MODEL 621

AIRPORT ANNOUNCEMENT CONTROL SYSTEM SOFTWARE

SYSTEM CONFIGURATION

The system described in these operating instructions is a generic system which includes all currently available options. These options may or may not be included in your system. They may be added at any time, but all require additional hardware. The options are as follows:

- ☐ Monitor/Test System
- ☐ DRP
- ☐ PDRP (requires DRP)
  - Flight Scheduling
  - PDRP Editor
- ☐ Ambient Noise Analysis System (540)
- ☐ Multiple ACSs

COMPUTER OPERATION

When the system is first turned on, or when it is left for more than approximately 10 minutes with no keyboard entries, it reverts to the PASSWORD menu and screen. If left for approximately 10 additional minutes, it goes into the screensaver mode (screen dark), unless a fault exists. Pressing any key when in screensaver mode will cause the Password level menu and screen to reappear.

The BUS ACTIVITY block in the upper left corner has three columns, BUS, STA, and STATUS. The BUS column shows which bus is being used for announcement being processed. The bus being used is of no particular consequence to the user, except to note in case of a fault. The STA column shows which microphone station is being used for a particular announcement. When active, the microphone station number will appear in place of the word NONE.

The STATUS column shows the status of each bus. The choices are as follows:

EMG	Emergency announcement in progress
HOLD	Announcement or message being held
PLAY	Announcement or message being played back
BUSY	This bus is busy or PDRP message is loading
REC	Announcement being recorded
FAULT	A fault exists on this bus
STBY	Bus in standby mode (no current activity)

The 500ACS block, left center, displays the identification of the ACS, up to 5 characters. Typically, for single ACS systems, the FAA code for the airport is used (e.g., 'ABC'). For

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multiple ACS systems a number or letter is added to indicate which ACS is being displayed (e.g., 'ABC-1').

The MIC STATION ASSIGNMENTS block at the upper right contains the number of each microphone station in the system, in a color which indicates how that station has been assigned. The maximum number of microphone stations is 96 per ACS. Microphone station capacity is added in groups of 8. The meaning of the colors is listed below.

LIGHT GREEN	Station ON and READY
BLACK	Station UNUSED and OFF
WHITE	Station in OFF portion of ON/OFF cycle
RED	Station is in a FAULT condition
YELLOW	ACS IN (Audio feed from another ACS)

When a microphone station is active (in use), the number is highlighted by a black box which appears around it.

COLOR	SCREEN COLUMNS AFFECTED			ACTIVITY
	STA	STATUS	ZONES	
Light Blue	√	√	√	Local live announcement
Dark Blue	√	√	√	Local recorded announcement
Orange	√	√	√	Terminal recorded announcement
Red	√	√	√	Live emergency announcement
Red		√		DRP buses - busy during ACS boot-up or ACS reset Bus 7 - PDRP message loading Bus 8 - Pre-announce chime loading
Yellow		√	√	Message playing (all priority levels)

EXPLANATION OF MAIN SCREEN COLOR CODES

The STATUS box in the lower left corner indicates the condition of the MONITOR, the ACS LINK, and the DRP. Normally, the status will be OK highlighted by a green block. If a fault exists, the status changes to FAULT highlighted by a red block. If either the Monitor/Test System or the DRP has not been included in a particular system, its indicator will not appear in the STATUS box.

The box at the lower right of the screen, ZONES, lists all of the zones in the system. The maximum number is 96 per ACS. Zone capacity is added to the system in groups of 8. When a zone is in use its number is displayed in a color indicating its type, highlighted by a black box.

In addition to text codes explained above, system activity is also indicated by color, both of the text codes and the screen border. Three screen border colors are used to indicate

system status. A gray border (the same as the main screen background color) indicates that the system is functioning normally. A red border indicates that a fault condition exists somewhere in the system. A yellow border indicates that a microphone station test is in progress. Text code colors are summarized in the table below.

Below the information display, running the entire width of the display, is a band containing the designators F1: through F10:, some of which have words or abbreviations following them. This is the MENU block. The designators F1 through F10 represent the 10 function keys of the computer keyboard. The available choices for actions which can be taken at any time appear in the menu block. To initiate one of these actions, press the corresponding function key on the computer keyboard.

The lower portion of the menu block, the portion which is initially blank (black), is the PROMPT AREA. Many times the computer will require additional information in order to complete the selected action. The necessary instructions will appear in the prompt area. Follow them carefully, paying attention to format and punctuation.

Below the MENU block, at the bottom of the display area, is the title line which has 3 display functions. At the left is the Monitor indicator which displays the identifier and name of the circuit which is being audibly monitored through the monitor loudspeaker, unless the Monitor/Test System option has not been included. In that case, it will read Not Monitoring. Several keys have been assigned to aid in selecting the circuit to be monitored. The Left arrow key advances the selection by one each time it is pressed. The Right arrow key has the opposite effect. The END key advances the monitor to the last circuit. The HOME key returns it to the first circuit. PG DN advances it 20 circuits, and PG UP backs it up 20 circuits.

An alternative method for selecting the monitor point is provided by pressing the Ins key from any menu level except Test Data, and not while operating within a function. Pressing the Ins key causes a list of monitor points to pop up with the cursor at the current monitor point. A maximum of 16 points are visible at a time. The cursor is positioned on the desired monitor point by the up and down arrow keys. The PgDn and PgUp keys cause the next 16 circuits or previous 16 circuits, respectively, to be displayed each the key is pressed. The Home key returns the display to the beginning of the list, and the End key moves it to the end of the list. When the cursor is at the desired monitor point, press the Enter key and the point will be selected for monitoring.

While monitoring, the audible volume may be increased or decreased with the Up and Down arrows, respectively, but this does not affect the VU meter display when viewing the Monitor/Test screen. Each keypress changes the volume by 1 dB. When either limit is reached, any further keypresses in the same direction will cause the computer to beep. NOTE: Monitoring is interrupted by the 20kHz test which occurs at the start of every minute (seconds = 00), when enabled, and lasts for several seconds. Changing the listening level with the up and down arrow keys affects neither the levels in the system, nor the VU meter reading. The VU meter indicates the actual system levels. Specifically, it reads the signal level at the input of the 590A card in the 590 Microcomputer.

In the center of the title line the facility name is normally displayed. When using the Monitor/Test System, Flight Schedule functions, Password Setup, 540 Setup, and RS422 Status, the facility name is replaced by a display of the menu level. At the right of the title line are displayed the day of the week, the date, and the time, which kept by an accurate quartz crystal system clock, and is displayed in 24 hour format.

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Operation of the computer is menu driven. It is not required that the operator remember all of the choices of actions possible in any situation. They are presented to the operator in the form of an abbreviated list on the screen, called a menu. The operator need only press a single key to make his choice. The keys used for this purpose are the function keys, F1 - F10. In cases where additional information is required, a reminder or prompt appears below the menu indicating the additional information which must be entered, as well as the form in which it is to be typed. This additional information, or data entry, is usually in the range of 1 to 8 characters in length. It is generally accomplished by typingKey Note Text a number of characters, then pressing the ENTER key. The keyboard of the IED Model 590 Microcomputer System is similar to many personal computer keyboards. It includes some symbols and characters which are not used in this system. Only those characters and symbols which are used by this software have been made valid. They include the letters A-Z, the numbers 0-9, and the five symbols below.

» – + / : &

Any other symbols and punctuation marks will not be accepted and will cause the computer to beep.

For security reasons, functions which interfere with normal operation of the system are not accessible without entering a password. The Password screen and menu permit only audible and visual monitoring of system operation. To proceed to the other menus which allow assignment and parameter changes and system testing, and give more information about faults, it is necessary to enter your personal password. To do so, press F1, the Password function key. The prompt “Enter password will appear. Type the password in carefully. For security it will not appear on the screen as it is typed. Then press the ENTER key. If this is done correctly, Setup menu will replace the Password menu. At the lower right of the screen the words “Logged in:” will appear, followed by your name. The remainder of the screen will remain the same.

Attention must be paid to the use of the keyboard. It is so constructed that most of the keys will produce repeating entries if held down for more than about 1/2 second. This is of no particular benefit in the operation of this system, and in some cases, it can be detrimental. Except for the reset function described below, it is recommended that in the operation of this system no key should ever be held down. Instead, the keys should be tapped and released. It is recommended that any repeat entries be accomplished manually.

In some unusual circumstances, most often caused by severe external electrical disturbances, but sometimes by grossly incorrect keyboard operation, a computer “lockup” may occur. This condition is indicated by a total lack of response to keyboard entries. It will then be necessary to reset the computer by one of 3 methods: (1) press and hold down the Ctrl and Alt keys simultaneously, then tap the Del key, (2) press the reset button located on the front panel of some computers, or (3) turn the computer power switch OFF for about 10 seconds, then turn it ON again.

To help avoid accidental or unauthorized entries, a time limit has been placed on the response to prompts. If a prompt appears which requires a response, the response must be entered within approximately 30 seconds, or the prompt will disappear, error message “Entry selected is not available!” will appear, and control will revert to the menu.

Please note the following precaution regarding the Monitor/Test System, if used. The measurement capabilities incorporated in the system are both accurate and repeatable. Particularly when measuring to close tolerances, such as when allowable deviations are set to 1 or 2 dB, a warmup time must be allowed to permit the system to stabilize before performing a set or a test. If the computer has been off, or if it has been subjected to large temperature variations, it should be allowed to operate for a period of at least 30 minutes at normal temperatures before a set or test is performed. Since the 20kHz test is performed automatically, if it is enabled, unwarranted faults might occur during warmup. They should be disregarded, and will clear themselves once the system stabilizes. A similar situation exists if Autotest occurs during the warmup period. If faults are generated from this cause, a manual system test should be run to clear them, since another Autotest will not occur for 24 hours.

MENU TREE

The Menu Tree is a diagram which includes all menus, and shows their interconnection. By examining the Menu Tree one may determine the path which must be followed to arrive at the desired function. The Functions section below includes a detailed description of each function, and how it operates. (See Menu Tree, Figures 1, 2, and 3, Pages 49, 50, and 51)

SCREENS

The screen images near the end of this document include all which may be encountered during operation of the system. Of course, the information displayed will vary with options selected, and the actual monitor screens are in color. A multi-level gray scale has been used to represent the actual screen colors.

PRINTOUTS

A number of printouts may be obtained on demand in order to provide a hard copy of system setup and operation. In order for printouts to occur, 1) The printer option must be turned on, and 2) A printer must be connected and on line.

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Available printouts include the following:

Microphone Station Assignments
Terminal Zone Assignments
Local Zone Assignments
Emergency Zone Assignments
PDRP Message Playback Assignments
Flight Information Data
Flight Vocabulary
Test Data
Fault Data
Password Program Log
540 Configuration
596 Data

Each is available from the corresponding menu level. If printing is enabled and the printer is ready, pressing the appropriate function key will cause the printout to occur. Printouts for system options occur only if those options are included in the system.

FUNCTIONS

Most functions are listed in the menus, and are selected by pressing the function keys indicated. Their names are shown in this section in **BOLD NORMAL** type. A few functions are not listed in the menus, and are selected by pressing other keys such as **Del** or **Ins**, as indicated in this section. The names of non-menu functions are shown in this section in ***BOLD ITALICS***.

PASSWORD

Description: A password is used for security reasons. It prevents unauthorized persons from making changes in the system configuration. The **PASSWORD** function is used to enter the other function menus which allow system modifications, modification of the operating parameters, scheduling, and testing. Each authorized system operator has his own password.

Key sequence: When the function key is pressed, the prompt “ENTER PASSWORD” appears. Type in the password, then press ENTER. Take care to type correctly. For security reasons, the characters will not appear on the screen. Once the password has been entered properly, the next menu appears, and the name of the person logged in appears in the space provided at the lower right of the screen.

Error messages: Computer beeps if invalid characters are entered. An invalid password produces the message “Access Denied!”

SEL MON PT (SELECT MONITOR POINT)

Description: The ***SEL MON PT*** is a non-menu function which is available from any menu level except Test Data, and not while operating within a function.

Key sequence: Pressing the Ins key causes a list of monitor points to pop up with the cursor at the current monitor point. A maximum of 16 points are visible at a time. The cursor is positioned on the desired monitor point by the up and down arrow keys. The PgDn and PgUp keys cause the next 16 circuits or previous 16 circuits, respectively, to be displayed each the key is pressed. The Home key returns the display to the beginning of the list, and the End key moves it to the end of the list. When the cursor is at the desired monitor point, press the Enter key and the point will be selected for monitoring.

Error messages: None.

MAIN MENU

Description: The **MAIN MENU** function provides access to the Main Menu.

Key sequence: When the function key is pressed, the Main Menu appears. No further action is necessary.

Error messages: None.

MIC STA (MICROPHONE STATIONS)

Description: This function is used to bring up the Microphone Station Assignment screen and its associated menu which allows access to the various microphone station assignment functions.

Key sequence: When the function key is pressed, the new screen and menu appear directly, and show the assignments for Microphone Station Number 1. There is no prompt, and no further entry is required.

Error messages: None.

STATION NO. (MICROPHONE STATION NUMBER)

Description: The **STATION NO.** function is used for selecting a microphone station to which to make assignments. It allows direct entry of the microphone station number. For example, if it is desired to make or change the assignments of microphone station no. 12, then 12 may be entered and the computer will go directly to the microphone station no. 12 assignment screen.

Key sequence: When the function key is pressed, the prompt “Enter Mic Station Number [1 - X]:” appears, where X is the number of microphone stations provided for in the system. Type the number of the desired station, then press ENTER. The parameters for the selected Microphone Station are displayed. They may then be entered or changed.

Error messages: If an improper entry is made in response to the prompt, the message “Number selected is invalid!” appears.

NXT STATION (NEXT STATION)

Description: This function is used for selecting which Microphone Station is to be assigned. It allows stepping through the list of Mic Stations sequentially, one at a time.

Key sequence: Each time the function key is pressed, the Microphone Station Number advances by 1. The parameters for each station are displayed in turn, and may be entered or changed.

Error messages: None.

SELECT BTTN (SELECT MICROPHONE STATION BUTTONS)

Description: When 500 Series is chosen as the microphone station model (4 buttons), the **SELECT BTTN** function is used to assign a zone group or message number, as desired, to the microphone station buttons or the push-to-talk switch, if a handheld microphone is used.

Key sequence: When the function key is pressed, the following prompt appears:

[1-5, 10-99, 101-199, 601-629, 701-729, 779, 801-829, 851-879, 901-930, or 0-Off] Group number: __ For Button 1

In systems with more than one ACS, 201-299 is added for the second ACS, 301-399 for the third ACS, 401-499 for the fourth ACS, and 501-599 for the fifth ACS.

(X = 1, 2, 3, 4, or Mic Sw). The button numbers and the push-to-talk switch appear in sequence. When the zone group or prerecorded message number is typed in and ENTER is pressed, or when ENTER is pressed with no entry to bypass a button, the prompt is repeated for the next button. This procedure is continued until all four buttons and the microphone switch have been assigned or bypassed. Any microphone switch assignment which might already have been made will be stored in memory and will take effect when a microphone switch is added and enabled. See the **MIC SWITCH** function for information on how to activate the microphone push-to-talk switch. The table below explains the types of zone groups associated with each number group.

Zn Grps	Function	Priority
0	OFF	
1 - 5	Multi Local Zone Group	3
10 - 99	Terminal Zone Group	4
101 - 199*	Local Zone Group	3
601 - 629	Play prerecorded message to Multi Local Zone Group	3
651 - 679	Play message to any selectable Terminal Zone Group	4
701 - 729	Play prerecorded message to assigned zones	2,3,4**
779	Record message take	-
801 - 829	Stop playback sequence	-
851 - 879	Monitor prerecorded message	3
901 - 930	Emergency Zone Group	1

* When more than 1 ACS is used, the 2nd ACS uses 201 - 299, the third ACS uses 301 - 399, the 4th ACS uses 401 - 499, and the 5th ACS uses 501 - 599.

** Assignable to priority level 2, 3, or 4

When the zone group or message number is typed in and ENTER is pressed, the assignment becomes current.

Error messages: If an entry is made which does not meet the specifications of the prompt, the message "Number selected is invalid!" will appear, and the function will be aborted. If an invalid character is typed, it will not be accepted, the computer will beep and continue to wait for an acceptable entry.

SELECT GRPS (SELECT TERMINAL ZONE GROUPS)

Description: The **SELECT GRPS** function is used, when in the microphone station assignment screen and menu, to select the terminal zone groups (10-99) which may be accessed from a given microphone station. This function is available for 508 or 508T series only. All terminal zone groups will be displayed on the screen.

Key sequence: When the function key is pressed, the cursor will be at the first zone group (row 1, column 1) of the table, and the following prompt will appear in the prompt area:

```
Use arrow Keys to select group, and Ins to turn group ON or OFF.
Press ENTER when finished.
```

The cursor position is indicated as a highlight surrounding the zone group number. The LEFT and RIGHT arrows move the cursor sequentially through all the zone groups, and the UP and DOWN arrows move the cursor between rows. Only the zone group indicated by the cursor may be turned ON or OFF for the microphone station. This is accomplished by the INS key, which switches the zone group from OFF to ON or from ON to OFF with alternate presses. When the zone group is ON, its number is green. When it is OFF, its number is black. Each time the Ins key is pressed it also advances the cursor to the next position, making it easy to switch a number of zone groups in a row by simply pressing the Ins key. Continue toggling zone groups until the desired terminal zone map has been completed for the microphone station. The function is then ended by pressing the ENTER key. The process is repeated for each microphone station which is to be used.

Error messages: None. If an unauthorized key is pressed, the computer will beep and reject the input.

AUTO ON/OFF (AUTOMATIC ON AND OFF)

Description: This function is used to assign automatic ON and OFF times for the Mic Stations to help avoid unauthorized use of the mic stations when left unattended.

Key sequence: When the function key is pressed, the prompt "Enter new ON Time (HHMM or none)" appears. The ON time must be entered in 24 hour format, using one or two digits for the hour and two for the minutes. For minutes less than 10, a leading zero must be used. A leading zero for hours less than 10 is optional. For example 5 minutes after 3 AM could be entered as 0305 or 305. No colon separator should be used. To remove a time that has previously been entered without entering a new time, enter the word "none" for the time. To leave the ON time unchanged at its previous value, press ENTER in response to the prompt. If there is no previous value of ON time, and ENTER is

pressed without having first entered a valid time, the entry will abort. After the ON time has been entered, changed, or left at its previous value, a prompt appears requesting the OFF time. The OFF time entry is similar to the ON time entry. For the automatic ON/OFF feature to be active, both ON and OFF times must be entered. If either is missing, the feature is defeated.

Error messages: None. The computer beeps, the entry is rejected, and the prompt disappears if the entry is not valid.

MIC SWITCH (MICROPHONE SWITCH)

Description: The MIC SWITCH function is available only when 500 Series microphone stations are used. It is used to inform the computer whether or not the microphone has a press-to-talk switch (handheld microphone), to initiate the announcement, and also so that a zone group or message number may be assigned to it. **IF THIS FUNCTION IS NOT SELECTED TO CORRESPOND WITH THE MICROPHONE STATION MODEL BEING USED, THE MICROPHONE STATION WILL NOT OPERATE!**

Key sequence: MIC SWITCH is a toggle function. Each time the function key is pressed, the display changes state. If no microphone switch was indicated, when the function key is pressed, a microphone switch will be indicated (shown below button number 4 as MIC SW). If a microphone switch was indicated, when the function key is pressed, no microphone switch will be indicated.

Error messages: None.

ENABLE EMG (ENABLE EMERGENCY ANNOUNCEMENTS)

Description: For 508 series microphone stations, the **ENABLE EMG** function is provided to enable or disable the capability of making emergency announcements from the microphone station currently being assigned.

Key sequence: This is a toggle function. The current status may be observed in the lower left corner of the Allowable Terminal Zone Groups (upper) box on the screen. If enabled, the indicator 900 (EMG) will be green. If not, it will be black. Pressing the function key when it is enabled will turn it OFF. Pressing it when OFF will enable it.

Error messages: None.

MUL LOC GRP (MULTIPLE LOCAL GROUPS)

Description: The **MUL LOC GRP** function is used to assign local zone groups 101 - 199 to Multi Local Groups 1, 2, 3, and 5. In systems with more than one ACS, 201-299 is used for the second ACS, 301-399 for the third ACS, 401-499 for the fourth ACS, and 501-599 for the fifth ACS. The multi Local Groups have a special relationship in accordance with the table below.

MULTI LOCAL GROUP NUMBER ENTERED	MULTI LOCAL GROUPS RESPONDING
1	1
2	1 + 2
3	1 + 3
4	1 + 2 + 3
5	1 + 2 + 3 + 5

Multi Local Group No. 1 is always assigned to the push-to-talk switch of the handheld microphone of any 508RMC, 508FMC, or the ANNC/0 pushbutton of the 508DTG. All Multi Local Group announcements are live (not recorded).

In order to assign Multi Local Groups to a Microphone Station, it must first be assigned a 500 or 508 model number. It may not be designated as unused.

Key sequence: When the function key is pressed, the prompt requests:

```
For Multi Local Number 1
Enter Local Zone Group Number [101 - 199 or 0-Off]: ___
```

In systems with more than one ACS, 201-299 is added for the second ACS, 301-399 for the third ACS, 401-499 for the fourth ACS, and 501-599 for the fifth ACS.

As each selection is typed in and ENTER is pressed, the prompt requests the entry for the next Multi Local Group number. If it is desired to bypass an entry leaving the previous entry unchanged, press ENTER without first typing an entry. The function continues until groups 1, 2, 3, and 5 have been assigned or bypassed.

Error messages: If a number entry other than 101 - 199 (In systems with more than one ACS, 201-299 is used for the second ACS, 301-399 for the third ACS, 401-499 for the fourth ACS, and 501-599 for the fifth ACS.) or 0/Off is made, the message “Number selected is invalid!” will appear, and the prompt will progress to the next Multi Local Group number. To make a new entry for that group, it will be necessary to complete the function, then reenter it and press ENTER repeatedly until the desired prompt appears. Non-numeric valid character entries will produce the prompt “Entry selected is not available!”, and the prompt will progress to the next group. If an invalid character is typed, it will not be accepted, the computer will beep and continue to wait for an acceptable entry.

CHG MODEL (CHANGE MODEL)

Description: The **CHG MODEL** function is used to indicate which model of microphone station is associated with each active microphone station number. **THE CORRECT MODEL MUST BE ENTERED, OR THE MICROPHONE STATION WILL NOT OPERATE!**

Key sequence: When the function key is pressed, the prompt requests:

```
Enter mic station model
(0-UNUSED, 1-508DTG, 2-508RMC, 3-508FMC, 4-508T, 5-500 or 6-ACS IN):___
```

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In systems with 1 ACS, the prompt includes only selections 1 - 5. Selection 6 is included when the system includes more than 1 ACS. When the number representing the desired choice is typed in and ENTER is pressed, the choice immediately appears on the screen in place of the previous choice. Note that ACS IN means that the input is not a microphone station, but the audio feed from another ACS.

Error messages: If an unacceptable character is typed, the computer will beep, and the character will not be accepted. If a number other than those indicated in the prompt is typed and ENTER is pressed, the computer will beep, and the message "Invalid model!" will appear.

MESSAGE ACCESS

Description: The **MESSAGE ACCESS** function is provided to allow the selection of which prerecorded messages, 1 - 29, may be accessed from a given 508 Series microphone station. The function is only available when the selected microphone station model is 508 or 508T.

Key sequence: When the function key is pressed, the upper block will display all possible message numbers, and the cursor will be at the first message number (row 1, column 1) of the table. The following prompt will appear in the prompt area:

```
Use arrow Keys to select zone, and INS to turn zone ON or OFF
Press ENTER when finished.
```

The cursor position is indicated as a highlighted rectangle surrounding the message number. The LEFT and RIGHT arrows move the cursor sequentially through all the message numbers, and the UP and DOWN arrows move the cursor between rows. Only the message indicated by the cursor may be turned ON or OFF for the microphone station. This is accomplished by the INS key, which switches the message from OFF to ON or from ON to OFF with alternate presses. When the message is ON, its number is green. When it is OFF, its number is black. Each time the Ins key is pressed, the cursor advances to the next position, making it simple to select a number of messages in sequence by pressing the Ins key repeatedly. The procedure of selecting messages is continued until the desired message table has been established for the microphone station. The process is repeated for each 508 microphone station which is to be used.

Error messages: None. If an unauthorized key is pressed, the computer will beep and reject the input.

ENABLE 100

Description: The **ENABLE 100** function is provided to allow enabling a 508 or 508T Series microphone station to make local announcements (local zone groups 101 - 199 for a system with 1 ACS, 201-299 for a second ACS, 301 - 399 for a third ACS, 401 - 499 for a fourth ACS, and 501 - 599 for a fifth ACS). The selections include live announcements or recorded announcements from any or all of the ACSs in the system.

Key sequence: The current status of the function may be observed at the lower left of the Allowable Terminal Zone Groups (upper) box on the screen. If enabled, the indicator 100 will be green. An 'L' following the 100 indicates that live announcements have been

selected. An 'R' indicates that recorded announcements from one or more ACSs have been selected. When the system consists of multiple ACSs, there will be an indicator for each one. The second ACS will be indicated by a 200 to the right of the 100, the third ACS by a 300 to the right of the 200, and so on through 500.

When the function key is pressed, A prompt similar to the following will appear:

```
Toggle LOCALS: 0) LIVE  1) ACS 1  2) ACS 2  3) ACS 3  4) ACS 4  5) ACS 5
```

The actual prompt will have the designators which were entered for the ACSs (as seen on the first screen) in place of ACS 1, ACS 2, and ACS 3. Type the desired entry, then press ENTER. The screen display will immediately reflect the change. When changing from 100L to 100R it will be necessary to repeat the entry, since the first entry will both make the change and toggle ENABLE off.

Error messages: If an entry other than those offered in the prompt is attempted, the computer will beep, reject the entry, and the message "Entry selected is not available!" will appear.

MIC LOC (MICROPHONE STATION LOCATION)

Description: ***MIC LOC*** is a non-menu function which is available whenever operating within the microphone station assignment menu, but not within another function. Its function key is the Del key. It is used to enter names for the microphone station locations for ease of identification by the operator. It has no effect on system operation.

Key sequence: When the Del key is pressed while in the Microphone Station Assignment menu, the following prompt appears:

```
Enter Mic Location_____________
```

Type any convenient name, consisting of up to 15 valid characters, then press ENTER. The name will appear at the lower left of the screen after the title "MIC LOC:". The new name is saved immediately in non-volatile memory.

Error messages: None. If an invalid character is typed, the computer will beep and it will be rejected.

EXIT/PRINT

Description: The **EXIT**/**PRINT** function is used either to leave the current menu and return to the previous menu, or to produce a printout of the current assignments made from the current menu level.

Key sequence: When the function key is pressed, the prompt states: "1) EXIT 2) PRINT OUT:__". Type 1 or 2, as desired, then press ENTER. If 1) EXIT is chosen, and assignment changes have been made, a second prompt will appear asking; "Do you wish to save the current assignments [Y/N]?__". If Y is typed and ENTER pressed, the computer will write the current assignments into non-volatile memory and will then return to the previous menu level. If N is typed and ENTER is pressed, the computer will return to the

previous menu level without writing the current assignments into memory. The assignments previously in memory will remain.

If 2) PRINT OUT is chosen, the print out will begin immediately, and will continue until complete, provided that the printer is connected, ON, on line, and loaded with paper. The printout will consist of all the assignments from the menu level from which it was called.

Error messages: Valid character entries other than 1 or 2 in response to the first prompt will abort the function. Invalid character entries will cause the computer to beep and will be rejected. Valid character entries other than Y or N in response to the second prompt will produce the message “ERROR! Enter Y or N”.

TERM ZONES (TERMINAL ZONE GROUP ASSIGNMENTS)

Description: Terminal zone groups (numbered 10 - 99) are arbitrary combinations of individual zones which may be addressed as a unit for the purpose of making terminal announcements. They may comprise any combination of any number of the zones in the system. Terminal zone groups are used for normal recorded announcements to any area, usually a large area. Up to 8 terminal announcements may be recorded at a time, but only one may play back at a time, even if there is no zone overlap. The **TERM ZONES** function is used to access the terminal zone group assignment screen and menu.

Key sequence: When the function key is pressed, the Terminal Zone Group assignment screen and menu appear immediately. The assignments for the lowest numbered terminal zone group (10) are displayed. No further actions are required.

Error messages: None.

ZN GROUP # (ZONE GROUP NUMBER)

Description: This function allows selecting a zone group by going directly to a particular group for display of previous assignments and assignment changes.

Key sequence: When the function key is pressed, the computer requests the desired zone group number. Type in the number and press ENTER, and the previous assignments for that zone group are immediately displayed.

Error messages: If an invalid entry is made, the computer beeps, the message “Entry selected is not available!” appears, and the function aborts. If invalid characters are entered, the computer beeps, and they are rejected.

NEXT GROUP (NEXT ZONE GROUP)

Description: This function is used for selecting which zone group is to be assigned. It allows stepping through the list of zone groups sequentially, one at a time.

Key sequence: Each time the function key is pressed, the zone group number advances by 1. The zones for each group are displayed in turn, and may be entered or changed.

Error messages: None. Computer beeps if function key is pressed after last zone group.

SELECT ZONE (SELECT ZONES)

Description: The **SELECT ZONE** function is used to select the zones to be included in each zone group.

Key sequence: When the function key is pressed, the cursor will be at the first zone (row 1, column 1) of the zone table. All zones will be displayed on the screen. The prompt states:

```
Use Arrow Keys to select zone, INS to turn zone On or OFF,
    Del Key to change area. Press ENTER when finished.
```

The cursor position is indicated as a highlighted rectangle surrounding the zone number. The left and right arrows move the cursor sequentially through all the zones, and the up and down arrows move the cursor between rows. Only the zone indicated by the cursor may be turned ON or OFF for the zone group. This is accomplished by the INS key, which switches the zone from OFF to ON or from ON to OFF with alternate presses. When the zone is ON, its number is green. When it is OFF, its number is black. Each time the Ins key is pressed, the cursor advances to the next zone. This procedure is continued until the desired zone map has been established. ENTER is then pressed to end the function. The process is repeated for each zone group which is to be used.

For convenience, the name of the area covered by each zone may be entered. While operating within this function it will be displayed just above the zone numbers. To enter or change this name, press the Del key. The following prompt will be displayed:

```
Enter zone X's AREA:_______________
```

Where X is the number of the zone at the cursor location. The name may consist of any combination of up to 15 valid characters. Type the desired name. Make corrections by erasing with the Backspace key. Press ENTER when finished. The new name will appear immediately.

Error messages: None. If an unauthorized key is pressed, the computer will beep and reject the input.

ZN GRP AREA (ZONE GROUP AREA)

Description: ***ZN GRP AREA*** is a non-menu function which is available whenever operating within any of the zone group assignment menus (Terminal Zone Group Assignments, Local Zone Group Assignments, or Emergency Zone Group Assignments), but not within another function. This function permits entering a name for the zone group for the convenience of the operator.

Key sequence: When the Del key is pressed, the prompt requests:

```
Enter Zone Group Area_____________
```

Type the desired name consisting of up to 15 valid characters and spaces, then press ENTER. The new name will appear immediately at the lower right of the screen after the title "ZONE GROUP AREA IS: ". The new name is saved immediately in non-volatile memory.

Error messages: None. If an invalid character is typed, the computer will beep and it will be rejected.

PREV GROUP (PREVIOUS GROUP)

Description: This function is used for selecting which zone group is to be assigned. It allows stepping through the list of zone groups sequentially, one at a time, in reverse order.

Key sequence: Each time the function key is pressed, the zone group number decreases by 1. The zones for each group are displayed in turn, and may be entered or changed.

Error messages: None.

PRNT GROUPS (PRINT ZONE GROUP ASSIGNMENTS)

Description: The **PRNT GROUPS** function is provided to produced printouts of the zone group assignments for the currently displayed screen and menu.

Key sequence: When the function key is pressed, the zone maps for all zone groups which have zones assigned for the currently displayed screen and menu (Terminal, Local, or Emergency) will be sent to the printer. In order for the printout to occur, the printer must be connected, it must be turned on and on line, and it must be loaded with paper.

Error messages: None.

EXIT

Description: The **EXIT** function is used to leave the current menu and return to the previous menu.

Key sequence: When the function key is pressed, the computer returns to the previous menu, and the screen reverts to the corresponding screen as appropriate. If entries have been made from the menu to be exited, and no dedicated function for saving the assignment has been provided, when the function key is pressed, the prompt will ask if you wish to save the current assignments. YES or NO must be typed in, and ENTER must be pressed, before the menu may be exited. If YES is typed, the changes will be stored in memory. If NO is typed, the assignments will revert to their previous settings. Zone Area, Zone Group Area, Microphone Station Location, and Message Names are saved when entered. They are not affected by this Save function. If no entry is made for

approximately 10 minutes, the computer will time out and return to the Password level menu. Any changes or assignments that were made will be lost.

Error messages: None.

LOCAL ZONES (LOCAL ZONE GROUP ASSIGNMENTS)

Description: Local Zone Groups are arbitrary combinations of individual zones which may be addressed as a unit. They may comprise any combination of any number of the zones within the same ACS. Local Zone Groups are used for recorded or live announcements to any assigned local area. The **LOCAL ZONES** function is used to access the Local Zone Group assignments screen and menu.

Key sequence: When the function key is pressed, the local zone group assignment screen and menu appear immediately. No further actions are required.

Error messages: None.

EMG ZONES (EMERGENCY ZONE GROUP ASSIGNMENTS)

Description: Emergency zone groups are arbitrary combinations of individual zones which may be addressed as a unit. They may comprise any combination of any number of the zones in the system. Emergency zone groups are used for direct emergency announcements to any area. The **EMG ZONES** function is used to access the emergency zone group assignment screen and menu.

Key sequence: When the function key is pressed, the emergency zone group assignment screen and menu appear immediately. No further actions are required.

Error messages: None.

PDRP MSGS (PERMANENT DIGITAL RECORD/PLAYBACK MESSAGES)

Description: PDRP MSGS is used to access the PDRP Playback Assignments screen and menu. Together they provide the display and functions to assign the zones to which each of the prerecorded messages are played, as well as a manually controlled repeat cycle, or a real time playback schedule.

Key sequence: When the function key is pressed, the PDRP Playback Assignment screen and menu appear directly. No prompt appears, and no further entry is required.

Error messages: None.

MESSAGE # (MESSAGE NUMBER)

Description: This function allows direct selection of a PDRP message by number for display of previous assignments and assignment changes. Message numbers 1 - 29 are for prerecorded messages.

Key sequence: When the function key is pressed, the PROMPT requests:

```
Enter Message Number [1 - 29]:__
```

Type in the number of the desired message and press ENTER, and the previous assignments for the selected message are immediately displayed.

Error messages: If a message number which is out of range is entered, the computer beeps, the message "Number Selected is Invalid!" appears, and the function aborts. If invalid characters are entered, they are simply rejected.

NEXT MSG (NEXT MESSAGE)

Description: This function steps the computer through the messages one at a time, displaying the previous assignments for each as it appears and permitting assignment changes.

Key sequence: Each time the function key is pressed, the message number advances by 1, and the previous assignments for that message number are displayed until the last message number is reached.

Error messages: None. If the function key is pressed again after reaching the last message number, the computer will beep.

ZONES/MON (MESSAGE ZONES/MONITOR ZONES)

Description: This function is used to select or change the zones in which the message being displayed will be played and the zones in which it will be monitored. There is only one zone map for monitoring all PDRP messages.

Key sequence: When the function key is pressed, the following prompt appears:

```
1) Message zones  2) Monitor zones :__
```

Type 1 or 2, depending upon which function is desired, then press ENTER. If 1, Message zones is selected, the current playback zone map for the message will appear, with the cursor at Zone 1. The cursor position is indicated as a highlighted rectangle surrounding the zone number. The name of the zone will appear just above the zone map, and the following prompt will appear:

```
Use Arrow Keys to select zone, INS to turn zone ON or OFF,
Del key to change area. Press ENTER when finished.
```

The left and right arrows move the cursor sequentially through all the zones, and the up and down arrows move the cursor between rows. Only the zone indicated by the cursor may be turned ON or OFF for the message. This is accomplished by the INS key, which switches the zone from OFF to ON or from ON to OFF with alternate presses. When the zone is ON, its number is green. When it is OFF, its number is black. Each time the Ins key is pressed, the cursor advances to the next zone.

While this function is active, pressing the Del key produces the prompt:

```
Enter zone X's AREA:_____________
```

X represents the number of the zone at which the cursor is located when the Del key is pressed. This permits entering a name for the zone for the convenience of the operator. Type the desired name consisting of up to 15 characters and spaces, then press ENTER. The new name will appear immediately. When zone assignments for that message are completed, press ENTER.

If 2, Monitor zones is selected, the current zone map in which in the message can be monitored will appear, with the cursor at Zone 1. The name of the zone will appear just above the zone map, and the playback schedule information will disappear from the lower box. The prompts and procedures are identical with those described above for message zones.

Error messages: If a character other than 1 or 2 is entered in response to the first prompt, it will be rejected, the computer will beep, and the function will be aborted. Unacceptable keys during zone assignment will cause the computer to beep, and will be rejected.

FLIGHT SCHD (FLIGHT SCHEDULE)

Description: The **FLIGHT SCHD** function is used access the Flight Info screen and menu. The functions reached from this menu and the levels below it all deal with assembled prerecorded messages which contain dynamic information (information which is entered from the microphone station keyboard). They do not deal with the assembled prerecorded messages which have a fixed content.

Key sequence: When the function key is pressed, the Flight Info screen and menu appear. No further action is necessary.

Error messages: None.

EDIT FLIGHT

Description: The **EDIT FLIGHT** function is provided to allow the entry and editing of fixed data used in the assembled messages. The items included are Flight Number, Airline, Message Zone Group, and Languages.

Key sequence: When the function key is pressed, the Edit Flight screen and menu appear with the cursor at entry 1, and the following prompt in the prompt area:

```
  ←, →, ↓, ↑, 'PgUp', 'PgDn', 'Home', 'End' keys to move cursor.
'Ins', 'Del' keys chose from 50 Airlines. 'Ins' key toggles Language.
   0 - 9 enters Flight number and Zone Group numbers. F1 to sort.
                    Press ENTER when finished.
```

The down and up arrow keys move the cursor ahead and back through the list, one entry at a time, respectively. The PgDn and PgUp move the cursor ahead and back through the list 15 entries at a time, respectively. The Home key moves the cursor to the beginning of the list. The End key moves the cursor to the end of the list. Select the entry to be

edited, or a blank entry to enter a new flight. Use the left and right arrow keys to move between columns. When in the Flight Number column use the number keys in the top row of the keyboard to enter the flight number. To remove an existing flight number, use the backspace key. When in the Airline column, use the Ins and Del keys to scroll forward and backward, respectively through the list of airlines, until the desired airline name appears. In the Zone Group column, enter the desired zone group using the number keys as described above for the flight number. Move to each desired language column and toggle the language ON or OFF, as desired by pressing the Ins key. When a language is ON for an entry, its abbreviation appears in that column. When it is OFF, the column will be blank for that entry. Each time the Ins key is pressed in a given language column for an entry the language changes state. If OFF, it turns ON. If ON, it turns OFF. To sort entries in order of flight number, press F1 at any time while within the function. When finished editing, press the ENTER key. The entries will be sorted as the function is exited.

Error messages: None.

MONITOR MSG (MONITOR MESSAGE)

Description: The **MONITOR MSG** function is used to audibly monitor an assembled message through the monitor zones.

Key sequence: When the function key is pressed, the prompt requests:

```
Enter Message Type 631-650 :____
```

Type the desired message number, then press ENTER. A second prompt appears requesting:

```
Enter the FLIGHT NUMBER: ________
```

Type the desired Flight Number, then press ENTER. A third prompt then appears requesting:

```
Enter the Carousel or Gate number if needed:____
```

Type the Carousel or Gate number, if appropriate, then press ENTER. The selected message will be assembled as entered, then played to the monitor zone map for the message (see **ZONES**/**MON** function).

Error messages: None. If an invalid message number is entered, the computer will beep and the entry will be rejected.

LANG/TAKES (LANGUAGE/TAKES)

Description: The **LANG**/**TAKES** function is used to access the Language/Takes screen and menu.

Key sequence: When the function key is pressed, the Language/Takes screen and menu appear. No further action is necessary.

Error messages: None.

ASM MSG # (ASSEMBLED MESSAGE NUMBER)

Description: The ASM MSG # function is used to selected the desired assembled message to be entered or edited.

Key sequence: When the function key is pressed the prompt requests:

```
Choose ENGLISH message type (631-650):__
```

Type the number of the desired message type, then press ENTER.

Error messages: If an entry other than 631 - 650 is made, the message "Number Selected is Invalid!" will appear.

NEXT MSG (NEXT MESSAGE)

Description: The **NEXT MSG** function is used to advance the number of the message selected for editing by 1.

Key sequence: When the function key is pressed, the next message and its take numbers appear. No further action is necessary.

Error messages: None. When the last message number is reached, further keypresses will cause the computer to beep.

LANGUAGE

Description: The assembled messages with dynamic information may be recorded and played back in up to eight languages. The messages must be made to correspond by editing in each of the languages used. The **LANGUAGE** function is provided for the purpose of selecting the language version of the message which is desired to be edited.

Key sequence: When the function key is pressed, the prompt requests:

```
Choose one of eight languages :__
```

Type the number corresponding to the desired language, then press ENTER. The selected language version of the message will appear. No further action is necessary.

Error messages: If an entry other than 1 - 8 is made, the message "Number Selected is Invalid!" will appear. Invalid characters will cause the computer to beep and will be rejected.

PREV MSG (PREVIOUS MESSAGE)

Description: The **PREV MSG** function is used to decrease the number of the message selected for editing by 1.

Key sequence: When the function key is pressed, the previous message and its take numbers appear. No further action is necessary.

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Error messages: None. When the first message number is reached, further keypresses will cause the computer to beep.

PDRP EDITOR (PERMANENT DIGITAL RECORD/PLAYBACK MESSAGE EDITOR)

Description: The **PDRP EDITOR** function is used to access the PDRP editor main menu and screen .

Key sequence: When the function key is pressed, the PDRP Editor main menu and screen appear. No further action is necessary.

Error messages: None

EDIT MODE

Description: The **EDIT MODE** function is used to access the Edit Message menu and screen. Besides providing a display of the current message, the Edit Message screen displays numeric information about the amout of memory and time remaining and about the message being edited. Some of the terms are used are defined below.

BLOCK:	64 blocks = 1 Bank
BANK:	The minimum storage unit, about 0.7 second
ADDRESS:	Related to the physical location on the circuit board where a message is stored (Useful for troubleshooting).

The screen display shows both the available channel memory and the remaining PDRP memory. In addition, it displays the beginning, end, and length of the edited message, in terms of address, blocks, and seconds.

Key sequence: When the function key is pressed, the Edit Message menu and screen appear. No further action is necessary.

Error messages: None

PLAY (PLAY CURRENT MESSAGE)

Description: The **PLAY** function is used to play back the portion of the current message which is between the beginning and end pointers.

Key sequence: When the function key is pressed, the message is played back to the designated zone(s). The following message appears in the prompt area:

```
Hit 'Space Bar' to stop playing
```

The entire portion of the message between the beginning and end pointers will play back, unless terminated by pressing the Space Bar. The playback zone(s) are designated during installation. As the message plays, a pointer (vertical line) moves across the display indicating the current instantaneous position to aid in editing.

Error messages: None

RECORD (RECORD MESSAGE)

Description: The **RECORD** function is used to record messages into digital memory from a designated microphone station. The microphone station is designated during installation. The message may be input through the microphone, or through another source which is fed into the microphone station.

Key sequence: When the function key is pressed, the digital recorder is immediately active and begins recording. Press the microphone push-to-talk switch and begin speaking, or start the external source (tape player, etc.). At the same time, the following prompt appears:

```
Hit 'Space Bar' to stop recording
```

When the message is complete, press the Space Bar. A new message appears in the prompt area which states:

```
Reading DRP Data
```

The message is being transferred into the editor. When transfer is complete, an amplitude versus time representation of the message is displayed on the screen. The upper display is the entire message, and the lower display is a magnified 4 second window. The portion of the message being displayed in the magnified view is highlighted in the display of the entire message. The message is now ready for editing.

Error messages: None

EDIT BEGIN (EDIT MESSAGE BEGINNING POINT)

Description: The **EDIT BEGIN** function is used to identify and mark the beginning point of a message or message segment on the screen display.

Key sequence: When the function key is pressed, a number of editing keys become active, as described in the Edit Key Table below.

Use the **PLAY** function to play the message. While listening to the message, note the position of the moving cursor as it passes the point at which you wish the message to begin. Using the appropriate keys, move the Beginning Mark to the desired point. Allow about .2 seconds of 'dead time' before the start of the speech. Use the **SAVE MARK** function to save the position.

Error messages: None

KEY	MOVES	DIRECTION	AMOUNT
⌊	Pointer	Left	.01 Sec
⊗	Pointer	Right	.01 Sec
Ctrl ⌊ (NOTE 1)	Pointer	Left	3 Sec
Ctrl ⊗ (NOTE 1)	Pointer	Right	3 Sec
⌈	Pointer	Right	.2 Sec
⊕	Pointer	Left	.2 Sec
Pg Up	Lower Display Window	Right	1 Sec
Pg Dn	Lower Display Window	Left	1 Sec
Home	Lower Display Window	Left	To mark
End	Lower Display Window	Right	To mark
NOTE 1: Hold down the Ctrl key, then press the Arrow key			
Edit Key Table			

EDIT END (EDIT MESSAGE END POINT)

Description: The **EDIT END** function is used to identify and mark the end point of a message or message segment on the screen display.

Key sequence: When the function key is pressed, a number of editing keys become active, as described in the Edit Key Table above.

Use the **PLAY** function to play the message. While listening to the message, note the position of the moving cursor as it passes the point at which you wish the message to end. Using the appropriate keys, move the Beginning Mark to the desired point. Allow about .2 seconds of 'dead time' after the end of the speech. Use the **SAVE MARK** function to save the position.

Error messages: None

GOTO MARK (GO TO MARK)

Description: The **GOTO MARK** function is used to return the cursor to a previously saved mark, the beginning point in the Edit Begin Menu, or the end point in the Edit End Menu.

Key sequence: When the function key is pressed, the cursor returns to the appropriate previously saved mark, the beginning point in the Edit Begin Menu, or the end point in the Edit End Menu. No further action is necessary.

Error messages: None

SAVE MARK

Description: The **SAVE MARK** function is used to save the position of the applicable cursor, the beginning point in the Edit Begin Menu, or the end point in the Edit End Menu.

Key sequence: When the function key is pressed, the current position of the applicable cursor is saved. If the cursor is moved and the function key is pressed again, the new current position of the cursor is saved. No further action is necessary.

Error messages: None

RESET BEG (RESET BEGINNING CURSOR)

Description: The **RESET BEG** function is used to return the beginning cursor to the start of the entire message shown in the upper display.

Key sequence: When the function key is pressed, the cursor immediately returns to the start of the message. No further action is necessary.

Error messages: None

SAVE MESSAGE

Description: The **SAVE MESSAGE** function is used to save the edited message in permanent (non-volatile) memory.

Key sequence: When the function key is pressed, the following prompt appears:

```
Enter Message Number: ___
```

Type a number from 1 - 254, then press ENTER. If a number is chosen which is already in use for another message, the following prompt appears:

```
Message already saved, overwrite (Y or N)?
```

Type a 'Y' to save the message to the selected number, displacing the message previously saved to that number, then press ENTER. Type any other character, then press ENTER to abort the process. Another number may then be chosen, if desired. While the message is being saved, the message "Saving Message" appears in the prompt area.

Error messages: Any entry other than 1 through 254 will cause the computer to beep, the message "Invalid Entry" to appear in the prompt area, and the entry to be rejected.

RESET END (RESET END CURSOR)

Description: The **RESET END** function is used to return the end cursor to the end of the entire message shown in the upper display.

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Key sequence: When the function key is pressed, the cursor immediately returns to the end of the message. No further action is necessary.

Error messages: None

END EDIT (END THE EDITING PROCESS)

Description: The **END EDIT** function is used to terminate the editing process by leaving the Edit Message Begin or Edit Message End Menus and return to the Edit Message Menu.

Key sequence: When the function key is pressed, the computer immediately returns to the Edit Message Menu. No further action is necessary.

Error messages: None

LOAD MESSAGE

Description: The **LOAD MESSAGE** function is used to load a previously saved message into memory for playing or editing.

Key sequence: When the function key is pressed, the computer requests:

```
Enter Message Number: ___
```

Type the number of the desired message, 1 - 254, then press ENTER. While the message is loading, first “Loading Message”, then “Reading DRP Data” will appear in the prompt area. When the loading process is complete, the amplitude versus time displays will appear on the screen, and may be edited.

Error messages: If the number of an empty message is entered, the message “No Such Message” will appear. If an entry other than 1 - 254 is made, the message “Invalid Entry” will appear.

ASSEMBLE

Description: The **ASSEMBLE** function is used to join messages together for playing, editing, or saving as a new message. The first segment may be a freshly recorded message or a previously saved message. The subsequent segments must be previously saved messages. Each added message is appended to the end of those already in the editor.

Key sequence: When the function key is pressed, the following prompt appears:

```
Enter Message Number: ___
```

Type the number of the previously recorded message to be added to the end of the current message(s), then press ENTER. The prompt then states:

```
Appending Message
```

When the message has been appended, the first prompt returns. An additional message number may be entered. It too will be appended. The process may be repeated as many times as desired, as long as there is sufficient memory space available. To terminate the process, when the prompt

```
Enter Message Number: ___
```

appears, press ENTER without first typing an entry. The prompt will then state:

```
Reading DRP Data
```

When the data has been read into the editor, it will be displayed. It may then be played, edited, or saved as a new message, as desired.

Error messages: If the number of an empty message is entered, the message "No Such Message" will appear. If an entry other than 1 - 254 is made, the message "Invalid Entry" will appear.

MSG MAP (MESSAGE MAP)

Description: The **MSG MAP** function is used to access the Message Map Display screen and menu. The Message Map Display lists all messages, showing the number of banks and the number of seconds of memory used by each. It also gives the total number of banks and seconds used. The message information is given on two screens. 1 - 127 on the first, and 128 - 254 on the second. This display also provides the means for completely erasing a message and reclaiming its memory space.

Key sequence: When the function key is pressed, the following message appears:

```
Reading Message Data
```

This process requires approximately one minute. When complete, the following prompt appears:

```
Use Arrow Keys, Pg Up & Pg Dn to select message.
        Hit Del Key to Erase Message.
```

The Pg Up and Pg Dn keys switch the display between messages 1 - 127 and 128 - 254. The arrow keys move the cursor to the desired message. The cursor position is indicated by the Message Number, Banks, and Seconds being shown in yellow. To delete a message, position the cursor on the message, then press the Del key. The prompt will state:

```
Confirm Delete ( Y or N )
```

Type 'Y' and the message will be deleted. Any other key will abort the deletion.

Error messages: None

FORMAT

Description: The **FORMAT** function prepares the non-volatile storage card to accept data. Normally, it is needed only at the initial installation. Formatting destroys all stored data.

Key sequence: When the function key is pressed, the following prompt appears:

```
WARNING! Format Will Erase ALL Messages
Confirm Format ( Y or N )
```

Type 'Y' and the formatting process will begin. Any other key will abort the process.

Error messages: None

EDIT TEXT

Description: The **EDIT TEXT** function is used to enter or change the text of the takes which appears on the screen. It does not affect the content of the take when played. To avoid confusion, the text should be made to correspond with the recorded take. This must be done separately in each language.

Key sequence: When the function key is pressed, the following prompt appears:

```
Enter Take Number to Change Text for [1 - 254]:___
```

Type the number of the desired take, then press ENTER. The current text, if any, for the selected take will appear in the upper portion of the white window in the center of the screen. In the lower portion of the window two lines consisting of 50 dashes each will appear. These represent the 100 characters, including spaces and punctuation which can be displayed. A second prompt advises:

```
Enter Take's text. Press ENTER when finished.
```

Type the desired text. It will appear in the editing window as it is typed. Press ENTER when finished. Make corrections by using the backspace key to erase what has just been typed. When the take text is correct, press the ENTER key.

Error messages: If an entry other than 1 - 254 is made, the message "Number Selected is Invalid!" will appear. Invalid characters will cause the computer to beep and will be rejected.

L/T PRINT (LANGUAGE/TAKES PRINT)

Description: The **L/T PRINT** function is used to produce a printout of either the take table or of the messages texts in the currently selected language.

Key sequence: When the function key is pressed, the following prompt appears:

```
Print Out of  1) Take table  2) 631-650 Messages _
```

Type 1 or 2, as desired, then press ENTER.

If the printer is properly connected and on line, a printout will be produced.

Error messages: None. Invalid characters will cause the computer to beep, and will be rejected.

EDIT MSG (EDIT MESSAGE)

Description: The **EDIT MSG** function is used to select the takes which will be used to assemble the message. A message may consist of 1 - 16 takes.

Key sequence: When the function key is pressed, the following prompt appears:

```
–1={Flt #}, –2={Airline name}, –3={Baggage Carousel #}, –4={Gate #}
        'PgUp' decrements take. 'PgDn' increments take.
     ← → to move cursor. 0-9 to enter Take.'Enter' to exit.
```

The takes are listed in sequence from left to right across the upper part of the screen. They are shown as white numbers on a blue background, except for the take at the cursor position which is shown with black numbers on a white background. Only the take at the cursor position may be changed. Use the left and right arrow keys to select the take to be changed. When at the desired take position, enter the desired take number with the 0 - 9 keys. Use the backspace key to erase an existing number. The take numbers may also be changed with the PgUp and PgDn keys. Each press of the PgUp key reduces the number by one. Each press of the PgDn key increases the number by one. The four negative numbers, –1 through –4 are used for variable information which is to be entered at the microphone station, and are tabulated below.

TABLE OF VARIABLE TAKES	
NUMBER	**VARIABLE**
–1	Flight number
–2	Airline name
–3	Baggage carousel number
–4	Gate number

When the message is set up as desired, press ENTER to exit the function.

Error messages:

VOCABULARY

Description: The **VOCABULARY** function consists of three subfunctions, labels, airlines, and numbers. The labels subfunction is for entering an abbreviation for each language used. This affects only what appears on the screen, not the message itself. The airlines subfunction is for assigning airline name take numbers to reference numbers which select the take played when an airline is selected. The numbers subfunction is for assigning the takes for the numbers zero through nine to reference numbers which se-

lect the take played when a number is selected. It is essential that all be made to correspond to the proper takes so that messages play properly.

Key sequence: When the function key is pressed, the following prompt appears:

```
Enter ENGLISH language  1) LABELS  2) AIRLINES  3) NUMBERS :_
```

The language listed in the prompt is the language currently selected with the **LANGUAGE** function. Type the number corresponding with the desired entry, then press ENTER.

If 1, LABELS is selected, a new prompt will appear requesting:

```
Enter the language NAME:__________
```

Type the name of the language using up to 10 characters, then press ENTER. Unless it is desired to change the order of the languages, the name must agree with the name in the first prompt. After typing the name, press ENTER, or press ENTER without first typing a name to leave the current entry unchanged. After ENTER is pressed, a new prompt will appear requesting:

```
Enter the language ABBREVIATION:__
```

Type a two letter abbreviation for the language, then press ENTER, or press ENTER without first typing an abbreviation to leave the previous entry unchanged.

If 2, AIRLINES, is entered in response to he first prompt, the following prompt appears, along with a table of the currently assigned reference numbers, airline names, and their takes:

```
CAUTION! Airline names must maintain the same REF # for all languages.
          'PgUp' decrements Take. 'PgDn' increments Take.
     ←→↑↓ To move cursor. 0-9 to enter Take. 'Enter' to Exit.
```

The cursor position is indicated by a black background around one of the take numbers. Only the take number at the cursor position may be changed. The up and down arrow keys move the cursor between rows. The left and right arrow keys move the cursor between columns. Position the cursor at the take to be entered or changed. If the current take entry is a number other than zero, use the backspace key to delete it, then type the correct take number. The take number may also be changed using the PgUp and PgDn keys. Each time the PgUp key is pressed, the take number decreases by 1. Each time the PgDn key is pressed, the take number increases by 1. When a valid take number is entered, the corresponding airline name appears immediately in the Airline Name column. Move the cursor to the next take to be entered or changed and repeat the process. Continue until desired entries or changes have been made, then press ENTER.

If 3, NUMBERS, is entered in response to he first prompt, the following prompt appears, along with a table of the currently assigned takes:

```
          'PgUp' decrements Take. 'PgDn' increments Take.
     ←→↓↑ To move cursor. 0-9 to enter Take. 'Enter' to Exit.
```

The cursor position is indicated by a black background around one of the take numbers. Only the take number at the cursor position may be changed. The up and down arrow keys move the cursor between rows. The left and right arrow keys move the cursor between columns. Position the cursor at the take to be entered or changed. If the current take entry is a number other than zero, use the backspace key to delete it, then type the correct take number. The take number may also be changed using the PgUp and PgDn keys. Each time the PgUp key is pressed, the take number decreases by 1. Each time the PgDn key is pressed, the take number increases by 1. When a valid take number is entered, the name of the corresponding number (spelled out) appears immediately in the Number column. Move the cursor to the next take to be entered or changed and repeat the process. Continue until desired entries or changes have been made, then press ENTER.

Error messages: None. In response to the first prompt, entries other than 1 - 3 are rejected. Characters other than 0 - 9 are not accepted in response to any prompt.

RECORD TAKE

Description: When preparing to record a take from a microphone station, the **RECORD TAKE** function is used to enter the take number to be recorded. **NOTE: All recordings of takes must be done using this function!**

Key sequence: When the function key is pressed, the following warning and prompt appears:

```
CAUTION! Message 29 is used to record takes and may NOT work
properly after using this function. When this menu level is exited
Message 29 will be restored, but the TAKE should no longer be recorded.
Enter Take Number to Record [1-254]:___
```

Type the desired take number, then press ENTER.

Error messages: If an entry other than 1 - 254 is made, it will be rejected, and the message “Number selected is invalid!” will appear.

PRINT FLT (PRINT FLIGHT DATA)

Description: The **PRINT FLT** function is used to produce a printout of all of the entries in the Flight Info screen which contain information (empty entry positions will not print).

Key sequence: When the function key is pressed, the printout will be produced, provided that the printer is on line and ready.

Error messages: None.

MSG TYPE (MESSAGE TYPE)

Description: The **MSG TYPE** function is used to inform the computer whether the type of the prerecorded message being assigned is Local, Terminal, Or Emergency, and whether monitoring is to be allowed when initiated from the microphone stations which have access to the message.

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Key sequence: When the function key is pressed, the prompt requests:

```
Enter new Message Access [1 - 3]:___
1 = Local, 2 = Terminal, 3 = Emergency
```

Local, Terminal, and Emergency access are message priority levels. When number representing the desired access is typed and ENTER is pressed, the prompt then asks whether the message is to be monitored. Type a Y for yes, or an N for no, then press ENTER. The questions regarding monitoring may be bypassed, if desired, by pressing ENTER without an entry. After the question is answered or bypassed, the message type data is immediately updated on the screen.

Error messages: If a valid character other than 1, 2, or 3 is entered, the computer beeps, and the message "ERROR! Re-enter [1 - 3]" will appear. If an invalid character is typed, the computer beeps, the character is not accepted, and the computer continues to wait for an acceptable entry.

MSG PLAYS (MESSAGE PLAYS)

Description: When a PDRP (prerecorded) message is manually activated, it will play a predetermined number of times with a predetermined interval between plays. The MSG PLAYS function is provided to enter the number of times it will play, and the time interval between plays. These parameters are entered on a message by message basis. MESSAGE PLAYS will be inhibited if **AUTO PLAYBK** is ON.

Key sequence: When the function key is pressed, the prompt requests that the number of plays (1 - 14) be entered. 15 may be entered for unlimited play, or 0 to turn the function OFF. When the desired number has been typed and ENTER has been pressed, the next prompt requests the desired time between plays (1 - 60 min). These parameters become current when they are entered.

Error messages: Any entry other than 0 - 15 for the number of plays, or 1 - 60 for the interval will cause the computer to beep and the message "Number selected is invalid!" to appear, and will abort the function. If the **AUTO PLAYBK** function is ON, the message "Message 7XX (message number) is set up to play on time basis" will appear, and the entry will be aborted. Typing an invalid character will cause the computer to beep, and it will be rejected. The computer will continue to wait for a valid entry.

START/STOP (START TIME/STOP TIME)

Description: The START/STOP function is provided for setup of automatic playback of prerecorded messages on a real time schedule. Up to 4 time slots may be programmed for each message. Each time slot is programmed individually for days of the week, start time, stop time, and time between plays (TBP). All time slot programming is displayed on the screen. To make the START/STOP programming active, it is necessary to assign message zones with the **MSG ZONES** function, and then to turn Automatic Playback ON using the **AUTO PLAYBK** function. Automatic playback using start/stop programming takes precedence over play using the **MSG PLAYS** function. If the above steps are followed, any programming of the **MSG PLAYS** function will be canceled by automatically reducing the number of plays to zero.

Key sequence: When the function key is pressed, the first prompt states: “Enter Time Number [1-4]:__”. When it has been typed in and ENTER pressed, the following second prompt appears: “Enter Playback Days [0-7]:__

0-None, 1-Sun, 2-Mon, 3-Tue, 4-Wed, 5-Thu, 6-Fri, 7-Sat"

Any combination of days may be selected. Type the number of each desired day, and press ENTER after each one. Remove a day by typing its number and pressing ENTER again. As each day is entered, an “X” appears on the screen under that day. If 0 is entered, all days are erased. When the desired combination has been achieved, press ENTER without first typing an entry. If no days have been programmed, the function is aborted and all programming is erased. Otherwise, a third prompt appears requesting: “Enter new START Time (HHMM or none):__”. Times are entered using a 24 hour clock. Type the desired start time. A leading zero for hours less than 10 is optional. Do not use a colon separator. Five minutes after three AM may be entered as 305 or 0305. If it is desired to cancel the time slot, type “none”. after typing the desired entry, press ENTER. The function will be aborted, and all programming will be erased. The following fourth prompt will appear: “Enter new STOP time (HHMM):__”. The STOP time is entered in the same way as the START time, except that there is no option for entering “none”. When the STOP time has been entered, a fifth prompt requests: “Enter the time between plays [1 - 60 min, 0-OFF]:__”. Once the interval has been typed in and ENTER pressed, the entry is complete, and becomes current, unless 0 is entered. In that case the function will be aborted and all data for the time slot will be erased.

When entering data into an empty time slot, all parameters must be entered or the function will abort. When editing a time slot which already contains programmed information, any of the parameters may be bypassed by pressing the ENTER key in response to the prompt. The computer will proceed to the next prompt.

Any single time slot must be included within the same day. It cannot have a stop time which is earlier than the start time. To program a message so that it will start in one day and stop in the next, it must use 2 time slots. For example, If a message is to start at 6:00 PM and end at 1:00 AM the next day, program one time slot to start at 18:00 and end at 23:59, then program another to start at 00:00 and end at 01:00.

» **Care must be taken to ensure that the times programmed in different time slots do not overlap on the same day. If they do, operation may be erratic.**

Error messages: Any valid character entry other than 1-4 entered for the time slot number will produce the message “Entry selected is not available!”. Day entries other than 0 - 7 will be rejected by the computer. If the OFF time entered is not later than the ON time entered, the message “Off time must be later than on time in same day!” will appear. Invalid time or time between play entries will abort the function and cause programming to be erased.

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ED MSG TAKE (EDIT MESSAGE TAKES)

Description: The **ED MSG TAKE** function is provided for the purpose of composing or editing fixed PDRP messages (1 - 29) by adding, substituting, or deleting takes.

Key sequence: When the function key is pressed, the Edit Message Takes screen and menu appear, with the following prompt:

```
'PgUp' decrements take. 'PgDn' increments take.
←→↓↑ To move cursor. 0-9 To enter Take. 'Enter' to exit.
```

Across the upper portion of the screen are 16 small boxes. One has black numbers on a white background (the cursor location), and the other fifteen have white numbers on blue backgrounds. Below the row of boxes is the text of the takes, if any, which have been selected. Takes are separated by "/" symbols. Takes are played in the order that they appear, from left to right. A zero in a box indicates that no take has been assigned to that position. To change or enter a take, first move the cursor to the desired box (position). If the current entry is 0 (zero), the new take number may be typed in immediately. If a take number is already in the position, it must first be removed using the backspace key before a new number may be typed in. As an alternative, the take number may be changed using the PgUp and PgDn keys. Each time the PgDn key is pressed, the take number increments (increases) by 1. Each time the PgUp key is pressed, the take number decrements (decreases) by 1. Holding either key down will cause the numbers to scroll rapidly. Working from a printout of the take list, enter the takes necessary to assemble the desired message, then press the ENTER key.

Error messages: None.

AUTO PLAYBK (AUTOMATIC PLAYBACK ON/OFF)

Description: The **AUTO PLAYBK** function is used to turn the automatic playback feature ON or OFF without changing the programming. It can only be toggled ON if a time slot has been programmed using the **START**/**STOP** function, and a zone map has been set up with the **MSG ZONES** function. **AUTO PLAYBK** will not turn ON if the **MSG TYPE** is Emergency. If **AUTO PLAYBK** is ON and the MSG TYPE is changed to Emergency, **AUTO PLAYBK** will turn OFF.

Key sequence: AUTO PLAYBK is a toggle function. Each time that the function key is pressed, the function changes state. If it is ON, it will be turned OFF. If OFF, it will be turned ON. The current status is displayed on the screen at the upper right of the lower box.

Error messages: If a time slot has not been set up, the message "Days & times must be set up for automatic playback!" will appear. If no zone map has been set up, the message "MUST have zones for automatic playback" will appear.

MONITOR/TST (MONITOR/TEST)

Description: The **MONITOR/TST** function produces the IED Monitor/Test System screen and menu level, and provides access to the IED Monitor/Test System which is capable of manual and automatic self testing of the system. Note the on-screen wide range (-35dB to +20dB) VU meter which can give an accurate reading of level at any of the test points in the system using either a normal signal, or the frequencies and levels which were entered from the setup menu, and are displayed in the lower right portion of the screen above the menu. The VU Meter is always reading the input to the 590A card in the 590 Microcomputer System.

Key sequence: When the function key is pressed, the Monitor/Test screen and menu appear.

Error messages: None.

STEP AUTO (STEP AUTOMATICALLY)

Description: STEP AUTO causes the monitor to step through all the circuits, starting from the current one, displaying its level on the VU meter and making it audible through the Monitor Speaker. The time that the monitor dwells on each circuit may be set between 1 and 60 seconds.

Key sequence: When the function key is pressed, the prompt requests: “Enter pause for each circuit in seconds (1 to 60):__”. Once this is done, the computer immediately begins to step through the circuits, displaying each one for the number of seconds entered. The first circuit monitored will be the one whose identifier was displayed when the STEP AUTO function was started. To step through all the circuits, be sure that the first circuit is displayed at the start. If it is not, press HOME to cause it to be displayed.

Error messages: If an invalid time entry is made, the message “Entry selected is not available!” will appear.

SYSTEM TEST

Description: SYSTEM TEST gives the user the option of automatically stepping the system through the test points using the test tone, frequencies, and level selected during the setup procedure, or of providing a pink noise signal for manual testing or 540 calibration. In the pink noise test, the signal is always 6dB lower than the level selected for audible single frequency testing. In the automatic test, the output level is compared with the standard output level measured during the setup procedure and the computer determines whether the difference is within allowable limits, also selected during setup. The parameters for each circuit are displayed on the screen in turn. Each circuit whose level is outside of limits is noted. After all circuits have been tested, the identifiers of those which were not within limits are listed, together with their deviations. If none were outside of limits, at the end of the test the message “NO CIRCUIT FAULTS DETECTED” appears for a few seconds, then the screen reverts to the Monitor screen. If failures occurred, they will be listed on the screen. The test may be interrupted while in progress by pressing any key.

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Key sequence: When the function key is pressed, the computer beeps and the message "WARNING: These functions turn on tones throughout the system!" appears for 5 seconds. The prompt "DO YOU WANT TO CONTINUE? Y/N" then appears. If N is entered, control reverts to the menu. If Y is entered, the prompt then requests:

TEST: 1)System 2) Pink noise 3) Mics 4) Mics & Bus 5)Monitor

If 2 is entered, the prompt requests:

Enter LEVEL [-30dB to +24dB]

Type the desired level, then press ENTER. The pink noise will turn on immediately at the level entered. If no value is entered, the pink noise will begin at a level 6 dB below the test tone level. At the same time, the prompt requests:

540? Y/N__

Entering Y causes the 540 Setup screen and menu to appear. See Section 9, Group 25, Sub B for 540 Setup procedures. If N is entered, the following message appears and remains in the prompt area while the test is in progress:

PINK NOISE OUTPUT LEVEL = XX
↑↓ keys to adjust level. ←→ keys to monitor channel.

XX represents the current pink noise level. While the pink noise is on, the level may be adjusted with the up and down arrow keys. The left and right arrow keys may be used to select the channel to be monitored. The pink noise continues until it is terminated by pressing any other key.

Entries 1, 3, 4, and 5 represent four levels of system test. Entry 1, System runs a test of all system components including microphone stations, buses, and monitor points. Entry 3, Mics runs a test of only the microphone stations. Note that the Microphone Station test turns on tones **only** through the monitor speaker if the test is set up properly. Entry 4 runs a test of the microphone stations and the buses, and entry 5 tests only the monitor points. When the choice is made, the Monitor screen is replaced by the test screen, the menu disappears, and testing begins, one frequency at a time. The test may be made to pause by holding down the Ctrl key and pressing the Num Lock key. Testing is resumed by pressing any key. While the test is in progress, it may be terminated by pressing any key. As the test progresses, the parameters for each circuit are added to the display. At the completion of the test, the Monitor screen and menu reappear automatically. Test results may be viewed or printed using the **TEST DATA** function.

Error messages: None.

20k TEST SW (20kHz TEST SWITCH)

Description: The **20k TEST SW** function is used to enable or disable the 20kHz once-a-minute test. Note that when the 20kHz is being performed (at the start of each minute, lasting for a few seconds), audible and visual monitoring is interrupted, but program signal in the system is not affected. It may be desirable to use this function to turn off the 20kHz test while monitoring.

Key sequence: When the function key is pressed, the computer prompts that entering 1 will turn the 20kHz test ON, and entering 2 will turn it OFF. When the number representing the desired state is typed in and ENTER is pressed, the 20kHz test status goes immediately to that state. If ON is selected, the 20kHz status will indicate ON (or FAULT, if a fault is present). It will indicate OFF when turned OFF even if the indication was fault. The fault, however, will remain until cleared, and the system status will continue to indicate FAULT.

Error messages: None. Entry of most characters other than 1 or 2 will cause the function to abort and revert to the menu. A few characters will cause the computer to beep, and continue to wait for an acceptable entry.

AUTO TIME (AUTOMATIC TEST TIME)

Description: The **AUTO TIME** is used to enter or change the time at which the automatic test is conducted. When a test time has been entered, it causes **SYSTEM TEST** to be run automatically at that time of day, every day.

Key sequence: When the function key is pressed, the computer requests: “Enter the new Auto Test Time (HHMM or none):__”. The time must be entered in 24 hour format. For minutes less than 10 use leading zeroes. Leading zeroes for the hours are optional. Do not use a colon separator. Five minutes after three AM may be entered as 305 or 0305. Once the time is typed in, press ENTER. The test will be performed daily when that time is reached.

Error messages: When entering the automatic test time, if an invalid character, time, or format is entered, the message “Entry selected is not available!” will appear.

RS422 STAT (RS422 LINK STATUS)

Description: The **RS422 STAT** function provides a screen listing of the status of the RS422 links to all linked components including the ACS, 540s, 564s, 596s, and any others. The listing shows the identification of each link, the status (either OKAY or FAULT), and in the case of a fault, an error code (see Table of Error Codes below).

Key sequence: When the function key is pressed, the screen appears with no further action required. The screen will remain for approximately 60 seconds, or until any key is pressed.

Error messages: None.

TABLE OF ERROR CODES		
ERROR CODE	**ERROR**	**POSSIBLE PROBLEMS**
1H, 2H, 4H, 5H, 7H, 8H, DH, 41H, 42H, 44H	No response from port	General port problem 590I card bad Jumpers on 590I card incorrectly set Equipment assigned wrong port number
3H, AH, BH	No response from ACS or 540	Equipment assigned wrong address Bad card Power off at card Cable bad, broken, or disconnected
6H	No response from 540	Same as above
9H, CH	Error in data transmission	If consistently displayed, call factory
43H	No response from 564 or 596	Dip switches on card improperly set Equipment assigned wrong address Bad card Power off at card Cable bad, broken, or disconnected
45H	Wiring problem	Wiring on 596 missing, broken, or improperly wired

TEST DATA

Description: The **TEST DATA** function accesses the Test Data screen and menu.

Key sequence: When the function key is pressed, the Test Data screen and menu appear. The first screen displays all test data for the first 16 inputs to the first 596 (A1 through A16). To access the remainder of the data, the prompt explains:

```
PgUp, PgDn, Home and End keys to view more information.
```

The PgDn and PgUp keys move the display ahead and back, respectively, a screen at a time, each time they are pressed. Each screen displays 16 circuits, or ¼ of a 596.After the last 16 circuits of the first 596 are displayed, pressing the PgDn key will display the first 16 circuits of the second 596. The Home key causes the first 16 circuits of the first 596 to be displayed, and the End key displays the last 16 circuits of the last 596.

The initial screen presentation displays complete test data for all circuits.

Error messages: None.

ALL / FAULT (ALL TEST DATA/FAULTED CIRCUIT DATA ONLY)

Description: The **ALL** / **FAULT** function is used to switch the screen presentation between all test data and the test data on faulted circuits only. When the Test Data menu is entered, this function is in the All Test Data mode.

Key sequence: When the function key is pressed, the screen display switches from Test Data to a Fault Listing for tested 596 inputs or tested microphone stations. Pressing the function key again switches the display back to All Test Data.

Error messages: None.

MIC DATA (MICROPHONE STATION TEST DATA)

Description: The **MIC DATA** function is used to display the setup information and the test data for the microphone stations from the last system test. This function is present in the menu only when the 596 data is being displayed, and is used to switch the display from microphone station test data to 596 test data. Refer to the table below for a description of the data displayed. When the Test Data menu is entered, 596 test data is displayed on the screen. Consequently, this function is then available.

COLUMN HEAD	EXPLANATION
MIC #	The microphone station number (in the system)
MODEL	The IED Model Number of the microphone station. Could also be UNUSED or ACS INPUT (feed from another ACS).
SET LEVEL	Level reading at the input to the 590A from the microphone station test oscillator output through the ACS and 596
DEVIATION	The deviation of the last test from the set level reading
BUS FAULTS	The numbers (1 - 8) of any buses on which a fault occurred in the zone bus test (more than 1 dB deviation causes fault indication, OKAY if within deviation limits)

Explanation of Microphone Station Test Data Listings

Key sequence: When the function key is pressed, the display changes to microphone station monitor information, and the function changes to **596 DATA**. The prompt states: “PgUp, PgDn, Home and End keys to view more information”. The PgDn and PgUp keys move the data display ahead and back one screen at a time, respectively. The Home and End keys move the display to the first and last data screens, respectively.

Error messages: None.

596 DATA (596 TEST POINT DATA)

Description: The **596 DATA** function is used to display the setup information and test data for the 596 test points from the last system test. This function is present in the menu only when the microphone station data is being displayed, and switches the display from microphone station test data to 596 test data. Refer to the Table below for a description of the data presented. When the Test Data menu is entered, 596 test data is displayed on the screen.

COLUMN HEAD	EXPLANATION
IN	596 Input, A1 - 16, B1 - 16, C1 - 16, D1 - 16
NAME	Circuit name as entered by the user for ease in identification
ATTRIBUTE	Test attributes: M = Monitor; 150, 500, 800, 4K, 8K = Audible test frequencies; 20K = 20 kHz once a minute test, Z = Zone bus test; EXT = External input (only for testing DC)
SET LEVEL	The level reading at the input to the 590A from the circuit tested through the 596
DEVIATION	The maximum allowable deviation for the audible frequency test from the value obtained in the last system set before a fault is declared
20K SET	The level reading at the input to the 590A, using the oscillator 20 kHz test tone, from the circuit tested through the 596
20K DEV	The deviation from the set level reading from the last 20 kHz set.
ZONE BUS FAULTS	The numbers (1 - 8) of any buses on which a fault occurred in the zone bus test (more than 1 dB causes a fault indication, OKAY if within limits)
ZONE BUS SET	The set level for the zone bus test[1]. The zone bus set originates from a selected microphone station oscillator output, goes through the ACS bus to the selected circuit, through the 596, and to the 590A input.
596	The 596 with which the indicated faulted circuit is associated. Significant only in multiple 596 systems.[2]

NOTES: 1. This column available only in the ALL Test Data screen.
2. This column available only in the FAULT Test Data screen.

Explanation of 596 Test Data Listings

Key sequence: When the function key is pressed, the display changes to 596 test point data, and the function changes to **MIC DATA**. The prompt states: “PgUp, PgDn, Home and End keys to view more information”. The PgDn and PgUp keys move the data display ahead and back one screen at a time, respectively. The Home and End keys move the display to the first and last data screens, respectively.

Error messages: None.

PRINT DATA (PRINT TEST DATA)

Description: The **PRINT DATA** function is used to produce a printout of all setup information and the test data for both the 596 test points and the microphone stations, from the last system test.

Key sequence: When the function key is pressed, the printout begins and continues until completed, provided that the printer is connected and on line.

Error messages: None.

CIRCUT TEST (CIRCUIT TEST)

Description: The **CIRCUT TEST** function allows testing of an individual circuit or an individual microphone station. An individual circuit test may be performed for any circuit in System Test. The Individual Mic Test may be performed as done under System Test, or a special setup may be selected.

Key sequence: When the function key is pressed, the prompt asks:

```
1) Individual Circuit Test   2) Individual Mic Test. __
```

Type the code for the test desired, then press ENTER.

If 1) is chosen for Individual Circuit Test, the computer beeps and the computer prompts:

```
"WARNING: This function turns on tones throughout the system!"
DO YOU WANT TO CONTINUE? Y/N __
```

If N is entered, control reverts to the menu. If Y is entered, a list of test circuits will pop up. A maximum of 16 points are displayed at a time. The cursor is positioned on the desired test circuit by the up and down arrow keys. The PgDn and PgUp keys cause the next 16 circuits or previous 16 circuits, respectively, to be displayed each the key is pressed. The Home key returns the display to the beginning of the list, and the End key moves it to the end of the list. When the cursor is at the desired circuit, press the Enter key and the circuit will be selected for testing. After a pause, the selected circuit's test information will appear in the prompt area. The information consists of the circuit name, the measured deviation from the set level, and the status. The reading of the VU meter should differ from the set level by the deviation. If the deviation is 0 dB, the VU meter reading should equal the set level. If the deviation is within the preset limits the status will be OKAY. Otherwise, it will be FAULT. To terminate the test, press any key.

If 2) is chosen for Individual Mic Test, the prompt will request:

```
Enter Mic number (1 - X) : __
```

Where X = the maximum number of microphone stations. Once the microphone station number is typed and ENTER is pressed, the prompt asks:

```
Do you want a SPECIAL setup? Y/N __
```

If N is entered, the selected microphone station's information will appear in the prompt area. The information will consist of the microphone station number, the measured deviation, and the status (OKAY or FAULT). During the test the screen will have a yellow border. The test will continue until terminated by pressing any key.

```
If Y is entered, the prompt will request:

Enter ACS Bus 1-8 __
```

After the bus number has been typed and ENTER pressed, a list of test circuits will pop up. A maximum of 16 points are visible at a time. The cursor is positioned on the desired test circuit by the up and down arrow keys. The PgDn and PgUp keys cause the next 16 circuits or previous 16 circuits, respectively, to be displayed each the key is pressed. The Home key returns the display to the beginning of the list, and the End key moves it

to the end of the list. When the cursor is at the desired circuit, press the Enter key and the circuit will be selected for testing . A zone selection screen will then appear so that the zone(s) through which the microphone station output will be routed can be selected. The circuit selected **MUST** have its zone turned ON or the test will fault. The prompt states:

```
Use Arrow Keys to select zone, INS to turn zone ON or OFF
   Del key to change area. Press ENTER when finished.
```

The cursor position is indicated by a light blue square surrounding the zone number. Use the arrow keys to move the cursor to each desired zone. Press the Ins key to toggle the zone ON or OFF. When a zone is ON its number is green. When it is OFF, its number is black. While in this screen, a zone name may be changed by pressing the Del key when the cursor is at its number. If this is done, the following prompt appears:

```
Enter zone XX's AREA: _______________
```

XX is the number of the zone whose name (area) is to be entered or changed. Type the new name, then press ENTER.

When the zone selection process is complete, press the ENTER key. The test will begin. After a short pause the microphone station number and the test level will appear in the prompt area.

While any circuit test is in progress, the screen will have a yellow border. The test will continue until manually terminated. To exit from the test, press any key.

Error messages: If an invalid entry is made, the message “Entry selected is not available!” will appear. If an unassigned microphone station is selected, the message “Mic # XX has not been assigned a mic station type”, where XX is the microphone station number which was entered.

540 SCENES

Description: The **540 SCENES** function is used to access the 540 Scene Setup menu and screen.

Key sequence: When the function key is pressed, the 540 Setup menu and screen appear. No further action is necessary.

Error messages: None.

SCENE SETUP

Description: The **SCENE SETUP** function is used to set up from one to four schedules (scenes) of ON/OFF times for a 540 group on selected days of the week. The group parameters are selected by use of the 540 Setup software which is accessed through the **540 SETUP** function from the main menu. The **540 GROUPS** function is then selected. See Section 9 Group 25 Sub B for details of its operation. By using these functions together, portions of the system may not only be turned ON or OFF, but may also be made to change level or to compensate for ambient noise on a schedule. The table below lists the scene numbers and corresponding 540 group numbers for systems with 1 to 5 ACSs.

	540 GROUP NUMBERS				
	ACS 1	**ACS 2**	**ACS 3**	**ACS 4**	**ACS 5**
Scene 1	1	2	3	4	5
Scene 2	6	7	8	9	10
Scene 3	11	12	13	14	15
Scene 4	16	17	18	19	20

Key sequence: When the function key is pressed, the prompt requests:

```
Enter Scene Number [1-4]:_
```

Type the number of the scene which is to be entered or changed, then press ENTER.

A new prompt appears, requesting:

```
Enter 540 Scene Days [0-7]:__
0-None, 1-Sun, 2-Mon, 3-Tue, 4-Wed, 5-Thu, 6-Fri, 7-Sat
```

Type the number of each desired day, and press ENTER after each one. Remove a day by typing its number and pressing ENTER again. As each day is entered, an “X” appears on the screen under that day. If 0 is entered, all days are erased. When the desired combination has been achieved, press ENTER without first typing an entry. If no days have been programmed, the function is aborted and all programming is erased. Otherwise, a third prompt appears requesting:

```
Enter new START Time (HHMM or none):__
```

Times are entered using a 24 hour clock. Type the desired start time. A leading zero for hours less than 10 is optional. Do not use a colon separator. Five minutes after three AM may be entered as 305 or 0305. If it is desired to cancel the time slot, type “none”. after typing the desired entry, press ENTER. The function will be aborted, and all programming will be erased. The following fourth prompt will appear:

```
Enter new STOP time (HHMM):__
```

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The STOP time is entered in the same way as the START time, except that there is no option for entering “none”. When the STOP time has been entered, the function is complete.

When entering data into an empty scene, all parameters must be entered or the function will abort. When editing a scene which already contains programmed information, any of the parameters may be bypassed by pressing the ENTER key in response to the prompt. The computer will proceed to the next prompt.

Any single scene must be included within the same day. It cannot have a stop time which is earlier than the start time. To program a scene so that it will start in one day and stop in the next, it must use 2 scene slots. For example, If a message is to start at 6:00 PM and end at 1:00 AM the next day, program one scene to start at 18:00 and end at 23:59, then program another to start at 00:00 and end at 01:00.

» **Care must be taken to ensure that the times programmed in different scenes do not overlap on the same day. If they do, operation may be erratic.**

Error messages: If a valid character other than 0 - 9 is entered for the day selection, or if the format is not followed correctly for the time entries, the message “Entry selected is not available!” will appear. If the OFF time entered is not later than the ON time entered, the message “Off time must be later than on time in same day!” will appear.

SCENE PRINT

Description: The **SCENE PRINT** function is used to produce a printout of all of the 540 scenes.

Key sequence: When the function key is pressed, the printout begins immediately, provided that a printer is connected, is ON, and is ON LINE. No further action is necessary.

Error messages: None.

SET CLOCK

Description: This function provides for setting the system time and date. It also provides for enabling automatic time change for Daylight Saving Time, if desired.

Key sequence: When the function key is pressed The prompt requests:

```
1) Set Time  2) Set Day Light Savings Time_
```

Enter 1 or 2, as desired.

If 1 is entered to set the time and date, a new prompt appears which asks:

```
Enter the Date (MM-DD-YY or ENTER):________
```

Type the new date in the above format. Note that there are two digits for the day, two for the month, and two for the year. For numbers less than 10 use leading zeroes. Dashes (-)

are used for separators. If it is not necessary to change the date, then simply press ENTER. Once the date has been entered or bypassed, the computer requests:

```
Enter the Time (HH:MM:SS or ENTER):_______
```

The time is entered using 24 hour format, with two digits for the hour, two digits for the minute, and two digits for the seconds. Colon (:) separators are used. If it is not necessary to change the time, then simply press ENTER. Once the time is entered or bypassed control is returned to the menu. Date and time changes are transferred to the active display and other functions that use them as soon as they are entered.

If 2 is entered in response to the first prompt, the following prompt appears:

```
Day light savings time active?  Y/N _
```

If N is entered, the function is terminated. If Y is entered, a new prompt requests:

```
Clock set Forward in MONTH?  1)Jan 2)Feb 3)Mar 4)Apr 5)May
6)Jun 7)Jul 8)Aug 9)Sep 10)Oct 11)Nov 12)Dec __
```

Type the number corresponding to the month in which Daylight Saving Time starts, then press ENTER. Another prompt appears which asks:

```
Clock set Forward  on DAY? 1)Sun 2)Mon 3)Tue 4)Wed 5)Thu 6)Fri 7)Sat _
```

Type the number corresponding to the correct day, then press ENTER. Another prompt appears requesting:

```
Clock set Forward in WEEK? 1)1st 2)2nd 3)3rd 4)4th 5)Last :_
```

Type the number corresponding to the week of the month, then press ENTER. Another prompt will appear requesting:

```
Clock set Backward in MONTH?  1)Jan 2)Feb 3)Mar 4)Apr 5)May
6)Jun 7)Jul 8)Aug 9)Sep 10)Oct 11)Nov 12)Dec __
```

Type the number corresponding to the month in which Daylight Saving Time ends, then press ENTER. Another prompt appears which asks:

```
Clock set Backward on DAY? 1)Sun 2)Mon 3)Tue 4)Wed 5)Thu 6)Fri 7)Sat _
```

Type the number corresponding to the correct day, then press ENTER. Another prompt appears requesting:

```
Clock set Backward in WEEK? 1)1st 2)2nd 3)3rd 4)4th 5)Last :_
```

Type the number corresponding to the week of the month, then press ENTER.

Error messages: If excess characters are entered when entering the time, the message "Entry selected is not available!" appears. If improper characters are entered, the entry is rejected by the computer. In the multiple choice prompts, if a number or character other than those offered is entered, the message

```
Number is Invalid! Choose from 1 to X.
```

X represents the highest numbered choice offered in the prompt.

PASWD SETUP (PASSWORD SETUP)

Description: The **PASWD SETUP** function is used to access the Password Setup screen and menu.

Key sequence: When the function key is pressed, the Password Setup screen and menu appear. No further action is necessary.

Error messages: None.

CONFIG NAME (CONFIGURE NAME)

Description: After selecting an existing name or entering a new name, the **CONFIG NAME** function is used to access the Configure Name screen and menu in order to edit the function access and passwords to be assigned to the person. A person of a given level can only assign access and passwords to a person of an access level equal to or lower than his own. The Configure Name screen also displays the abbreviations of the functions which are used in the Program Log display and printouts.

Key sequence: Before pressing the function key, use the arrow keys to position the cursor at the name whose access is to be edited. If a new name is to be added, position the cursor at a blank, type in the new name, then press ENTER. Use the up arrow key to move the cursor to the new name. With the cursor positioned on the name, press the function key. The Configure Name screen and menu will appear, along with the following prompt:

```
'↓'  '↑' keys to move cursor. 'Ins' key to toggle access.
                'Del' key toggles TECH access.
  The IED TECHNICAL SETUP & SUPPORT LEVEL (TECH) column will disallow
PROGRAM LEVELS for non-TECH USERS when they are on this PASSWORD SETUP
screen; i.e., they cannot see and turn on these levels for any USERS.'
```

Use the up and down arrow keys to move the cursor to the desired function, then press the Ins key to allow access to the function or to prevent access. The cursor position is indicated by a gray background around the function and with the function name flashing. The function name at the cursor position will be shown in white letters when access is permitted, and with black letters when access is not permitted. Other functions are shown in white letters when access is permitted, and in gray letters when access is not permitted. When all functions have been set as desired, the **ENTER PASSW** function may be used, or the menu may be exited, as desired.

To delete a name, when in the Password Setup screen, position the cursor at the desired name, press the spacebar, then press ENTER.

See the **ENTER PASSW** function to remove the password.

Error messages: None. Pressing any keys other than the up and down arrow keys or the Ins key will cause the computer to beep.

ENTER PASSW (ENTER PASSWORD)

Description: The **ENTER PASSW** function is used to enter or change the password of the individual whose access is being edited. If a password has been assigned previously, it will be displayed in the Password window at the upper right of the screen.

Key sequence: When the function key is pressed, the menu disappears and a window appears at the lower right of the screen with the prompt

```
Enter Password: _______
```

The password may consist of any combination of up to 12 valid characters and spaces. Type the desired password, then press ENTER. The menu will reappear, and the new password will appear in the password window. It will be effective immediately.

To delete a password, after pressing the function key, press the spacebar. The password will disappear.

Error messages: None. Invalid characters will cause the computer to beep and will be rejected.

PROGRAM LOG

Description: The Program Log is a listing of the last 511 Log-Ons to the system. The log includes the name of the person logging on, their reference number, the date and time of logging ON and OFF, and the type of actions which were taken. Abbreviations of each action, enclosed in french brackets, are listed on the line following each numbered entry line. The explanations of the abbreviations are listed in the table below. The **PROGRAM LOG** function allows the log to be viewed on the screen. The **PRINT ALL** and **SELCT PRINT** functions allow all or a selected portion of the log to be printed.

Key sequence: When the function key is pressed, the log appears on the screen. It is listed in reverse order of time, with the newest entry first. Ten entries are displayed at a time. The Pg Up, Pg Dn, and Home keys may be used to move through the log. Pg Dn moves forward, Pg Up moves backward, and Home returns the display to the first screen (entries 1 - 10). If PgUp is pressed at the first screen, the last screen appears.

Error messages: None.

PROGRAM LOG ABBREVIATION TABLE	
PROGRAM LEVEL	**ABBREVIATION**
MIC STATION SETUP	MIC
TERMINAL ZONE MAP SETUP	TERM
LOCAL ZONE MAP SETUP	LOCL
EMERGENCY ZONE MAP SETUP	EMRG
PDRP SETUP	PDRP
COMPUTER DATE & TIME	TIME
SYSTEM TEST	TEST
SYSTEM SET	SET
596 INPUT SETUP	596
540 SETUP	540
LANGUAGE SETUP & TAKE RECORDING	LANG
FLIGHT ENTRY & SETUP	FLHT
IED TECHNICAL SETUP AND SUPPORT LEVEL	TECH
PASSWORD PROGRAM SETUP	PASS

PRINT ALL

Description: The **PRINT ALL** function is used to print the entire Program Log, provided that a printer is connected to the printer port and is on line.

Key sequence: When the function key is pressed, the printout begins, and continues until completed. No further action is necessary.

Error messages: None.

SELCT PRINT (SELECT PRINT)

Description: The **SELCT PRINT** function is used to print out a selected portion of the program log, provided that a printer is connected to the printer port and is on line.

Key sequence: When the function key is pressed, a prompt appears requesting:

```
Print from Entry #: (1-511)?__
```

Type the number of the entry at which you desire the printout to begin, then press ENTER. A second prompt will appear, requesting:

```
        to Entry #: (1-511)?__
```

Type the number of the entry at which you desire the printout to end, then press ENTER. If you have made two valid entries, the printout will begin immediately, and will continue until complete.

Error messages: None. Entries other than 1 - 511 will cause the computer to beep and will be rejected.

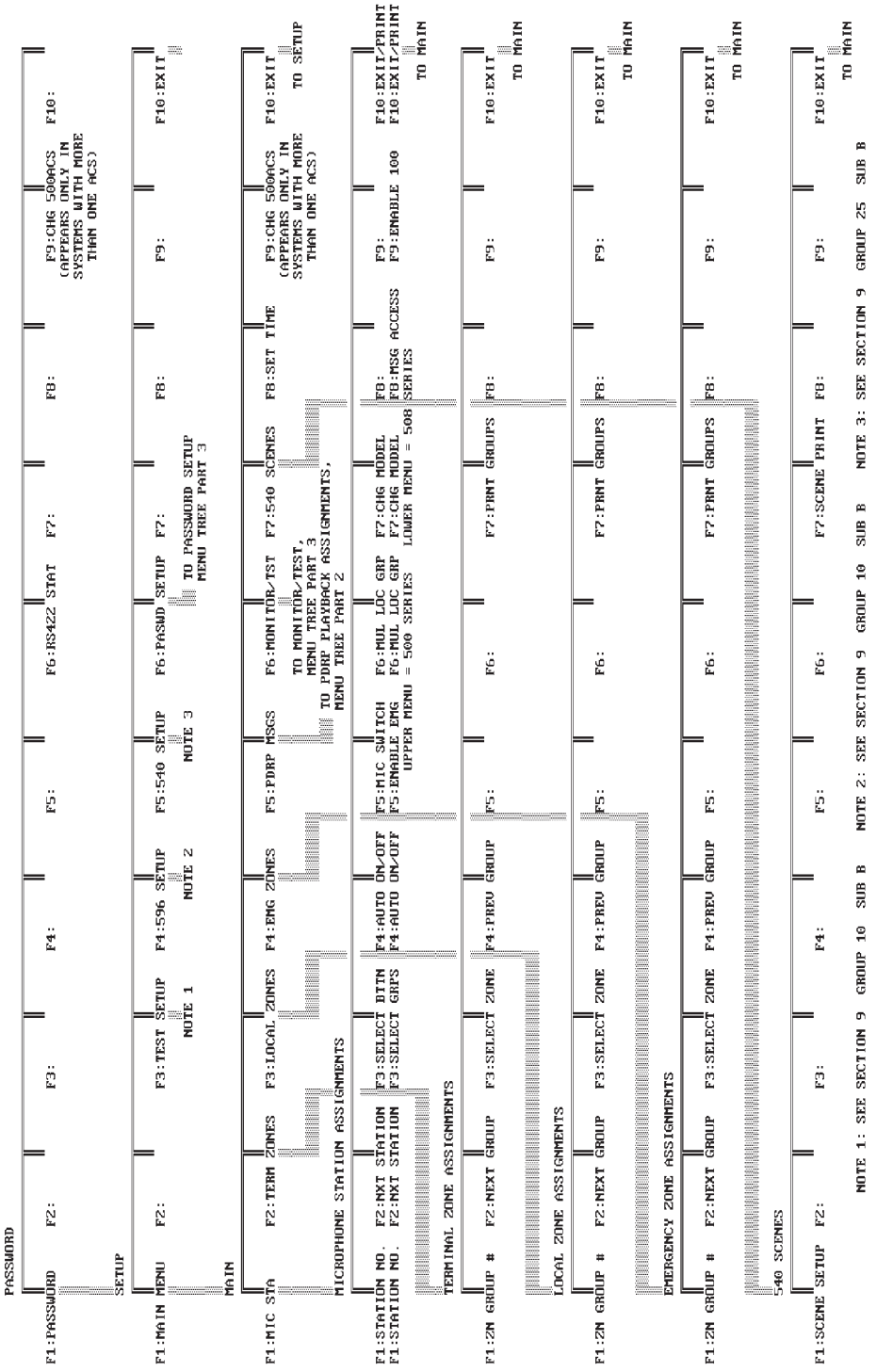

Figure 1 - Menu tree
Part 1

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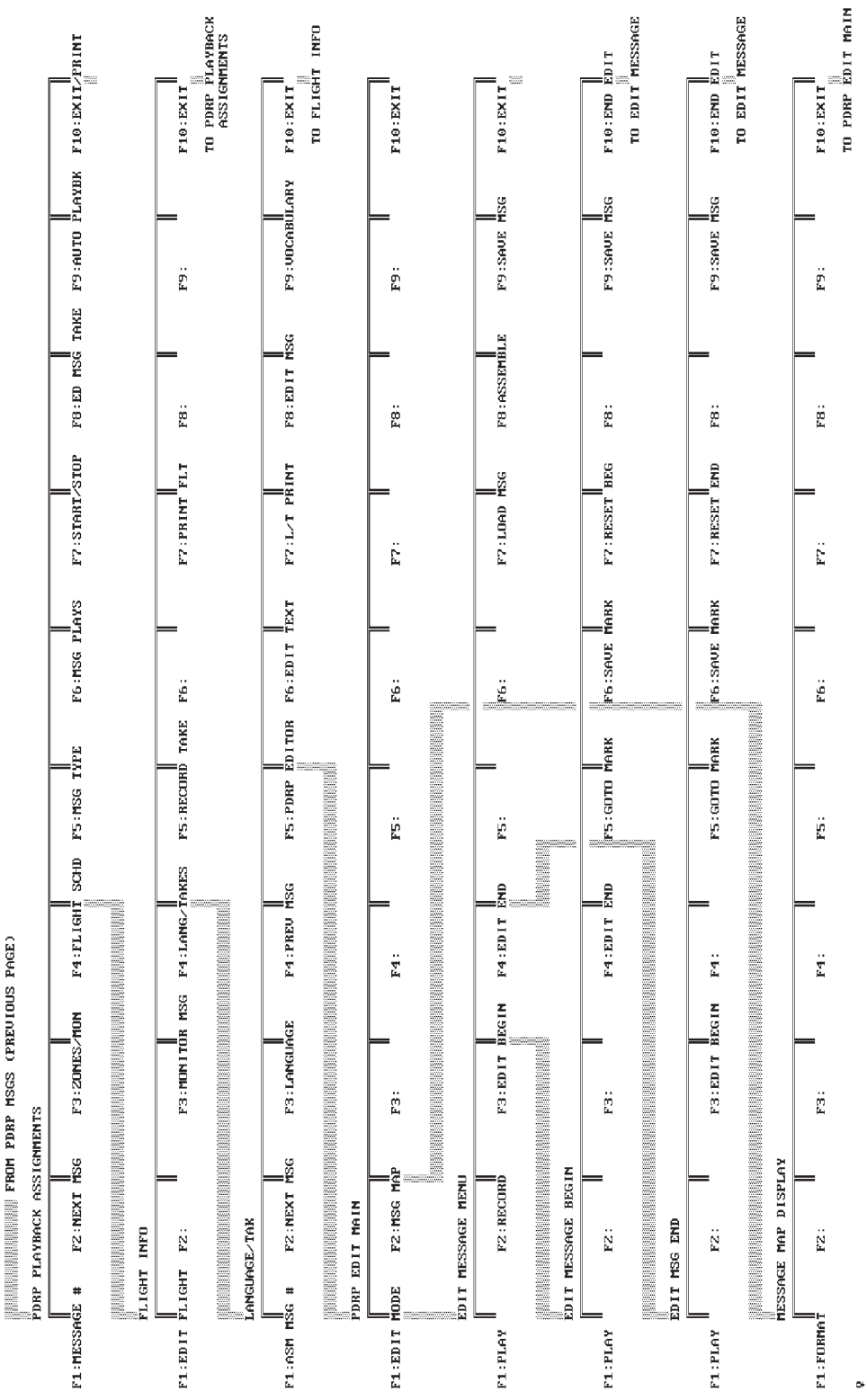

Figure 2 - Menu tree
Part 2

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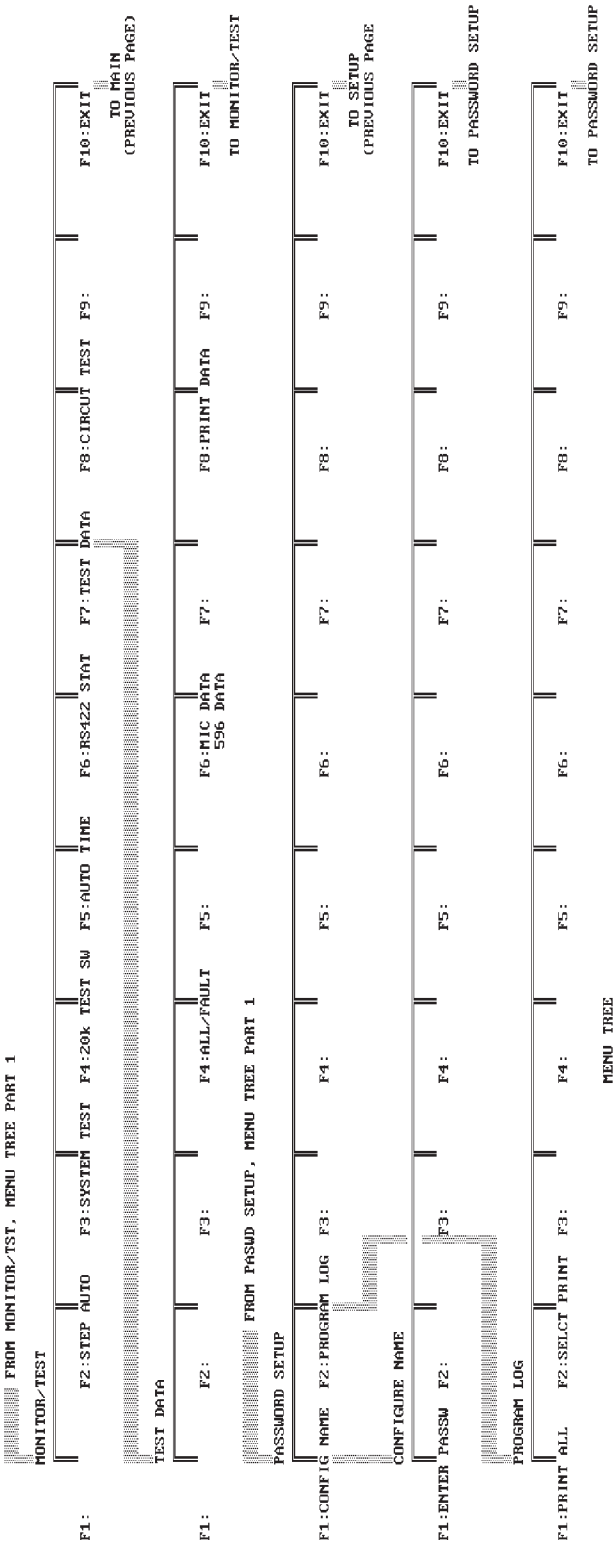

Figure 3 - Menu tree
Part 3

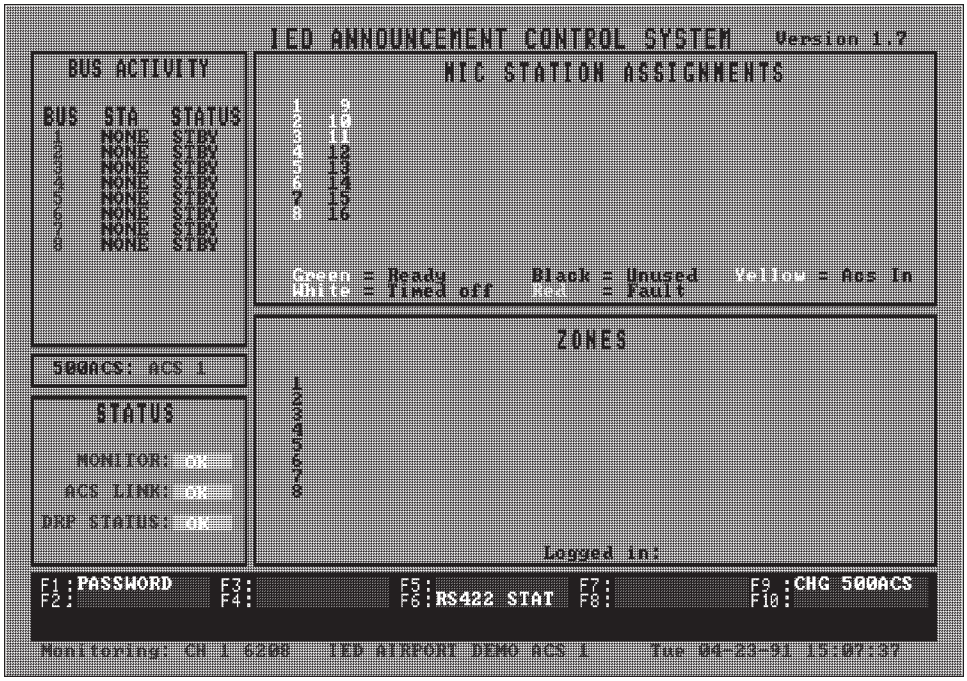

Figure 4 - Password Menu and Main Screen

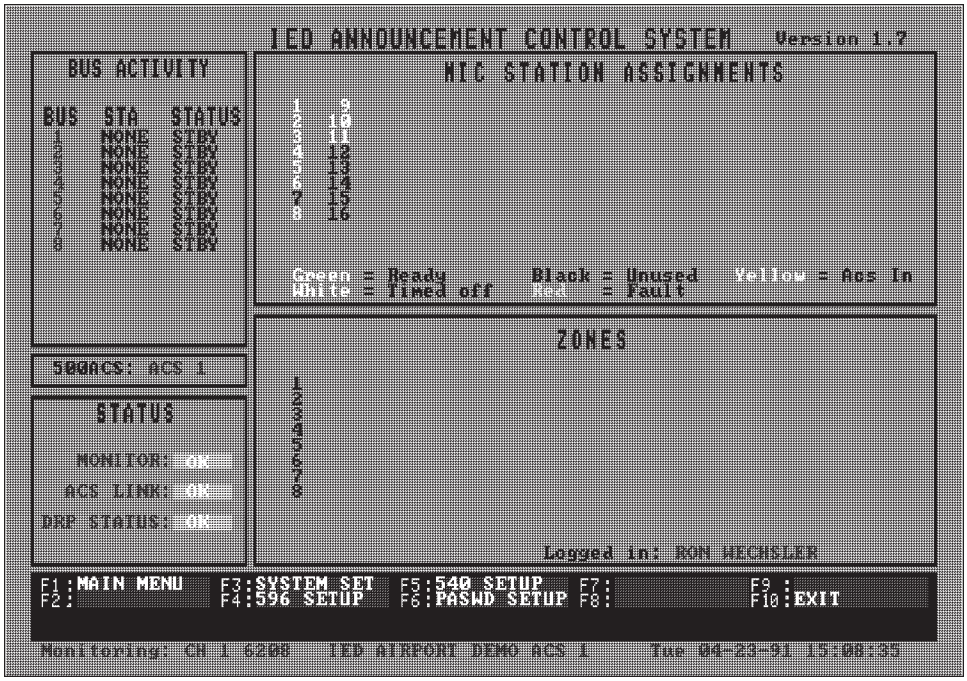

Figure 5 - Access Menu and Main Screen

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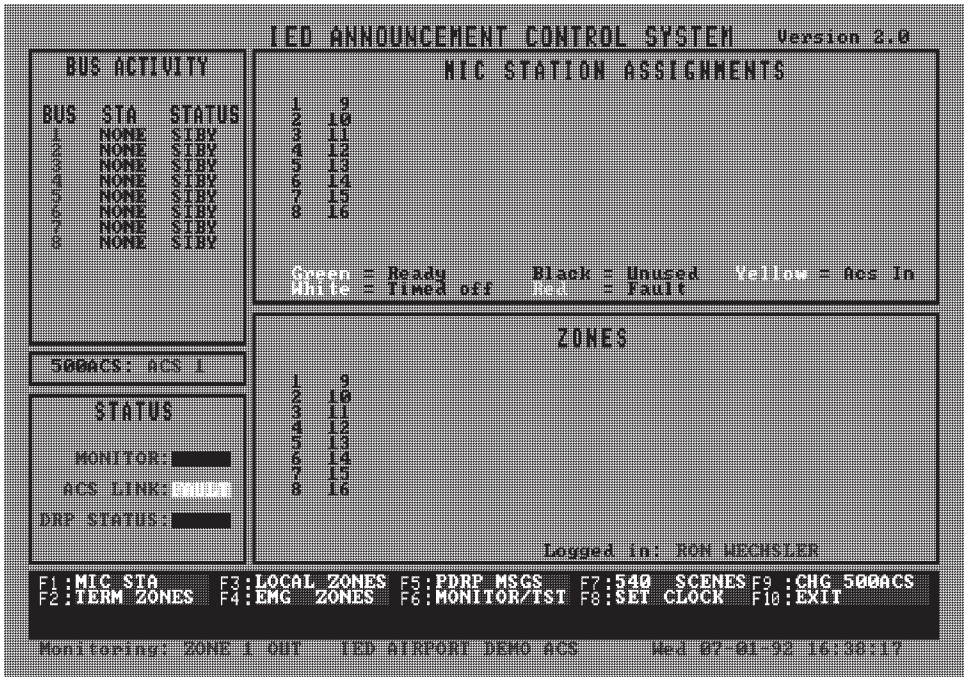

Figure 6 - Main Menu and Main Screen

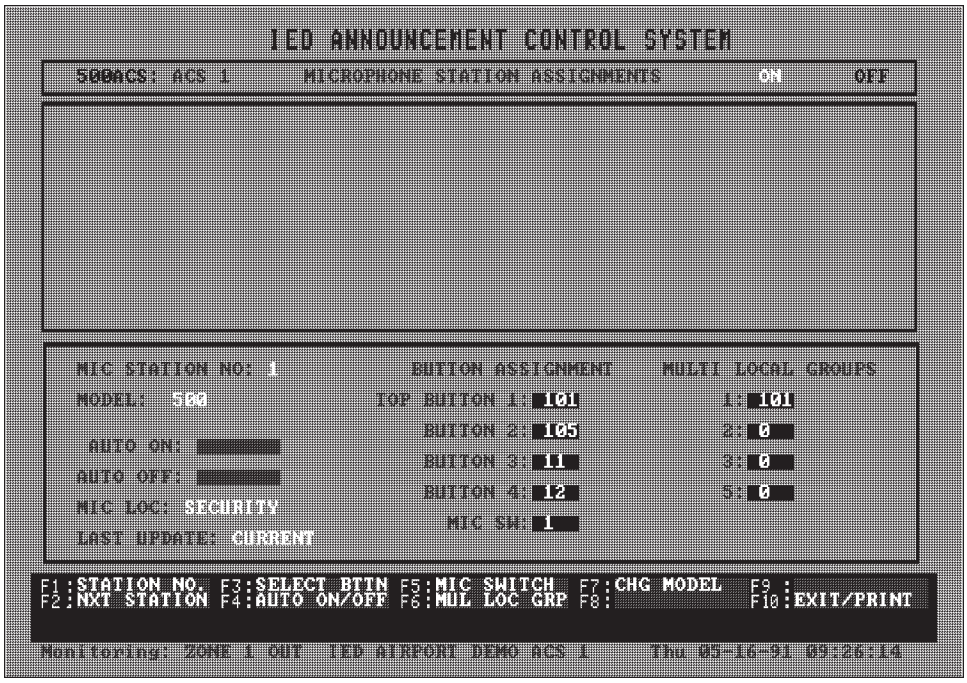

Figure 7 - 500 Series Microphone Station Menu and Screen

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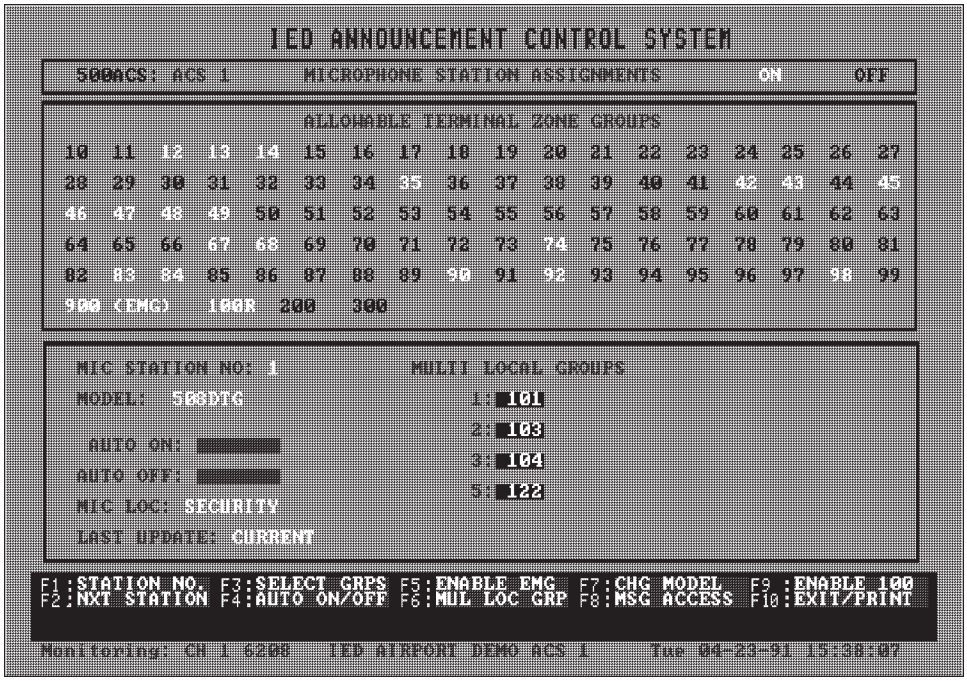

Figure 8 - 508 Series Microphone Station Menu and Screen

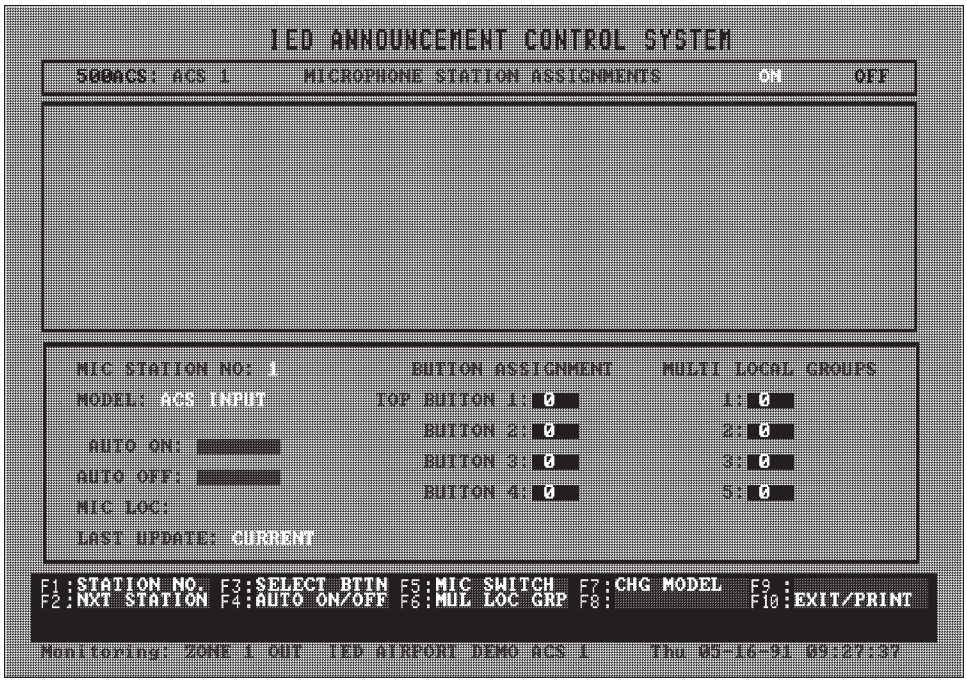

Figure 9 - ACS Input Assignment Screen

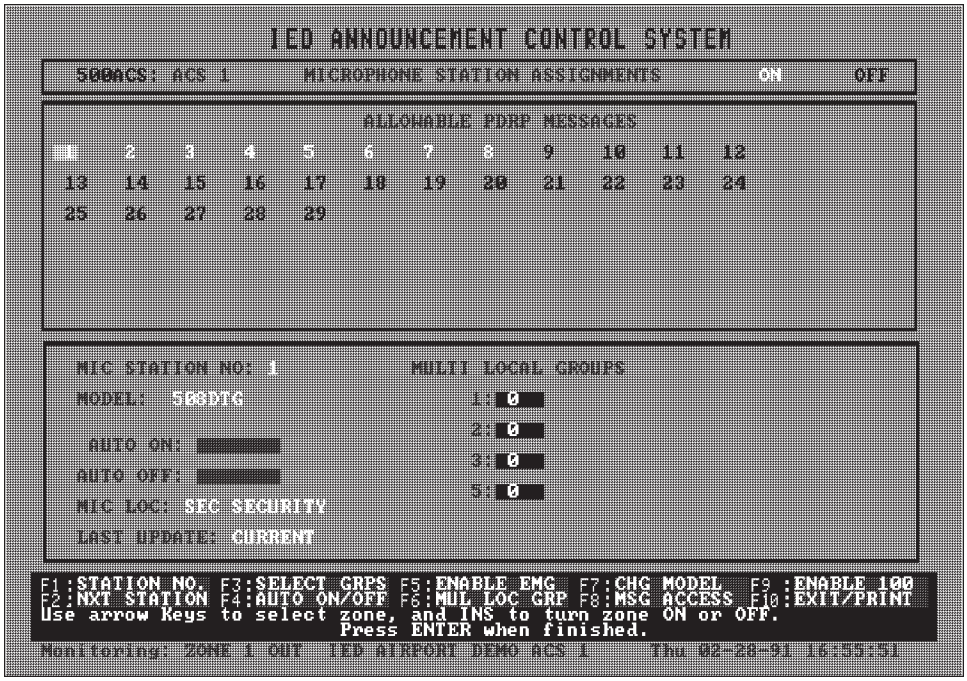

Figure 10 - Message Access Assignment screen

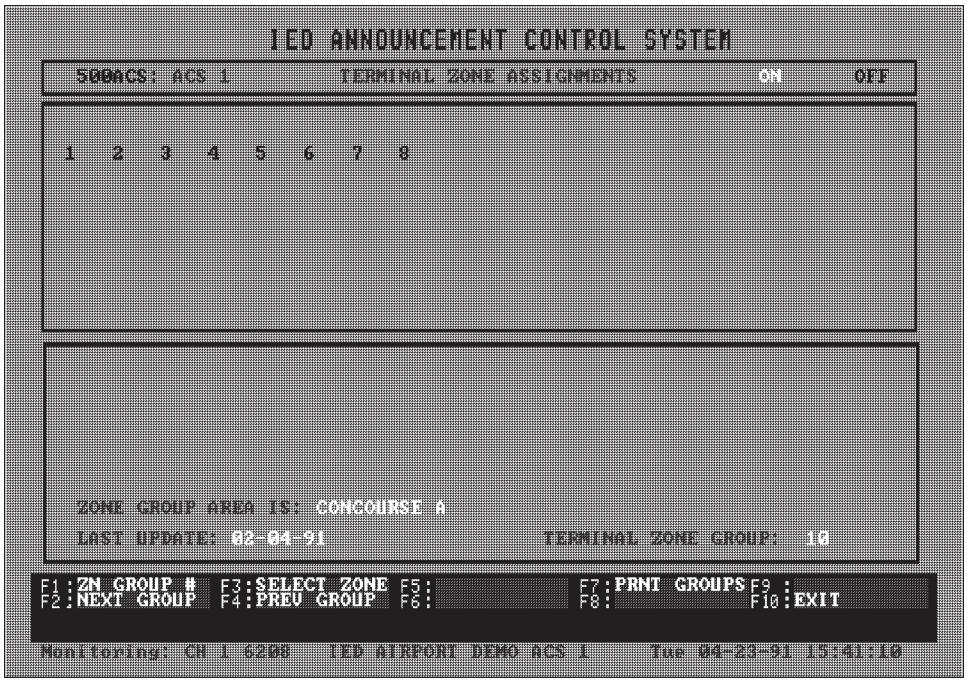

Figure 11 - Terminal Zone Assignment Menu and Screen

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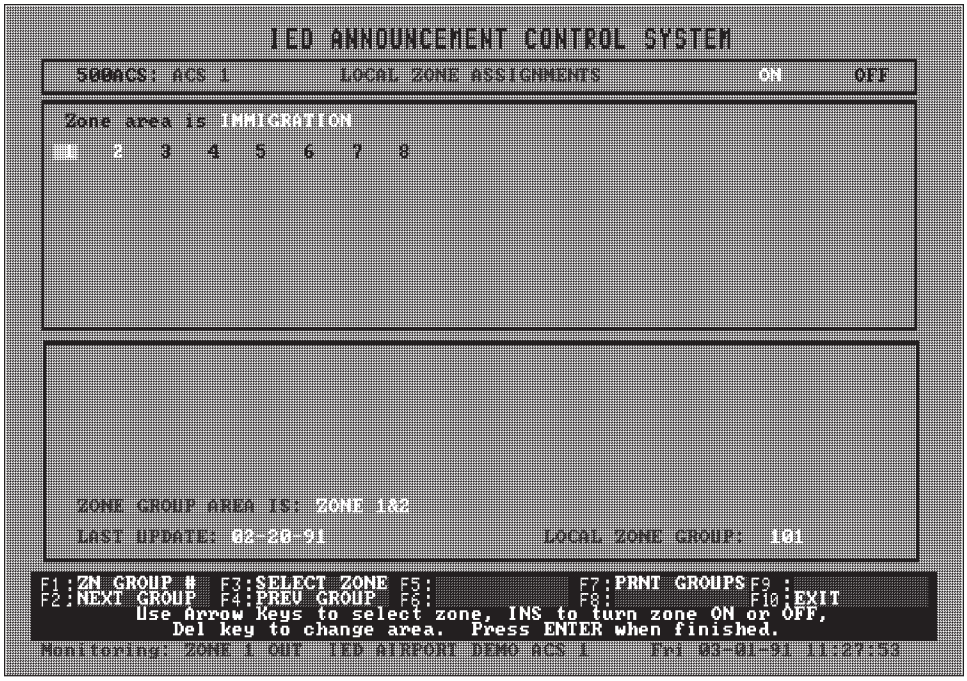

Figure 12 - Local Zone Assignment Menu and Screen
Select Zone mode

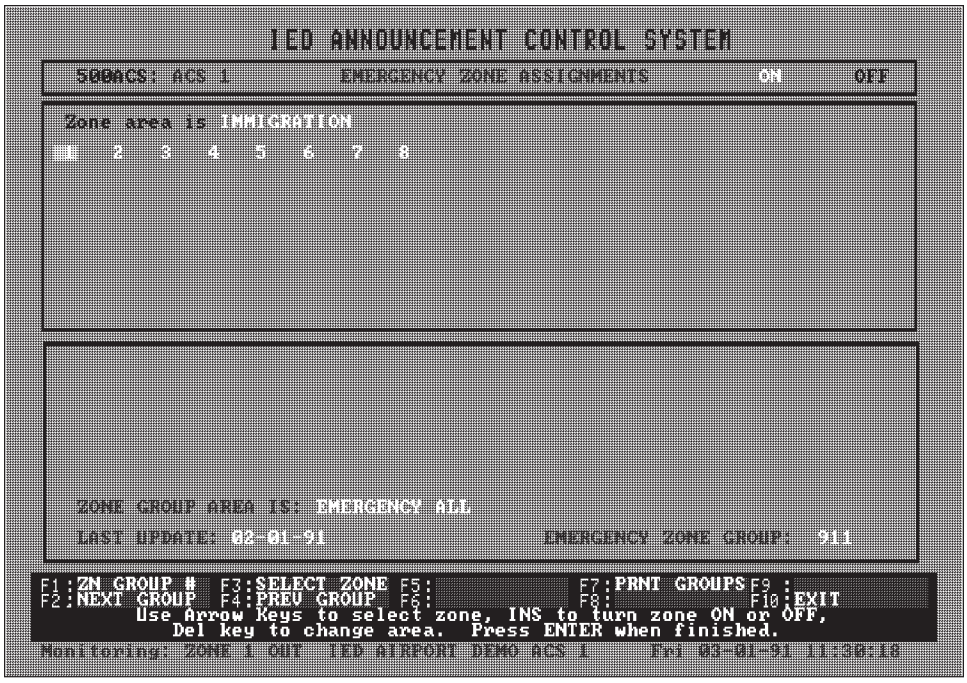

Figure 13 - Emergency Zone Assignment Menu and Screen
Select Zone mode

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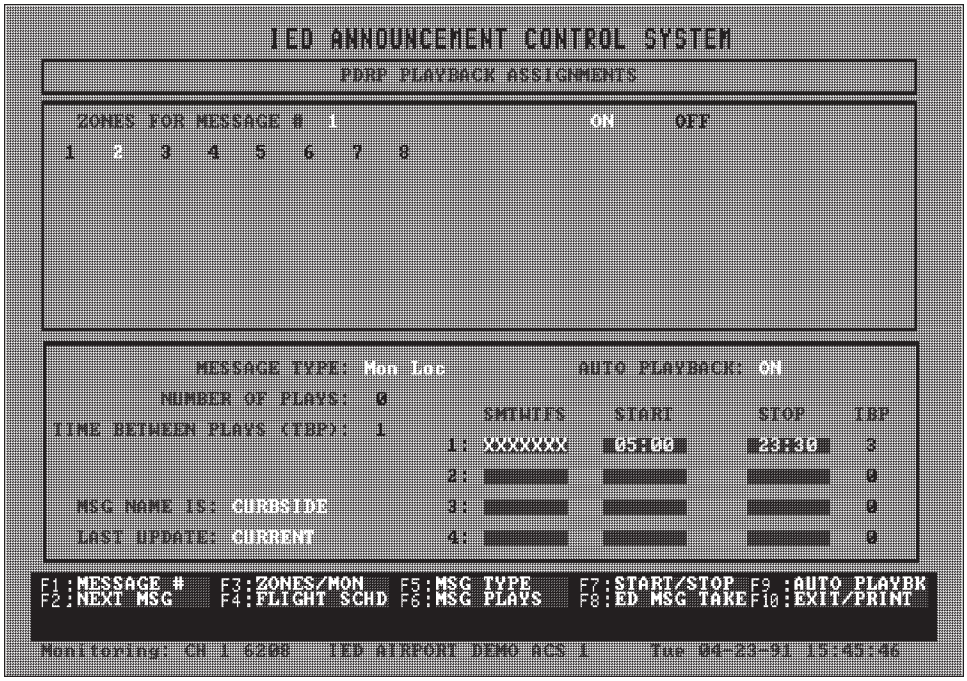

Figure 14 - PDRP Playback Assignment Menu and Screen

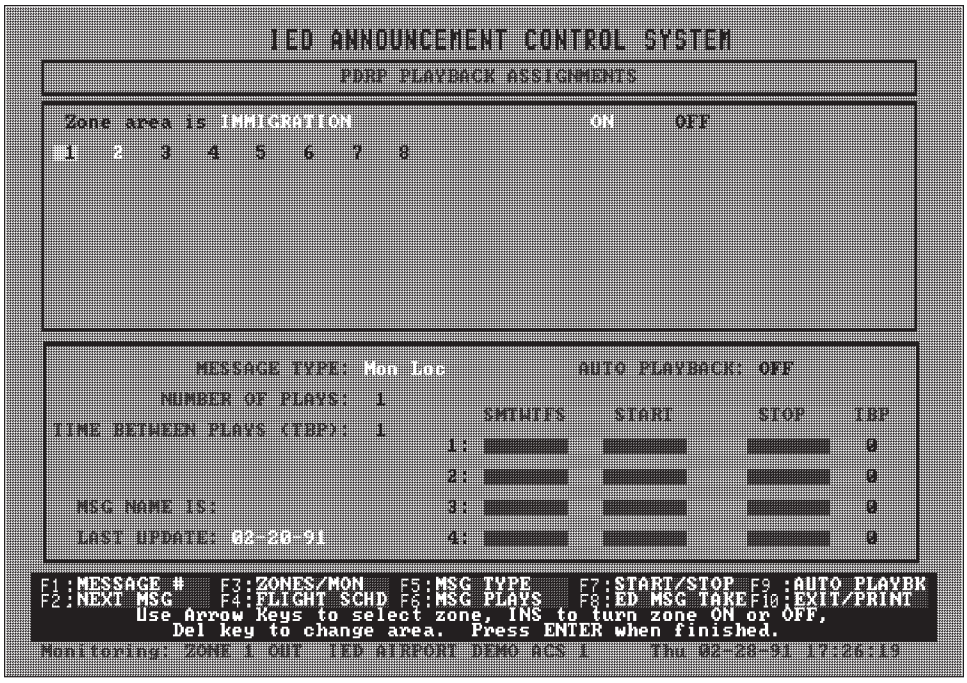

Figure 15 - Zones/Monitor, Messages Screen
Select Message Zones Mode

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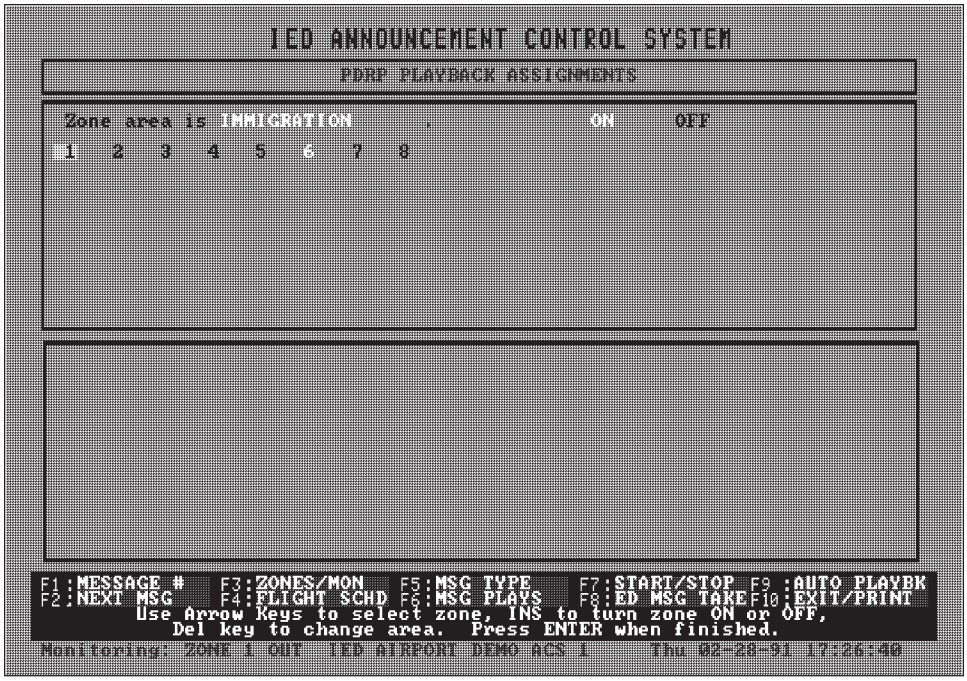

Figure 16 - Zones/Monitor, Monitor Screen
Select Monitor Zones Mode

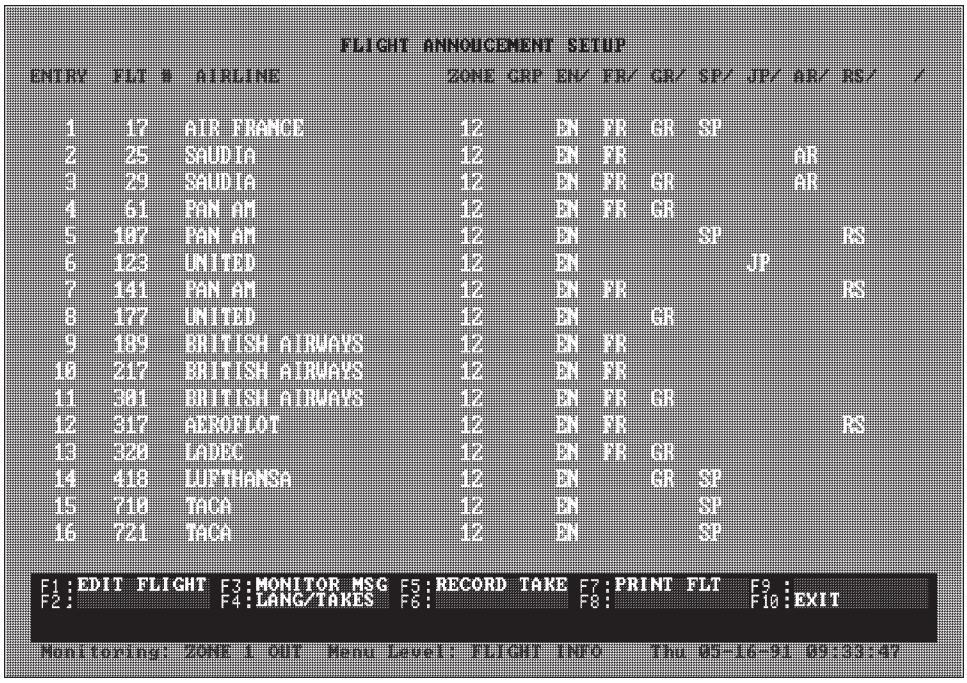

Figure 17 - Flight Information Menu and Screen

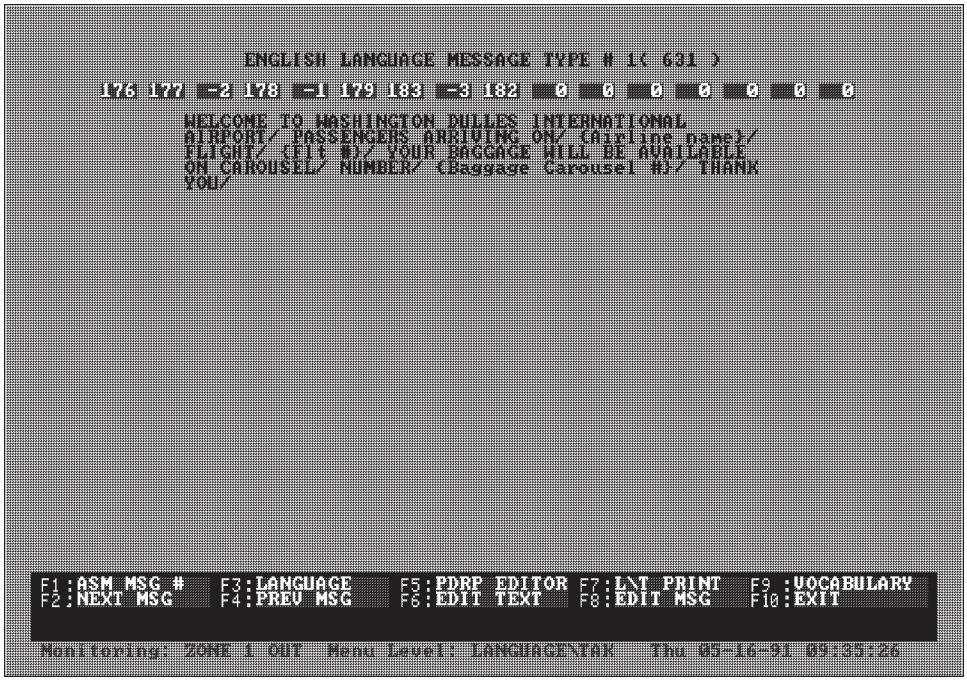

Figure 18 - Language/Takes Menu and Screen

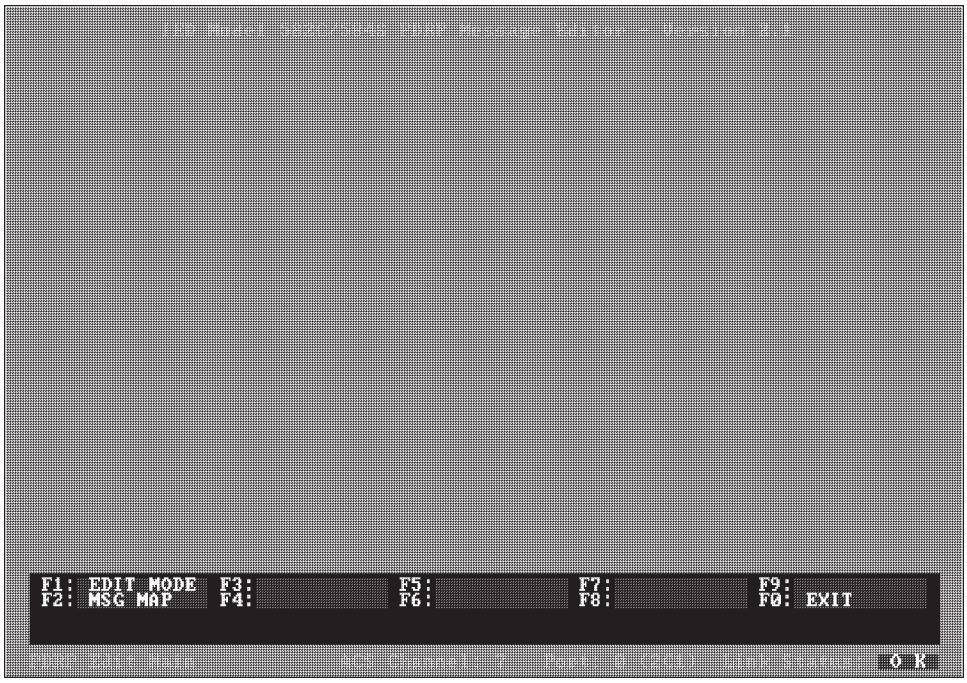

Figure 19 - PDRP Editor Main Menu and Screen

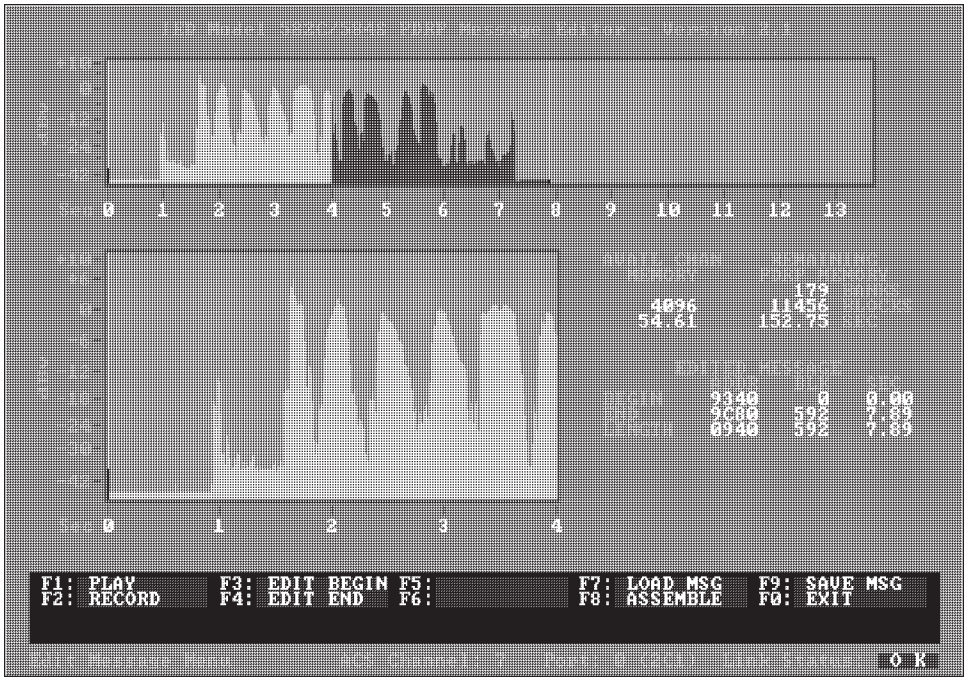

Figure 20 - PDRP Editor Edit Message Menu and Screen

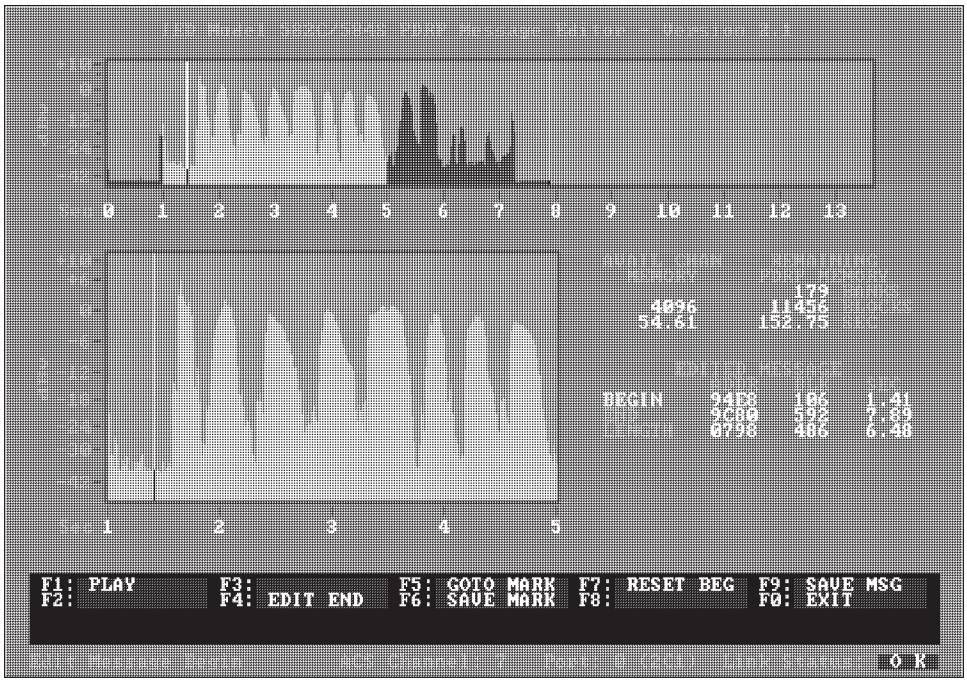

Figure 21 - PDRP Editor Edit Beginning Menu and Screen

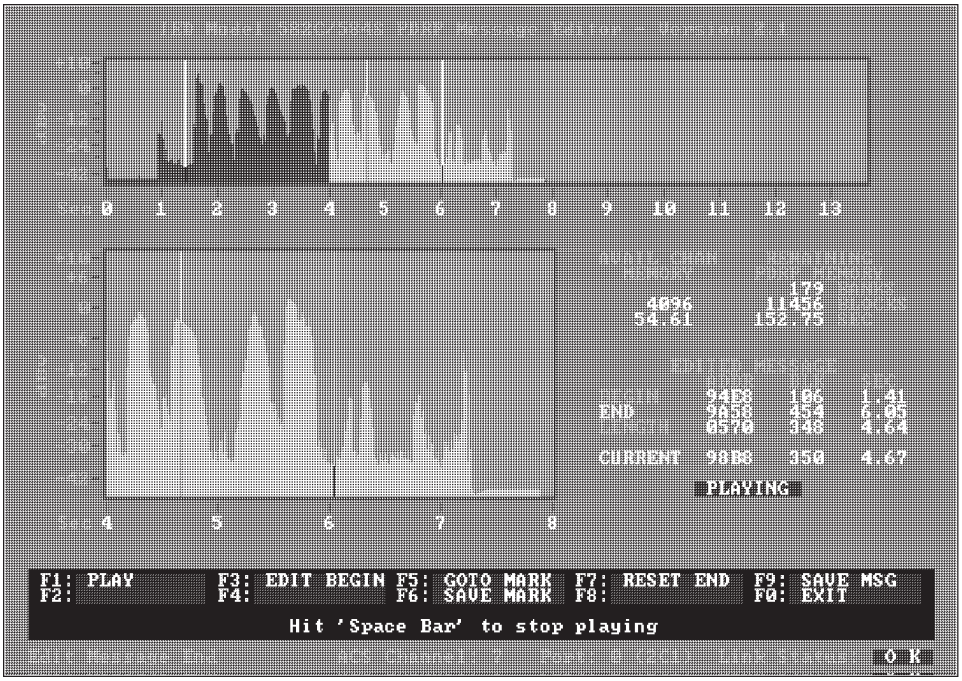

Figure 22 - PDRP Editor Edit End Menu and Screen

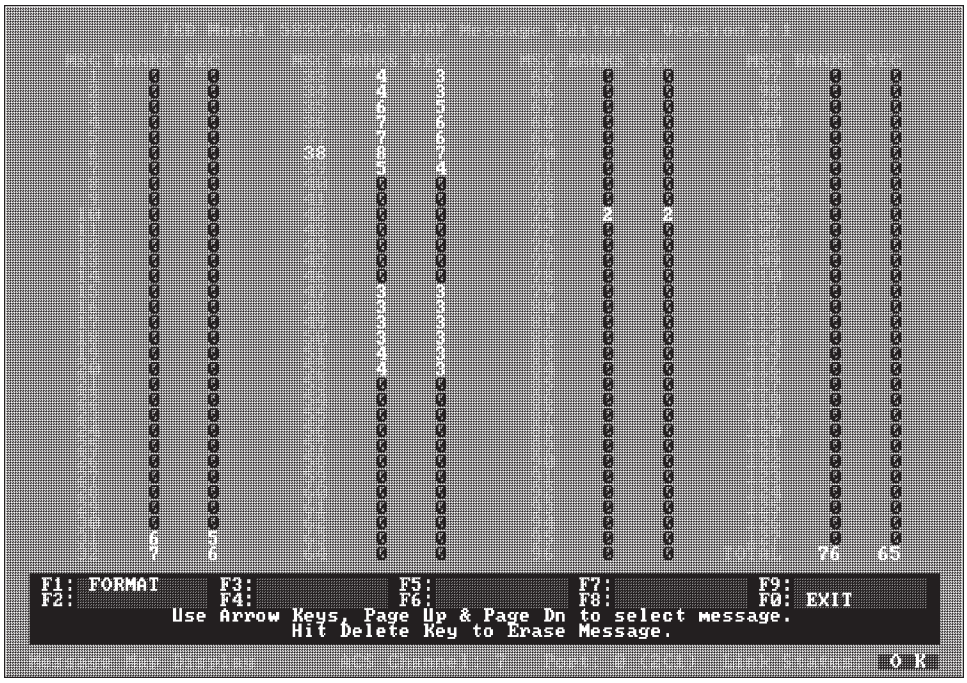

Figure 23 - PDRP Editor Message Map Menu and Screen

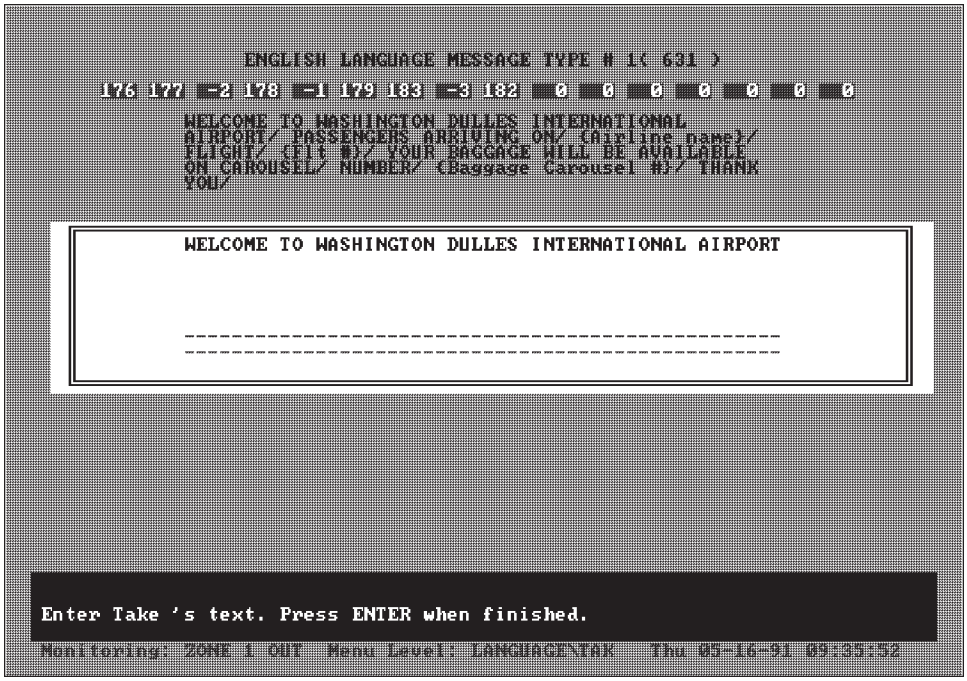

Figure 24 - Edit Text Screen

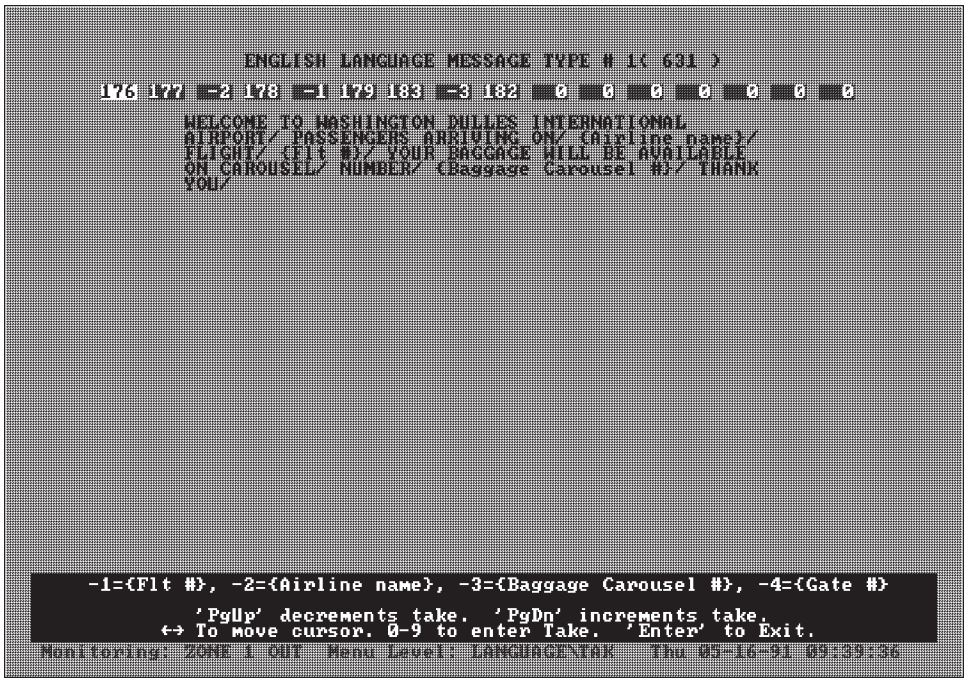

Figure 25 - Edit Message Screen

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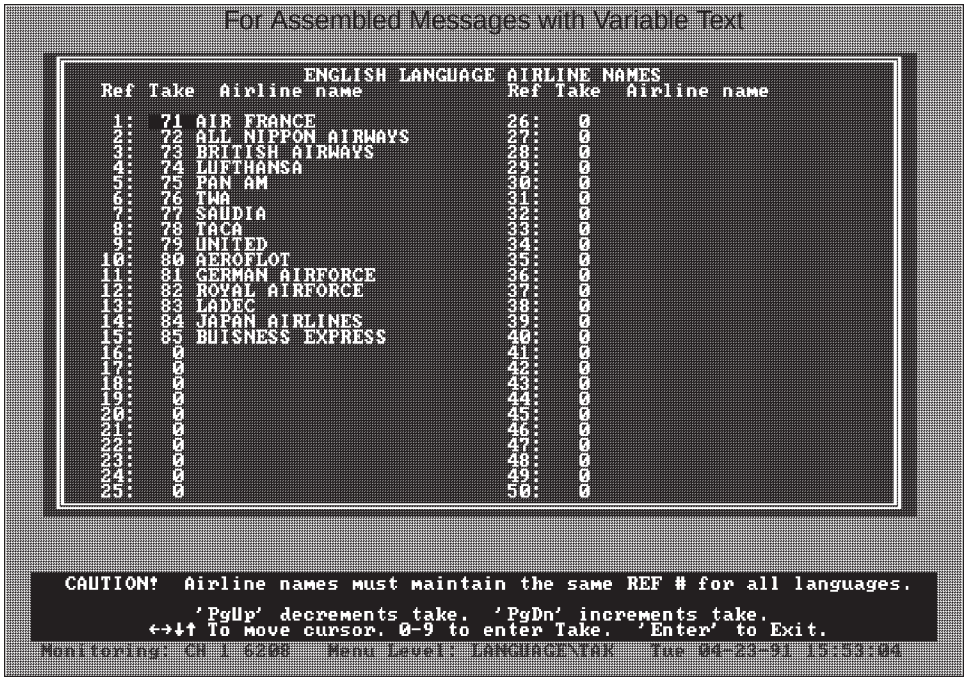

Figure 26 - Vocabulary/Airlines Screen

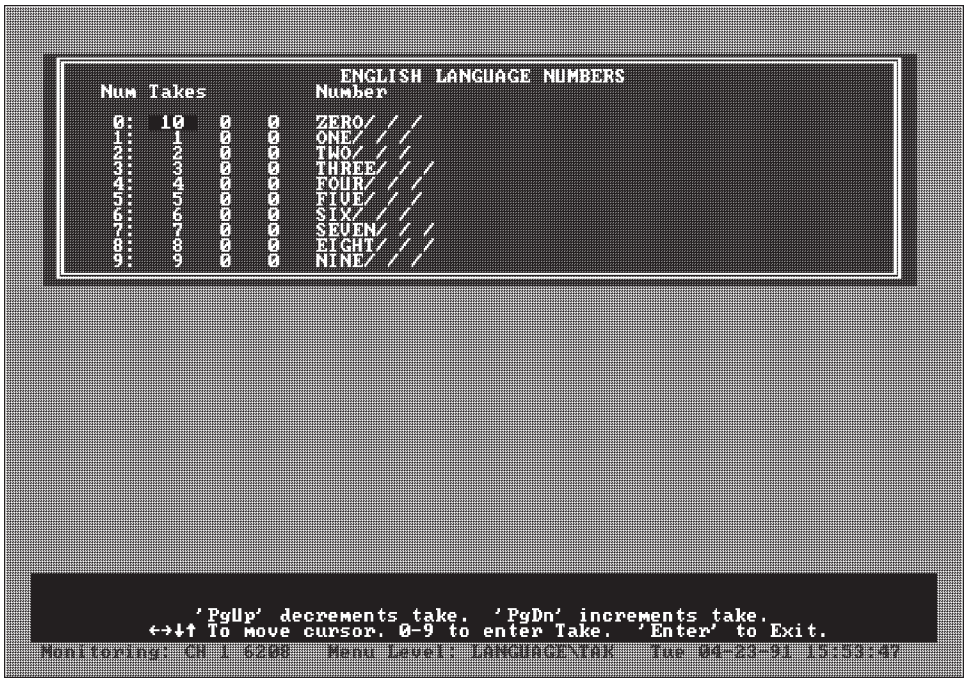

Figure 27 - Vocabulary/Numbers Screen

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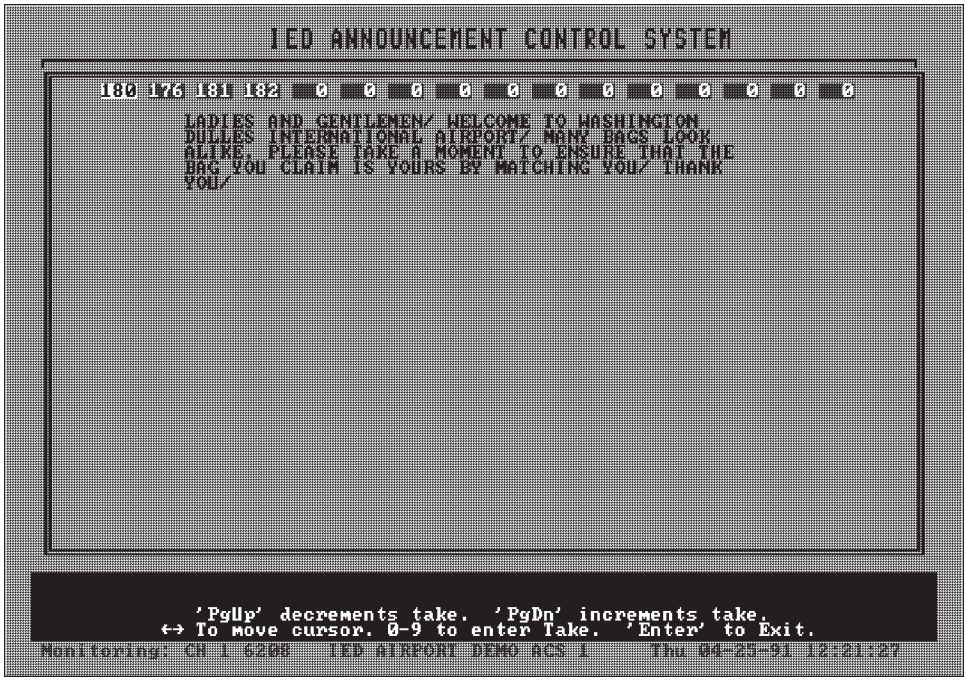

Figure 28 - Edit Message Take screen

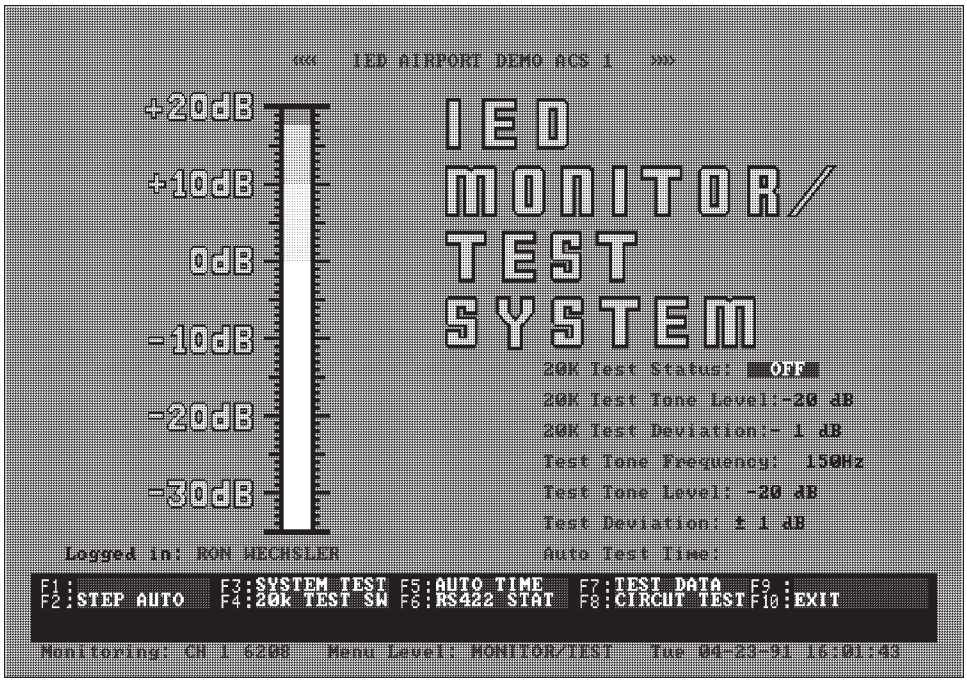

Figure 29 - Monitor/Test Menu and Screen

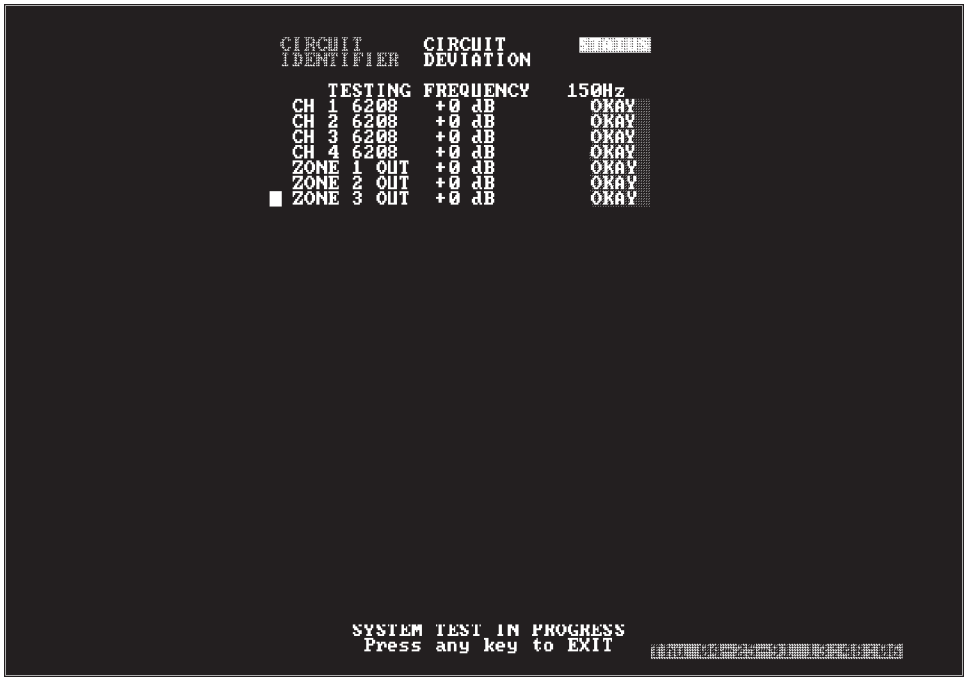

Figure 30 - System Test in Progress Screen

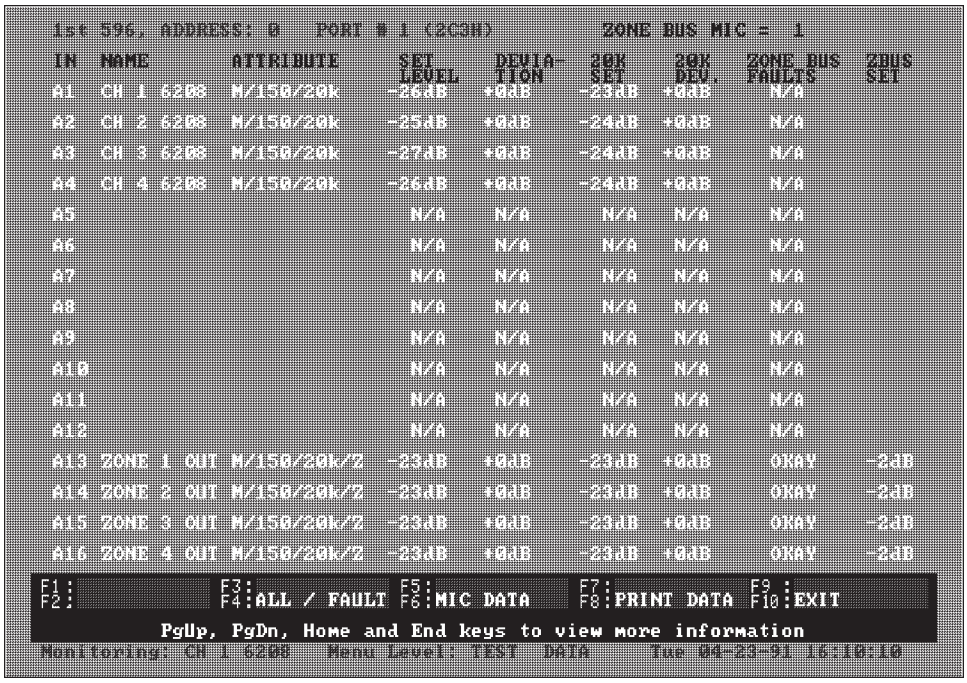

Figure 31 - Test Data, All Screen

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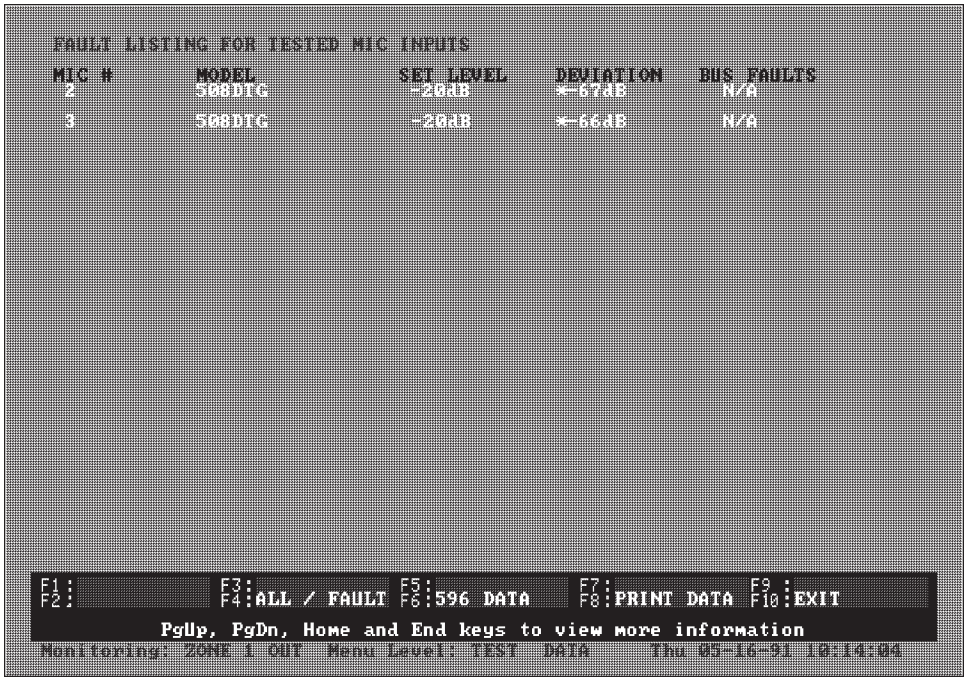

Figure 32 - Test Data, Faults Screen

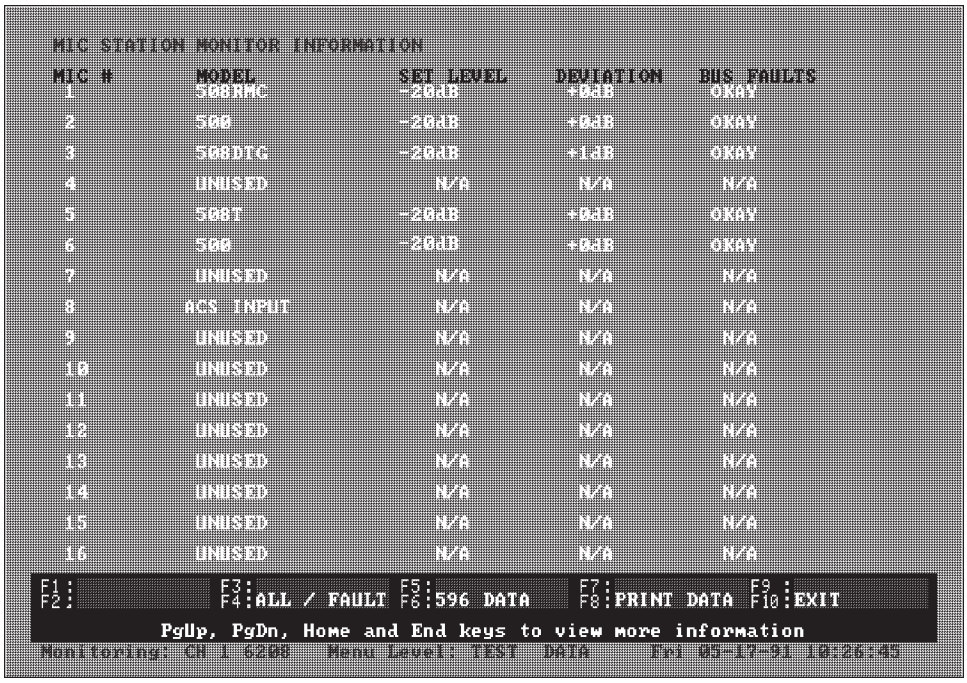

Figure 33 - Test Data, Microphone Stations Screen

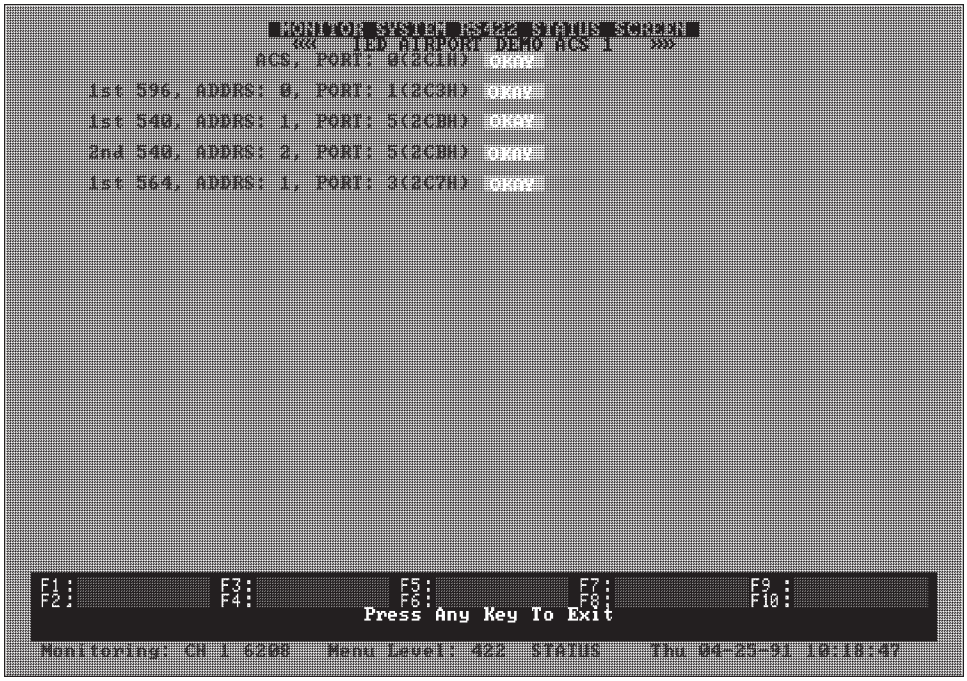

Figure 34 - RS422 Status Screen

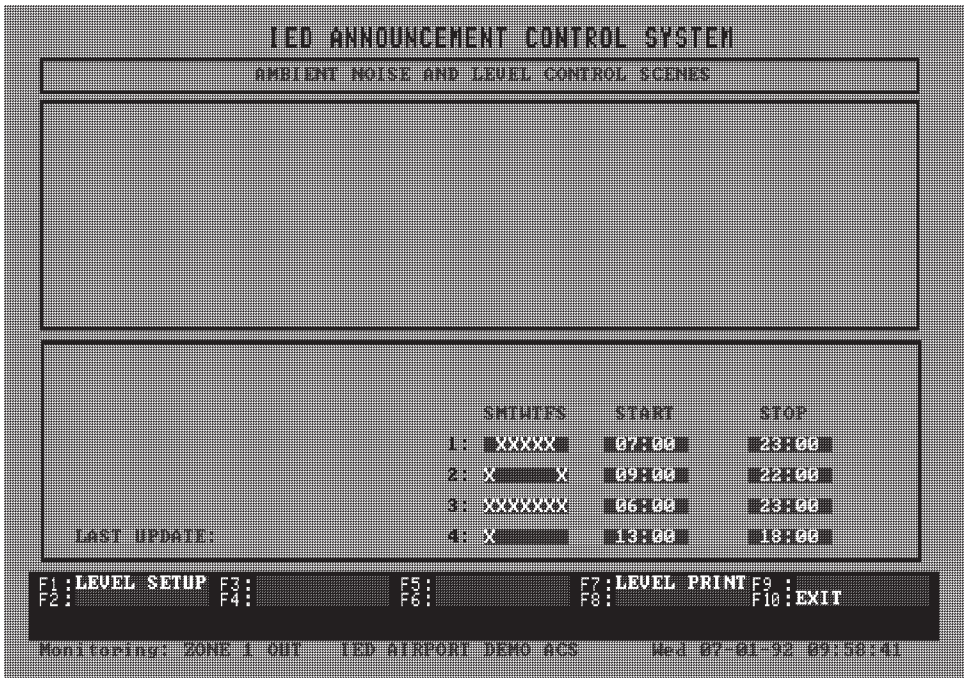

Figure 35 - 540 Scene Menu and Screen

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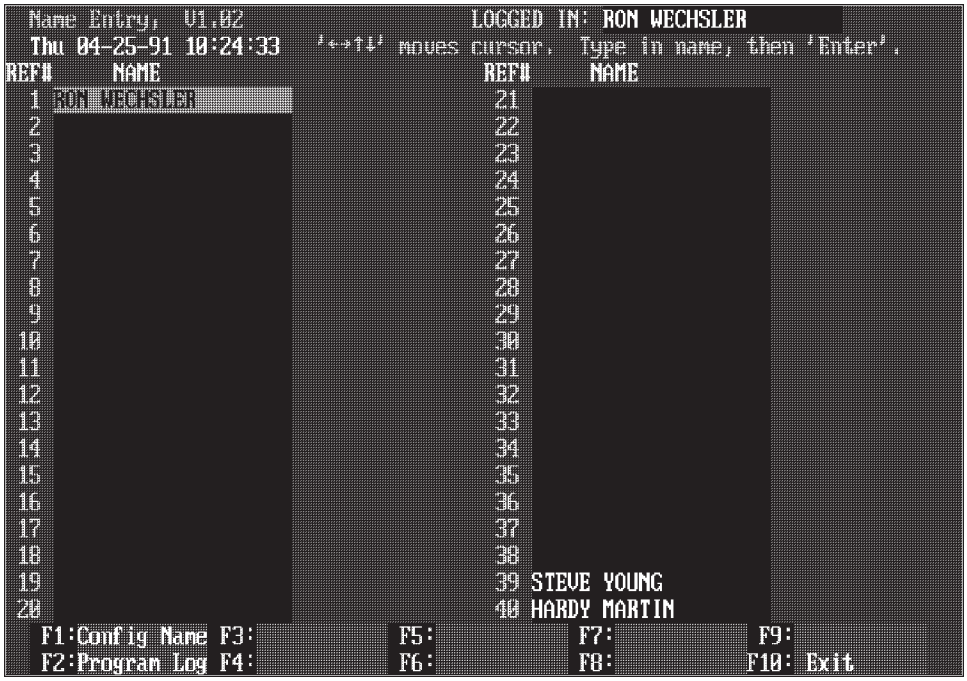

Figure 36 - Password Setup Menu and Screen

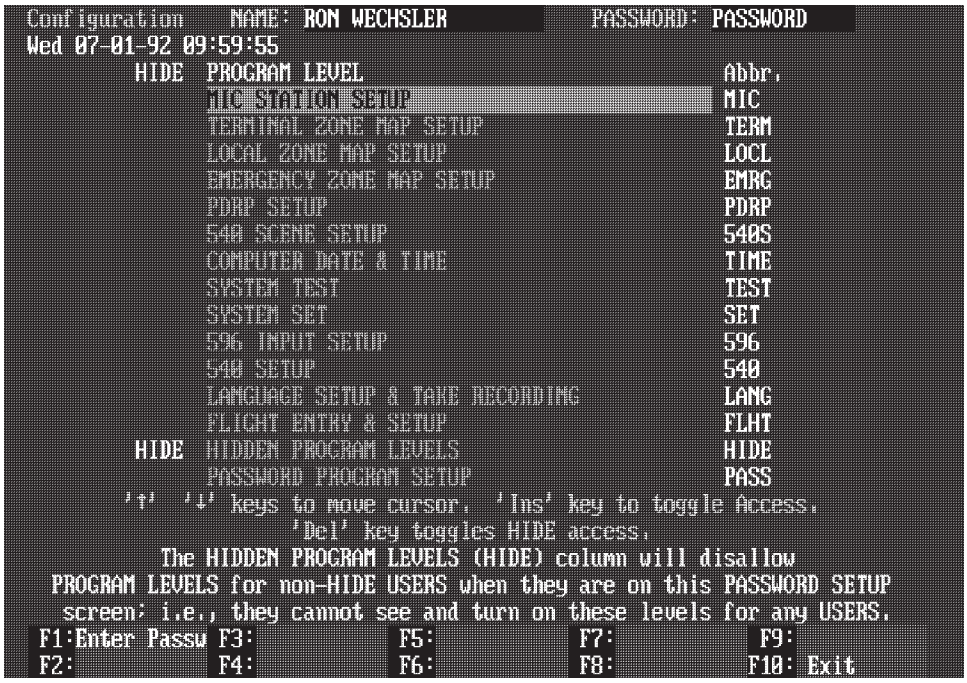

Figure 37 - Configure Name Menu and Screen

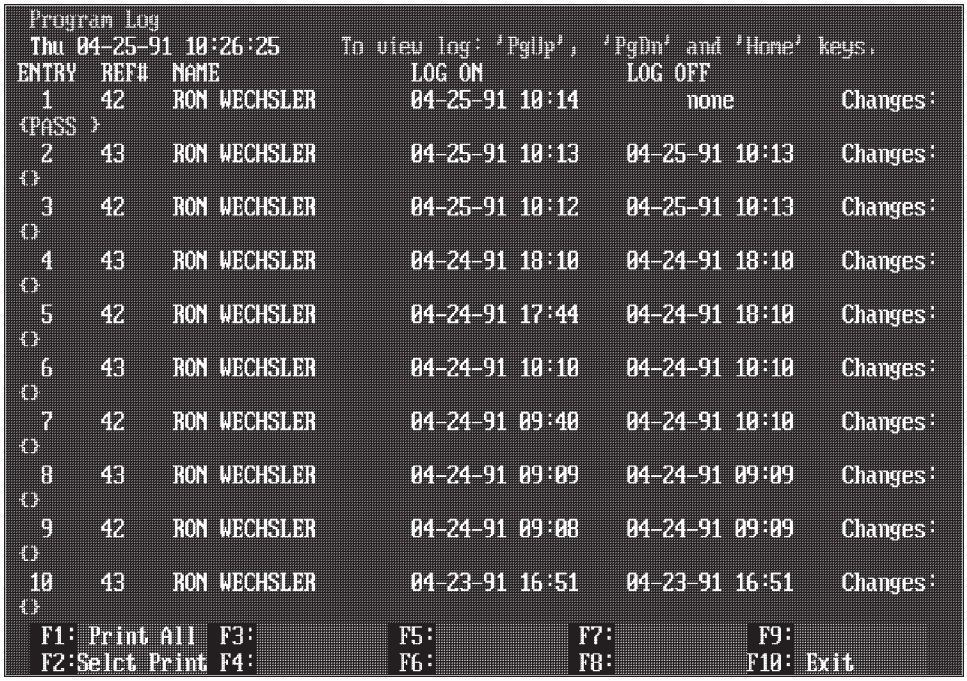

Figure 38 - Program Log Menu and Screen

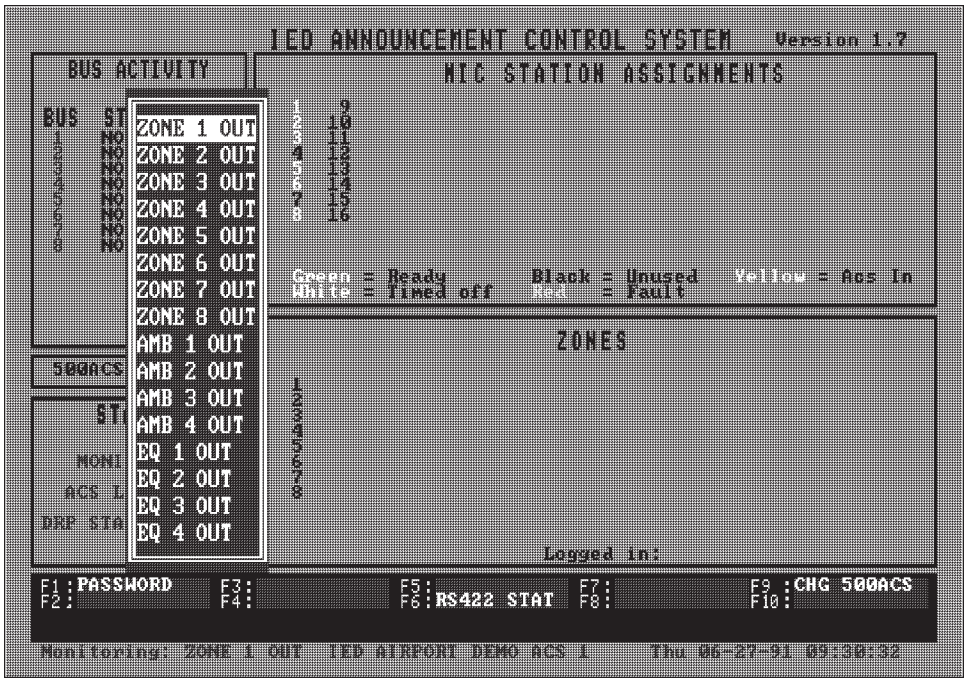

Figure 39 - Password Menu and Screen

```
03-11-91,   16:04:23
IED AIRPORT DEMO ACS 1
MIC STATION ASSIGNMENTS ARE AS FOLLOWS:
MIC STATION 1,  MODEL: 508DTG ,  MIC LOCATION: SEC SECURITY
AUTO ON              AUTO OFF
MULTIPLE LOCAL GROUPS,  1:      2:      3:     5:
ALLOWABLE TERMINAL ZONE GROUPS
__  __  12  13  14  __  __  __  __  __  __  __  __  __  __  __  __  __
__  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __
__  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __
__  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __
__  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __
_____________________________________
900 (EMG)     100R
ALLOWABLE PDRP MESSAGES
 1   2   3   4   5   6   7   8  __  __  __  __
__  __  __  __  __  __  __  __  __  __  __  __
__  __  __  __  __  __
_________________________

MIC STATION 2,  MODEL: 508DTG ,  MIC LOCATION: AIRLINE OPER
AUTO ON              AUTO OFF
MULTIPLE LOCAL GROUPS,  1:      2:      3:     5:
ALLOWABLE TERMINAL ZONE GROUPS
__  __  12  __  14  __  __  __  __  __  __  __  __  __  __  __  __  __
__  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __
__  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __
__  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __
__  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __  __
_____________________________________
900 (EMG)     100R
ALLOWABLE PDRP MESSAGES
 1   2   3   4   5   6   7   8  __  __  __  __
__  __  __  __  __  __  __  __  __  __  __  __
__  __  __  __  __  __
_________________________
```

Figure 40 - Microphone Station Assignment printout
Showing Pop-up Monitor Point Selection Display

03-11-91, 16:06:28
IED AIRPORT DEMO ACS 1
ZONE AREA LIST

ZONE	AREA	ZONE	AREA
1	IMMIGRATION	5	VIP LOUNGE
2	BAGGAGE CLAIM	6	
3	CUSTOMS	7	MAIN TERMINAL
4	LOBBY & CORR	8	MAIN TERMINAL

03-11-91, 16:06:28
IED AIRPORT DEMO ACS 1
TERMINAL ZONE ASSIGNMENTS ARE AS FOLLOWS:

TERMINAL ZONE GROUP: 11. ZONE GROUP AREA: IMMIGRATIONS
1 __ __ __ __ __ __ __

TERMINAL ZONE GROUP: 12. ZONE GROUP AREA: BAGGAGE CLAIM
__ 2 __ __ __ __ __ __

TERMINAL ZONE GROUP: 13. ZONE GROUP AREA: CUSTOMS INSPECT
__ __ 3 __ __ __ __ __

TERMINAL ZONE GROUP: 14. ZONE GROUP AREA: CHECK - LOBBY
__ __ __ 4 __ __ __ __

Figure 41 - Terminal Zone Group Assignment printout

```
          03-11-91,   16:07:28
          IED AIRPORT DEMO ACS 1
          ZONE AREA LIST

          ZONE   AREA                          ZONE   AREA
          ____________________________________________________
            1    IMMIGRATION                     5    VIP LOUNGE
            2    BAGGAGE CLAIM                   6
            3    CUSTOMS                         7    MAIN TERMINAL
            4    LOBBY & CORR                    8    MAIN TERMINAL
```

```
          03-11-91,   16:07:28
          IED AIRPORT DEMO ACS 1
          LOCAL ZONE ASSIGNMENTS ARE AS FOLLOWS:


          LOCAL ZONE GROUP: 101.   ZONE GROUP AREA: ZONE 1&2
           1   2  __  __  __  __  __  __



          _____________________________________

          LOCAL ZONE GROUP: 102.   ZONE GROUP AREA: ZONE 2&3
          __   2   3  __  __  __  __  __



          _____________________________________

          LOCAL ZONE GROUP: 103.   ZONE GROUP AREA: ZONE 3 & 4
          __  __   3   4  __  __  __  __




          _____________________________________

          LOCAL ZONE GROUP: 104.   ZONE GROUP AREA: ZONE 1-2-3
          __   2  __   4  __  __  __  __



          _____________________________________

          LOCAL ZONE GROUP: 105.   ZONE GROUP AREA: ZONE 2-3-4
           1   2  __   4  __  __  __  __
```

Figure 42 - Local Zone Group Assignment printout

```
03-11-91,   16:08:12
IED AIRPORT DEMO ACS 1
ZONE AREA LIST

ZONE   AREA                          ZONE   AREA
_____________________________________________________
  1    IMMIGRATION                     5    VIP LOUNGE
  2    BAGGAGE CLAIM                   6
  3    CUSTOMS                         7    MAIN TERMINAL
  4    LOBBY & CORR                    8    MAIN TERMINAL
```

```
03-11-91,   16:08:12
IED AIRPORT DEMO ACS 1
EMERGENCY ZONE ASSIGNMENTS ARE AS FOLLOWS:


EMERGENCY ZONE GROUP: 911.   ZONE GROUP AREA: EMERGENCY ALL
 1   2   3   4   5   6   7   8




_____________________________
EMERGENCY GROUPS not listed, have NO zones assigned.
```

Figure 43 - Emergency Zone Group Assignment printout

```
04-25-91,   18:08:26
IED AIRPORT DEMO ACS 1
PDRP PLAYBACK ASSIGNMENTS ARE AS FOLLOWS:

ZONES FOR MONITORING MESSAGES.
__  __  __  __  __   6  __  __


_____________________________________

MESSAGE # 1.   MESSAGE NAME: CURBSIDE
MESSAGE TYPE: Mon Loc,    AUTO PLAYBACK: OFF
NUMBER OF PLAYS: 1,    TIME BETWEEN PLAYS: 1
    SMTWTFS           START      STOP      TBP
 1: XXXXXXX           06:00      23:30     5
 2:                                        0
 3:                                        0
 4:                                        0
ZONES FOR MESSAGE # 1
__   2  __  __  __  __  __  __


_____________________________________

MESSAGE # 2.   MESSAGE NAME: NO SMOKING
MESSAGE TYPE: Mon Term,    AUTO PLAYBACK: OFF
NUMBER OF PLAYS: 1,    TIME BETWEEN PLAYS: 1
    SMTWTFS           START      STOP      TBP
 1: XXXXXXX           06:00      23:59     10
 2:                                        0
 3:                                        0
 4:                                        0
ZONES FOR MESSAGE # 2
 1   2   3   4   5  __  __  __


_____________________________________

MESSAGE # 3.   MESSAGE NAME: MOVING WALKWAY
MESSAGE TYPE: Term,    AUTO PLAYBACK: OFF
NUMBER OF PLAYS: 1,    TIME BETWEEN PLAYS: 1
    SMTWTFS           START      STOP      TBP
 1: XXXXXXX           00:00      23:59     3
 2:                                        0
 3:                                        0
 4:                                        0
ZONES FOR MESSAGE # 3
 1   2   3   4   5   6   7   8
```

Figure 44 - PDRP Message Playback Assignment printout

05-17-91, 01:57:55
IED AIRPORT DEMO ACS 1
FLIGHT ANNOUCEMENT SETUP

ENTRY	FLT #	AIRLINE	ZONE	GRP	EN/	FR/	GR/	SP/	JP/	AR/	RS/	/
1	17	AIR FRANCE	12		EN	FR	GR	SP				
2	25	SAUDIA	12		EN	FR				AR		
3	29	SAUDIA	12		EN	FR	GR			AR		
4	61	PAN AM	12		EN	FR	GR					
5	107	PAN AM	12		EN			SP			RS	
6	123	UNITED	12		EN				JP			
7	141	PAN AM	12		EN	FR					RS	
8	177	UNITED	12		EN		GR					
9	189	BRITISH AIRWAYS	12		EN	FR						
10	217	BRITISH AIRWAYS	12		EN	FR						
11	301	BRITISH AIRWAYS	12		EN	FR	GR					
12	317	AEROFLOT	12		EN	FR					RS	
13	320	LADEC	12		EN	FR	GR					
14	418	LUFTHANSA	12		EN		GR	SP				
15	710	TACA	12		EN			SP				
16	721	TACA	12		EN			SP				
17	777	JAPAN AIRLINES	12		EN				JP			
18	895	TWA	12		EN							
19	1002	UNITED	12		EN	FR						
20	1234	SAUDIA	12		EN					AR		
21	1404	UNITED	12		EN	FR	GR					
22	1674	UNITED	12		EN	FR						
23	2000	UNITED	12		EN		GR					
24	4893	BUISNESS EXPRESS	12		EN							
25	4895	BUISNESS EXPRESS	12		EN							
26	4897	BUISNESS EXPRESS	12		EN							

Figure 45 - Flight Information Data printout

```
Monitor Information for  1st 596.

ADDRESS  0     PORT # 1 (2C3H)
```

```
04-25-91,   18:12:38
IED AIRPORT DEMO ACS 1
```

IN	NAME	ATTRIBUTE	SET LEVEL	DEVIATION	20K SET	20K DEV.	ZONE BUS FAULTS	ZBUS SET
A1	CH 1 6208	M/150/20k	-26dB	+0dB	-23dB	+0dB	N/A	
A2	CH 2 6208	M/150/20k	-25dB	+0dB	-24dB	+0dB	N/A	
A3	CH 3 6208	M/150/20k	-27dB	+0dB	-24dB	+0dB	N/A	
A4	CH 4 6208	M/150/20k	-26dB	+0dB	-24dB	+0dB	N/A	
A5			N/A	N/A	N/A	N/A	N/A	
A6			N/A	N/A	N/A	N/A	N/A	
A7			N/A	N/A	N/A	N/A	N/A	
A8			N/A	N/A	N/A	N/A	N/A	
A9			N/A	N/A	N/A	N/A	N/A	
A10			N/A	N/A	N/A	N/A	N/A	
A11			N/A	N/A	N/A	N/A	N/A	
A12			N/A	N/A	N/A	N/A	N/A	
A13	ZONE 1 OUT	M/150/20k/Z	-23dB	+0dB	-23dB	+0dB	OKAY	-20dB
A14	ZONE 2 OUT	M/150/20k/Z	-23dB	+0dB	-23dB	+0dB	OKAY	-20dB
A15	ZONE 3 OUT	M/150/20k/Z	-23dB	+0dB	-23dB	+0dB	OKAY	-20dB
A16	ZONE 4 OUT	M/150/20k/Z	-23dB	+0dB	-23dB	+0dB	OKAY	-20dB
B1	ZONE 5 LOW	M/150	-23dB	+1dB	N/A	N/A	N/A	
B2	ZONE 5 MID	M/4k	-16dB	+0dB	N/A	N/A	N/A	
B3	ZONE 5 HI	M/8k	-14dB	+0dB	N/A	N/A	N/A	
B4	BKG MUSIC	M	N/A	N/A	N/A	N/A	N/A	
B5			N/A	N/A	N/A	N/A	N/A	
B6			N/A	N/A	N/A	N/A	N/A	
B7			N/A	N/A	N/A	N/A	N/A	
B8			N/A	N/A	N/A	N/A	N/A	
B9			N/A	N/A	N/A	N/A	N/A	
B10			N/A	N/A	N/A	N/A	N/A	
B11			N/A	N/A	N/A	N/A	N/A	
B12			N/A	N/A	N/A	N/A	N/A	
B13			N/A	N/A	N/A	N/A	N/A	
B14			N/A	N/A	N/A	N/A	N/A	
B15			N/A	N/A	N/A	N/A	N/A	
B16			N/A	N/A	N/A	N/A	N/A	

Figure 46 - Test Data printout

```
07-01-92,   10:01:22
IED AIRPORT DEMO ACS
AMBIENT NOISE AND LEVEL CONTROL SCENES ARE AS FOLLOWS:


SCENE #   SMTWTFS          START      STOP

   1       XXXXX           07:00      23:00
   2      X     X          09:00      22:00
   3      XXXXXXX          06:00      23:00
   4      X                13:00      18:00
```

Figure 47 - 540 Scene Printout

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