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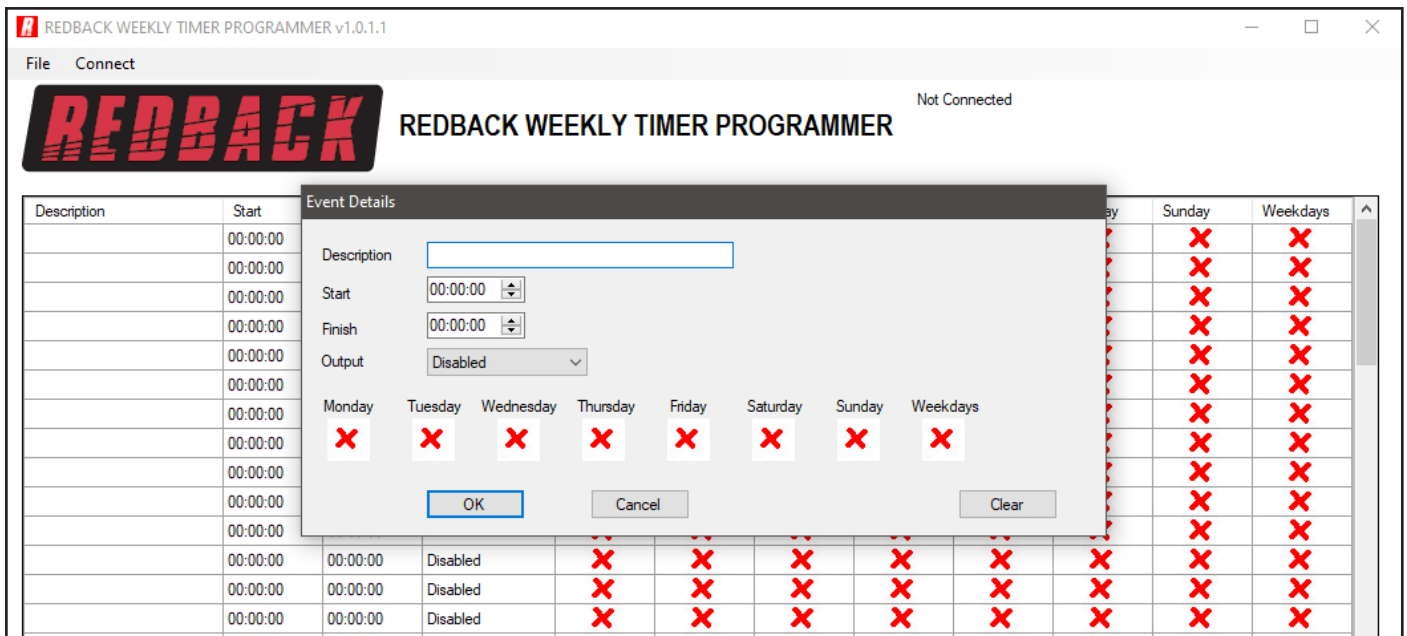


Fig 2.1 Program an Event

An event can now be programmed from this window. A description of the event can be added if desired such as Pre bell, Morning Tea etc. The start time, finish time and days of the week can all be entered. Selecting the days of the week is as simple as clicking the desired days or selecting the weekdays box.

There are 99 output folders available to choose from, which include the Bell, Prebell, Music and output folders 5 - 99. These folders contain the audio files to be played on event activation.

NOTE: The "Alert" and "Evac" folders can have only one audio file installed. The remaining folders can have unlimited audio files (depending on available storage) and will then randomly play the audio files in the folder any time the corresponding output is activated.

The "Relay Only" Output option only activates the Bell 24V DC output without outputting any audio.

Figure 2.2 shown below illustrates an example. This event is the prebell for a primary school and is programmed to activate 5 minutes before the first bell of the day.

The audio track uploaded into the "Prebell folder" will be played at 8:55:00 and continue to play until 08:59:59.

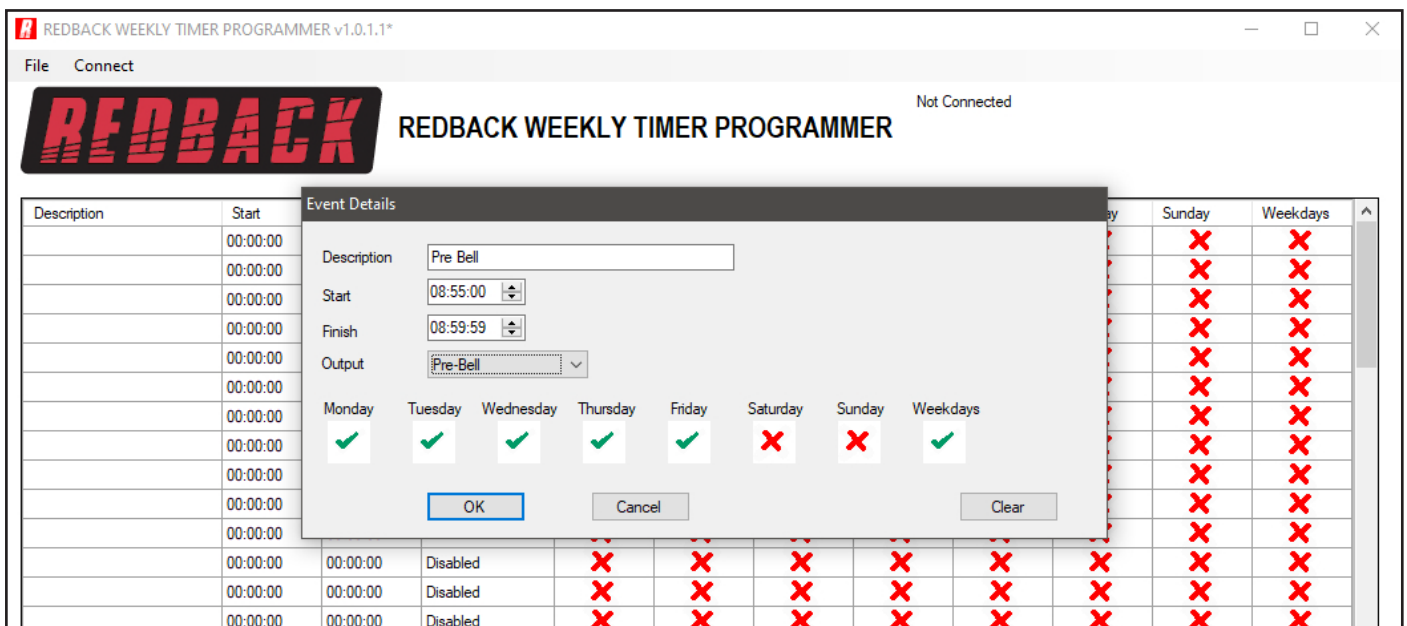


Fig 2.2 Prebell Example

Once all of the details have been entered press "OK"

The event should now appear in the programming window such as shown in fig 2.3.

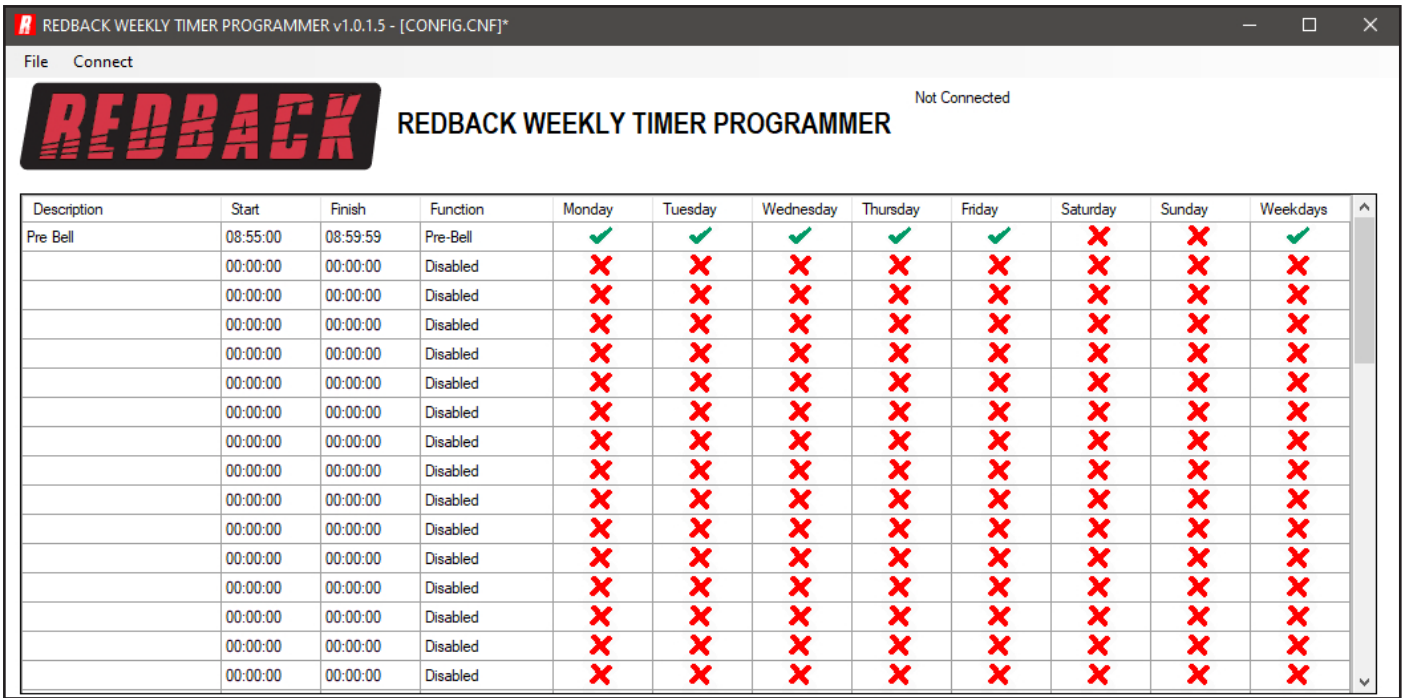


Fig 2.3 Pre Bell Event Entered

Another event is added by following the same steps. Double click on a blank line and then enter the details required as illustrated in fig 2.4. This example is the first bell of the day for a primary school. The audio track uploaded into the "Bell folder" will be played at 9:00:00 and continue to play for 2 seconds.

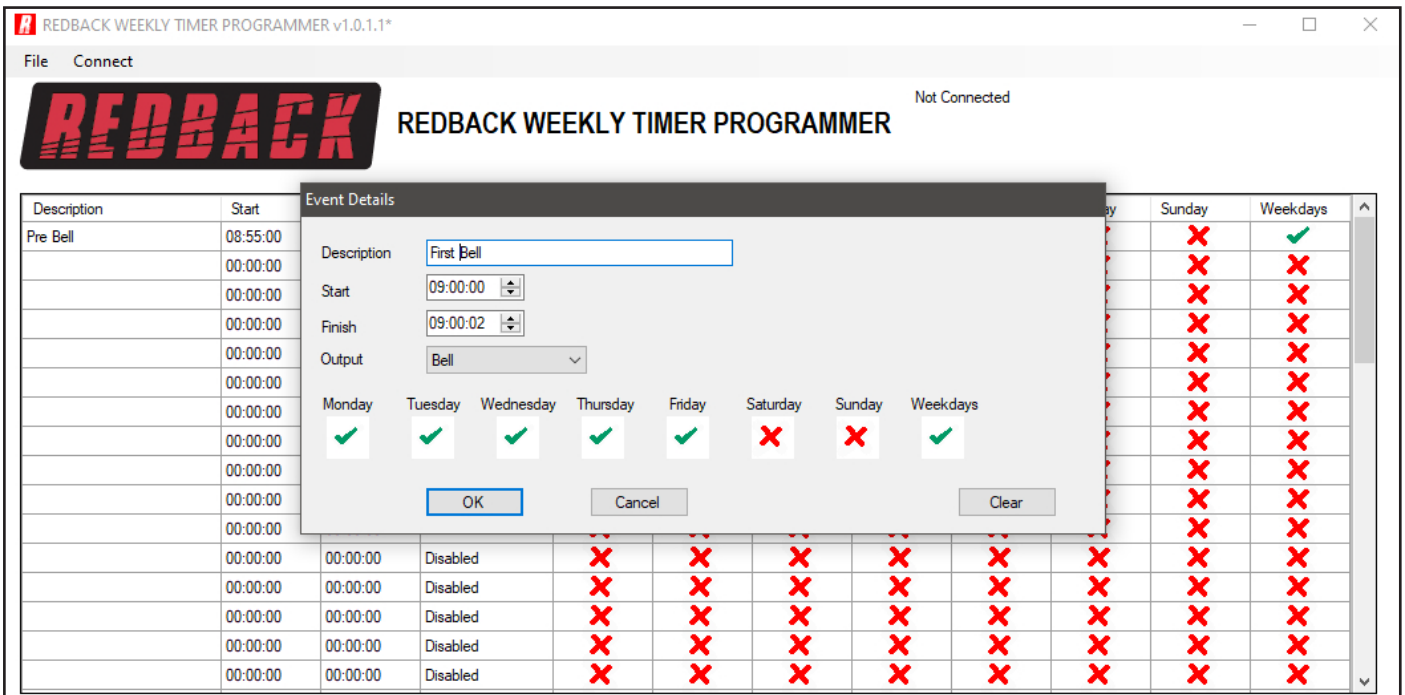


Fig 2.4 Bell Event Entered

Press the OK button and the second event now appears in the programming screen as shown in fig 2.5.

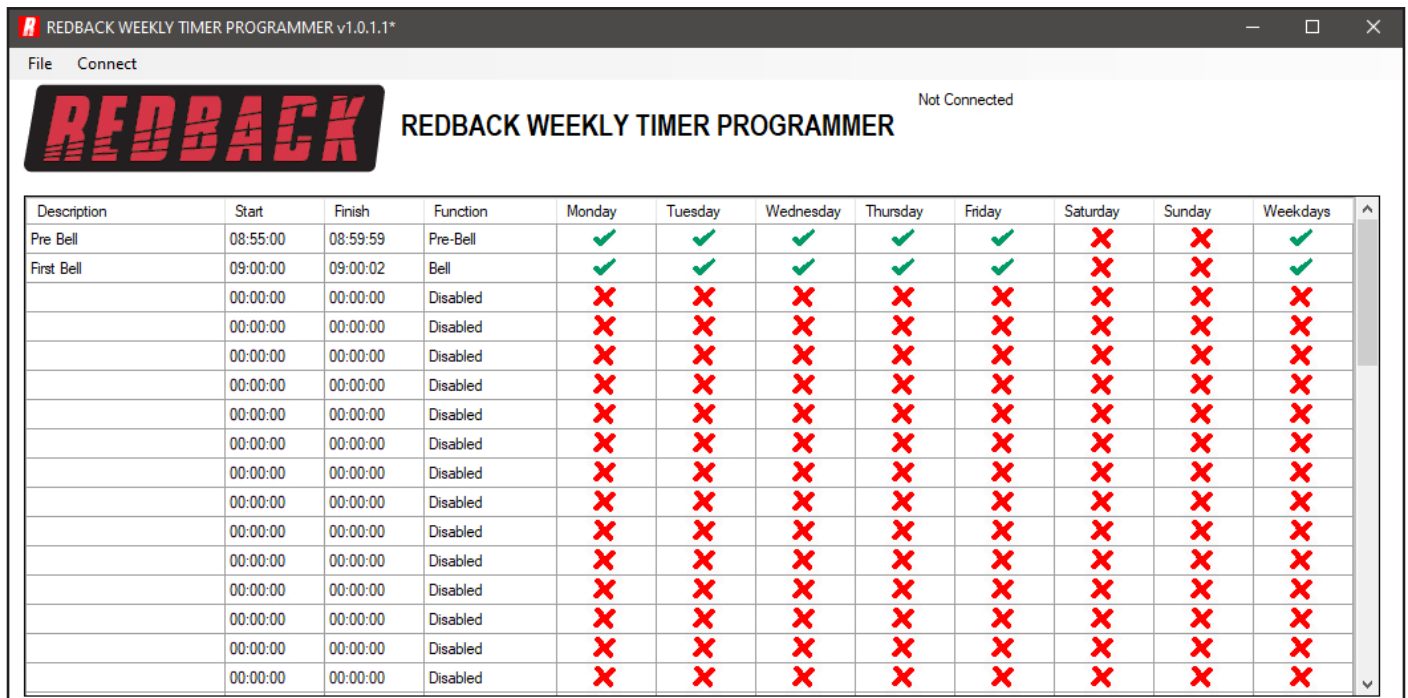


Fig 2.5

As the events are added they will be listed in chronological order. (I.e. In time order). If a new event is programmed, to start at 08:45:00 for instance, this new event would appear before the prebell event. Continue to enter more events in this manner.

To save the program navigate to the file tab and then select save or save as. Any number of programs and any name can be used for the saved file but it must have the .cnf extension. This might be handy if more than one program is required in a school year for example and these could be stored on a PC or elsewhere. *But note that the program that the timer will access must be saved as config.cnf and be saved to the Micro SD card.*

3.0 SELECTING THE AUDIO FILES FOR THE OUTPUT FOLDERS

As mentioned previously there are a total of 99 output folders to select from for event playback. To move audio files to these folders the "Card Manager" will need to be opened. With the PC software running as outlined in section 1.0, navigate to the "File" tab as shown in figure 3.1.

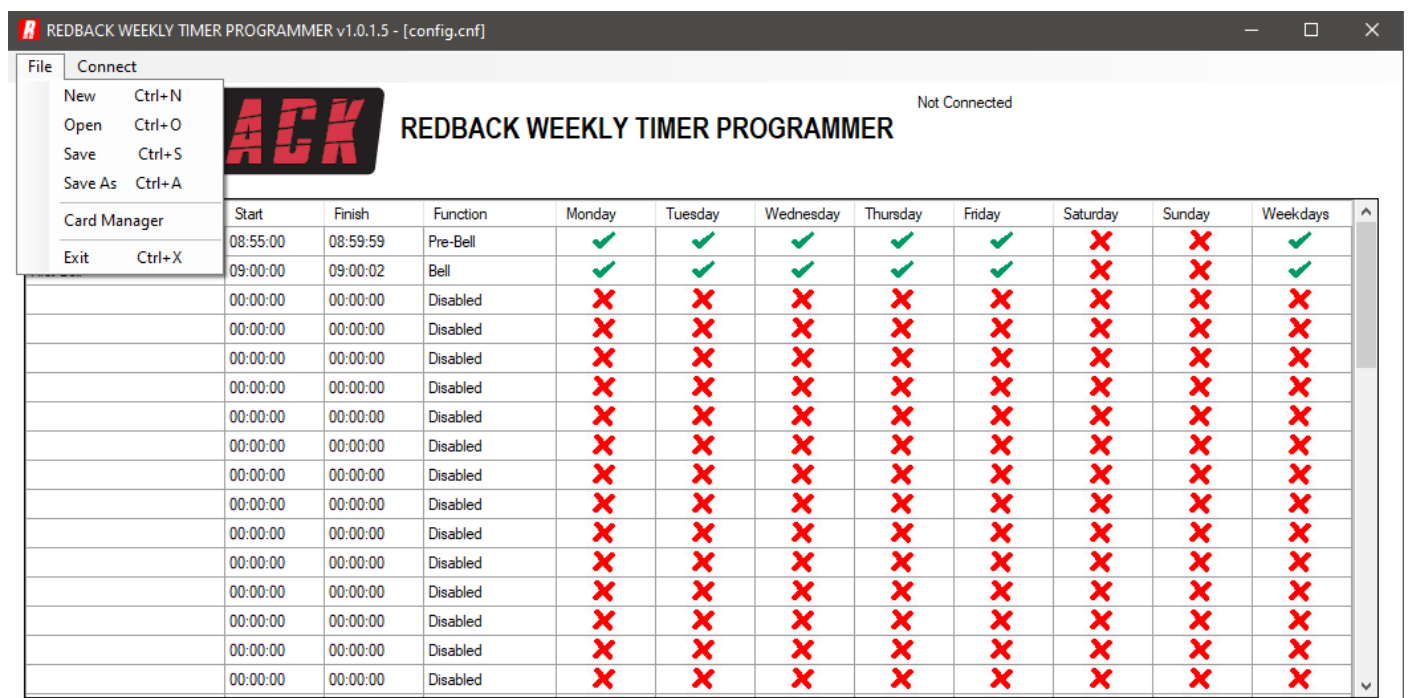


Fig 3.1

Select "Card Manager" and then a browsing window should appear as shown in figure 3.2.

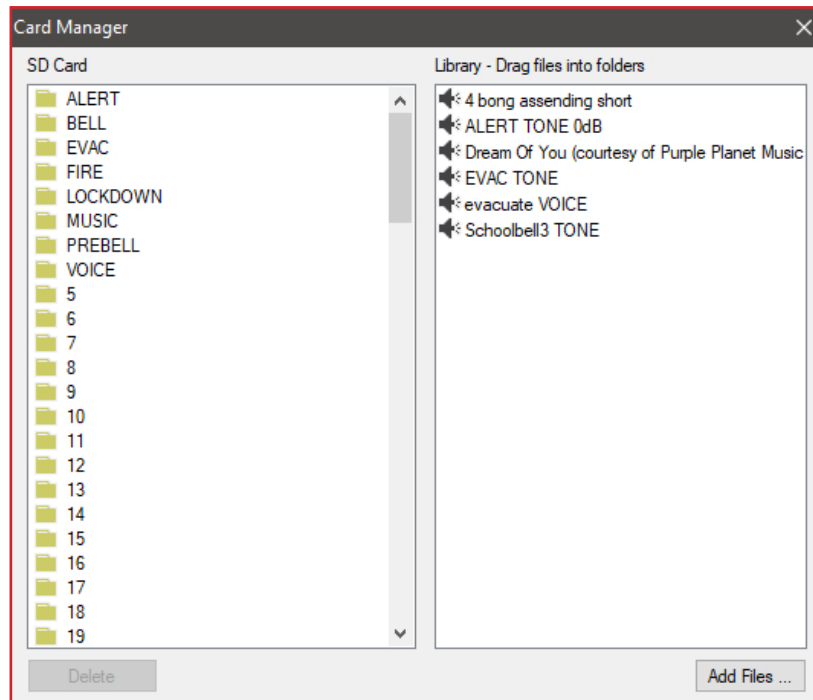


Fig 3.2

The output folders are listed on the left side and the audio files available in the Library on the right. From here the audio files in the library can be dragged into the required folders for the events programmed.

By default the output folders Bell, Music, Prebell and Voice should all house an audio file. If programming an A 4500D the Alert and Evac folders should house an MP3 file and if programming an A 4505D the Fire and Lockdown folders should house an MP3 file. The timer checks these folders on power up, and if any of the relevant folders are empty the timer will not operate.

Note: The alert and evac audio files meet the Australian standard for evacuation tones.

To check the contents, click on the folders and they should open and list the audio files inside as shown in figure 3.3.

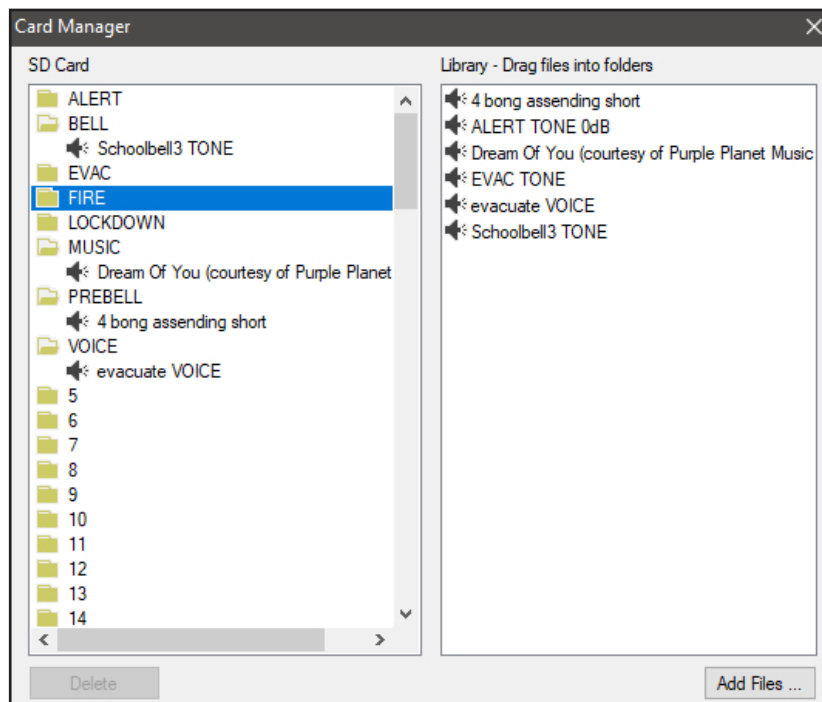


Fig 3.3

To add a file to a folder simply drag the file from the library to the SD card output folders, such as the example shown in figure 3.4 in which the file "Dream of You" is copied to folder 10.

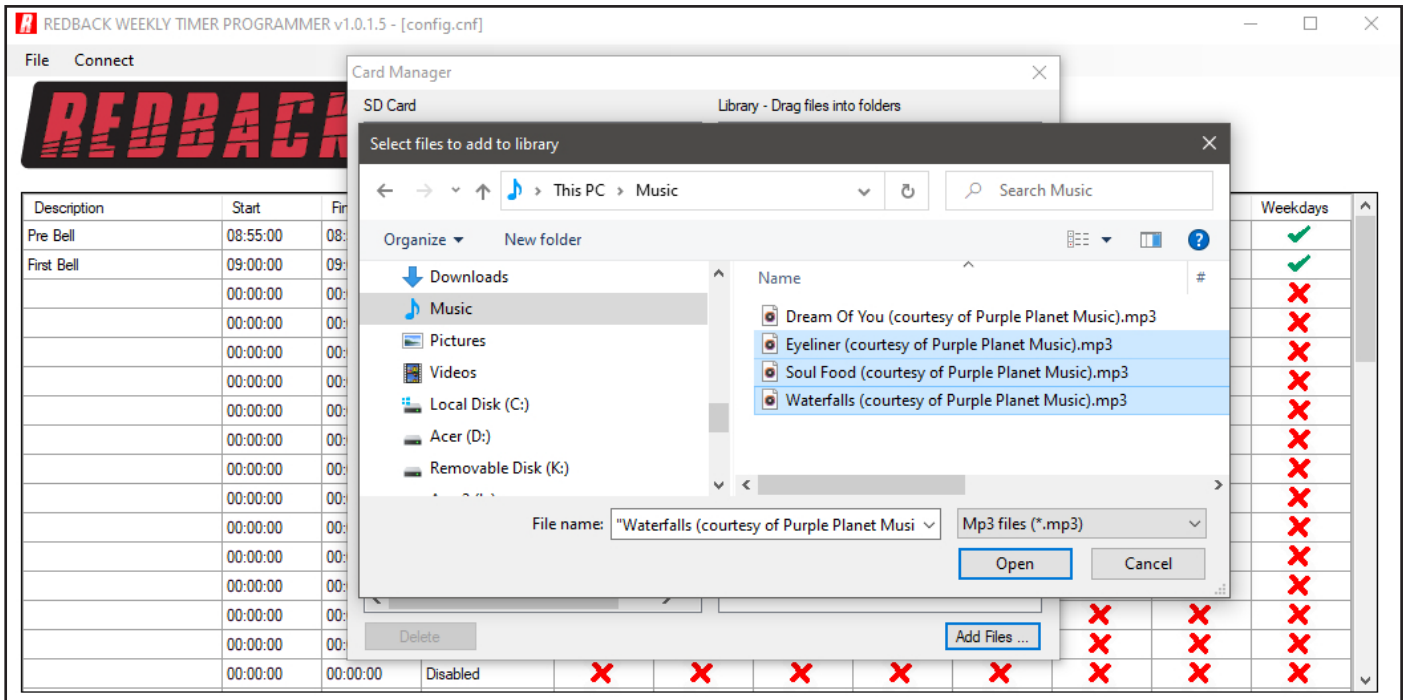


Fig 4.2

Once the required MP3 files are selected press the open button. The selected files should now appear in the Library as illustrated in figure 4.3.

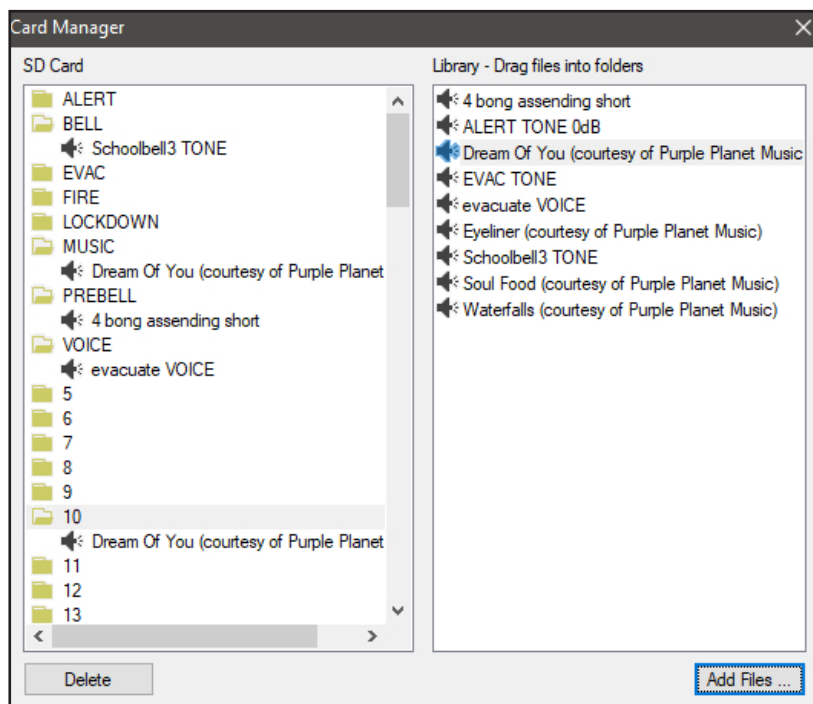


Fig 4.3

These audio files are now available for use in the output folders.

5.0 RANDOM PLAY OF AUDIO FILES

The timer has the ability to random play audio files when a particular output is selected for an event. This is available with all folders except the Alert and Evac folders. These folders can have multiple audio files allocated which will play randomly when the output is activated. In the example illustrated in figure 5.1 extra audio files are dragged into the Music and prebell folders.

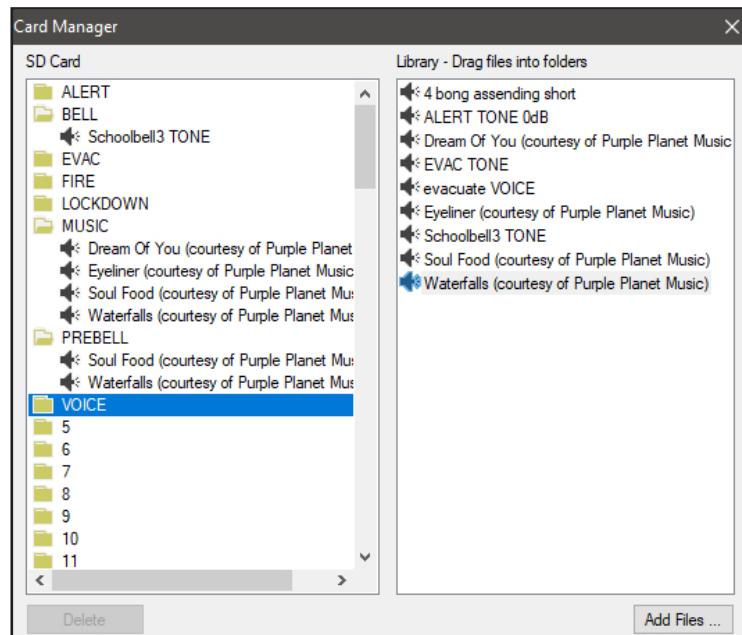


Fig 5.1

6.0 SAVING THE EVENT PROGRAM

Once programming is complete the configuration will need to be saved to the Micro SD card. The configuration file needs to be saved as config.cnf for the timer to recognise the program. The name of the open file is shown in the header bar of the programming window as shown in figure 6.1.

If the user wants to keep copies of different programs, use the Save As option and name the file something else while keeping the .cnf extension.

With the events now programmed on the Micro SD card, the card can be removed from the PC following windows safe card removal procedures. Make sure the timer is OFF and insert the Micro SD card into the slot in the front; it will click when fully inserted.

The timer can now be switched back On. If all is well, after the startup screen is displayed the current time and next event should be displayed on the screen.

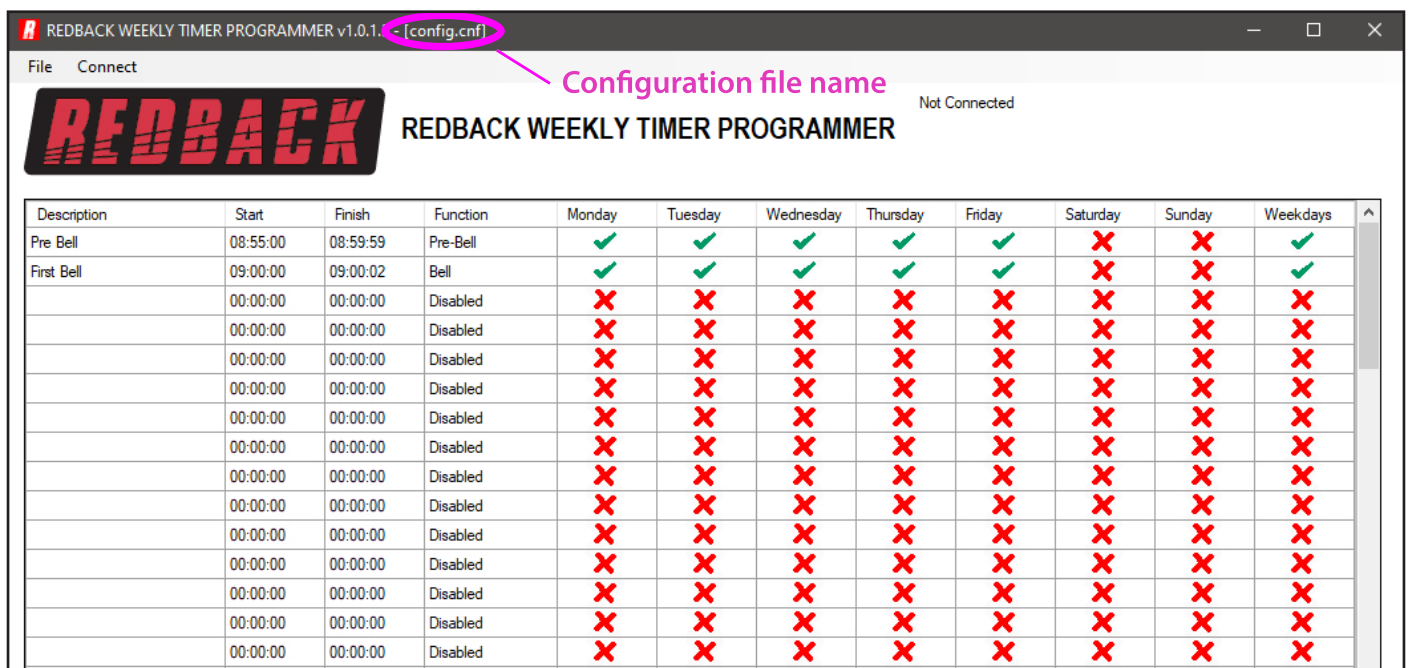


Fig 6.1

7.0 REMOTE ACCESS TO THE TIMER

Note: An IT administrator or someone experienced with network protocols will be required to setup the network access.

With the addition of the A 4498 Connection Pack, the timer can be accessed over an ethernet network (The connection details are covered in section 3.0 of the accompanying Timer Instruction Manual and the A 4498 manual).

This will make it possible to edit the timer events program remotely.

Note: MP3 Audio files cannot be added to the library using the remote connection. The Micro SD card needs to be removed from the timer and the procedures in section 1.0 and 4.0 followed to add additional files.

Once the connection has been setup the PC software will need to be run from a computer with access to the network. The software executable file "REDBACKWEEKLYTIMERPROGRAMMERXXXX.exe" can be copied from the Micro SD Card and then run from the PC. Navigate to the top left corner and press the "Connect" button and the connection window should appear as shown in figure 7.1.

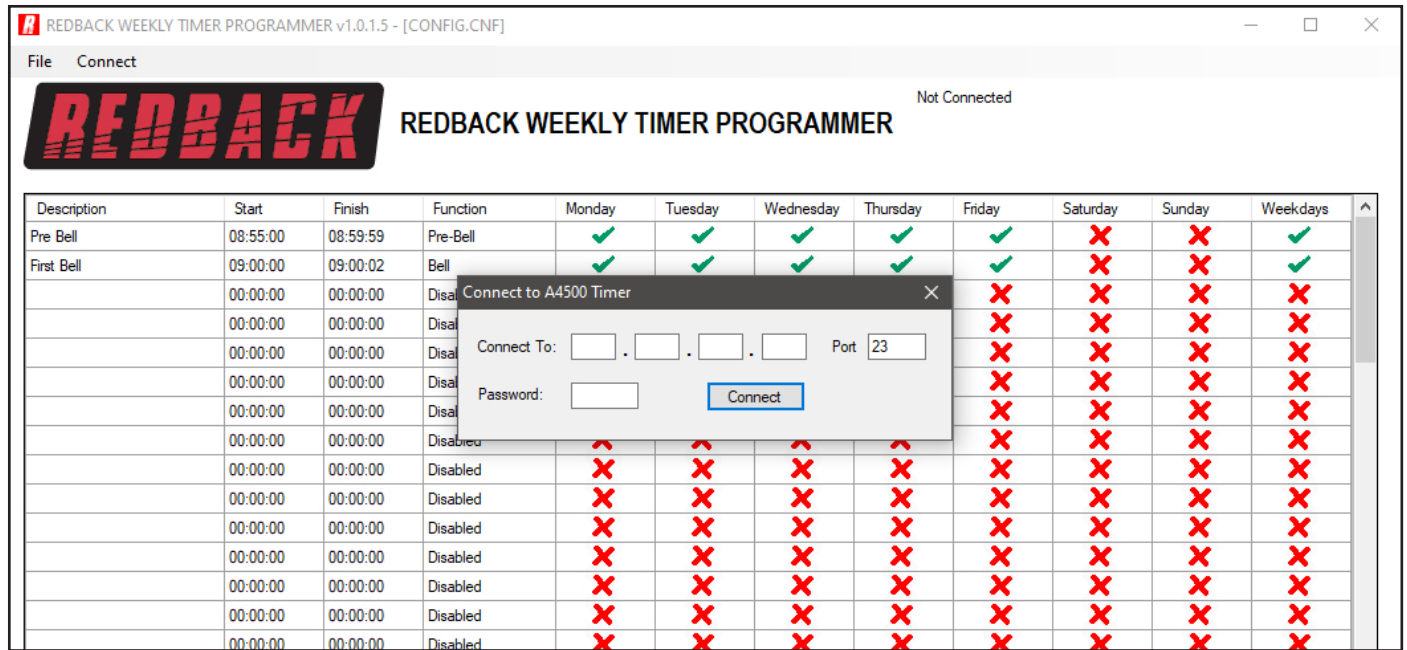


Fig 7.1

This is where the IP address and port number supplied by the IT administrator are entered. (These were setup when the A 4498 connection pack was configured).

Enter the IP address and port number and the default password of 1234 as shown in figure 7.2. (The password can be changed by editing a text file named PASS.txt which is located on the Micro SD Card. Open the file using a text editor and change the password to another 4 digit number).

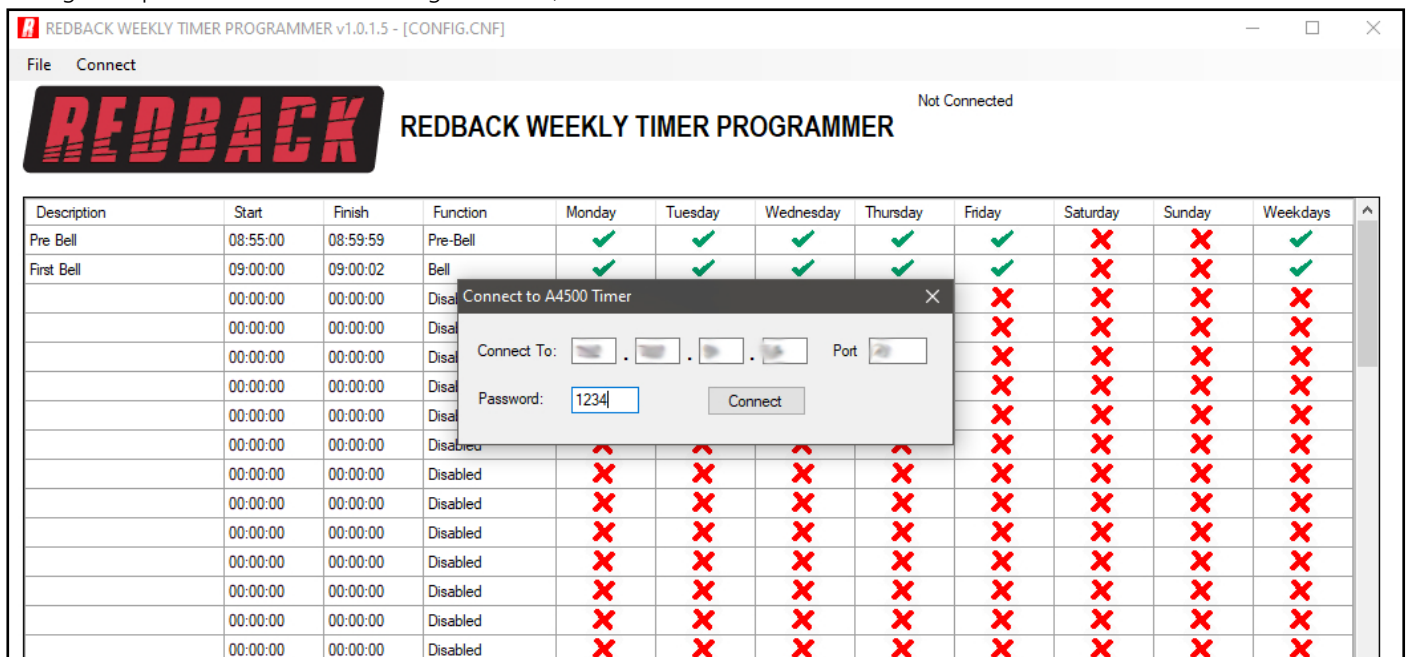


Fig 7.2

A 4500D/A 4505D Software Programming Guide

If the connection is successful, then the programming screen should look like that shown in figure 7.3 with the green “Timer Enabled” box visible. The connection address and time of connection are shown in the top right corner, and new options are now listed on the top left.

If the connection is not successful there could be a number of reasons which are covered in section 11.0.

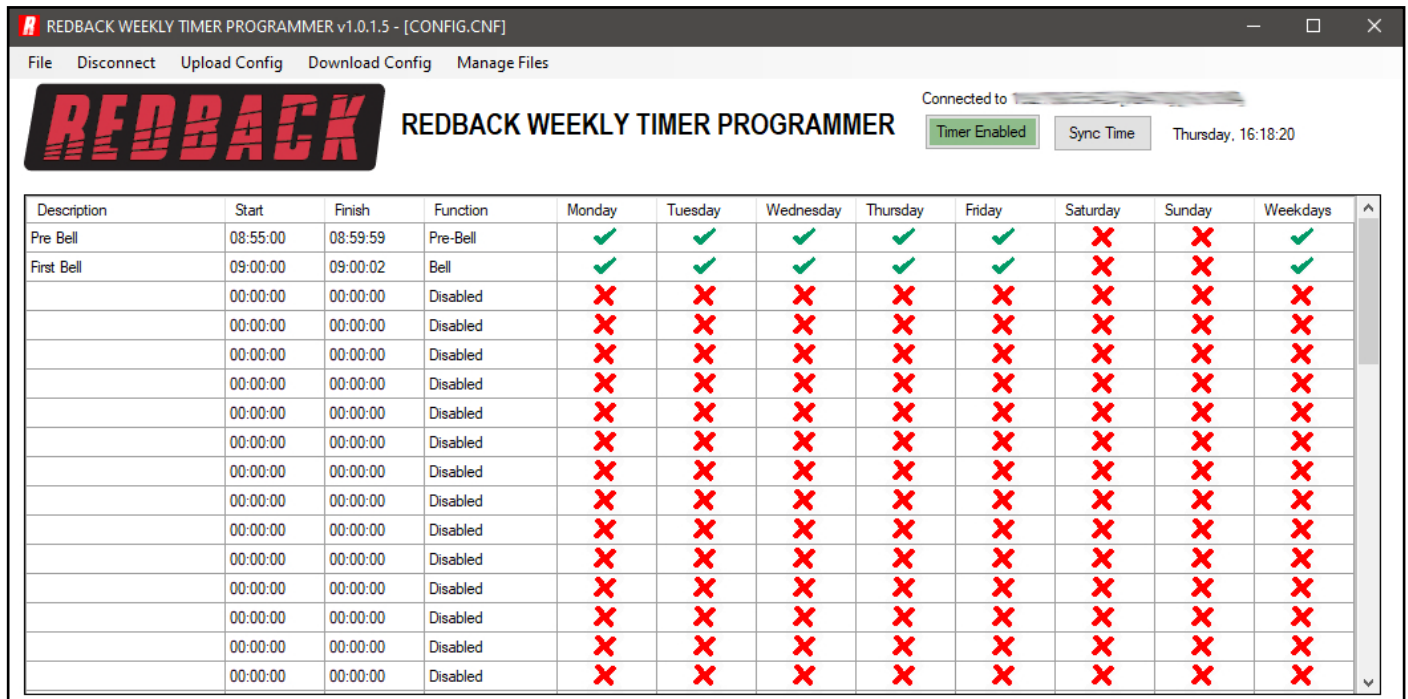


Fig 7.3

8.0 DOWNLOAD EVENT PROGRAM FROM THE TIMER

In order to make changes to the event program stored in the timer, the configuration file will need to be downloaded from the timer. Navigate to and select the “Download Config” tab at the top of the programming window.

A prompt window will appear to confirm the download as shown in figure 8.1. After downloading the file, the timing events will be displayed and can then be edited in exactly the same manner as outlined in section 2.0.

The file can be saved to the PC at any time, using the Save or Save As functions if a copy is required. If changes are required to the audio output folders refer to the Manage Files section 9.0 or if the program is to be uploaded back to the timer use the Upload Config option outlined in section 10.0.

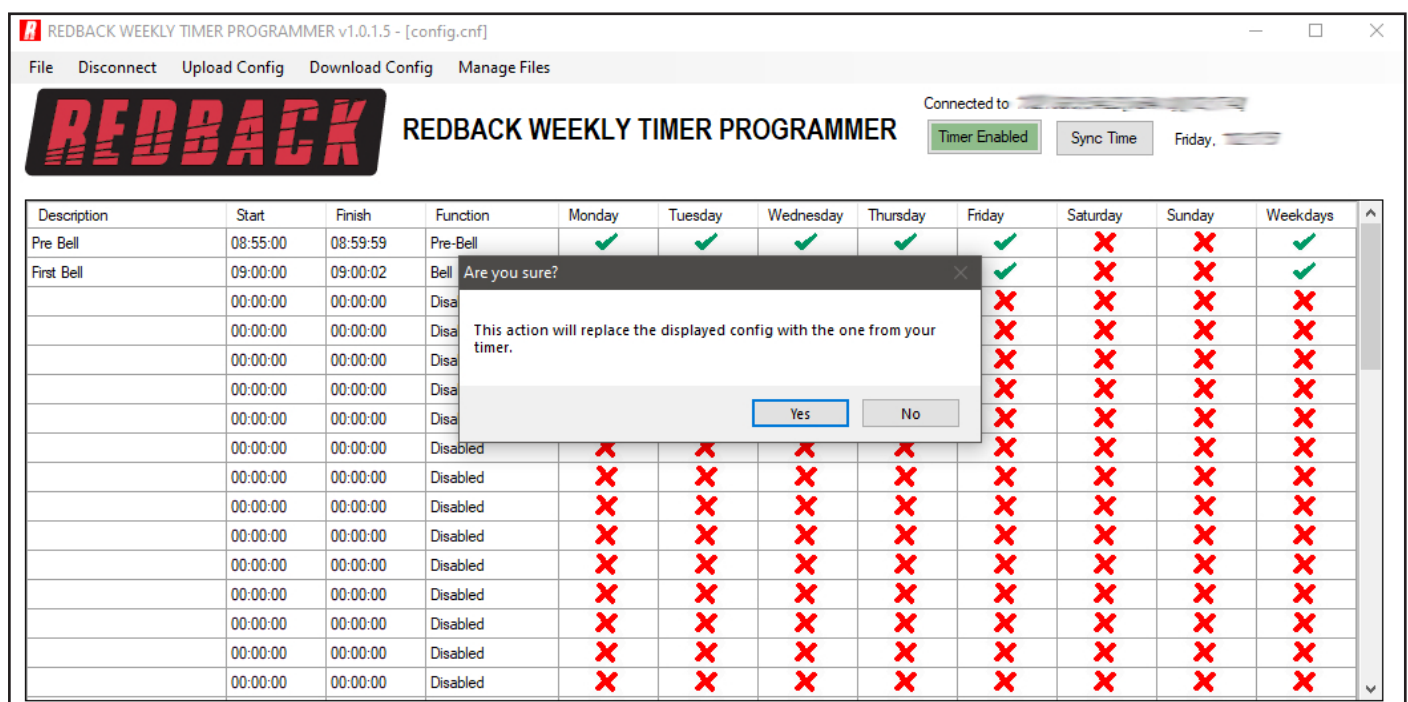


Fig 8.1

11.0 POSSIBLE REASONS FOR CONNECTION FAILURE

There are a number of scenarios where the timer might not be accessible to the programmign software.

ERROR MESSAGE: No connection available to your device

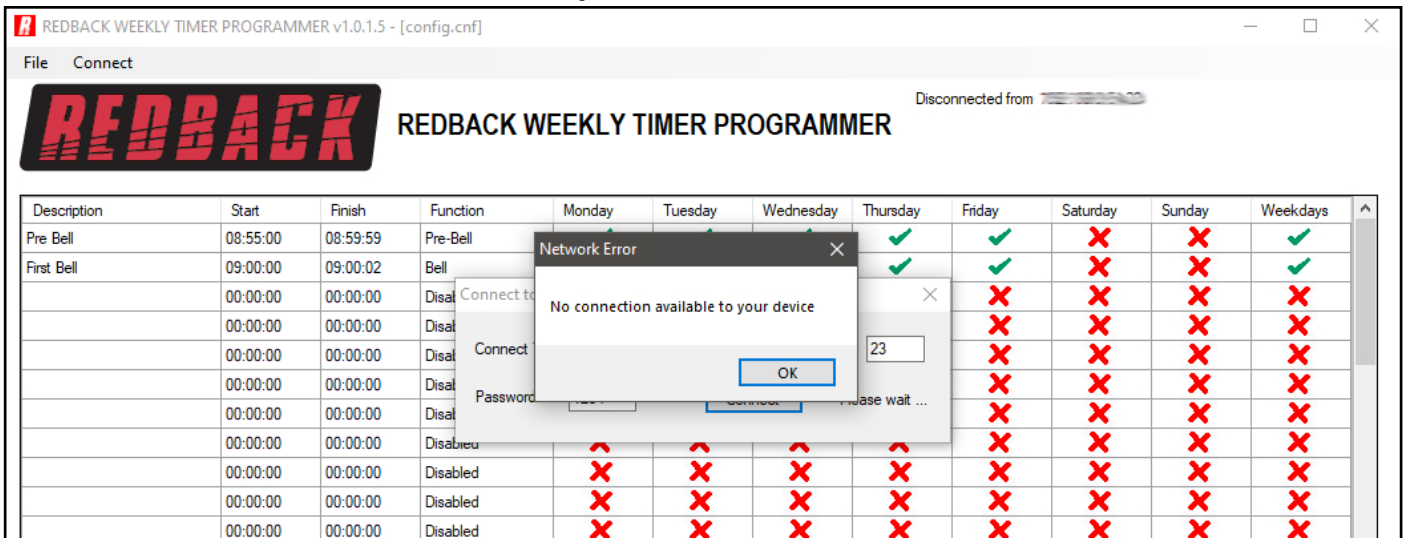


Fig 11.1

This error could occur if there is an issue with the physical connections ,or the power to the timer or Serial-To-Ethernet Converter. If this error occurs try the following remedies.

Check Timer power

- 1) Check the timer has power. If the unit already has power, put the unit into standby mode and then switch back ON. Try connecting again.
- 2) If the unit still doesn't connect, try removing power from the timer completely by unplgging the power supply. Recon-nect power and try again.

Check connecting leads:

- 1) Check the leads connecting the timer to the adaptor board and D 4231 Serial-To-Ethernet Converter.

Check D 4231 power:

- 1) Check that the Serial-To-Ethernet Converter (D 4231) has power. If the unit has power, disconnect and reconnect power and try again.

If none of the above remedies work then the error might be because the IP address is incorrect. Check the IP address is correct with the IT administrator.

ERROR MESSAGE: Please enter the correct password

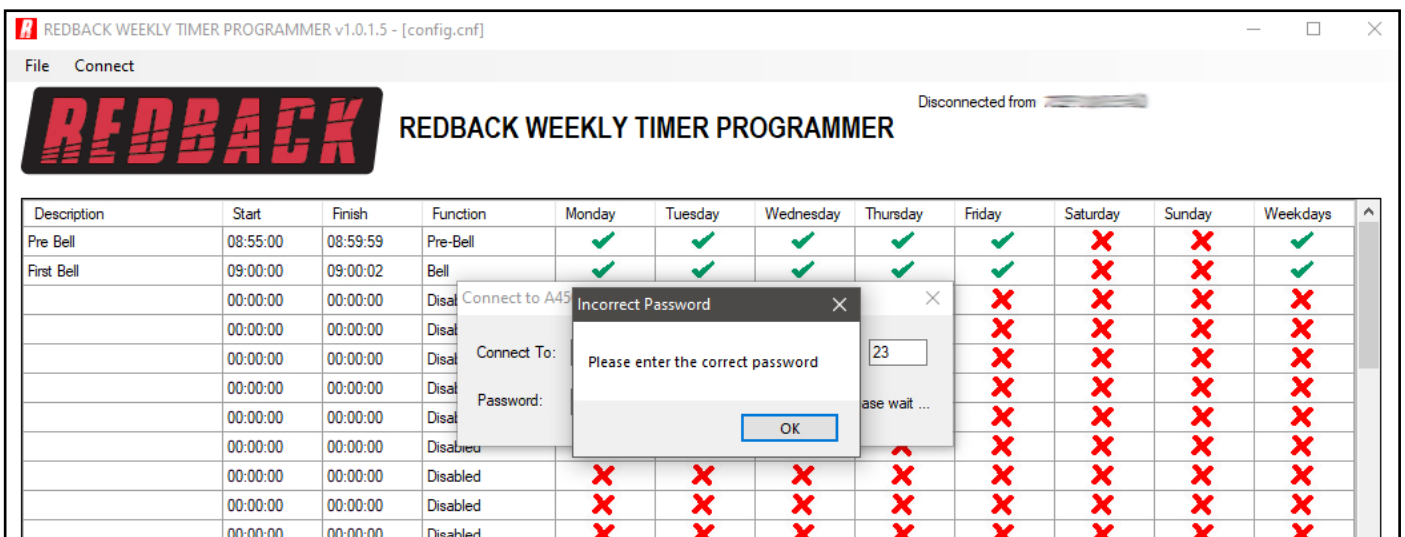


Fig 11.2

This error will occur when the password entered doesn't match the password stored in the timer.

The password can be found in a text file named PASS.txt which is located on the Micro SD Card.

In order to access the text file, the Micro SD card will need to be connected to a PC. You will need a PC or laptop equipped with an Micro SD card reader to do this. If a Micro SD slot is not available then the Altronics D 0371B USB Memory Card Reader or similar would be suitable (not supplied).

You will first need to put the timer in "Standby" mode or disconnect power. Next remove the Micro SD card from the rear of the unit. To remove the Micro SD card push the card in and it will eject itself.

Make sure the PC is on and card reader connected and correctly installed. Then insert the Micro SD card into the reader. Go to "My Computer" or "This PC" and open the Micro SD card which is usually marked "Removable disk".

To change the password open the PASS.txt text file using a text editor and change the password to another 4 digit number. Save the file and then remove the Micro SD card from the PC following safe removal procedures. Insert the SD card back into the timer and try connecting again using the correct password.

12.0 SYNC TIME

When the timer is connected to the PC through the ethernet connection, the clock time on the timer can be synchronised with the PC. The times are visible on the programming window as shown in figure 12.1. The timer time is located to the right of the "Sync Time" button, while the PC time is located in the connection details above. Press the "Sync Time" button to synchronise the times.

Description	Start	Finish	Function	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	Weekdays
Pre Bell	08:55:00	08:59:59	Pre-Bell	✓	✓	✓	✓	✓	✗	✗	✓
First Bell	09:00:00	09:00:02	Bell	✓	✓	✓	✓	✓	✗	✗	✓
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗
Disabled	00:00:00	00:00:00	Disabled	✗	✗	✗	✗	✗	✗	✗	✗

Fig 12.1

