Manufacturer: BSS Audio
Model: BLU Series
Device Type: Audio DSP

GENERAL INFORMATION

SIMPLWINDOWS NAME:	BSS BLU AnalogDialer Control Module v1.0
CATEGORY:	Audio DSP
VERSION:	v1.0
SUMMARY:	This module is a control module for a suite of modules. The suite of modules utilizes the SIMPL# technology and will only work on the 3-Series Controller. The control modules are responsible for providing the actual control interface in SIMPL. With the SIMPL# technology, the Control modules no longer need to be physically "connected" to the command processor. They register themselves automatically behind the scenes. Each of the control modules also have a command processor ID parameter that you assign to the instance of the command processor to which they report to. You can virtually have an unlimited number of control modules report to a single instance of a command processor. The command processor must be initialized in order for this module to operate properly. Please see the BSS BLU Command Processor and BSS BLU RS232 Command Processor modules help files.
GENERAL NOTES:	
CRESTRON HARDWARE REQUIRED:	3-Series Controller
SETUP OF CRESTRON HARDWARE:	N/A
VENDOR FIRMWARE:	This module was tested using BSS BLU Firmware Version: 86.02.02
VENDOR SETUP:	The SIMPL Demo program provided works with the also include BSS DSP Programming File: "BSS Crestron Demo.audioarchitect"
CABLE DIAGRAM:	This module does not communicate directly with the BSS DSP. Please see the BSS BLU Command Processor and BSS BLU RS232 Command Processor modules help files for connection information.

CONTROL:

Key_*	D	Pulsing this signal adds the Key value (0-9,*,#,+) to the Keypad_Text feedback signal. If the call is off hook, will also send DTMF tones.
Backspace	D	Pulsing this signal removes the last Key value from the Keypad_Text feedback signal.

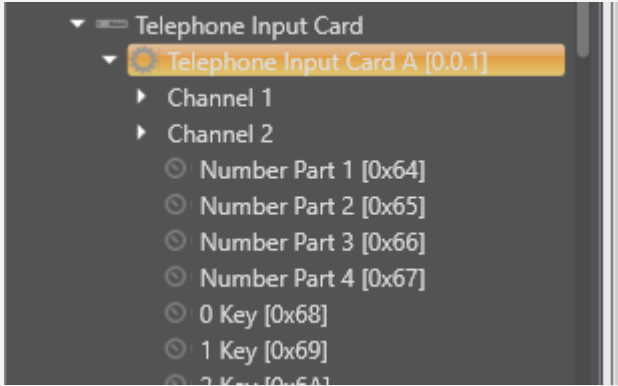|		
Clear	D	Pulsing this signal clear the Keypad_Text feedback signal.
Hangup	D	Pulsing this signal hangs up the call.
Dial_Pickup	D	Pulsing this signal will dial the number entered into the Keypad_Text feedback signal. If no number exists will take the phone off hook.
Redial	D	Pulsing this signal will redial last phone number used.
Flash	D	Pulsing this signal will cause a hook-flash to be performed.
SilentRingingToggle	D	Pulsing this signal will toggle the ring-tone DSP control point silent mode.
AutoAnswerToggle	D	Pulsing this signal will toggle the auto-answer-ring-count DSP control point from 0 to whatever was set with the AutoAnswerRingCount control signal.
AutoAnswerSet	D	Pulsing this signal will set the auto-answer-ring-count DSP control point to whatever was set with the AutoAnswerRingCount control signal.
AutoAnswerRingCount	A	On change assigns the value to be used with control signals AutoAnswerToggle and AutoAnswerSet. Valid Values: 0d to 10d (0d is off)
Recall_Speeddial_*	D	Pulsing this will dial the phone number associated with the select speed dial.
StoreKeypadText_as_Speeddial_*	D	Pulsing this will assign the phone number displayed in the feedback control signal Keypad_Text to the select speed dial entry.

FEEDBACK:

Keypad_Text	S	Current entered phone number.
Is_OffHook_FB	D	Indicates high if off hook.
Is_Ringing_FB	D	Indicates high if incoming call.
SilentRinging_FB	D	Indicates high if silent ringing is enabled.
AutoAnswerRingCount_FB	A	0d indicates Auto Answer is off, 1d to 10d indicate quantity of rings before auto answers.
Name_Speeddial_*	S	Unassignable Name. Static Value SPD X, indicates speed dial location.
PhoneNum_Speeddial_*	S	Assigned Speed dial phone number. Can be empty.

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PARAMETERS:

CommandProcessorID	A	Set this value to match the value set on Command Processor module. This is how the control module registers itself for control.
ObjectID	S	Set this value to match the Object ID found in the BSS Audio Architect for the DSP object you wish to control. *This is a three byte hexadecimal value.* You can find this Object ID by looking in the BSS Audio Architect software with the DSP program file opened. In the venue explorer will be list of DSP controls under the associated Node, in this example "Telephone Input Card A". You will see the address in square brackets with three values separated by commas "[0,0,1]". This is the Object ID, and the correct way to assign this in the module parameter field would be \x00\x00\x01.

TESTING:

OPS USED FOR TESTING:	CP3 1.501.0025
SIMPL WINDOWS USED FOR TESTING:	4.05.03
DEVICE DB USED FOR TESTING:	79.05.002.00
CRES DB USED FOR TESTING:	59.00.002.00
SYMBOL LIBRARY USED FOR TESTING:	1012
SAMPLE PROGRAM:	BSS BLU v1.0 IP Demo.smw or BSS BLU v1.0 RS232 Demo.smw
REVISION HISTORY:	v1.0 – Initial Release