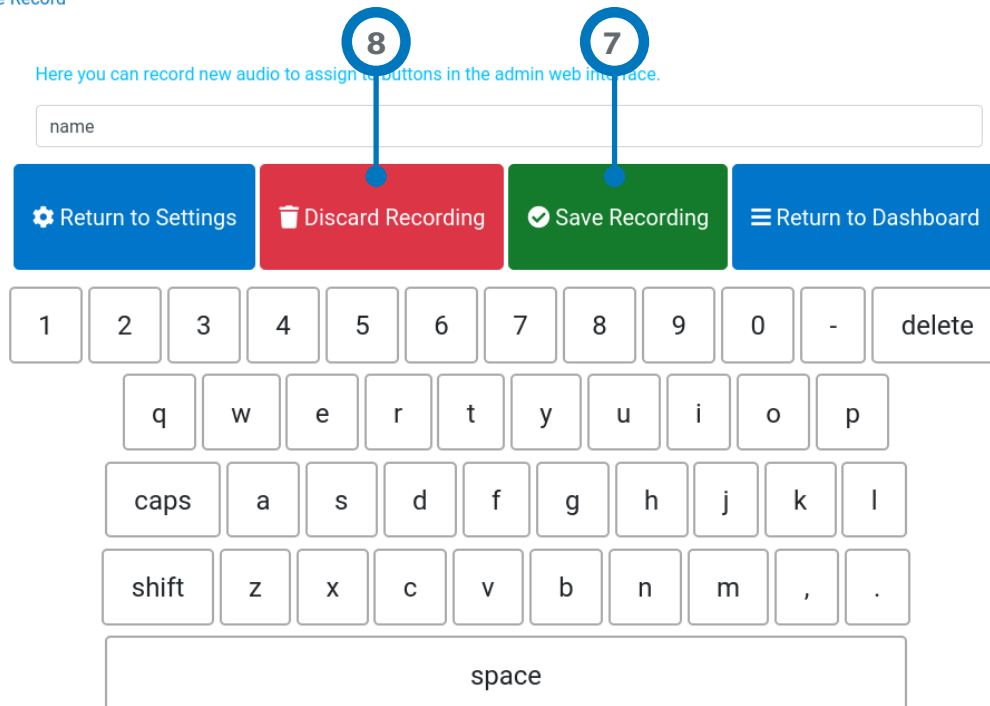**6** Choose either **Handset** or **Speaker Phone** to record your message.

6 Select Audio Source

📞 Handset   🔊 Speakerphone

🎤 Record Audio   Now Recording: 00:06 Max: 01:00

➕ Record New   🔄 Re-Record

8   **7**

Here you can record new audio to assign to buttons in the admin web interface.

name

⚙ Return to Settings   🗑 Discard Recording   ✅ Save Recording   ☰ Return to Dashboard

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | delete |

| q | w | e | r | t | y | u | i | o | p |

| caps | a | s | d | f | g | h | j | k | l |

| shift | z | x | c | v | b | n | m | , | . |

space

7 Tap **Save Recording** to complete recording and save it

Or

8 Tap **Discard Recording** to abort.

3 I — Audio Messages CONTINUED

SetUpTool

D. Review recorded audio

To review the audio that you just recorded, use the web browser from a PC.

9   Click on **Audio**.

10   Find the name of your audio file.

11   Click ▶ to review the audio file.

12   Click ⬛ to stop the audio file.

13   Click 🗑 to delete the audio file.

3J — Layout

Layout is where **Tabs** and **Buttons** that will be displayed on the screen of the **Interactive Console** are configured.
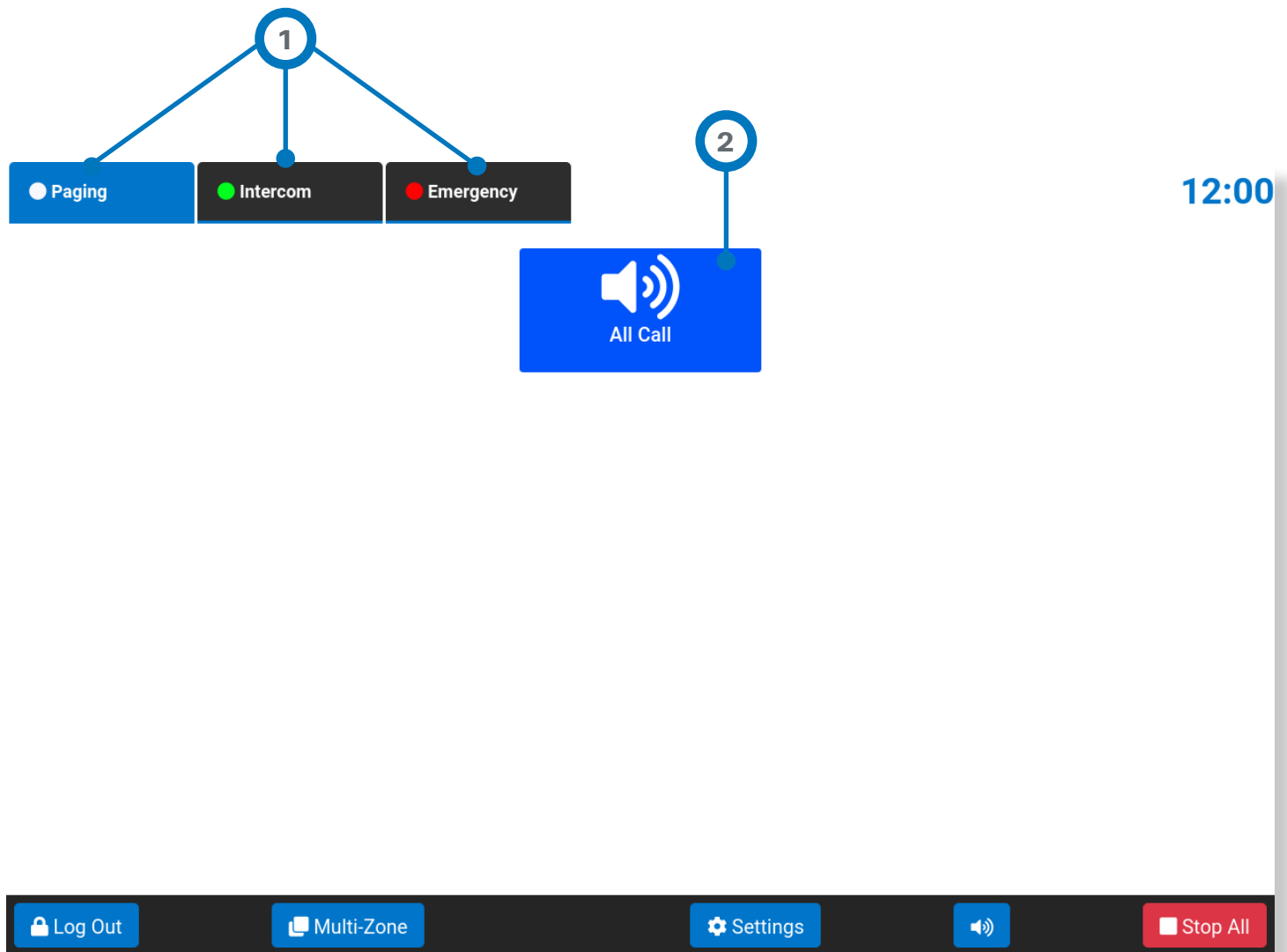
1   **Tabs** are individual pages that have groups of buttons on them.

2   **Buttons** perform pre-programmed functions when pressed, like playing a pre-recorded message over loud speakers, making a live page, or sending text to a sign.

3J — Layout CONTINUED

A. Tabs
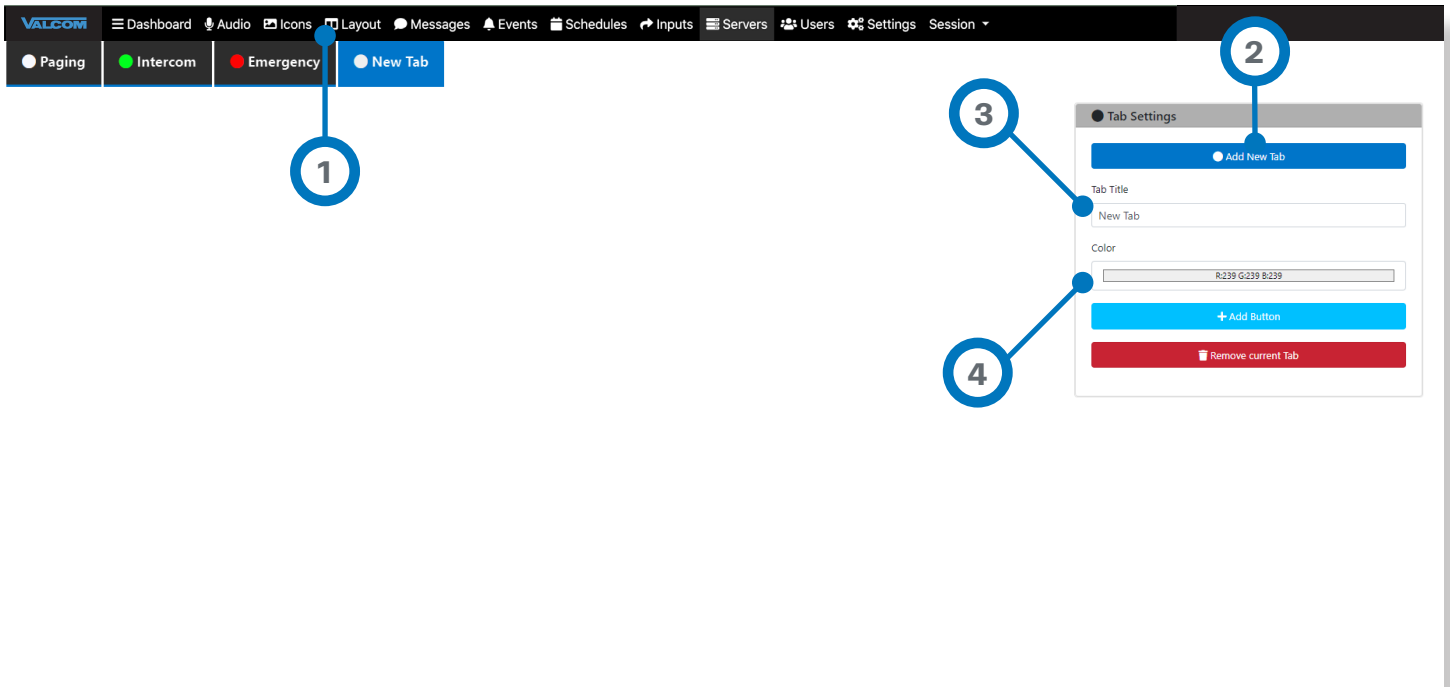
* Layouts are created from the web browser and not on the touchscreen.

1   Click **Layout** from the navigation bar.

2   Click   Add New Tab   to add a new **tab**.

3   Type a **name** for the new tab.

4   Choose tab **color**.

3 J — Layout CONTINUED

B. Buttons

VALCOM ☰ Dashboard 🎤 Audio 🖼 Icons ▢ Layout 💬 Messages 🔔 Events 📅 Schedules � Inputs ▤ Servers 👥 Users ⚙ Settings Session ▾

● Paging   ● Intercom   ● Emergency   ● New Tab

(1)

Tab Settings

| Add New Tab |

Tab Title

| New Tab |

Color

| R:239 G:239 B:239 |

(2) ─── | + Add Button |

| 🗑 Remove current Tab |
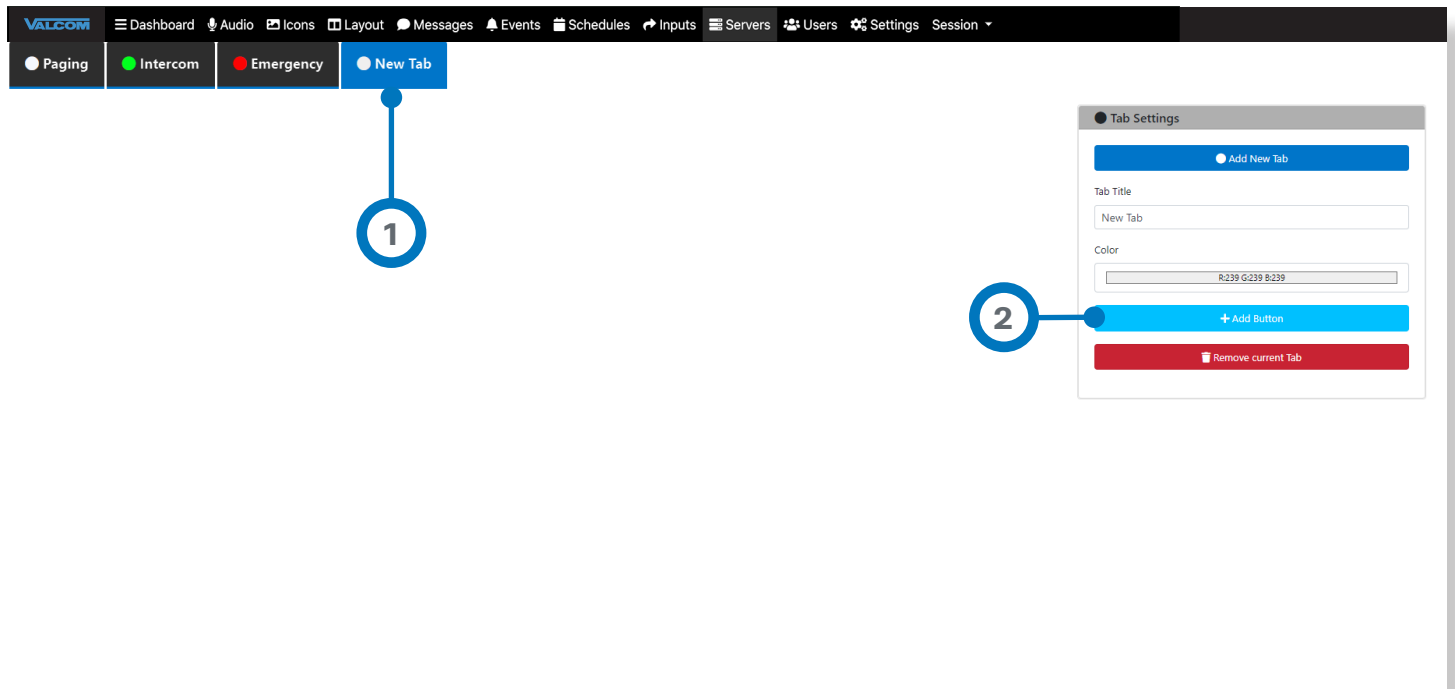
To add a new button:

1 Select the tab where you want the new button to be placed.

2 Click   **+ Add Button**

A pop-up screen (see next page) will appear where you can configure the appearance and function of each new button.

Each button type requires additional fields to be populated.

3J — Layout **CONTINUED**
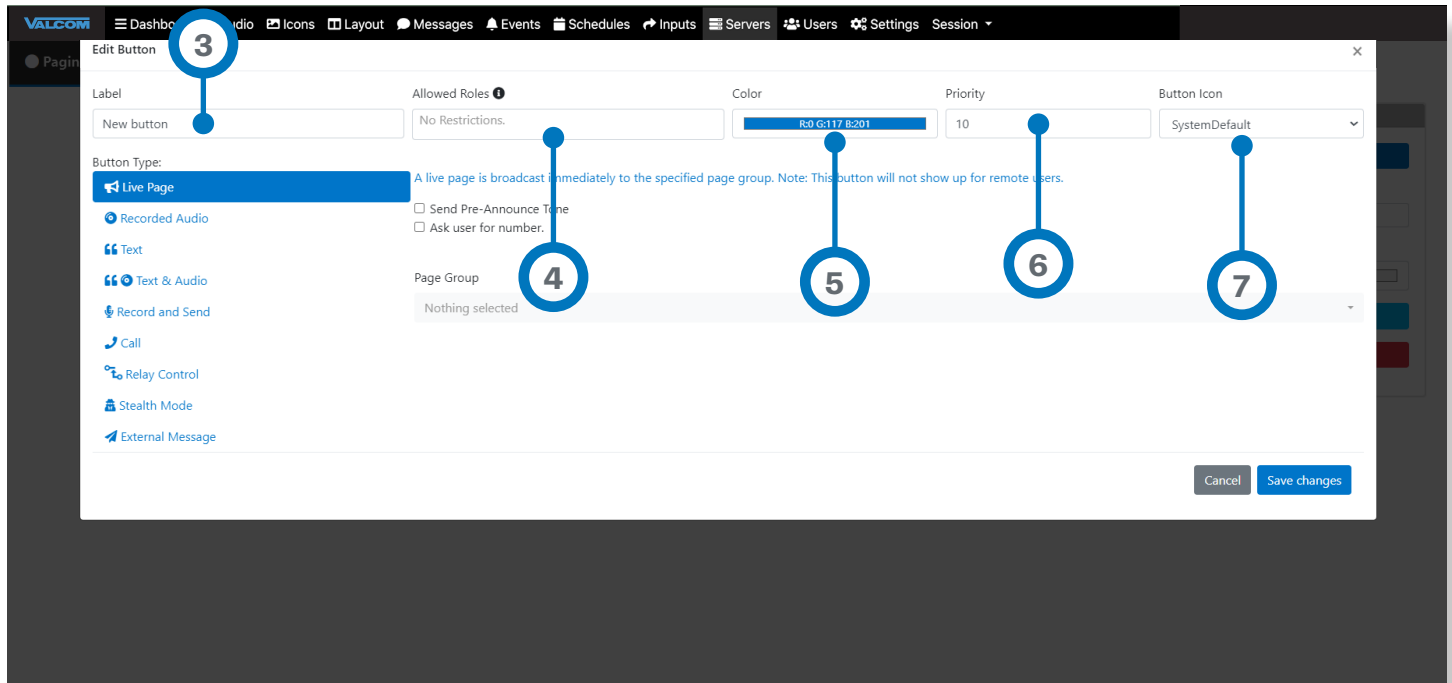
B. Buttons

3 Type a **name** for your new button. This will appear on the button's face on the console.

4 Choose what **Roles** can use this button.

5 Choose a **color** for this button (blue is default if left unchanged).

6 Assign a **priority** level (default is 10, maximum is 99).

7 **Button Icon** shows what icon is shown on the buttons, and can be changed in **Icons Section**

3J — Layout CONTINUED

B. Buttons

8 Select one of the **Button Type** options.

Button Type Options include:

Live Page

Recorded Audio

Text

Text and Audio

Record and Send

Call

Relay Control

Stealth Mode

External Message

See the following pages for details on each option.

3J — Layout CONTINUED

C. Button Functions — Live Page
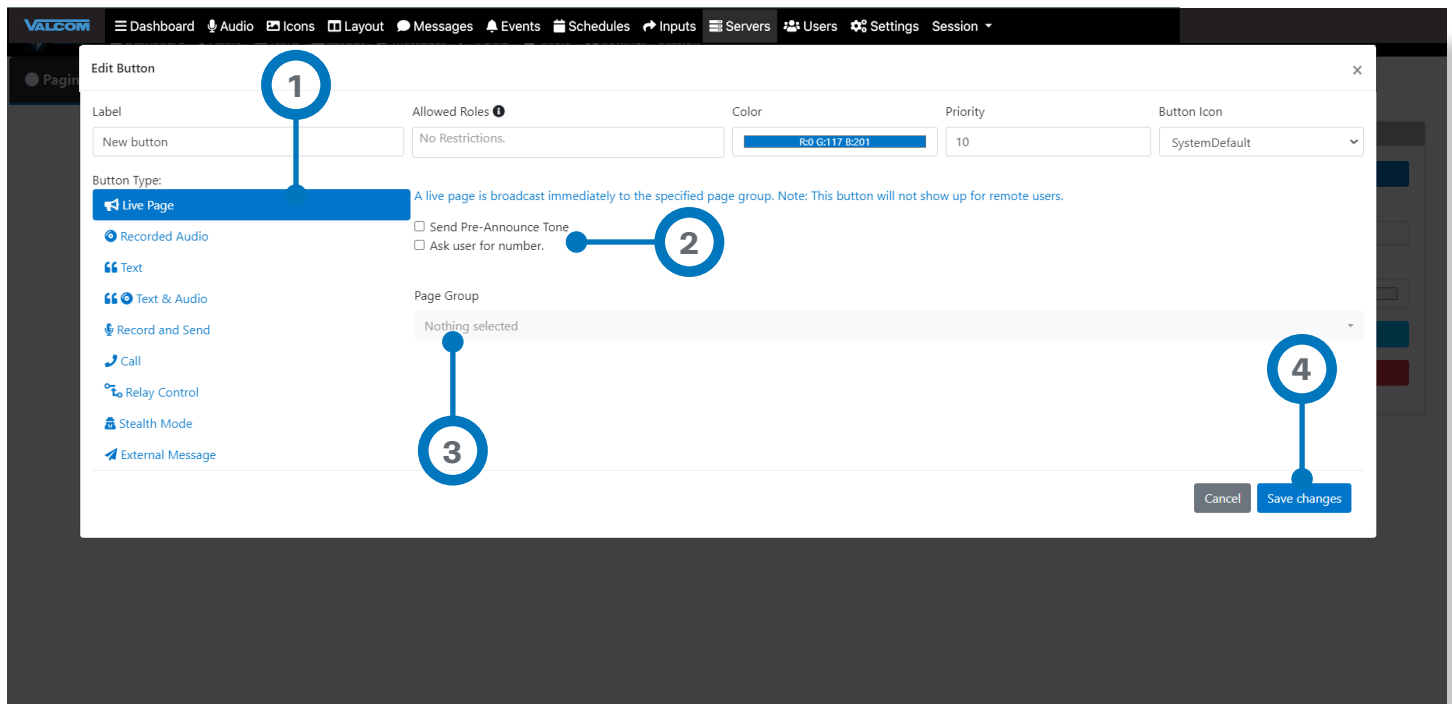
Live Page acts like an open microphone. Audio captured by the console's microphone or handset is broadcast immediately.

1   Select the **Live Page** option.

2   If you select **Ask User for Number**, you will be prompted for a dial code, at the time the button is selected on the console. **Pre-Announce Tone** sends a tone prior to the page being played.

3   Select desired **page group**. Selection is not available if "Ask user for number" is checked.

4   **Save Changes**.

3J — Layout CONTINUED

C. Button Functions — Recorded Audio
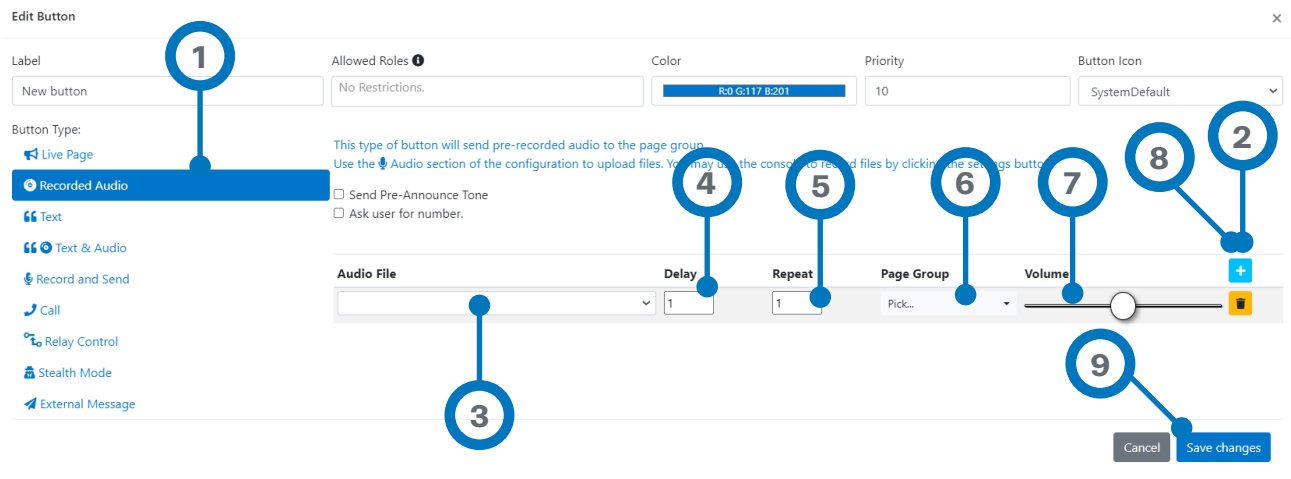
Recorded Audio will play pre-recorded audio file(s) to the selected groups.

1 Select **Recorded Audio** option to play a pre-recorded audio file.

2 Click ➕ to add a pre-recorded audio file, if the file was not previously uploaded.

3 Choose the pre-recorded **audio file** you want to use.

4 Choose the number of **seconds** to delay start of playing (1 — 999).

5 Choose the number of times that you want the file **repeated**.

6 Choose a **page group** destination. This is disabled if "ask user for number" is selected.

7 Choose a **volume** level.

8 Click ➕ to add any additional file(s). Multiple files will play in sequence.

9 **Save Changes**.

Continued on next page

3J — Layout CONTINUED

C. Button Functions — Text File
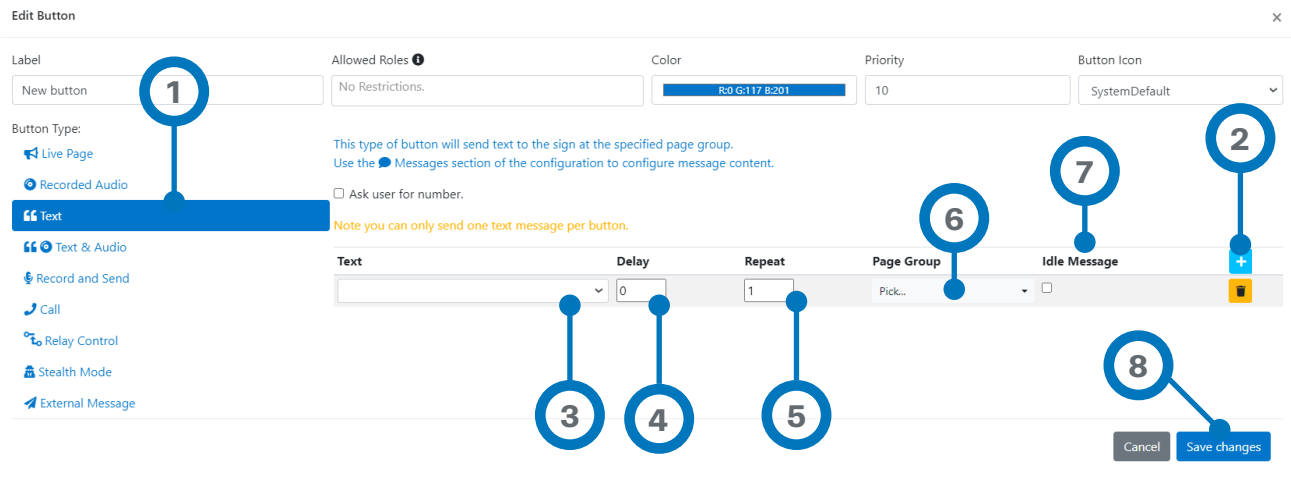
Text will send a recorded text message to the designated page group.

1   Select **Text** to send a stored text file to an Valcom LED sign page group.

2   Click ➕ to add message, if the Text message was not previously created.

3   **Select** the message that you want to use from the drop down list. (These are composed under the "Messages" tab. See section **3H** of this guide).

4   Choose the number of **seconds** to delay start of playing (1 — 999).

5   Choose the **number** of times that you want your message to play when the button is pressed.

6   Choose a **page group** destination. This is disabled if "ask user for number" is selected.

7   **Idle message** will be a message that is played continuously until stopped or interrupted by other messages.

8   **Save Changes**.

3J — Layout CONTINUED

C. Button Functions — Text & Audio
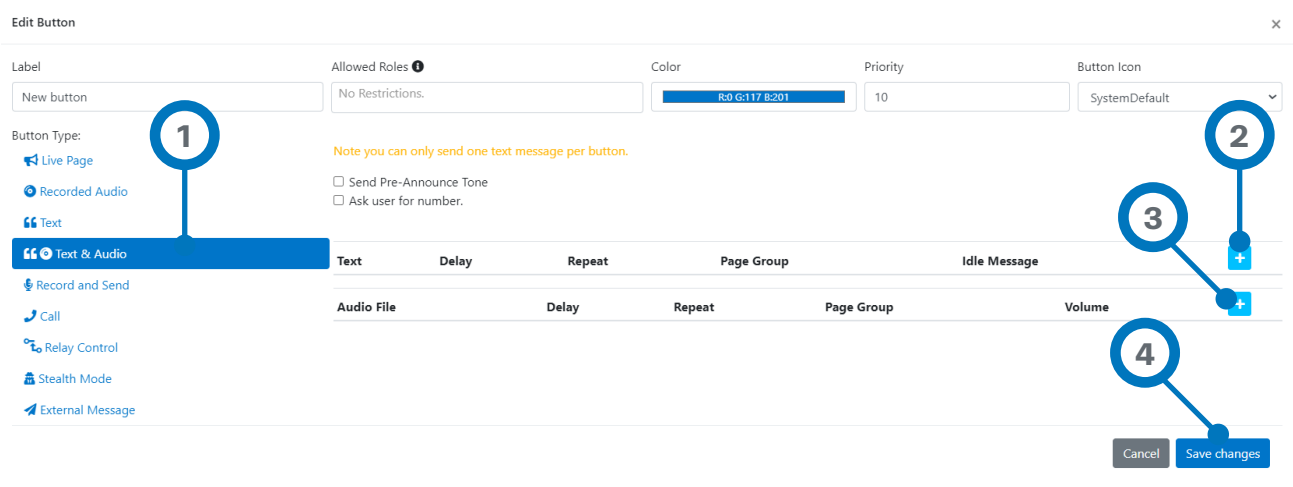
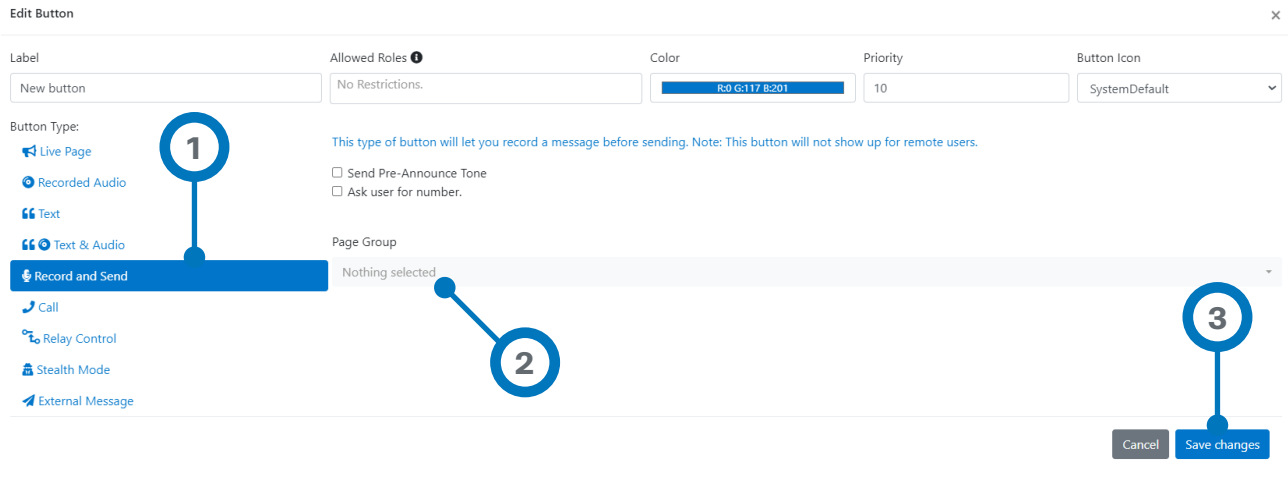**Text & Audio** simultaneously sends audio files and a text file to designated groups.

1 Select **Text & Audio** to send audio and text at the same time.

2 Click ➕ and enter the details as described in the earlier Text section.

3 Click ➕ and enter the details as described in the earlier Recorded Audio section.

4 **Save Changes**.

C. Button Functions — Record and Send

Record and Send will record audio from the microphone or handset and then send the completed recording to the designated page group. This eliminates feedback from paging speakers.

1 Select **Record and Send** function.

2 Select **page group**. This selection is disabled if "ask user for number" is selected.

3 **Save** changes.

Record and Send audio recordings are automatically removed after they are sent.

3J — Layout CONTINUED

C. Button Functions — Call

Call initiates a call to a Valcom or SIP endpoint.

1   Select the **Call** function.

2   Select whether dialing a **Valcom device** or a **SIP device**.

3   Check this box if you would like to enter the **desired extension** when the button is pressed. Unchecking will require a specific endpoint to be entered in the box below.

4   Enter the **pre-defined number** to call, if the box in Step 3 was not checked.

5   **Save Changes**.

C. Button Functions — Relay Control

① Select Relay Control.

② Shows the Relay Types: Valcom's IO Unit or "follow input". Follow input is used with Valcom IP Gateways.

③ Select the priority of the relay. Low, Medium, or High.

④ Enter the dial code of the IO Unit or channel dial code of the Valcom Gateway.

⑤ Select the appropriate relay on the destination device by number.

⑥ Relay Actions are Open, Close, Timed Open or Timed Close. Open and Close activate the relay indefinitely, until another command changes the relay state.

⑦ Duration is the number of seconds for the Relay Action to persist if one of the Timed options was selected in Step 6.

⑧ Save Changes.

3J — Layout CONTINUED

C. Button Functions — Stealth Mode

Stealth Mode is a feature of some Valcom talkback speakers to provide a listen-only mode when necessary.

1 Select **Stealth Mode**.

2 **Mode** is either Stealth or Normal.

3 **Passwords** are defined on the stealth supporting devices. This password has to match to engage the function.

4 **Timeout** in minutes for returning to normal, zero (indefinite) requires forcing normal mode, by defining another button as Normal.

5 **Save Changes**.

3J — Layout CONTINUED

C. Button Functions — External Message

1   Select **External Message**.

2   **Type** can be Syslog or raw.

3   Address is the **IP address** of the device that will receive the message.

4   **Protocol** is either UDP or TCP.

5   **Destination port** is the port the destination is listening on with 514 being the default.

6   For Syslog message format, **facility** designates a specific Syslog message type to act as.

7   For Syslog message format, **level** of detail from the Syslog server messages, Emergency, Alert, Crit, Err, Warning, Notice, Info, Debug.

8   **Message** user desires to send.

9   **Save Changes**.

3J — Layout CONTINUED

C. Button Functions — App Server Playlist

1 **Server** – Select the Server that have been defined within the Servers setup menu option.

2 **Playlist** – Select the Playlist to invoke when this App Server Playlist is selected on the Console.
The playlists that are shown would be the ones configured on the Valcom Application Server and has "Use Public API" checked.

3 When done click **Save Changes**.
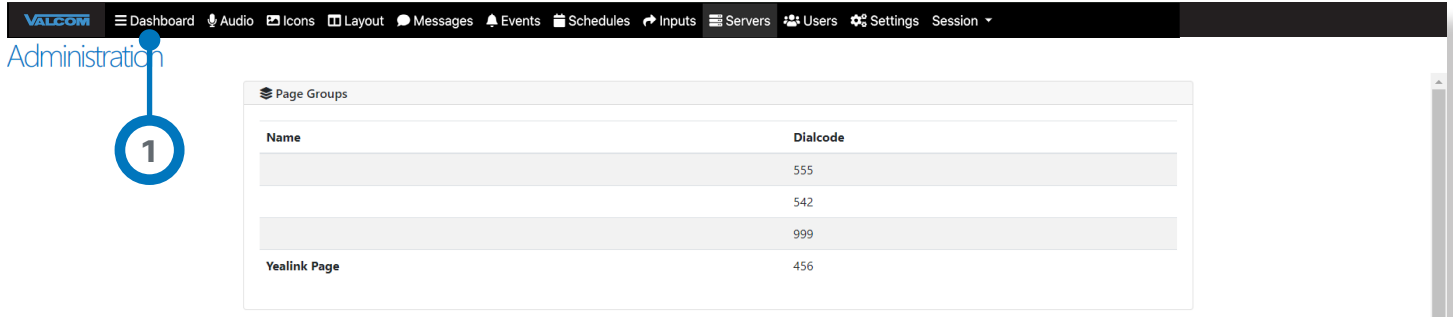
3K — Dashboard

① Click **Dashboard** to bring up a new browser window that contains an active virtual representation of the actual **Interactive Console's** display.
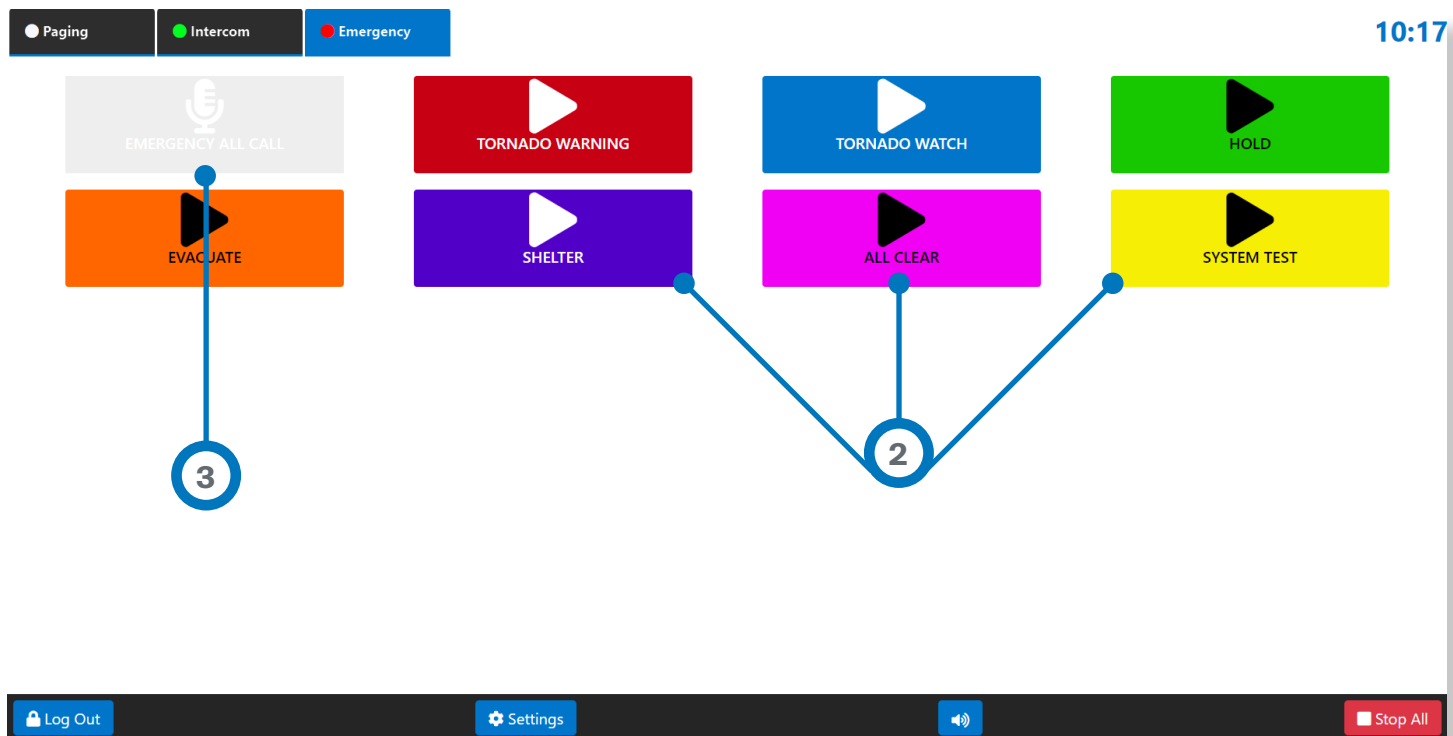
② Buttons will be shown in their programmed color and can be executed from the **Dashboard** window in the browser

③ Buttons that are grayed out cannot be executed from the **Dashboard** window in the browser because they capture audio from the **Interactive Console's** microphone.

3L — Backing Up Application Configuration Data

Generating a backup from the **Interactive Console** is an easy method to copy the unit's setting to another unit. With this method, you can optimize the configuration of one unit, and then clone it to other unit(s).

1 Click on **Settings**.

2 Click **Backup/Restore**.

3 Click on **Download Backup**. A zip file containing the backup will be generated.

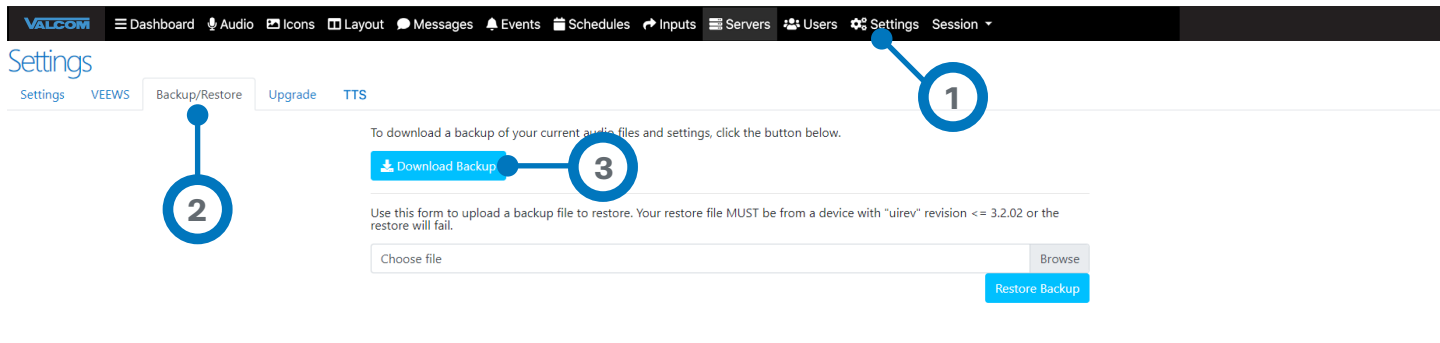The backup file contains the following application information:

- All **Users** and **Roles** settings

- All Screen **Tabs** and **Buttons**

- Pre-recorded/Uploaded **Audio** files

- Stored **Text** files

- Values in the **Settings** tab

The backup file **DOES NOT** contain parameters configured via VIP-102B tool, including settings for **network, time, channels, relays, groups, and SIP**.

The VIP-102B parameters must be configured for each and every **Interactive Console** add to the system, regardless of whether the application configuration is entered manually or cloned from another unit's backup.

3M — Restoring Application Configuration Data

Restoring a backup is an easy way to clone a new unit from the backup of another unit.

Important!!! The unit being restored to **must have the same or lower software version** as the unit that generated the backup.
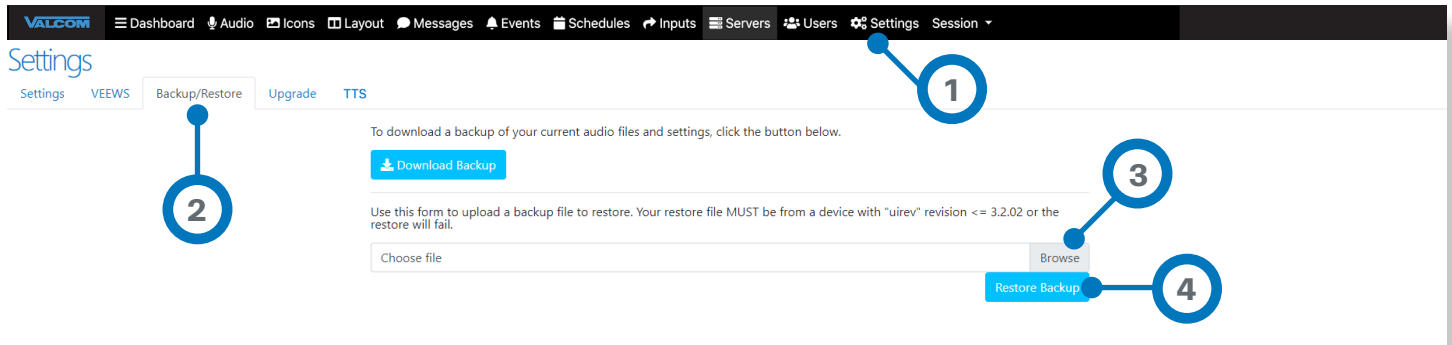
1 Click on **Settings**.

2 Click **Backup/Restore**.

3 Locate and select the backup zip file. The text above the **Browse** button indicates the highest "uirev" version that is acceptable.

4 Click on **Restore Backup**. The backup data set will be applied to the unit, and a confirmation message will appear once the restore is complete.

3N — Setting Up Events

Events must be created here before they can be used for **Schedules.**
The **Schedules** option is a licensed feature, pre-loaded on some models
of the **Interactive Console**, or can be added as an option later.
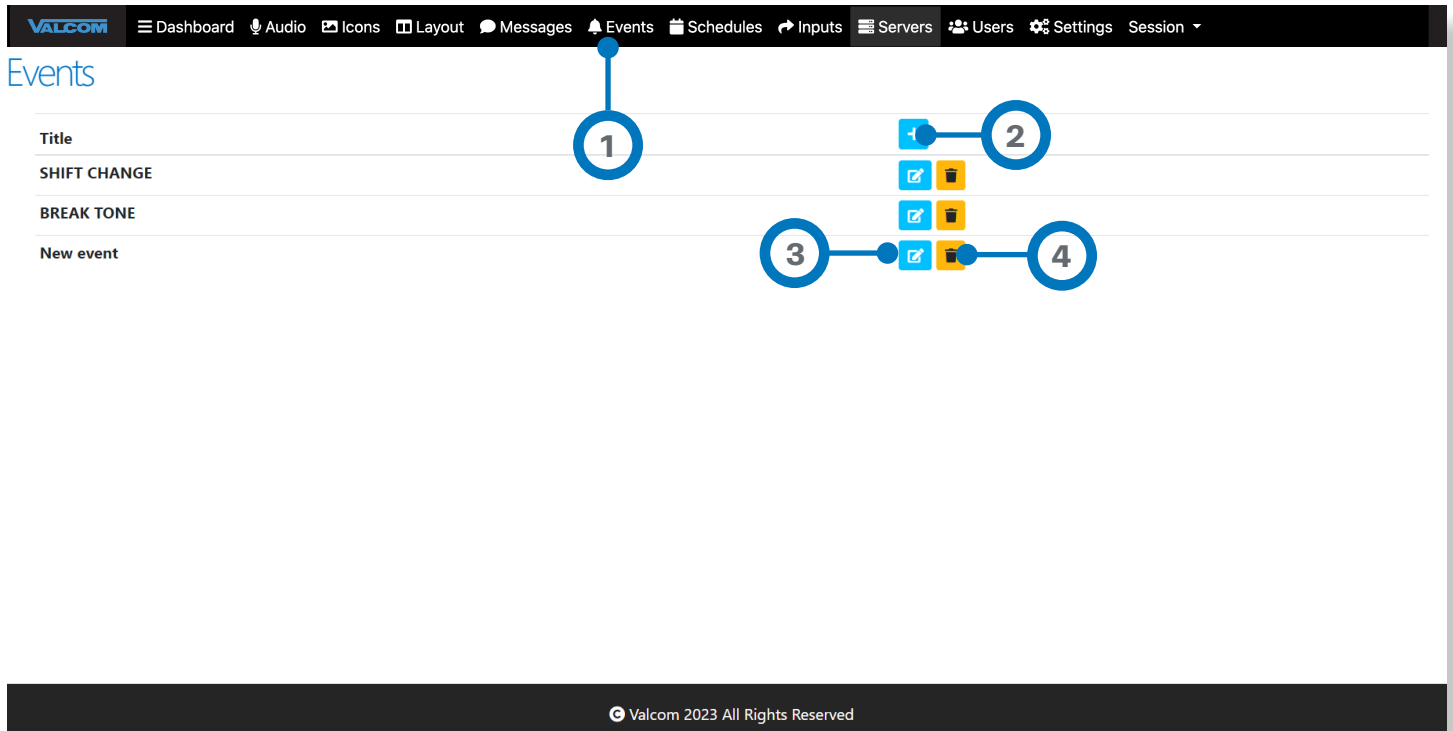
1 Click on **Events**.

2 Click ➕ to add a new Event.

3 Click ✏️ to edit an Event.

4 Click 🗑️ to delete an Event.

3N — Setting Up Events CONTINUED

5   Add a **Label** to your Event.

6   Set the level of **Priority** of your Event.

7   Select **Event Type**. See Section **3J(B)** to learn about the Event types, and the entry fields for each type.

8   Click **Save Changes** to save your Event.

3O — Setting Up Schedules

The **Schedules** option is a licensed feature, pre-loaded on some models of the **Interactive Console**, or can be added as an option later. Using **Schedules, Events** can be triggered to occur at various times.
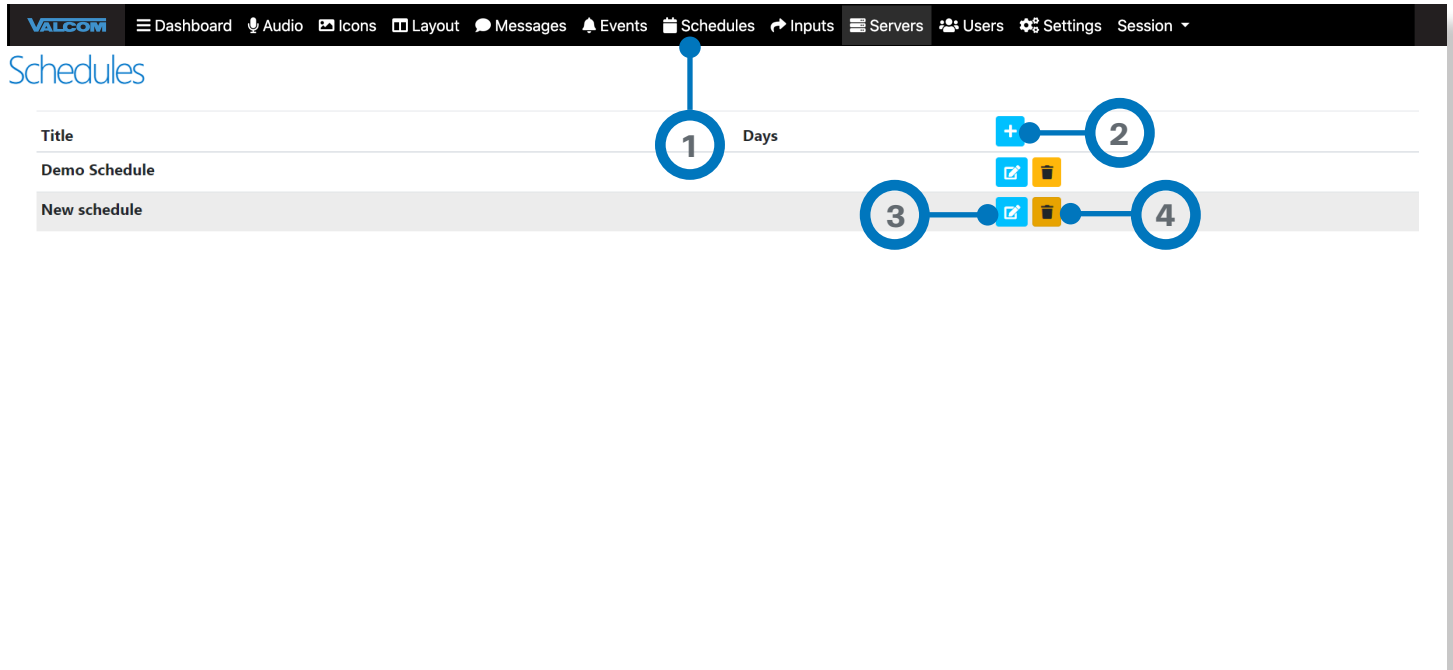
1   Click on **Schedules**.

2   Click ➕ to add a new Schedule.

3   Click ✏ to edit a Schedule.

4   Click 🗑 to delete a Schedule.

30 — Setting Up Schedules CONTINUED

A **Schedule** defines a group of one or more **Events** that will be activated at specific time(s).

5   Add a **Label** for the Schedule.

6   Click ➕ to add a new row.

7   Click 🗑 to delete a row.

8   Set what **day(s)** an event will play. A Schedule with no days assigned can be defined, but won't execute.

9   Set a **Name** for this Event/Time line item.

10   Select **Event**.

11   Add the **time of day** for the Schedule.

12   Click **Save Changes** to save.

3P — Setting Up Inputs

Inputs can be defined, which will accept commands from compatible Valcom devices to activate **Buttons**. The **Button** activation is the same as physically tapping the **Button** on the touchscreen.
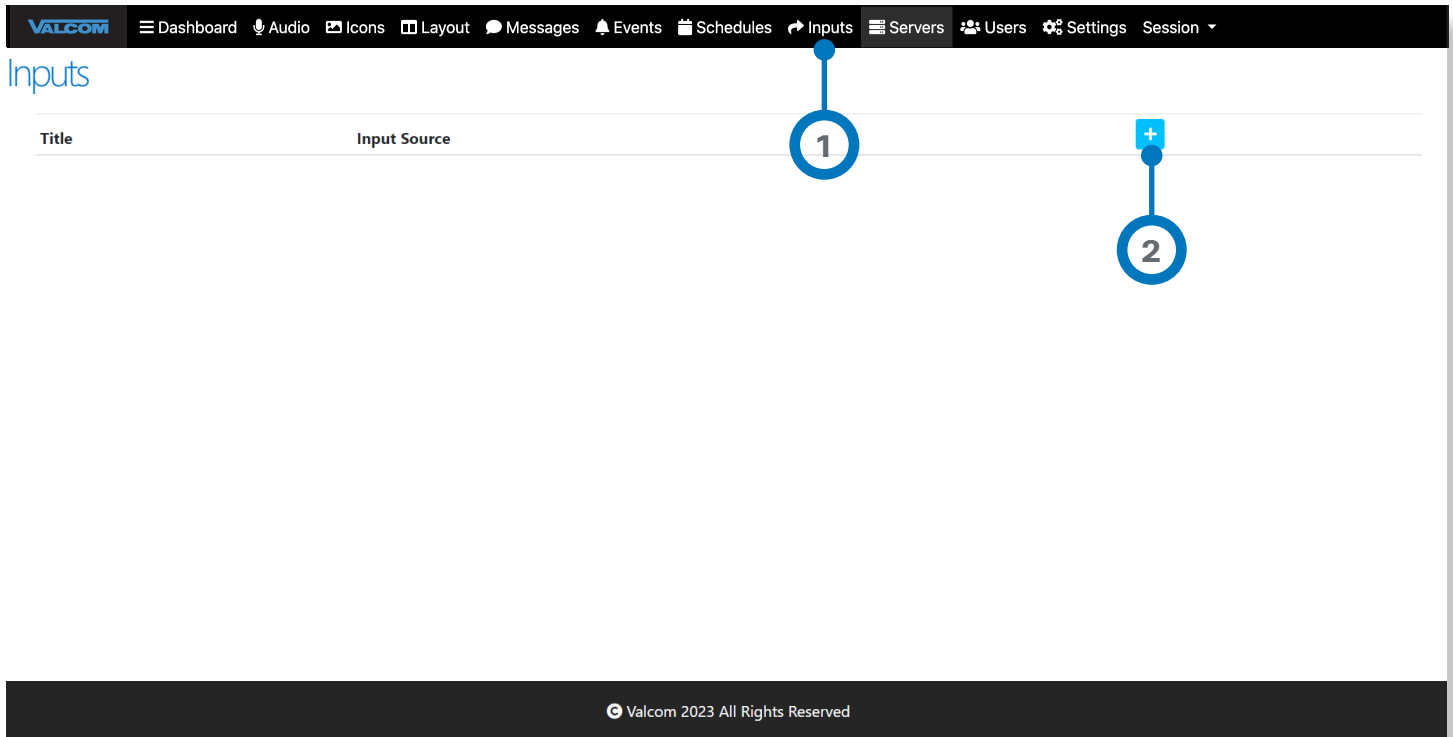
1 Click on **Inputs**.

2 Click ➕ to add a new input.

3P — Setting Up Inputs **CONTINUED**

3   Add a **title** for your input.

4   Select a Valcom device that will provide the **input** closure.

5   Select a Play or Stop method **type**.
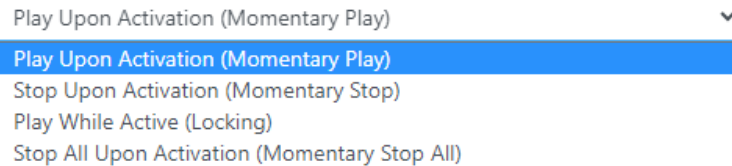
6   Select what **Button** you would like the input to Play or Stop.

7   Select **Save Changes** when finished.

3Q — Servers

Edit Server   ✕

Name

RCG 6025 ——① ④

Address   **Protocol**   **API Token**

192.168.100.216   HTTP ⌄   eyJ0eXAiOiJKV1QiLCJhbGciOiJIUzI1NiJ9.eyJ0b2tlb
                                                                              l90eXBlIjoiYWNjZXNzIiwiZXhwIjoxNzI2MjU0OTYxL
②   ③   CJqdGkiOiI1ZmY2ZWYzMDVlNDE0Yml1YTBhMzE4
                                                                              MjZkYjcxOGJhMClsInVzZXJfaWQiOjEwLCJpc3MiOi
                                                                              JWYWxjb20uY29tIn0.HBrb6DC80ekQQxaHAzGoh   ⑤
                                                                              nJb9pgQgucmEFDYCxg9DN0

                                                                                              Cancel   Save changes

① Name - Enter a name for the Server you will be defining here.

② Address – Key in the IP address of the Valcom Application Server to which this will be linked to be able to trigger playlists on that server.

③ Protocol – Select either HTTP or for security select HTTPS.

④ API Token – From your Valcom Application Server, API Tokens setup, you would need to copy the API Key generated to the clipboard (See Application Server documentation) and paste here.

⑤ When done click **Save Changes**.

4 USING THE INTERACTIVE CONSOLE

⬤ Paging   ● Intercom   ● Emergency   **12:05**

4

🔒 EMERGENCY ALL CALL   🔒 TORNADO WARNING   🔒 TORNADO WATCH   🔒 HOLD

🔒 EVACUATE   🔒 SHELTER   🔒 ALL CLEAR   ▶ SYSTEM TEST

3   **2**

1

🔒 Log In   📋 Multi-Zone   ⚙ Settings   🔊   ⬛ Stop All
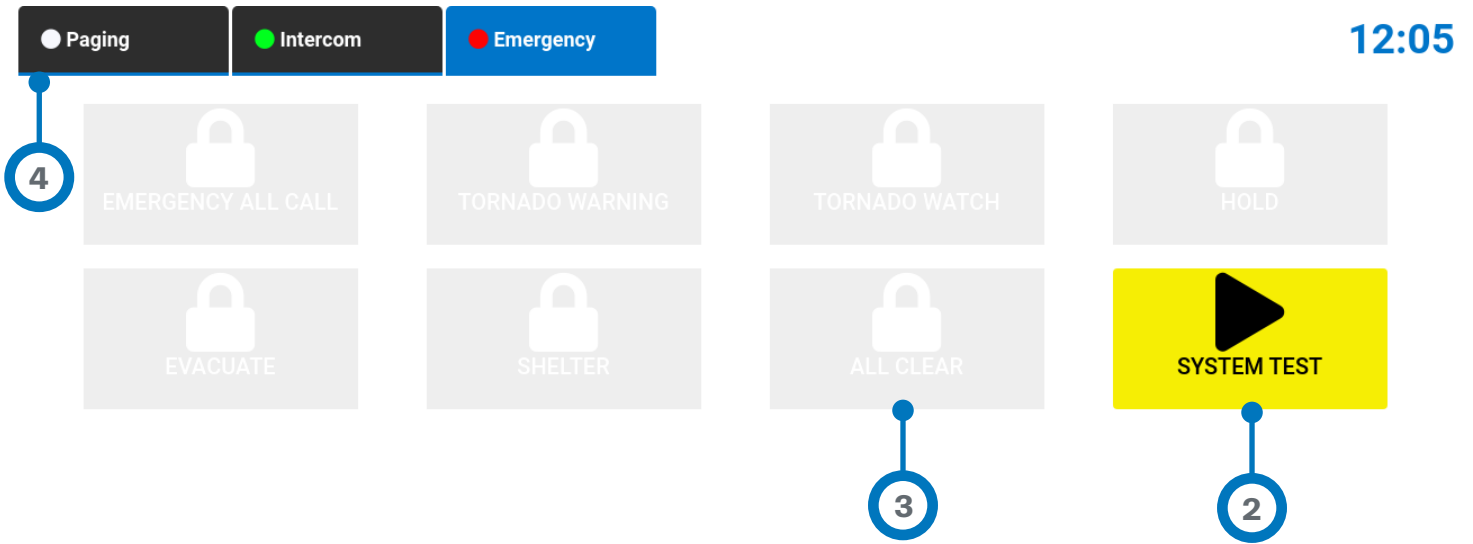
1 **Log In**: Press the Log In button on the lower left corner. When the keypad appears on-screen, enter your pin code.

2 Once you are logged in, the Interactive Console will show all buttons that have been programmed, but only those accessible to the entered pin code will be highlighted and enabled. If you press an enabled button, it will execute immediately.

3 All others will be grayed-out and have a lock symbol. If you press a locked button, it will prompt you for a PIN code. If you enter a PIN code that has the required Role privilege, the button will be activated. When the button action is completed, the button privilege level reverts back to the currently logged-in user.

4 Move to other Tabs by tapping the Tab label. The active Tab is Blue; non-active Tabs are Black.

4 USING THE INTERACTIVE CONSOLE

| ● Paging | ● Intercom | ● Emergency | **12:00** |

🔊
All Call

4

| 🔒 Log Out | 🗐 Multi-Zone | ⚙ Settings | 🔊 | ■ Stop All |

4 **Settings**: Displays network information associated with the unit and allows changing some basic items. Note: Settings is only available if the user logged in has the ADMIN role assigned.

⚙ Settings

Property	Value		
Hostname			Only use letters, numbers and a dash
DHCP	● Off ○ On		DHCP Off (Assigned IP) DHCP On (Dynamic IP)
IP Address	192.168.100.35		
Network Mask	255.255.255.0		
Gateway IP	192.168.100.1		
DNS Servers	192.168.200.150	192.168.200.25	
NTP Server	192.168.100.216		Network time server.
Ring Volume Offset	———○———		Sets relative volume of ring tone vs normal audio

| 🎤 Record Audio | ⟳ Reboot | ☰ Return to Dashboard |

Continued on next page

4 USING THE INTERACTIVE CONSOLE

| ● Paging | ● Intercom | ● Emergency | 12:00 |

<div align="center">
🔊
All Call
</div>

5

| 🔒 Log Out | 📑 Multi-Zone | | ⚙ Settings | 🔊 | ⬛ Stop All |
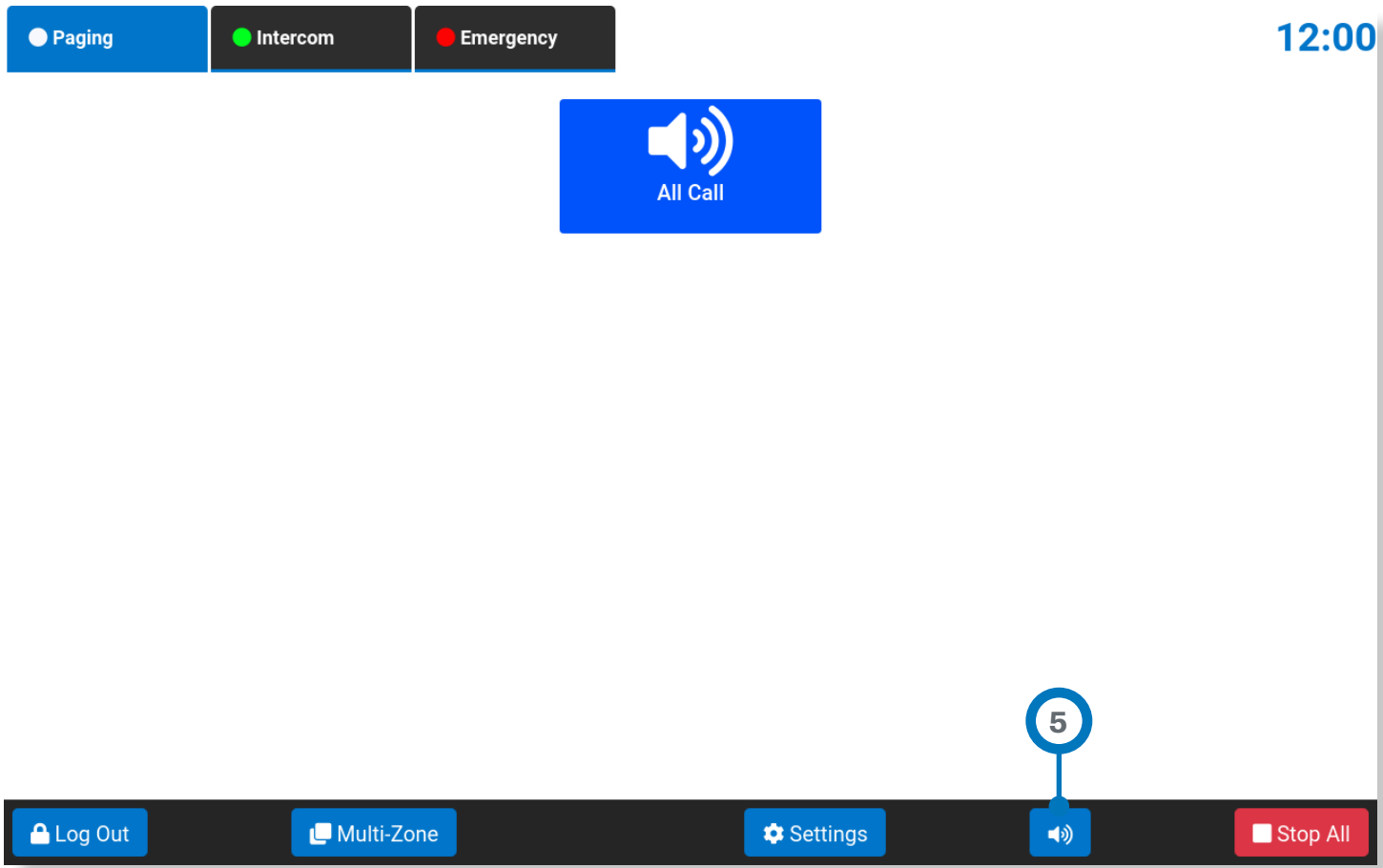
5 **Volume Adjustment**: Changes the level of the built-in speaker.

- Paging   ● Intercom   ● Emergency   **6:44**

All Call   **6**

🔒 Log Out   Multi-Zone   ⚙ Settings   🔊   ◻ Stop All
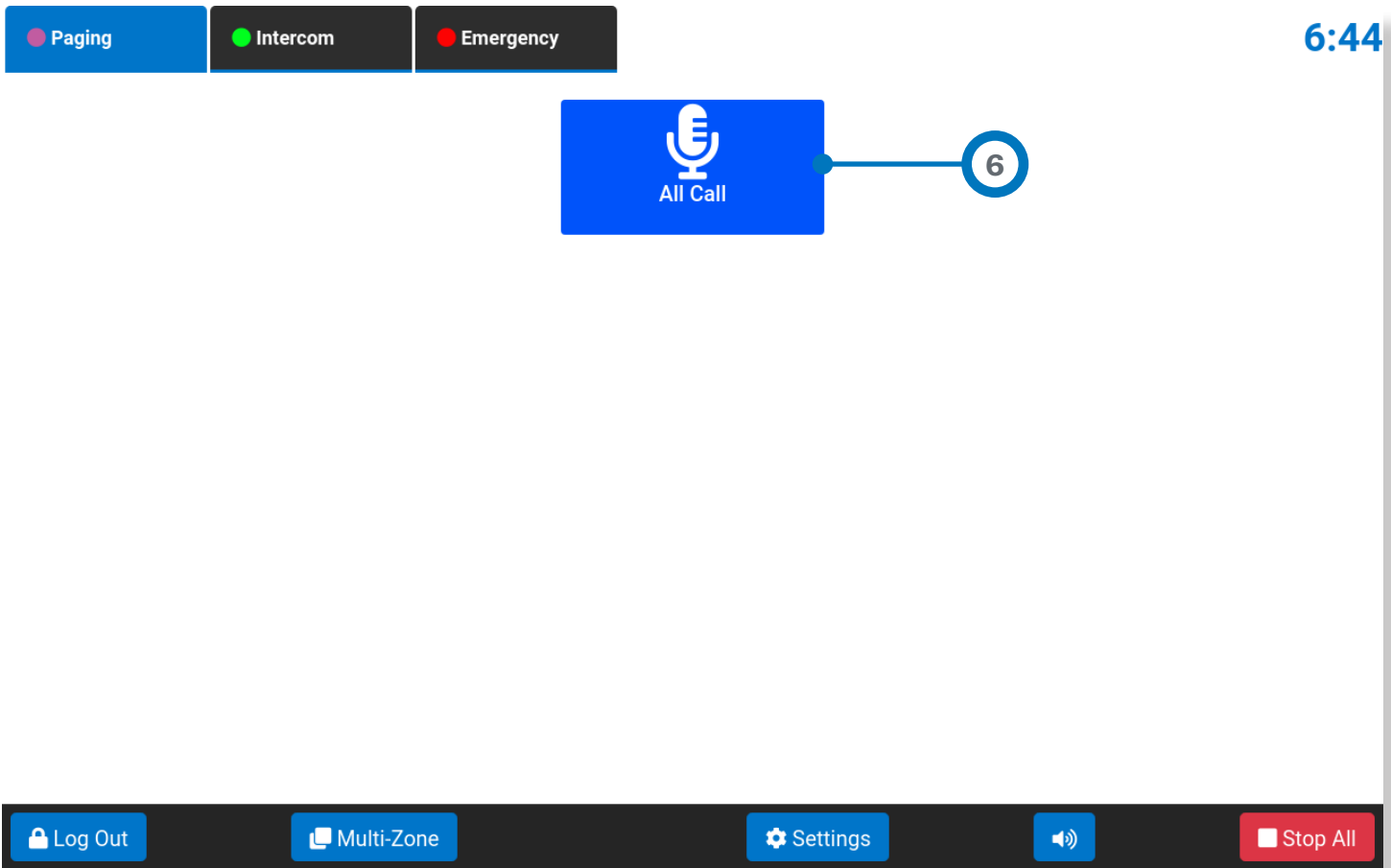
6   **Buttons**: Tap desired button to execute it.

Select Audio Source   ✕

Handset   Speakerphone
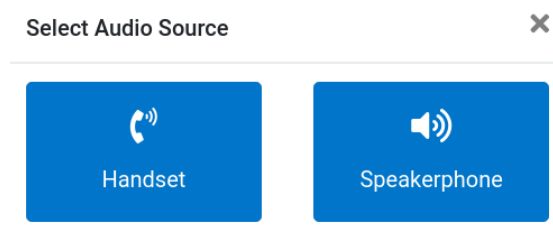
- If the button is programmed to make a live page to a specific page group, simply press it then select your preferred audio source.

4

- When finished with the live page, press the Red Button to terminate the live page.

Live Page Active: 00:00:01

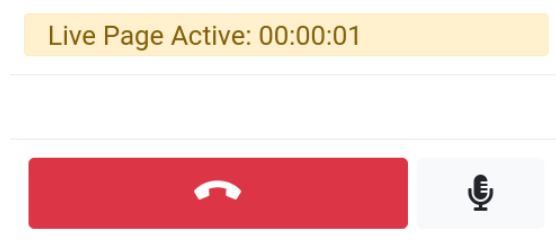- If the button plays recorded audio, the button's icon will change from a Play arrow to a Stop square. While the button displays the Stop square, tapping it again will stop the audio page immediately.

- If the button sends a text file, the text is sent to the sign immediately. Tapping the Stop button will not stop the text output.

- If the button sends both text and pre-recorded audio, both will be sent immediately. The button's icon will change from a Play arrow to a Stop square. Tapping the button again will stop the audio page immediately, but the text message will play on the sign completed.

• If the button makes a call, a keypad will appear on the screen:

a.   If the endpoint number was programmed into the button, the call will dial automatically.

b.   If the endpoint number was not programmed into the button, the number must be entered on the keypad. Tap the green call button to activate the call.

c.   Calls will be bi-directional if the dialed endpoint supports two-way audio. If so, audio received from dialed endpoint will play from the handset or internal speaker and to the line level output as well.

d.   The on-screen keypad is active during the call in case any secondary digits are required.
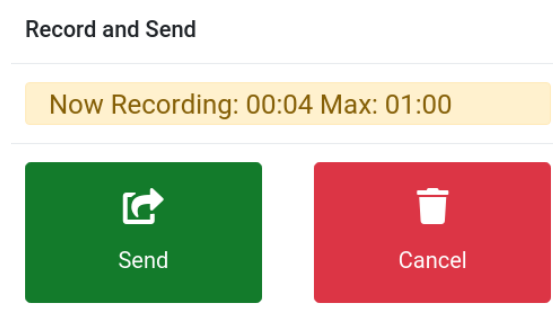
e.   Press the Red Button to terminate the call.

USING THE INTERACTIVE CONSOLE

4
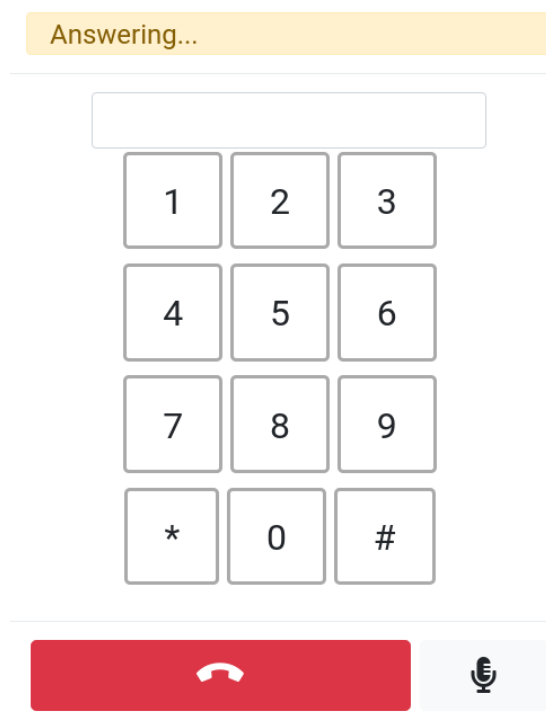
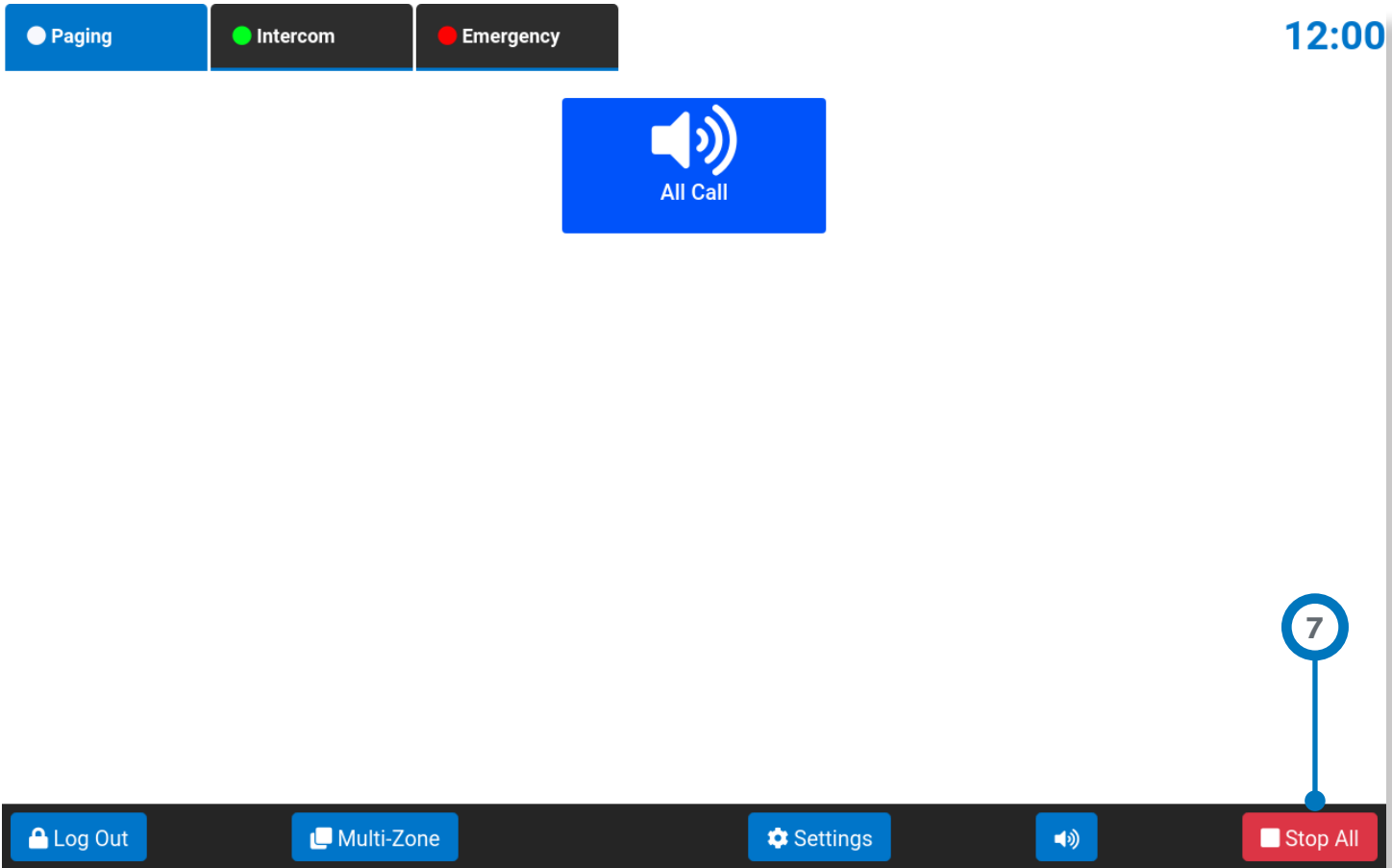• If the button makes a Record and Send page:

Record and Send

Now Recording: 00:04 Max: 01:00

Send | Cancel

1a. If the destination was not pre-defined when the button was created, enter the dial code for the destination and tap the green call button. Recording begins immediately.

1b. Tap the Send Button to send the recorded audio, or tap the Cancel Button to cancel the recording.

2a. If the Button has the destination pre-defined, tapping the button displays the selection for Handset or Speakerphone. Tap the appropriate selection and recording begins immediately.

2b. Tap the Send Button to send the recorded audio, or tap the Cancel Button to cancel the recording.

| ● Paging | ● Intercom | ● Emergency | 12:00 |

🔊 All Call

**🔒 Log Out**   **▣ Multi-Zone**   **⚙ Settings**   **🔊**   **■ Stop All**

7

7 **Stop All**: The red **Stop All** button in the lower right corner will immediately terminate any active button events. Note, however, that the sending of text to signs cannot be terminated and the message will be displayed until completed.
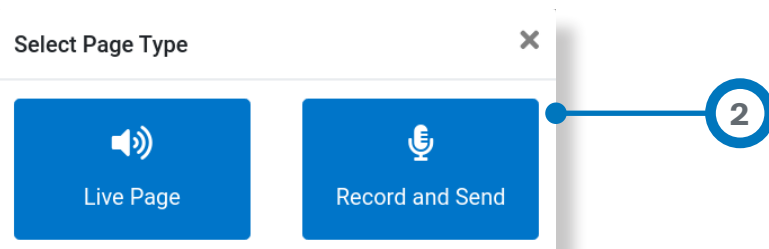
Multi-Zone Audio Paging

Live Page and **Record and Send** audio pages to multiple zones simultaneously. The steps to perform a multi-zone page are as follows:
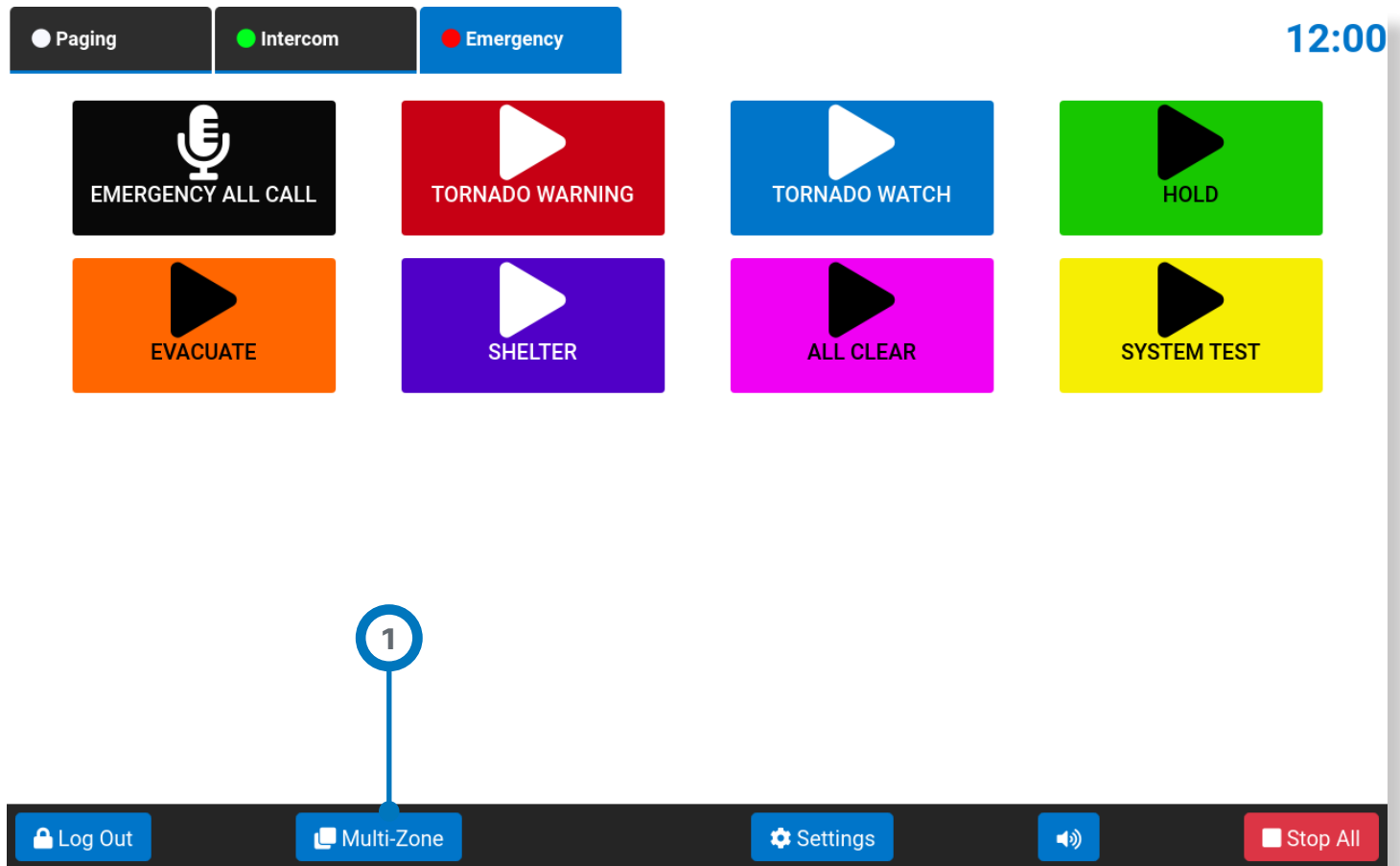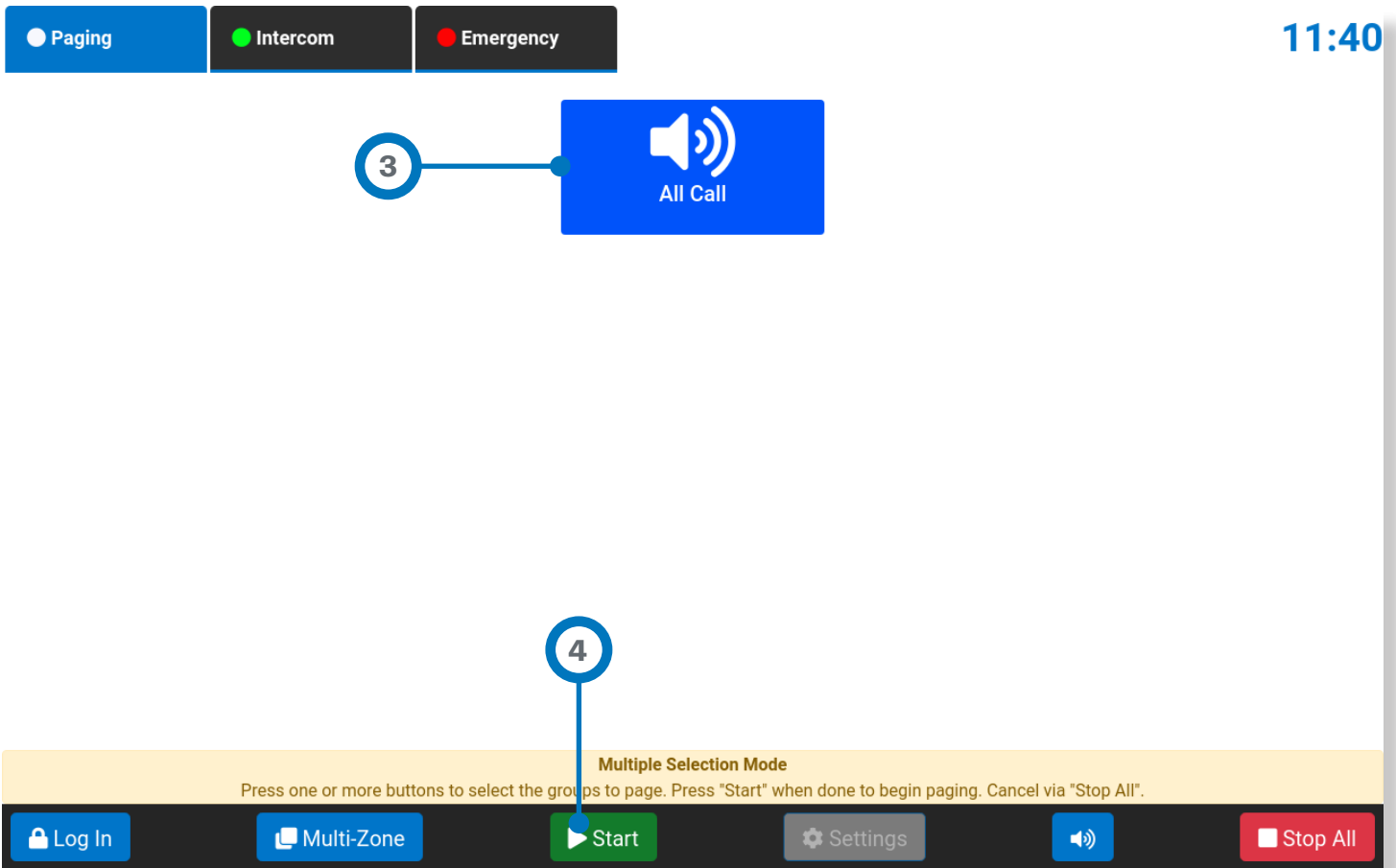

1   Tap the **Multi-Zone** button to enter *multi-select* mode.

**2**   Tap **Live Page** or **Record and Send** to select the page type.

Continued on next page

4 USING THE INTERACTIVE CONSOLE

● Paging   ● Intercom   ● Emergency   **11:40**

③ ──────────● 🔊 All Call

④

Multiple Selection Mode
Press one or more buttons to select the groups to page. Press "Start" when done to begin paging. Cancel via "Stop All".

🔒 Log In   📑 Multi-Zone   ▶ Start   ⚙ Settings   🔊   ■ Stop All

③ Press any unlocked buttons to choose the desired zones. The page groups assigned to those buttons will be used for the destination. Selected buttons will display a red border.
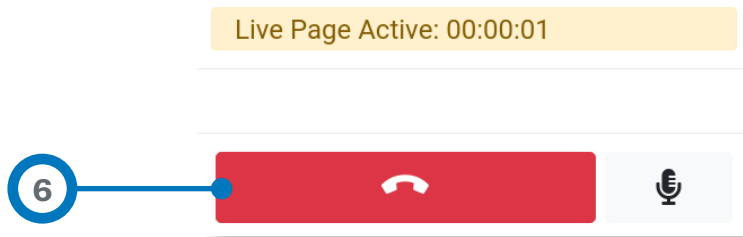
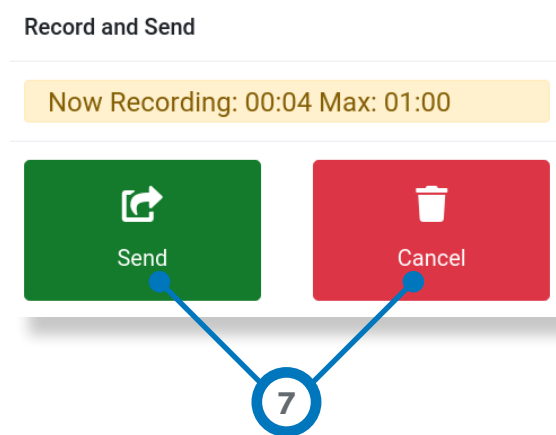**④** Press the green **Start** button.

Select Audio Source   ✕   ●──────── ⑤

📞 Handset   🔊 Speakerphone
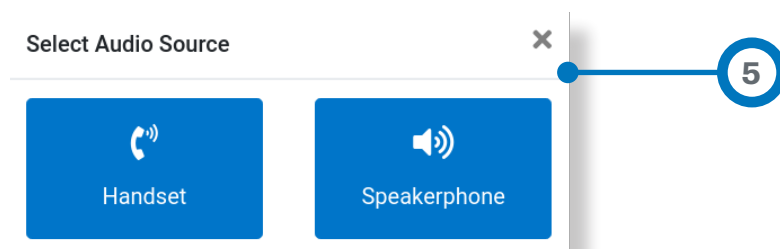
⑤ Select Audio Source.

4 USING THE INTERACTIVE CONSOLE

Live Page Active: 00:00:01

6 For **Live Page**, the Handset or Speakerphone audio will be sent immediately to the chosen zones. Press the **Hang Up Button** to terminate transmission.

Record and Send

Now Recording: 00:04 Max: 01:00

Send   Cancel

7 For **Record and Send**, the recorded audio will be sent once the **Send Recording Button** is pressed, or will be aborted if the **Cancel Button** is pressed.