User's Manual

EDACS[®] C3 MAESTRO[™] DISPATCH CONSOLE FOR WINDOWS NT[®]

USER-DEFINABLE SCREEN (UDS) CONFIGURATOR PROGRAM



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1. INTRODUCTION

1.1 OVERVIEW

The EDACS[®] C3 Maestro[™] dispatch console for the Windows NT[®] operating system User-Definable Screen Configurator program (henceforth "UDS Configurator") is a tool used to define the C3 Maestro console's display attributes and to configure its "setup" data. The UDS Configurator accesses the same configuration files used by the console application. Several figure pairs are shown at the end of this manual, each of which compares screen configurations in a typical UDS Configurator edit session with the corresponding screen display in the console application.

This software is sold separately from the C3 Maestro console application software and it is designed to be executed in the *administrator* level on the console PC. *The user should be well-trained in dispatch console operations and have a good understanding of dispatch center customizations.* Normally, this application should **NOT** be used by dispatchers.

At console start-up, the console application reads a screen initialization file which configures the console's display such as the number of modules on each module page, the modules' exact locations on the display, and nearly all color settings. Up to ten (10) of these screen initialization files can be edited (changed) by the user using the UDS Configurator. Also under user control, the UDS Configuration is utilized to select which one (1) of these ten (10) screen initialization files the console will operate with at console application start-up. This selection is one part of the "setup" data configuration.

This program should <u>not</u> be used while the C3 Maestro console application is running. In other words, if the console application is running, it should be exited before the UDS Configurator is started. The UDS Configurator is considered an "off-line" program—it should not be used when the console application is "on-line".

1.2 USAGE RECOMMENDATIONS

For the C3 Maestro console, the UDS Configurator allows the selection of items for display, positioning of items on the display, and the alteration of the items' attributes such as color. In addition to the recommended user qualifications presented above, the following usage recommendations should be noted for the UDS Configurator:

- The ten (10) screen initialization files supplied with a new console are considered default screen initialization files. These files should be used as the starting point for any customization work. The user should edit these files as needed.
- The proper use of this application requires the positioning of most display items in a *non-overlapping* manner. Improper item placement may result in information NOT being presented to the dispatcher when it should be, due to an overlapping condition.
- Since this application allows the user to change display items' colors, proper usage requires the selection of *contrasting* text/foreground and background colors. **Misuse of this application may cause information not to be presented to the dispatcher when it should be due to non-contrasting colors; therefore, color changes are NOT recommended.** However, if color changes are required, verify contrasting colors are selected for all dispatch scenarios (for example, emergency) before using the screen configuration in a live dispatch center.
- Again, this application should <u>not</u> be used while the console application is running.

	CAUTION	
l	CAUTION	
	DO NOT release a new screen configuration until it has been fully tested with all possible dispatch scenarios.	

1.3 DISTINCT HARDWARE REQUIREMENTS

Unlike normal C3 Maestro dispatch console operations, operation of the UDS Configurator *does* require the use of the Personal Computer (PC) system's standard PC keyboard. In addition, a mouse is required. Typically, both the standard PC keyboard and the mouse are supplied with the console system.

During a UDS Configurator edit session, use of the console's dispatch ("custom") keyboard and the console's audio system *is not* required. However, it is recommended that these components be installed and used during later testing/verification of all screen configuration changes made by a UDS Configurator edit session.

1.4 MOVING/COPING SCREEN INITIALIZATION FILES

Both the UDS Configurator and the console application use certain operating system parameter settings which may vary from computer-to-computer. Therefore, caution should be observed when moving or coping screen initialization files from one console/computer to another console. For example, one console may be set at a screen resolution of 640 x 480 and 256 possible colors but another console may be set at a screen resolution of 800 x 600 and 65,536 possible colors. Moving/coping screen initialization files between these two consoles/computers could generate incorrect console screen displays.

1.5 EDITABLE ITEMS

Table 1–1 summarizes items which may be edited by the user utilizing the UDS Configurator. In most cases, settings are stored in the particular screen initialization file being edited. The ten (10) files, named SCRCFG_0.INI thru SCRCFG_9.INI, are copied to and stored on the PC's hard disk drive upon console software installation. When one of the ten screen initialization files is selected as the active screen file, it is copied to/as SCRCFG.INI. "Setup" related settings are stored in the console's primary initialization file, MAESTRO.INI. All screen initialization files, the primary initialization file and the UDS Configurator program itself are located in the same directory as the console application programs. The UDS Configurator has built-in menu-activateable functions which provide easy floppy disk back-up/restore/distribution of the screen initialization files.

ITEM	DESCRIPTION	EDIT CAPABILITY
standard communica- tion module	 A standard communication module or simply "module" is used for most console dispatch operations. A unique entity (unit, trunked group, conventional channel, etc.) is programmed into each module. Number of modules and modules' positions configurable on a per-page basis. Modules' "data" (colors) configured on a per-screen initialization file basis. 	 add a module to page delete a module from page position a module(s) on page change modules' "data"
RSM module	 A Remote Status Monitor module is used to monitor a unit's status. Number of RSM modules and RSM modules' positions configurable on a per-page basis. RSM modules' "data" (colors and buttons' text labeling) configurable on a per-screen initialization file basis. 	 add an RSM module to page and assign it a unique status code delete an RSM module from page position an RSM module(s) on page change RSM modules' "data"
RTT module	 A Request-To-Talk module is used to automate individual calls to and from the console by displaying caller, caller's status, and allowing console reply, all from a single module. Number of RTT modules and RTT modules' positions configurable on a per-page basis. RTT modules' "data" (colors and buttons' text labeling) configurable on a per-screen initialization file basis. 	 add an RTT module to page and assign it a unique status code delete an RTT module from page position an RTT module(s) on page change RTT modules' "data"

Table 1–1 – Editable Items Summary

ITEM	DESCRIPTION	EDIT CAPABILITY
auxiliary input/output module	 An auxiliary input/output ("aux. I/O") module is used to monitor state of an auxiliary input event or to change state of an auxiliary output event. Number of auxiliary I/O modules and auxiliary I/O modules' positions configurable on a per-page basis. Auxiliary I/O modules' "data" (colors) configurable on a per-screen initialization file basis. 	 add an auxiliary I/O module to page and assign it a unique event number, event type, button label and state labels delete an auxiliary I/O module from page position an auxiliary I/O module(s) on page change aux. I/O modules' "data"
panels	 Operational and status panels used for normal dispatch operations. Panels = message panel, status panel, I-call panel, VU meter panel, time (clock) panel, call history panel, page button panel, command panels, and general pop-up panels. Show/hide each panel (individually) on a per-screen initialization file basis. Configure shown panels' colors on a per-screen initialization file basis. 	 show/hide panels position panels change panels' color
screen color	• Configure screen background color on a per-screen initialization file basis.	• change screen background color
setups	 Configure high-level information for each "setup". Configurable on a per-console basis (settings stored in MAESTRO.INI). 	 change each setup's alias (name) select one of the ten screen initialization files as the active screen initialization file enable/disable full-screen (non-windowed) operation enable/disable flash of various status indicators which appear in the status panel
password *	• Password required at UDS Configurator start-up.	change password

Table 1–1 –	Editable	Items	Summary	(Continued)
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* Password not used for console access, only for UDS Configurator access.

2. INSTALLATION

- NOTE -

DO NOT use the software installation procedures presented in this section for software upgrades. Refer to the applicable software release notes (CXC 112 889) for software upgrade procedures.

As previously stated, the UDS Configurator software is sold separately from the console application software. Normally, it is *not* installed at the factory. Distribution media is one (1) 3 ¹/₂-inch floppy disk (part number LZY 213 760). The installation/re-installation procedure follows. *This procedure must be executed <u>after</u> the console application software installation procedure. Also, as noted above, <u>do not</u> use this procedure for upgrades:*

1. If necessary, log-on to Windows NT via the Administrator user account.

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- 2. If re-installing, use File Manager to back-up any important customer-specific screen initialization files (SCRCFG_0.INI thru SCRCFG_9.INI) which exist in directory C:\MAESTRO. Ignore this step if this is a new installation.
- 3. Insert the UDS Configurator disk into the computer's floppy disk drive, normally the A drive.
- 4. From Program Manager's menu, select File..., Run... and then type in command line "A:\SETUP" (or "B:\SETUP") in the respective text box. Execute this command by clicking the <OK> command button or by simply pressing the <Enter> key.
- 5. Follow any additional instructions which appear on the screen.
- **6.** When the installation is complete, remove the floppy disk from the disk drive. The following UDS Configurator-specific icons will now appear in the console's program group:



This UDS Configurator software installation procedure over-writes existing UDS Configurator-related files, if any, in the C:\MAESTRO directory.

3. OPERATION

The UDS Configurator's user interface is graphical. Menu selections are displayed at the very top of the screen for master program control. Basically, the remaining portion of the screen displays the console's user interface of the current screen initialization file being edited and it allows mouse-controlled edits such as module positioning. The standard PC keyboard and a mouse are required for user interface control. The user should have knowledge of and be comfortable with the standard Windows/Windows NT graphical user interface.

3.1 GETTING STARTED

3.1.1 Starting The Program



From Windows NT's Program Manager, start the UDS Configurator by double-clicking on the program's icon. As shown to the left, this icon is a CRT monitor. Normally, it is located in the same program group as the C3 Maestro console's other program icons. Upon starting, a password dialog box will appear as shown in the following figure.

Alternately, assuming the path is known, the UDS Configurator may be started from Windows NT's File Manager by doubling-clicking on the executable's file name, UDS.EXE. Similarly, the program may also be started from Windows NT's Program Manager using the <u>Run</u>... command in the <u>File</u> menu.

After starting the program and after successful password entry, the (File) Open dialog box will automatically activate to allow selection of one (1) of the ten (10) editable screen initialization files for opening and editing. See section 3.3.1 for complete details on the file opening process. The following section describes password entry.

3.1.2 Entering The Password

After starting the UDS Configurator the user will be prompted to enter an 8-character password before continuing. The small password entry dialog box which appears is shown in the following figure. Password entry is case-sensitive. If an incorrect password is entered another small dialog box will appear prompting the user accordingly.

The default password is "ERICSSON" (all upper case). Before continuing, observe all recommendations presented in the INTRODUCTION section of this manual (starts on page 5), especially those relating to user recommendations.

After entering the UDS Configurator for the first time, changing of the 8-character default password is recommended. This will secure the program from unauthorized access. The new password should be committed to memory or, if necessary, recorded and stored in a safe place. See the following section for specific details.

Program Entry	
Please enter the password	

OK Cancel	

Figure 3–1 – Program Entry Dialog Box for Password Entry

3.1.3 Changing The Password

After entering the UDS Configurator, the program's 8-character password may be changed via the Set Password dialog box. This dialog box, shown in the following figure, is opened by selecting Misc. (Miscellaneous) on the main menu and then Change Password. If necessary, see section 3.2 for specific menu selection details. The new password must be eight (8) characters in length and it must be entered twice for verification.

To enter a new password, simply open this dialog box via menu selection, type a new 8-character password in the upper text box, click in (mouse action) or tab to (keyboard action) the lower text box and type the identical password again. For security during entry, each entered character displays as an asterisk symbol (*) instead of the typed-in character. Next, click the <Ok> command button to accept the newly entered password. Alternately, use the <Cancel> command button to terminate the password change and close this dialog box.



Figure 3-2 - Set Password Dialog Box

3.2 MENU STRUCTURE

The UDS Configurator is centered around the use of a "main menu" and, for each main menu selection, at least one set of "sub-menu" selections. To access the menu structure, use the mouse. A left mouse button click-and-hold on a main menu selection displays the sub-menu selections in a drop-down list format. Next, a sub-menu selection is chosen and activated by scrolling down – while holding the mouse button – with the mouse pointer to the desired sub-menu selection and then releasing the mouse button. During the scroll, the selection currently chosen for activation is highlighted in inverse text. Alternately, a sub-menu can be chosen and activated using two (2) left mouse button single-clicks (two click and release actions); the first single-click on a main menu selection displays the sub-menu and the second single-click on the desired sub-menu selection. The following tables describe each main menu's sub-menu(s) selection.

One sub-menu selection – Edit Colors on the Panels main menu – has an additional (second) sub-menu. This additional menu is denoted by the solid black triangle. Selections on this second sub-menu are chosen in an identical fashion to the first sub-menu selections – by moving the mouse pointer down to the desired selection and then releasing the mouse button or, if using the alternate selection method, by a third left mouse button single-click.

Some menu selections may be disabled under certain conditions. For example, the **Delete Module** sub-menu selection is not allowed if no modules are present on the current module page. In these cases, the particular selection grays-out and choosing it has no effect.

SUB-MENU SELECTION	FUNCTION	
Open	Displays a dialog box which allows opening or "reading" of one (1) of the ten (10) screen initialization files stored on the console's/computer's hard disk drive. This dialog box is automatically displayed at UDS Configurator start-up. After opening a file, the application updates per the file's last saved configuration and module page A is displayed. See section 3.3.1 for complete details.	
Save	Immediately saves the currently open screen initialization file to the console's/computer's hard disk drive. See section 3.3.2 for complete details.	
Save As	Displays a dialog box which allows saving of the currently open screen initialization file as a new (different) screen initialization file. When saved, the file is written to the console's/computer's hard disk drive. For example, screen initialization file #7 can be saved as screen initialization file #1. Performing the Save As function will over-write the previously saved file – file #1 in the above example. See section 3.3.2 for complete details.	
Save All Files to Floppy	Saves all screen initialization files to a floppy disk in drive A. When this sub-menu selection is chosen, a small dialog box appears which prompts the user to insert a floppy disk in the disk drive. Upon clicking the $\langle OK \rangle$ command button in this dialog box (assuming a disk has been inserted), all ten (10) screen initialization files and the active screen initialization file stored on the console's/computer's hard disk drive are copied to the floppy disk. See section 3.3.3 for details.	
	If changes have been made to the currently open screen initialization file and these changes have not been saved, another small dialog box will precede the above described Save All Files to Floppy dialog box. This dialog box gives the user the opportunity to save the currently open file. If the user does not save the file at this point, the file stored on the console's/computer's hard disk drive will be saved (written) to the floppy disk, not the file changes stored in memory.	
Restore All Files from Floppy	Restores all screen initialization files from a floppy disk in drive A. When this sub-menu selection is chosen, a small dialog box appears which prompts the user of the pending over-write condition, and if accepted, a second small dialog box appears to prompt the user to insert the source floppy disk in the disk drive. See section 3.3.3 for complete details.	
Exit	Exits (ends) the UDS Configurator. If a change has occurred in the screen initialization file since the file was opened, a small dialog box will allow the user to save or cancel the change(s).	

Table 3–1 – File Main Menu

SUB-MENU SELECTION	FUNCTION
Set Password	Used to change the 8-character password. When chosen, a dialog box appears for entry of a new password; see Figure 3–1. This password is required at UDS Configurator start-up and entry of it is case-sensitive. <i>Currently, this password is <u>not</u> utilized at console start-up</i> . See section 3.1.3 for complete details.

Table 3-2 - Misc. (Miscellaneous) Main Menu

SUB-MENU SELECTION	FUNCTION	
Set Screen Color	This sub-menu selection allows the user to change the entire screen's background color. When chosen, a dialog box appears for color selection. See Figure 3–13. At the console, the chosen background color is used for all module pages – one background color per screen initialization file.	
Show Page Bar	Toggles page bar to a shown state or to a hidden state (*). The page bar is used within the UDS Configurator to select one (1) of the eight (8) console module pages for module configuration. The page bar may also be toggled between the shown and hidden states by double-clicking on the UDS Configurator's screen background with either the left or the right mouse button. When shown, the page bar may be moved using a mouse click-and-drag action within the page bar's title bar. <i>This page bar is not a part of the console application</i> . See section 3.4.2.4 for additional details.	
Show General Dialog Position	Toggles the general pop-up dialog box between a shown and a hidden state (*). When shown, the position of the dialog box may be changed using a mouse click- and-drag action. Showing or hiding this dialog box in the UDS Configurator does <u>not</u> affect its operation in the console application.	
Show Module Details	If module page A (page bar "Pg. 1") is the currently displayed/selected module page, selecting this sub-menu function performs show/hide toggling (*) of the module color details. When in the shown state, standard communication module A1 (if present), the first RSM module on the page (if any), and/or the first RTT module on the page (if any) each show module elements' colors per the currently set colors (see Modules main menu for configuration details). In the shown state, the user may toggle each element area (if applicable) via mouse clicks; see section 3.4.2.3 for complete details. If the currently displayed/selected module page is not module page A, this menu selection grays-out to prevent toggling to the shown state.	

 Table 3–3 – Screen Main Menu

* When in the shown (on) state, a check mark (" $\sqrt{$ ") precedes the sub-menu selection.

Table 3–4 – Modules Main Menu

SUB-MENU SELECTION	FUNCTION	
Add Module	Adds a standard communication module to the current module page (*). A module can also be added to the current page by double-clicking (left mouse button) within any existing standard communication module. See section 3.4.3 for complete details.	
Add RSM	Adds an RSM module to the current module page (*). When chosen, a dialog box appears which allows RSM module status code/description selection. See section 3.4.4 for complete details.	
Add RTT	Adds an RTT module to the current module page (*). When chosen, a dialog box appears which allows RTT module status code/description selection. See section 3.4.5 for complete details.	
Add Aux I/O	Adds an auxiliary I/O module to the current module page (*). When chosen, a dialog box appears which allows configuration of the auxiliary I/O module's parameters such as event number, event type and button labeling. See section 3.4.7 for complete details.	
Delete Module	Deletes the last added standard communication module from the current module page (**). See section 3.4.8 for complete details.	
Delete RSM	Deletes the last added RSM module from the current module page (**). See section 3.4.8 for complete details.	
Delete RTT	Deletes the last added RTT module from the current module page (**). See section 3.4.8 for complete details.	
Delete Aux I/O	Deletes a selected auxiliary I/O module from the current module page (**). See section 3.4.8 for complete details.	
Tile Modules	When this sub-menu selection is chosen, a small dialog box appears which allows automatic "tile" positioning of all standard communication modules on the current module page. When tiled, the first module on the page (i.e. module A1 if on module page A, module B1 if on module page B, etc.) is used as the starting or reference point – it does not move – and all other modules align horizontally and vertically with it in a row and column fashion. The dialog box allows the user to set the number of columns before tiling. See section 3.4.9 for complete details.	
Change Module Data	Change color attributes of the standard communication modules. See section 3.4.10.1 for complete details.	
Change RSM Data	Change color attributes and button text labeling of the RSM modules. See section 3.4.10.2 for complete details.	
Change RTT Data	Change color attributes and button text labeling of the RTT modules. See section 3.4.10.3 for complete details.	
Change Aux I/O Data	Change color attributes of the auxiliary I/O modules. See section 3.4.10.4 for complete details.	

* Selection grays-out and is not selectable if the current screen initialization file and/or the current module page contain the maximum number of modules of the respective type.

** Selection grays-out and is not selectable if no module of the respective type exist on the current module page.

OPERATION

Table 3–5 – Panels Main Menu

SUB-MENU SELECTION	FUNCTION	
Message	Toggles the message panel on and off (*) for the current screen initialization file. the console application, the message panel displays system and operator err messages, various conditions such as emergency declaration information, and oth messages such as auxiliary I/O event state transitions; <i>therefore, turning this pane off is <u>not</u> recommended for normal dispatch operations</i> .	
Status	Toggles the status panel on and off (*) for the current screen initialization file. In the console application, the status panel displays status of various system modes such as trunked/failsoft status and Call Director status. This panel also displays the console's number. This number is determined via console assignment number of the associated CIM (Console Interface Module) in the CEC/IMC Digital Audio Switch.	
I-call	Toggles the I-call (individual call) panel on and off (*) for the current screen initialization file. In the console application, the I-call panel displays incoming and outgoing individual call information such as unit aliases (name) and PTT status. <i>If individual calls will be made to and from the console, turning this panel off is <u>not</u> <i>recommended</i>.</i>	
VU Meter	Toggles the VU meter panel on and off (*) for the current screen initialization file. In the console application, the VU meter panel displays transmit and receive select audio levels in a bar graph format.	
Time	Toggles the time (clock) panel on and off (*) for the current screen initialization file. <i>If turned off, <u>no</u> time indications will be displayed at the console.</i>	
History	Toggles the (call) history panel on and off (*) for the current screen initialization file. If turned off, <u>no</u> select or unselect call history will be displayed at the console; therefore, turning this panel off is <u>not</u> recommended for normal dispatch operations.	
Page	Toggles the page button panel on and off (*) for the current screen initialization file. Normally, this panel should <u>not</u> be turned off if the console is operated only with a mouse and/or touch-screen (without a dispatch keyboard) because module page changes would not be possible via the console's graphical user interface. The only exception is if the console is configured for operation with only one module page – page A.	
Command	Toggles the command panels on and off (*) for the current screen initialization file. These panels should <u>not</u> be turned off if the console is operated only with a mouse and/or touch-screen (without a dispatch keyboard) since most dispatch operations would not be possible. For example, if the command panels are turned off and the console is not equipped with a dispatch keyboard even the most basic operations such as module volume control would not be possible.	
Add Page	Adds a module page to the current screen initialization file. This sub-menu selection grays-out if the file currently has the maximum number of module pages – eight (8).	
Delete Page	Deletes the last module page from the current screen initialization file. When this sub-menu selection is chosen, a small dialog box appears for deletion confirmation. This sub-menu selection grays-out if the file currently has only one module page – page A.	
Edit Colors	Provides color edit functions for the panels. See Table 3–6 which follows.	

* When in the on state, a check mark (" $\sqrt{$ ") precedes the sub-menu selection.

OPERATION

Table 3–6 – Panels Main Menu; Edit Colors Sub-Menu

Edit Colors SUB-MENU SELECTION	FUNCTION
Message	Edit message panel colors. See section 3.4.10.5.
Page	Edit page button panel colors and button labels. See section 3.4.10.6.
Status	Edit status panel colors. See section 3.4.10.7.
l-call	Edit I-call (individual call) panel colors. See section 3.4.10.8.
VU Meter	Edit VU meter panel colors.
Time	Edit time (clock) panel colors. See section 3.4.10.9.
History	Edit history panel color attributes. See section 3.4.10.10.

Table 3–7 – Setups Main Menu

SUB-MENU SELECTION	FUNCTION
Edit	Selecting this function opens a dialog box which allows:
	 Changing of the setup aliases (names) for each of the console's ten (10) possible setups. These setups correspond to the CEC/IMC Manager's Console User Profile setups, sometimes referred to as "shifts". Selecting one of the ten screen initialization files as the active screen initialization file. Enable/disable full-screen (non-windowed) console operation. Individually enable/disable flash of several status indicators which appear in the console's status panel.
	See section 3.5 for complete details.

3.3 FILE MANAGEMENT

3.3.1 Opening A Screen Initialization File

A screen initialization file must be opened before changes (edits) can be made to it. At UDS Configurator start-up, the (File) Open dialog box shown in Figure 3–3 is automatically activated to allow selection of one (1) of the ten (10) editable screen initialization files for opening. As indicated previously (see Table 3–1), during an edit session this dialog box can also be activated by selecting Open on the File menu.

The active screen initialization file is the file utilized by the console application at start-up. This selection/configuration is performed by the Edit Setup Data dialog box; see section 3.5 for details. When activated, the (File) Open dialog box always defaults one-of-ten file open selection equal to the currently active screen initialization file. For example, as shown in Figure 3–3, the currently active file is #4 and one-of-ten file open selection has defaulted to file #4 – "Screen File #4" is highlighted. At this point, the user may simply click the $\langle Open \rangle$ command button to open the selected file and begin edits, or select a different file for opening by clicking it (one of the ten files) and then clicking the $\langle Open \rangle$ command button.

If the (File) Open dialog box is activated during an edit session in which changes have been made but not saved, another small dialog box will precede it to allow the user to save the existing file before a new one is opened.



Figure 3-3 - (File) Open Dialog Box

3.3.2 Saving A Screen Initialization File

When a screen initialization file is opened the UDS Configurator copies the file's contents into the computer's memory. During an edit session, any changes made are actually made to the file stored in memory, not on the hard disk drive. The currently open file may be saved to the hard disk drive under the same file (the same file number) via the Save function or as a different file (a different file number) using the Save As function.

3.3.2.1 Save

Save the currently open screen initialization file by selecting File on the main menu and then Save. Upon a successful save a small confirmation dialog box will appear. During an edit session, periodic saves are recommended to keep any changes safely on the hard disk drive. This will prevent loss-of-work in the event of power failures or other problems.

3.3.2.2 Save As

As previously stated, the currently open screen initialization file many be saved as a different file using the Save As function. The respective dialog box is shown in Figure 3–4. This function is useful when duplicating of screen data is desired. Access the Save As dialog box by selecting File on the main menu and then Save As. The active screen initialization file is the file utilized by the console application at start-up; see section 3.5 for details.

To save the currently open file as a different file open the Save As dialog box, select the desired different file by clicking it (one of the ten numbered files) and then click the <Save> command button. Upon saving the file as a different file, the edit session will shift to the newly saved file and the file previously being edited closes.



Figure 3-4 - (File) Save As Dialog Box

3.3.3 Floppy Disk Operations

Floppy disks may be used to back-up/restore and distribute the ten (10) screen initialization files SCRCFG_0.INI thru SCRCFG_9.INI, and the activate screen initialization file SCRCFG.INI. These operations are described in the following two subsections.

3.3.3.1 Saving Files To Floppy Disk

From the File menu, save all screen initialization files stored on the console's/computer's hard disk drive to the floppy disk in drive A by selecting Save All Files to Floppy. When selected, a small dialog box appears which prompts the user to insert a floppy disk in the disk drive. Upon clicking the <OK> command button in this dialog box (assuming a disk has been inserted), all ten (10) screen initialization files and the active screen initialization file stored on the console's/computer's hard disk drive will be copied (written) to the floppy disk in drive A. Due to the high-level differences from console-to-console, this function *does not* copy the console's primary initialization file MAESTRO.INI.

If changes have been made to the currently open screen initialization file and these changes have not been saved, another small dialog box will precede the above described Save All Files to Floppy dialog box. This dialog box gives the user the opportunity to save the currently open file. If the user does not save the file at this point, the file stored on the console's/computer's hard disk drive will be saved (written) to the floppy disk, not the file changes stored in memory.

3.3.3.2 Restoring Files

To restores all screen initialization files from a floppy disk in drive A, activate the Restore All Files from Floppy function via the File menu. When activated, a small dialog box appears which prompts the user of the pending over-write condition, and if accepted, a second small dialog box appears to prompt the user to insert the source floppy disk in the disk drive. Clicking the <OK> button on the second dialog box causes the UDS Configurator to *replace all screen initialization files stored on the hard disk drive (if any) with the files stored on the floppy disk.* Upon restoration completion, the (File) Open dialog box will activate; see section 3.3.1 for details. At this point, *canceling the file open process will cause program termination.*

If for some reason the file resortation process fails it will start over again from the second small dialog box. This will occur if a floppy disk is inserted which contains no or missing screen initialization files. A total of eleven (11) files should be present on the restoration floppy disk – SCRCFG_0.INI thru SCRCFG_9.INI and SCRCFG.INI.

3.4 EDITING THE CONSOLE SCREEN

3.4.1 General Screen Information

After a screen initialization file is opened, the file's first module page - page A - is displayed per the previously saved configuration (or per the factory configuration if the file has never been edited). See Figure 3–5 for a typical example. Within the UDS Configurator, the screen is composed of static and dynamic display items.



Figure 3–5 – Basic UDS Configurator Display Items

The top title bar and the main menu are static display items which are unique to the UDS Configurator only – they are not displayed in the console application. Other static display items which are a part of the screen initialization file being edited – they *are* displayed in the console application – include all display items which are displayed (if turned on) no matter what module page is selected. Examples include the message and status panels, the command panel and the time/clock panel.

Dynamic display items are stored and displayed on a per console module page basis. These display items include the standard communication modules, RSM modules, RTT modules, and auxiliary I/O modules. Figure 3–6 shows the RSM, RTT

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and auxiliary I/O modules and a different module page – page C. The Page Bar is utilized to select a different module page for display and edits. The Page Bar is unique to the UDS Configurator only; it is not a part of the console application. See Table 3-3 and/or section 3.4.2.4 for additional details on the use of the page bar.

Also note a static display item – the page button panel (<u>not</u> the page bar) – in this figure is positioned more to the right than it is in Figure 3-5. Section 3.4.2.1 describes display item repositioning/movement operations.



Figure 3-6 - RSM, RTT And Auxiliary I/O Modules

OPERATION

Table 3–8 – Console-Specific Display Items

ITEM	USAGE / DESCRIPTION
Message Panel	In the console application, the message panel displays system and operator error messages, various conditions such as emergency declaration information, and other messages such as auxiliary I/O event state transitions.
Status Panel	In the console application, the status panel displays status of various system modes such as trunked/failsoft status and Call Director status.
I-Call Panel	In the console application, the I-call panel displays incoming and outgoing individual call information such as unit aliases (name) and PTT status.
VU Meter Panel	In the console application, the VU meter panel displays transmit and receive select audio levels in a bar graph format.
Time/Clock Panel	This console panel displays the time per time messages received from the CEC/IMC.
Page Button Panel	This console panel has up to eight (8) buttons used to select a specific module page. It is provided for the mouse/touch-screen user input interfaces.
Command Panel In the console application, the command panels provide input entry for the mouse/touch-screen input interface. Each panel has many buttons that provide general dispatch operation control e immediately upon pressing a button or via a general dialog box. In addition, each command panel several buttons that select other command panels. Only one command panel is displayed at a time.	
General Dialog Box (*)	The console application's pop-up dialog boxes are referred to as general dialog boxes within the UDS Configurator. Examples include the Module Modify pop-up dialog box utilized for module programming and the I-call select pop-up dialog box utilized for setting-up and placing individual calls to units in the system. Within the UDS Configurator, only one (small) size general dialog box is indicated; however, in the console application general dialog boxes have several different sizes.
History Panel	In the console application, the history panel displays select and unselect call history information for incoming and outgoing calls. It has two (2) sub-panels – one for select call history and one for unselect call history.
Standard Communication Modules	In the console application, each standard communication module is programmed with either a trunked talk group, an individual unit, a conventional channel, or another console. Each module displays incoming and outgoing call information for its programmed entity. Up to 112 standard communication modules may exist across multiple console module pages per UDS Configurator configuration.
RSM Modules	In the console application, an RSM (Remote Status Monitor) module displays status information on a radio unit in the EDACS network system. Up to 127 RSM modules may exist across multiple console module pages per UDS Configurator configuration. However, the combined total of RSM and RTT modules (see below) cannot exceed 127.
RTT Modules	In the console application, an RTT (Request-To-Talk) automates individual calls to and from the console by displaying caller, caller's status, and allowing easy dispatch reply (transmit) operations. Up to 127 RTT modules may exist across multiple console module pages per UDS Configurator configuration. However, the combined total of RSM and RTT modules cannot exceed 127.
Auxiliary I/O Modules	In the console application, an auxiliary I/O (input/output) module is utilized for either standard aux. input event monitoring, acknowledge aux. input event monitoring & acknowledgment, toggle aux. output event monitoring & control, or momentary aux. output event monitoring & control. Using the UDS Configurator, each module's primary event configuration settings at the console must be set to match event configuration defined at the CEC/IMC Manager. For example, if event 200 is set for toggle output operation via CEC/IMC Manager, it should also be set for toggle output operation at the console via the UDS Configurator. Up to sixty-four (64) aux. I/O modules may be set-up at a console to monitor/control sixty-four (64) different CEC/IMC aux. I/O events (8 maximum per module page).

* General dialog box not shown in Figure 3–5 or Figure 3–6.

ITEM	USAGE / DESCRIPTION
Title Bar	Standard Windows NT application's window title bar for the UDS Configurator.
Menus	The UDS Configurator's main menu bar which provides user input configuration control. Clicking on a main menu selection activates a drop-down sub-menu. See Table 3–1 thru Table 3–7 for details.
Page Bar	The page bar is used within the UDS Configurator to select one (1) of the eight (8) console module pages for module configuration. The page bar can be toggled between a shown and a hidden state via the Screen menu or by double-clicking on the UDS Configurator's console screen background. When shown, the page bar may be moved using a mouse click-and-drag action within the page bar's title bar. If the current screen initialization file contains less than eight (8) module pages, the page bar reduces in selection size accordingly. The page bar, which is <i>not</i> a part of the console application, should not be confused with the console's page button panel which provides module page selection via the mouse/touch-screen user input interface.
Horizontal and Vertical Scroll Bars	These scroll bars provide screen scroll functionality so the entire console application's screen area can be viewed as changes (edits) are made via the UDS Configurator. When the UDS Configurator is run within a maximized window, approximately 90% of the console application's screen area is displayed; therefore, scroll bar usage is minimal. The remaining 10% represents the area occupied by the UDS Configurator's title bar, main menu bar and scroll bars.

Table 3–9 – UDS Configurator-Specific Display Items

3.4.2 Commonly Performed Operations

3.4.2.1 Moving Display Items

Using a mouse click-and-drag action, all console-specific display items (see Figure 3–5, Figure 3–6 and Table 3–8) can be individually positioned almost anywhere on the screen. Caution should be used on moving items since items can hide other items if their positions overlap. This could conceal important information from the dispatcher. See the USAGE RECOMMENDATIONS section (page 5) of this manual for additional cautions.

This caution should not only be observed on a per-module page edit basis but across all module pages within the particular screen initialization file being edited. When moving display items the user must always keep-in-mind that no dynamic display item on any one module page should occupy the same screen area as a static display item. All modules – standard, RSM, RTT and aux. I/O – are considered dynamic display items. For example, suppose module page A contains only a few modules and page B contains many modules. Then if, while editing page A the page button panel (a static display item) is moved to a different location which does not overlap any other display item on page A – static or dynamic; however, it does overlap modules on page B and the user fails to reposition modules on page B. As a result, an undesirable overlapping condition has occurred. After making static display item moves, always review each module page in the screen initialization file before saving and closing the file.

To move a display item, point to the desired item with the mouse then click-and-hold the left mouse button. Now, move or "drag" the item to the desired vacant area on the screen and release the mouse button. Finding a vacant area may be difficult for the larger panels/modules such as the history & page button panels and the RSM & RTT modules. In some cases it may be necessary to **temporarily** overlap two or more items until subsequent item(s') moves are completed.

To ease and quicken movement of the history panel and the page button panel, double-click in either panel's lower righthand corner. This toggles the panel's inner sub-panels/buttons off, thus providing a larger area to click in within the panel for panel movement. Figure 3–7 illustrates this toggle action. After completing the panel move, a second double click anywhere within the panel will toggle the display of the inner sub-panels/buttons on again.



Figure 3–7 – History and Page Button Panels' Inner Text Box On/Off Toggling

As indicated in the command panel (see Figure 3–5 and Figure 3–6), click it in the top left-hand corner for click-and-drag moves. This provides easiest positioning. The command panel is always in the background; any overlapping display item(s) such as modules always display on top of the command panel.

3.4.2.2 Viewing Message, I-Call and Page Button Panel Colors

In the console application, some of the display panels have text colors and/or button colors which change in accordance with certain dispatch or system condition/mode changes. These panels include the message panel, the I-call panel and the page button panel. For example, when a radio unit in the system declares an emergency, the message panel indicates the unit's alias (name) or its unit ID number in a different background color, typically red. Simultaneously, the respective page button on the page button panel switches to a different color, normally also red, to indicate which module page the respective emergency-condition module is located on.

To provide quick viewing of the currently set colors for these panels within the UDS Configurator, a single-click (with left mouse button) in the particular area will toggle the color (and the corresponding text description) to another condition/mode. These actions are illustrated in the following figures. This is only a method provided to quickly view the currently set colors; refer to section 3.4.10 and its respective sub-sections for color configuration details.







Figure 3–9 – Color Toggling for I-Call (Individual Call) Panel



Figure 3–10 – Color Toggling for Page Button Panel

3.4.2.3 Viewing Module Colors

In the console application, the modules have many predefined areas which each indicate various modal or programming details via a particular color. Colors and text changes frequently as module activity occurs. For example, when a standard communication module is selected the background color of its title bar changes from the normal module background color to a unique color, typically green. When different text icons appear they are highlighted using different text foreground and background colors. Many of the text icon areas can each display several different text icons in accordance with a particular dispatch or system condition/mode. Others are reserved for only one icon or text string. For the standard communication modules, these color settings are configured via the UDS Configurator's Change Module Data function. See section 3.4.10.1 for specific configuration information.

To provide quick viewing of the currently set colors for each particular area, the *first* module of each type (standard, RSM and RTT) on module page A can display the currently set color(s) for each area. For the standard communication module this is module A1 and for the RSM and RTT modules, this is the first one of each added to the page A. Viewing is enabled by first, if necessary, setting the current module page to A (page bar = "Pg. 1") and turning Show Module Details on via the Screen menu. This feature is not available if the current module page is not A. Also, with Show Module Details on, module page changes via the Page Bar are not possible and add, delete and move module edits are not possible; Show Module Details must be turned off before any standard, RSM or RTT modules can be added, deleted or moved.

Like the panel color toggles described in the previous section, each specific multi-use area in a standard communication module may be toggled to the next color (and to the corresponding text description) via a mouse click in the specific area; Show Module Details must be on. For example, with Show Module Data on, clicks in module A1's title bar will toggle the title bar color between the unselected state color and the selected state color. This and several other examples are illustrated in the following figures. Again, this is only a method provided to quickly view the currently set colors. See section 3.4.10 for module color configuration information.



Figure 3–11 – Color Toggling for Standard Communication Modules

3.4.2.4 Selecting a Module Page via Page Bar

The page bar is used within the UDS Configurator to select one (1) of the eight (8) console module pages for module configuration. The page bar can be toggled between a shown and a hidden state via the Screen menu or by double-clicking on the UDS Configurator's console screen background. When shown, the page bar may be moved using a mouse click-and-drag action within the page bar's title bar. If the current screen initialization file contains less than eight (8) module pages, the page bar reduces in selection size accordingly. The page bar, which is *not* a part of the console application, should not be confused with the console's page button panel which provides module page selection via the mouse/touch-screen user input interface. See Table 3–3 for menu show/hide toggling details. See the following figure for a usage and movement illustration.



Figure 3-12 - Page Bar Usage and Movement

3.4.2.5 Dialog Boxes

Dialog boxes are used throughout the UDS Configurator for user input configuration entry. The following table lists all major UDS Configurator dialog boxes. Most are accessed by a corresponding menu selection; see Table 3–1 thru Table 3–7 for details.

DIALOG BOX TITLE	USAGE	
Program Entry	At program start-up, this dialog box provides program user security by password protecting program entry. See section 3.1.2.	
Set Password	Allows changing of the program's 8-character password. See section 3.1.3.	
Open	Allows opening of one (1) of the ten (10) screen initialization files for editing. Section 3.3.1.	
Save As	Allows the currently open screen initialization file to be saved as a different screen initialization file. See section 3.3.2.	
Add RSM	At an RSM module addition, provides status code/description selection functionality for an unused RSM status codes (*). See sections 3.4.4 and 3.4.6.	
Add RTT	At an RTT module addition, provides status code/description selection functionality for an unused RTT status codes (*). See sections 3.4.5 and 3.4.6.	
Add Aux I/OAt an auxiliary I/O module addition, provides entry of auxiliary I/O event para such as event number and type. See section 3.4.7.		

Table 3–10 – UDS Configurator Dialog Box Summary

(Table Continued on Next Page)

DIALOG BOX TITLE	USAGE	
Aux I/O Delete	At an auxiliary I/O module delete, provides event number entry of the auxiliary I/O module to be deleted. See section 3.4.8.	
Tile Modules	Allows automatic "tile" positioning of all standard communication modules on the current module page. See section 3.4.9.	
Change Module Data	Configure standard communication modules' colors including text icon colors (less patch & simulselect) plus other areas such as pick color and selected module color. See sections 3.4.10.1 and 3.4.10.1.1.	
Patch/Simulselect Colors	Configure patch & simulselect-related colors of text icons used within standard communication modules. See sections 3.4.10.1 and 3.4.10.1.2.	
Change RSM Data	Configure RSM modules' colors and button text labels. See section 3.4.10.2.	
Change RTT Data	Configure RTT modules' colors and button text labels. See section 3.4.10.3.	
Change Aux I/O Data	Configure auxiliary I/O modules' colors on a per event type basis. See section 3.4.10.4.	
Message Panel Colors	Configure message panel's colors on a per condition/mode basis. See section 3.4.10.5.	
Page Button Color/Text	Configure page button panel's colors on a per condition/mode basis. Also configure each button's text label. See section 3.4.10.6 .	
Status Panel Colors	Configure status panel's colors. See section 3.4.10.7.	
I-call Panel Colors	Configure individual call panel's colors on a per condition/mode basis. See section 3.4.10.8.	
VU Meter Panel Colors	Configure VU meter panel's background color.	
Time (Clock) Panel Colors	Configure time/clock panel's colors. See section 3.4.10.9.	
History Panel Colors	Configure history panel's colors on a per call condition/mode basis. See section 3.4.10.10.	
Color	A common dialog box which provides color selection for the selected area/element being changed. See section 3.4.2.6.	
Edit Setup Data	This dialog box provides configuration functionality for settings stored on a per- console basis, <i>not</i> a per-screen initialization file basis. See Table 3–7 and section 3.5.	

Table 3–10 – UDS Configurator Dialog Box Summary	(Continued)
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* RSM/RTT status code definitions are stored in the STATUS.INI initialization file.

3.4.2.6 Color Dialog Box

The Color dialog box is used for all color selections within the UDS Configurator. See the following figure. In most cases, it is accessed from another primary dialog box after a particular element for color change is chosen for color change in the primary dialog box. For example, to change the mute text foreground color within standard communication modules, the user must first open the Change Module Data dialog box, then click the Mute Text option button and finally click the <Change Foreground Color> command button. This action will open the Color dialog box for mute text foreground color changes.

With the Color dialog box open, the user may select either a basic (standard) color or a custom color via a simple mouse click (with left mouse button) on the desired color followed by closing the dialog box with its <OK> command button. When the dialog box is opened default color selection is the last color chosen; *therefore*, *if no color change is desired for the chosen element the user should always close this dialog box by clicking its* <Cancel> command button.

Basic colors shown in the dialog box mimic the colors provided by the operating system; refer to the Color icon within Windows NT's Control Panel.

The custom colors shown in the dialog box are colors which are unique to the current UDS Configurator edit session. They are set-up by the dialog box and they are available only for the current edit session. In other words, upon exiting the UDS Configurator, they are not saved for later selection in a later edit session. To set-up custom colors, click the <Define Custom Colors...> command button and then enter red, green, blue, hue, luminosity and/or saturation numbers via mouse action or text box entry. If custom color definitions may be needed during a later edit sessions, the red, green, blue, hue, luminosity and saturation numbers should be recorded by the user before exiting the program.



Figure 3-13 - Color Dialog Box

3.4.3 Adding Standard Communication Modules

To add a standard communication module to the current module page click Add Module on the Modules menu. This action will add a module in a default position. A standard communication module can also be added to the current page by double-clicking (with left mouse button) anywhere within any existing module.

To select a different module page, use the page bar. See section 3.4.2.4 for details.

NOTE

Show Module Details must be off (not shown) before a module can be added, deleted or moved.

Up to 112 total standard communication modules may exist across all console module pages. The total number of modules on any one module page is limited only by this number and/or the available screen area.

Typically, after a module is added it should be repositioned to a new location via a click-and-drag mouse action. Alternately, the Module Tile function may be used after one or many modules have been added to a particular page. Refer to section 3.4.2.1 for mouse movement details and section 3.4.9 for module tiling information. *Again, upon completion of the screen configuration edit, no module should overlap any other display item.*

3.4.4 Adding RSM Modules

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To add an RSM module to the current module page, first click Add RSM on the Modules menu then select (by a single click) the required status code number/description in the Add RSM dialog box's status code list. Finally, click the <Select> command button. This action adds an RSM module in a default position with it set to receive status messages for the selected status code number. The RSM module can then be repositioned via a click-and-drag mouse action. No tiling function exists for RSM modules. *Again, upon completion of the screen configuration edit, no module should overlap any other display item.*

NOTE	
Show Module Details must be off (not shown) before a module can be added, deleted or n	noved.

Status code numbers corresponds to the code numbers programmed into the respective radio(s). The C3 Maestro NT console supports 128 status codes numbered 0 - 127. Most EDACS radios which can transmit status information can store and transmit ten (10) different status codes. See section 3.4.6 which follows for additional information.

Figure 3-14 - Add RSM Module Dialog Box With 5 Available Status Messages

3.4.5 Adding RTT Modules

To add an RTT module to the current module page, first click Add RTT on the Modules menu then select (by a single click) the required status code number/description in the Add RTT dialog box's status code list. Finally, click the <Select> command button. This action adds an RTT module in a default position with it set to receive status messages per the selected status code number for request-to-talk operations. The RTT module can then be repositioned via a click-and-drag mouse action. No tiling function exists for RTT modules. *Again, upon completion of the screen configuration edit, no module should overlap any other display item.*

Show Module Details must be off (not shown) before a module can be added, deleted or moved.

Status code numbers corresponds to the code numbers programmed into the respective radio(s). The C3 Maestro NT console supports 128 status codes numbered 0 - 127. Most EDACS radios which can transmit status information can store and transmit ten (10) different status codes. See section 3.4.6 which follows for additional information.



Figure 3-15 - Add RTT Module Dialog Box With 5 Available Status Messages

3.4.6 RSM/RTT Status Codes – Additional Information

As previously stated, status code numbers correspond to the code numbers programmed into the respective radio(s). The C3 Maestro NT console supports 128 status codes numbered 0 - 127. Most EDACS radios which can transmit status information can store and transmit ten (10) different status codes.

In the console application, the status code's description text string selected via the UDS Configurator's Add RSM or Add RTT dialog box appears in the respective module's title bar. In addition, for RTT modules, the number of RTT requests also appears in the module's title bar (not a UDS Configurator configuration). In a properly configured system, each console status code's description text string should match or approximately match the corresponding radio status code's text string programmed into the radios. Exact text string matching may not always be possible or desired since maximum text string lengths differ between the console and the radios. At the console, each description text string can be up to sixteen (16) characters in length. Refer to the C3 Maestro console's Administrator's Manual (AE/LZB 119 1897) for additional details.

Typically, the status code listing in the Add RSM or the Add RTT dialog box does not contain 128 different selections because each code is defined for either RSM *or* RTT use (not both) and still others may not be defined (used) at all. In

addition, since a code can only be used once (each module represents a specific status code), a previously selected code is removed from any subsequent dialog box listing to prevent re-selection when another RSM/RTT module is added.

Console RSM and RTT status codes may be defined or redefined using the C3 Maestro Configuration Editor program (MCONFIG.EXE); however, the UDS Configurator must be restarted if changes are performed via the C3 Maestro Configuration Editor while the UDS Configurator is running. Status code definitions (RSM *or* RTT use and text string) are stored in the STATUS.INI file. This file is a read-only file in the UDS Configurator. Redefinition includes, for example, changing a status code previously utilized for RTT use to RSM use, or just simply changing the code's text string description.

3.4.7 Adding Auxiliary I/O Modules

To add an auxiliary I/O module to the current module page click Add Aux I/O on the Modules menu. The Add Aux I/O dialog box, shown Figure 3–16 with sample text, will appear. This dialog box provides auxiliary I/O module configuration entry as follows:

- Event Number (1 thru 255) In this text box, enter the module's auxiliary I/O event number. *This number must correspond to an event number programmed into the CEC/IMC via the CEC/IMC Manager. If the CEC/IMC is equipped with version 4.x or earlier firmware, the maximum event number allowed is thirty (30).*
- Event Type (0 thru 3) For the specific auxiliary I/O event number (see above), enter the event type by typing 0, 1, 2 or 3 in this text box. See the following figure for event type definitions. *This event type must match the event type set via the CEC/IMC Manager for the corresponding event number*. For example, if auxiliary I/O event number 100 is set for momentary output operation via the CEC/IMC Manager, event number 100 (if used at the console) must also be set for momentarily output operation via this text box.
- Button Label Enter the module's button label text string in this text box. Up to twenty-four (24) characters are allowed. Three (3) lines are available on the button. Since line-wrapping occurs only between words (at spaces), maximum word length should be limited to eight (8) characters.
- Active Label Enter the module's active-state label text string in this text box. Up to eight (8) characters are allowed. This string will appear in the module's state label area when the auxiliary I/O event is in the active state.
- Inactive Label Enter the module's inactive-state label text string in this text box. Up to eight (8) characters are allowed. This string will appear in the module's state label area when the auxiliary I/O event is in the inactive state.

After the above parameters are entered, click the dialog box's < OK > command button. The new auxiliary I/O module will appear in a default position on the current module page.

NOTE

Show Module Details must be off (not shown) before a module can be added, deleted or moved.

Typically, after a module is added it should be repositioned to a new location via a click-and-drag mouse action. Refer to section 3.4.2.1 for mouse movement details. No tiling function exists for auxiliary I/O modules. *Again, upon completion of the screen configuration edit, no module should overlap any other display item.*

Up to eight (8) auxiliary I/O modules may exist on each module page for a total of sixty-four (64) maximum per console/screen initialization file. Like other module-type additions, to add an auxiliary I/O module to a different module page select the required module page using the page bar *before* opening Add Aux I/O dialog box. Refer to section 3.4.2.4 for page bar operation details.



Figure 3-16 - Add Auxiliary I/O Module Dialog Box with Sample Text Entered

3.4.8 Deleting Modules

Modules may be deleted via the Modules menu. With the exception of an auxiliary I/O module deletion, a module delete action always deletes the last added module of the module-type chosen for deletion and on the current module page. For example, assume page B is the current module page, it contains two (2) RSM modules and the "ARRIVED" RSM module was the last one added. Upon selecting Delete RSM on the Modules menu, the "ARRIVED" RSM module will be deleted and the other RSM module will remain unchanged. No dialog box follows the menu selection.

For an auxiliary I/O module deletion, a small dialog box does follow a Delete Aux I/O menu selection. This dialog box allows the user to enter the respective auxiliary I/O module's event number for selective deletes. Thus, an auxiliary I/O module deletion does not necessarily have to be the one added.

On the Modules menu, each module-type delete menu selection grays-out if no modules of the respective module type exist on the current module page. For example, if module page D is the current module page and it contains no standard communication modules, the Delete Module selection remains grayed-out.

3.4.9 Tiling Standard Communication Modules

Standard communication modules on the current module page can be automatically aligned in a row-and-column fashion using the module tile function. This function is activated by selecting Tile Modules on the Modules menu. When selected, a small dialog box appears (see the following figure) which allows the user to set the number of columns prior to tiling.

When tiled, the first module on the current module page (i.e. module A1 if on module page A, module B1 if on module page B, etc.) is used as the starting or reference point – it does not move – and all other modules align horizontally and vertically in a row-and-column fashion. Modules are tiled horizontally from left-to-right, and then vertically from top-to-bottom in accordance with the number of rows required to complete the tile. The resulting gap between each titled module is a

pre-set distance per a standard communication module's pick box width. Also, the maximum number of columns is determined by the screen width.

For example, assume fifteen (15) standard communication modules exist on the current module page when the Tile Modules dialog box is opened. Upon executing the tile function with the number of columns = 6, the resulting tile will produce, from top-to-bottom and left-to-right referenced to the first module, two (2) module rows with six (6) modules in each row and a third left-justified row with three (3) modules.

NOTE -

The module tile function can generate display item over-lapping conditions. Module moves, other display item moves and/or additional re-tiles may be required after an initial module tile.



Figure 3-17 - Tile Modules Dialog Box

3.4.10 Changing Colors and Button Labels

A console display item's color attributes are changed using two sequentially-accessed UDS Configurator dialog boxes. The first or primary dialog box provides element selection prior to entering the second dialog box – the Color dialog box – which provides the actual color selection user interface for the chosen element. See section 3.4.2.6 for Color dialog box operation details. As described in section 1.2 of this manual, always observe caution when making color changes to ensure contrasting colors are always selected. This is especially applicable between text foreground (one "element") and background (another "element") colors for a given area, usually a text icon area.

Some console display items have button labeling which can be changed using the UDS Configurator. These changes are made via user-editable text boxes within the respective primary dialog box.

3.4.10.1 Standard Communication Modules' Colors

3.4.10.1.1 Normal Elements

Color changes to elements within standard communication modules are accomplished via the Change Module Data primary dialog box and the Color secondary dialog box. The Change Module Data dialog box, shown in the following figure, is opened by selecting Change Module Data on the Modules menu. Any changes made (if saved) affect all standard communication modules on all module pages in the open screen initialization file.

After opening this dialog box, select the particular element for color change by clicking its respective option button (with left mouse button) and then click either the <Change Background Color> or <Change Foreground Color> command button. This action opens the Color dialog box for element background/foreground color selection. If a non-text related element is chosen (for example, Picked), the <Change Foreground Color> disappears since it is not applicable. See section 3.4.2.6 for Color dialog box operation details.



Figure 3–18 – Change Module Data Dialog Box

3.4.10.1.2 Patch/Simulselect Elements (Text Icon Colors)

Clicking the <Edit Patch/SS Colors> command button in the Change Module Data dialog box opens up a sub-dialog box which provides element selection for patch and simulselect-related text icons. See the following figure. These text icons are displayed in standard communication modules when patches or simulselects are active or in a modification state. Each of the local patch, private patch and simulselects can have unique colors per configurations accomplished via this sub-dialog box. For example, the fifth local patch text icon (P5) can be configured so its colors are different from all other patch and simuselect text icons. After selecting the desired element for color change, click the <Change Background Color> or <Change Foreground Color> command button to open the Color dialog box and complete the color change. Any changes made (if saved) affect all standard communication modules on all module pages in the open screen initialization file.

Patch / SimulSelect Colors	3
Local Patch 1 2 3 4 5 	Change Background Color
Simul Select 01 02 03 04 05	Change Foreground Color
OK Cancel	SAMPLE Text

Figure 3–19 – Edit Patch/Simulselect Colors Dialog Box

3.4.10.2 RSM Module's Colors and Button Labels

Color changes to elements within RSM modules are accomplished via the Change RSM Data primary dialog box and the Color secondary dialog box. The Change RSM Data dialog box is opened by selecting Change RSM Data on the Modules menu. See the following figure.

After opening this dialog box, select the particular element for color change by clicking its respective option button and then click the <**Change Color**> command button. This action opens the **Color** dialog box for element color selection. Any changes made (if saved) affect all RSM modules on all module pages in the open screen initialization file. See section 3.4.2.6 for **Color** dialog box operation details.

Each RSM module contains two (2) buttons which provide scroll up/down selection functionality for units within the module's unit status list. Labeling on these buttons may be changed by simply clicking within the respective text box, typing in new text, and closing the dialog box via its $\langle OK \rangle$ command button. Each word within the entered text string should be limited to approximately eight (8) characters as line-wrapping occurs only between words (at spaces); however, more characters per word may be used if narrow-width characters are utilized. In the console application, three (3) text lines in each button are available for the entered text string. Like the color changes, any changes made (if saved) affect all RSM modules on all module pages in the open screen initialization file.



Figure 3–20 – Change RSM Data Dialog Box

3.4.10.3 RTT Modules' Colors and Button Labels

Color changes to elements within RTT modules are accomplished via the Change RTT Data primary dialog box and the Color secondary dialog box. The Change RTT Data dialog box is opened by selecting Change RTT Data on the Modules menu. See the following figure.

After opening this dialog box, select the particular element for color change by clicking its respective option button and then click the <**Change Color**> command button. This action opens the **Color** dialog box for element color selection. Any changes made (if saved) affect all RTT modules on all module pages in the open screen initialization file. See section 3.4.2.6 for **Color** dialog box operation details.

Like the RSM modules, each RTT module contains two (2) buttons which provide scroll up/down selection functionality for units within the module's unit status list. In addition, RTT modules also contain two additional buttons – one for dispatch reply (transmit) operations to the selected unit and the other to delete the selected unit from the list. Labeling on these four (4) buttons may be changed by simply clicking within the respective text box, typing in new text, and closing the dialog box via its <OK> command button. Each word within the entered text string should be limited to approximately eight (8) characters as line-wrapping occurs only between words (at spaces); however, more characters per word may be used if narrow-width characters are utilized. In the console application, three (3) text lines in each button are available for the entered text string. Like the color changes, any changes made (if saved) affect all RTT modules on all module pages in the open screen initialization file.

Change RTT Data			
Out to Lun	ch 1 Scroll Up	Change Color	
SMITH_R	Scroll Down	 Background Color Title Fore Color Title Back Color 	
Reply	Delete O Button Color O Button Text Color O Button Text Color		
Scroll Up L Scroll Down L Delete L Reply La	Scroll Up LabelScroll UpScroll Down LabelScroll DownDelete LabelDeleteReply LabelReply		
	OK		

Figure 3–21 – Change RTT Data Dialog Box

3.4.10.4 Auxiliary I/O Modules' Colors

Color changes to elements within auxiliary I/O modules are accomplished via the Change Aux I/O Data primary dialog box and the Color secondary dialog box. The Change Aux I/O Data dialog box is opened by selecting Change Aux I/O Data on the Modules menu. See the following figure.

After opening this dialog box, select the particular element for color change by clicking its respective option button and then click the <**Change Color**> command button. This action opens the **Color** dialog box for element color selection. Any changes made (if saved) affect all auxiliary I/O modules on all module pages in the open screen initialization file. See section 3.4.2.6 for **Color** dialog box operation details.



Figure 3–22 – Change Auxiliary I/O Data Dialog Box

3.4.10.5 Message Panel Colors

Color changes to elements within the message panel are accomplished via the Message Panel Colors primary dialog box and the Color secondary dialog box. Open the primary dialog box by selecting Edit Colors on the Panels menu and then Message. This menu selection grays-out to prevent selection if the panel is not turned on via the above menu selection. The following figure shows the primary dialog box.

After opening this dialog box, select the particular element for color change by clicking its respective option button and then click the <**Change Color**> command button. This action opens the **Color** dialog box for element color selection. See section 3.4.2.6 for **Color** dialog box operation details.

The message panel has two (2) text lines. The top line displays emergency messages and system-wide information such as auxiliary I/O state changes. The bottom line displays general operation and error messages.

As with any dialog box configuration changes, changes remain only if the dialog box(es) is exited via its $\langle OK \rangle$ command button. The message panel's current color configurations may be quickly viewed using the procedure described in section 3.4.2.2.



Figure 3-23 - Message Panel Colors Dialog Box

3.4.10.6 Page Button Panel Colors and Button Labels

Color and button label text changes for the page button panel are accomplished via the Page Button Color/Text primary dialog box and, for color changes, the Color secondary dialog box. Open the primary dialog box by selecting Edit Colors on the Panels menu and then Page. The following figure shows the primary dialog box. The user can make button color changes on *a per-button basis* for the "normal" state (idle / no calls to modules on respective page), button color changes on *a per call type basis* for both the call-to-module state and the emergency call-to-module state, button label text changes on *a per-button basis*, and/or a panel background color change for the complete page button panel.

To make color changes on a per-button basis and for "normal" (idle) state buttons first click the respective page button number option button and then, if it is not checked, click the Normal check box. Next click either the <Background Color> or the <Foreground Color> command button. This action opens the Color dialog box for element color selection. See section 3.4.2.6 for Color dialog box operation details.

To make color changes for the call-to-module or emergency call-to-module state buttons, first click either the Call or Emer check box. As these color settings are not stored on a per page button basis, no page button number selection/change is required. Next, click either the <Background Color> or the <Foreground Color> command button and complete color selection via the Color dialog box.

Again, caution should be observed when making any color changes to insure contrasting foreground and background colors are selected. This will guarantee a dispatcher will be able to distinguish which module page an incoming call is on, especially when it is not on the currently selected page.

To change a page button's label text simply click the respective page button number option button, click in the Label Text text box, and then type in new text. In the console application, the entered text always displays in the respective page button no matter what call state the page's modules are in.

To change the page button panel's background color simply click the Panel check box and then click the <Background Color> command button. No page number selection is required prior to opening the Color dialog box in this case. This action opens the Color dialog box for page button panel background color selection. Changes here *do not* effect background colors of each individual page button on the page button panel.

As with any dialog box configuration changes, changes remain only if the dialog box(es) is exited via its $\langle OK \rangle$ command button. The panel's current color and button label configurations may be viewed using the procedure described in section 3.4.2.2.

	Page But	tton Color/Text	
Page Button # (010203040	5 0 6 0 7 0 8	Background Color
🗖 Call	🗵 Normal 🗌 Em	er 🗖 Panel	Foreground Color
Label Text: P	age A		Page A
	ОК	Cancel	

Figure 3-24 - Page Button Panel Color/Text Dialog Box

3.4.10.7 Status Panel Colors

Color changes to elements within the status panel are accomplished via the Status Panel Colors primary dialog box and the Color secondary dialog box. Open the primary dialog box by selecting Edit Colors on the Panels menu and then Status. This menu selection grays-out to prevent selection if the panel is not turned on via the above menu selection. The following figure shows the primary dialog box.

After opening this dialog box, select the particular element for color change by clicking its respective option button and then click the <**Change Color**> command button. This action opens the **Color** dialog box for element color selection. See section 3.4.2.6 for **Color** dialog box operation details.

The status panel has two (2) text lines which each have three (3) reserved status indication areas. The top line displays the console's number in one area, trunking/failsoft status in a second area and audio system/headset status in the third area. The bottom line displays mute all on/off status, database download, and Call Director status in its three areas.

Status Pane	Status Panel Colors	
○ Panel Background ● Status Text Fore ○ Status Text Back	Change Color	
	SAMPLE Text	
ОК	Cancel	

Figure 3–25 – Status Panel Colors Dialog Box

3.4.10.8 I-Call Panel Colors

Color changes to elements within the I-call panel are accomplished via the I-call Panel Colors primary dialog box and the Color secondary dialog box. Open the primary dialog box by selecting Edit Colors on the Panels menu and then I-call. The following figure shows the primary dialog box.

After opening this dialog box, select the particular element for color change by clicking its respective option button and then click the <**Change Color**> command button. This action opens the **Color** dialog box for element color selection. See section 3.4.2.6 for **Color** dialog box operation details.

The I-call panel has two (2) text lines. The top line displays the radio unit's alias or logical ID (LID) number. The bottom line displays receive/transmit and clear/private mode status of the individual call.

As with any dialog box configuration changes, changes remain only if the dialog box(es) is exited via its <OK> command button. The I-call panel's current color configurations may be viewed using the procedure described in section 3.4.2.2.



Figure 3–26 – I-Call Panel Colors Dialog Box

3.4.10.9 Time (Clock) Panel Colors

Color changes to elements within the time panel are accomplished via the Time (Clock) Panel Colors primary dialog box and the Color secondary dialog box. Open the primary dialog box by selecting Edit Colors on the Panels menu and then Time. This menu selection grays-out to prevent selection if the panel is not turned on via the above menu selection. The following figure shows the primary dialog box.

After opening this dialog box, select the particular element for color change by clicking its respective option button and then click the <Change Color> command button. This action opens the Color dialog box for element color selection. See section 3.4.2.6 for Color dialog box operation details.

Time (Clock) Panel Colors	
 Panel Background Time Text Fore Time Text Back 	
SAMPLE	
Text	
OK Cancel	

Figure 3–27 – Time (Clock) Panel Colors Dialog Box

3.4.10.10 History Panel Colors

Color changes to elements within the (call) history panel are accomplished via the History Panel Colors primary dialog box and the Color secondary dialog box. Open the primary dialog box by selecting Edit Colors on the Panels menu and then History. This menu selection grays-out to prevent selection if the panel is not turned on via the above menu selection. The following figure shows the primary dialog box.

After opening this dialog box, select the particular element for color change by clicking its respective option button and then click the <**Change Color**> command button. This action opens the **Color** dialog box for element color selection. See section 3.4.2.6 for **Color** dialog box operation details.

The history panel has two (2) sub-panels to display call history – one for select calls and one for unselect calls. Available color element configurations affect both sub-panels. These elements include the panel's background color, normal call (non-emergency) foreground and background colors, and emergency call foreground and background colors.

History Panel Colors	
O Normal Fore O Normal Back Emergency Fore	
C Emergency Back	
OK Cancel	

Figure 3-28 - History Panel Colors Dialog Box

3.5 EDITING "SETUP" DATA

The Edit Setup Data dialog box allows the UDS Configurator user to change the console's high-level configuration data. Possible configurations include:

- Changing setup aliases (names) for each of the console's ten (10) possible setups. These setups correspond to the CEC/IMC Manager's ten console user profiles, sometimes referred to as "shifts". They appear in the console's "Change Setup" general pop-up dialog box listing when a setup change is performed. Also, if full-screen operation is disabled (see below) an alias appears in the console application's window title bar when the respective setup is active. Limit the length of each alias to sixteen (16) characters.
- Selecting one of the ten screen initialization files as the active screen initialization file. The active file is the file used by the console application at start-up to establish its screen configuration.
- Enable/disable full-screen operation. When enabled, the Windows NT title bar is *not* displayed when the console is the active application; therefore, the console does not *appear* to run in a window. This feature should only be disabled for advanced dispatchers or other advanced console application users. When disabled, the console can be

run in a window so the dispatcher/user may access other Windows NT applications via the mouse or the PC keyboard. Also, the dispatcher/user can size the console application window. This could result in unnecessary confusion generated, especially with inexperienced dispatchers/users.

No matter if this feature is enabled or disabled, if the PC keyboard is accessible to the dispatcher/user, Windows NT application-to-application switching via PC keyboard <Alt>+<Tab> keystrokes is possible if Fast "Alt+Tab" Switching is enabled via the Windows NT Control Panel (Desktop icon). Refer to Control Panel / Desktop on-line help for additional details.

- Enable/disable flash of the failsoft indicator. This indicator appears in the console's status panel when the system is in a failsoft condition.
- Enable/disable flash of the audio system power failure indicator. This indicator appears in the console's status panel when the audio system is off.
- Enable/disable flash of the download indicator. This indicator appears in the console's status panel when the console is receiving a database download from the CEC/IMC.

All of the above settings are established on a per-console basis, *not* a per-screen initialization file basis. If saved using this dialog box's \langle Save \rangle command button, these settings are saved in the console's primary initialization file – MAESTRO.INI – not in a SCRCFG_x.INI file (where x = 0 thru 9). No screen initialization file saves or alterations occur when this dialog box's \langle Save \rangle command button is clicked.

	Edit Set	up Data	
Setups Alias Values		Configuration Data	
Day Shift	Setup #1 Alias	⊠ Full Screen	
Night Shift	Setup #2 Alias	🛛 Flash Failsoft	
Setup #3	Setup #3 Alias	🛛 Flash Audio Power Fail	
Setup #4	Setup #4 Alias	🛛 Flash Download	
Setup #5	Setup #5 Alias	Current Active Screen File is # 1	
Setup #6	Setup #6 Alias		
Setup #7	Setup #7 Alias	Active Screen File	
Setup #8	Setup #8 Alias	Screen File #2	
Setup #9	Setup #9 Alias	Screen File #3	
Setup #10	Setup #10 Alias	Screen File #5	
	, .	Screen File #7 Screen File #8 +	
SAV Please N	/E	CANCEL	
	Saving the cha	nges updates console system files.	

Figure 3–29 – Edit Setup Data Dialog Box

OPERATION

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4. SAMPLE SCREEN CONFIGURATIONS

Figures within this section compare sample screen configurations as they appear in both the UDS Configurator and the console application. All console application figures were taken with full-screen operation enabled (non-windowed console operation).

4.1 SCREEN SAMPLE #1

The below figure is a snap-shot of a particular screen configuration as it appears in the UDS Configurator during a typical edit session. Figure 4–2 on the facing page shows how this configuration appears in the console application during a typical dispatch session.





The below figure shows a snap-shot of how the screen configuration shown on the facing page (Figure 4-1) appears in the console application during a typical dispatch session.



Figure 4–2 — SCREEN SAMPLE #1: As Viewed In Console Application During A Typical Dispatch Session (Resolution = 640 x 480)

4.2 SCREEN SAMPLE #2

The below figure is a snap-shot of a particular screen configuration as it appears in the UDS Configurator during a typical edit session. Figure 4–4 on the facing page shows how this configuration appears in the console application during a typical dispatch session. Notice this particular screen configuration is simplistic in that it only has two (2) module pages and only six (6) standard communication modules on module page A. Also, since it has no display items in the bottom-most and in the right-most portions of the display area, this configuration is ideal for windowed console operation (full-screen operation disabled).





The below figure shows a snap-shot of how the screen configuration shown on the facing page (Figure 4–3) appears in the console application during a typical dispatch session.



Figure 4–4 — SCREEN SAMPLE #2: As Viewed In Console Application During A Typical Dispatch Session (Resolution = 640 x 480)

4.3 SCREEN SAMPLE #3

The below figure is a snap-shot of a particular screen configuration as it appears in the UDS Configurator during a typical edit session. Figure 4–6 on the facing page shows how this configuration appears in the console application during a typical dispatch session. Notice this particular screen configuration has twenty-three (23) standard communication modules, eight (8) auxiliary I/O modules and an RSM module, all on module page A. Compared to SCREEN SAMPLES #1 and #2 (Figure 4–1 thru Figure 4–4), additional area is available since the configuration is set-up for monitor resolutions of 800 x 600 pixels (or higher).



Figure 4–5— SCREEN SAMPLE #3: As Viewed In UDS Configurator During A Typical Edit Session (Resolution = 800 x 600)

The below figure shows a snap-shot of how the screen configuration shown on the facing page (Figure 4–5) appears in the console application during a typical dispatch session.



Figure 4–6 — SCREEN SAMPLE #3: As Viewed In Console Application During A Typical Dispatch Session (Resolution = 800 x 600)

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