

## ***Chapter 19: The Beaconing System***

The beaconing system was designed to alert you when something at the site needs your attention. It can be set up to announce a message over the radio and/or call you using the autopatch. It can beacon a limited number of times, or indefinitely until you cancel the beacon.

**Note:**

If you have two beacons in a row set up to go to the autopatch, and the patch never hangs up between them, you may need to shorten the hang timer for the autopatch port to less than a second.

## *045: Setup Beacon Table*

This command allows you to set up the beacon table. It is this table that controls what happens when a beacon is started. The different slots in the table can be used to alert you of different things, or they can be used together (when N is set to 01..50) to alert you in several different ways, such as by radio and by telephone.

<045> SS	Recall slot SS
<045> SS MMM XX TTTT NN T D..D	Set slot SS

### **Parameters:**

045 is the default command name.

SS = beaconing table slot number to set up/recall: 01..50. If this is the last parameter entered, will recall the current settings of the slot in the table.

MMM = macro/command number to do

XX = number of times to do it

TTTT = time to wait between in seconds between calls to MMM. If the message spoken in command/macro MMM uses the controller's synthesized voice or DVR and it takes longer than this timer is set for, the controller will wait until the message is done. This timer should be set fairly short (less than 5 seconds) when T=1 (autopatch), so when you answer the phone you won't have to wait a long time before you hear the message.

NN = next beaconing table slot to do (01..50), or

00 = stop after done with this slot

T = type of beacon to do

0 = beacon out radio port(s)

D..D = list of radio ports, audio routing

1 = beacon out of autopatch

D..D = phone number to dial

## ***046: Start Beacon***

This command starts a beacon using the table you set up with command 045. You can start with any of the beacon table slots, so different conditions can start different messages.

```
<046> SS
```

### **Parameters:**

046 is the default command name.

SS = beaoning table slot number to start with (01..50)

## ***047: Cancel Beacon***

This command allows you cancel a beacon after it has been started. Since only one beacon can be active at a time, you don't have to specify which one you want to cancel.

```
<047>
```

### **Parameters:**

047 is the default command name.

## ***048: Start Beacon Using English Words***

This command allows you to start a beacon from the serial port that will speak the message you specify using English words. It automatically programs macro 297 (and possibly 298) to speak the message you specify (see command 066 for more details) and starts beaoning using the beacon table slot you specify (which should be set up ahead of time to call macro 297). This command is most useful for alerting you of errors that occur in another system that can output a serial error message and execute this command. Any word that is not in the controller's voice library (see Appendix B) will be spelled out.

```
<048> SS Error_message_in_English_words
```

### **Parameters:**

048 is the default command name.

SS is the beacon slot number to use (often is 01)

Error\_message\_in\_English\_words is the message to be spoken, with the words separated by underscore digits.

### **Example:**

```
048 01 This_is_a_test_error_message
```