

## *CLD Color Keypanel Family User Manual*

*up to and including version 1.7.2*

*KP 32 CLD*



*DKP 16 CLD*



*EKP 32 CLD*

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Bosch Security Systems, Inc.

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**WARNING:** THE MAIN POWER PLUG MUST REMAIN READILY OPERABLE.

**CAUTION:** TO REDUCE THE RISK OF ELECTRIC SHOCK, GROUNDING OF THE CENTER PIN OF THIS PLUG MUST BE MAINTAINED.

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**WARNING:** TO PREVENT INJURY, THIS APPARATUS MUST BE SECURELY ATTACHED TO THE FLOOR/WALL/RACK IN ACCORDANCE WITH THE INSTALLATION INSTRUCTIONS.

	<p>This product is AC only.</p>
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## *Important Safety Instructions*

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with dry cloth.
7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



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# Introduction

The revolutionary CLD family of keypanels from RTS introduces several new features designed to enhance capability and ease of use. The intuitive graphical interface is housed inside two (2) full-color 4.9 inch LCD displays. The front panel also features conveniences such as two (2) user-programmable buttons, one-touch listen volume adjustment on each of the 32 new multifunction user keys, and a backlit keypad. In addition, the CLD units can be ordered with the new, more intuitive CLD key sequences, or the classic key sequences. Like all RTS products, the CLD family of keypanels are designed with expansion in mind.

## Features

<b>Full-Color LCD Displays</b>	The new color display hosts a rich and intuitive graphical user interface that indicates different keypanel functions in different colors.
<b>Modern, Modular Design</b>	The front panel is ergonomically designed to fit easily into any control room or truck application. The back panel is optimized for future expansion.
<b>Multi-Directional Keys</b>	32 multi-directional keys used for talk, listen, and emulation of traditional level control functions.
<b>Future Expansion</b>	Designed to allow for an expansion panel and optional connections to the matrix through current and future standard transmission formats.
<b>Enhanced Features</b>	KP 32 CLD allows up to six (6) auxiliary inputs, three (3) relays, independent digital gain control for microphone sources, configurable audio routing and much more, through the use of an option board.
<b>DSP Processing</b>	Acoustic Echo Cancellation, Equalization, Mixing, Filtering and Metering are available.
<b>User-Programmable Buttons</b>	Two (2) user-programmable buttons (UPG-1 and -2) provide custom shortcuts to various menu functions.
<b>GPI Option Board Available</b>	The GPI 32 CLD provides additional connectors for relay, headset, footswitch/speaker, mic In/Out, auxiliary, and other functions.
<b>RVON-2 Option Card Available</b>	The RVON-2 Option card provides up to two (2) additional full-duplex audio channels that can be mixed with audio in the CLD keypanels.
<b>OKI-2 Option Card Available</b>	The OKI-2 Option card provides up to two (2) additional full-duplex audio channels that can be mixed with audio in the CLD keypanels.

# Specifications

## LCD Display

Size  
4.9" LCD  
Resolution:  
320 (RGB) x 96

## Input Sources

Panel Microphone / GPIO MIC IN  
Electric Microphone Input Level  
Nominal Level  
-42.5dBu  
Maximum Level  
-22.5dBu  
Impedance  
1K to 10K $\Omega$

## Headset

**Dynamic Microphone Input Level**  
**Nominal Level**  
**-50dBu**  
**Maximum Level**  
**-30dBu**  
**Impedance**  
 **$\leq 600\ \Omega$**   
**Electric Microphone Input Level**  
**Nominal Level**  
**-42.5dBu**  
**Maximum Level**  
**-22.5dBu**  
**Impedance**  
**1K to 10K $\Omega$**

Keypanel Input  
Nominal Input Level  
8dBu  
Maximum Input Level  
20dBu  
Auxiliary Input  
Nominal Input Level  
8dBu  
Maximum Input Level  
20dBu

## Output Sources

Keypanel Output  
Nominal Input Levels  
8dBu  
Maximum Input Level  
20dBu  
Frequency Response  
100 - 15kHz  $\pm 2$ dB  
MIC OUT  
Nominal Input Level  
8dBu  
Maximum Input Level  
20dBu  
Frequency Response  
100 - 15kHz  $\pm 2$ dB  
Headphone Speaker  
Power  
80mW into 600 $\Omega$   
Impedance  
 $\geq 150\ \Omega$   
Panel Speaker  
Frequency Response  
250 - 15kHz  $\pm 2$ dB  
Sensitivity, dB/W/dB  
84  
Power  
4W, 8 $\Omega$   
Tone Generator  
Output Level  
8dBu  
Output Frequency  
500Hz or 1kHz

## General IO

1-3 Relay Outputs  
1-2 Open Collectors  
1-4 Opto-Isolators

## Connectors<sup>a</sup>

Panel Microphone 1/4" Jack (see "1 1/4" Stereo Jack (Panel Mic)" on page 20 for pinouts).  
Panel Headset 4-, 5-, 6-pin Female XLR (see "4-, 5-, 6-, 7-pin XLR (Female) Headset" on page 20 for pinouts).  
Keypanel Audio Input / Output DB-9, RJ-45 (Supports RTS RJ-11 cabling or Standard Cat5 cabling) See "RJ-45 Frame (RTS RJ11 Cable)" and "DB-9 (male) Frame" on page 21 for pinouts.  
Expansion RJ-45 (see "RJ-45 EXP (expansion)" on page 22 for pinouts).  
GPIO MIC OUT Male XLR-3 (see "XLR-3 (male) - Mic OUT" on page 21 for pinouts).  
GPIO MIC IN Female XLR-3 (see "XLR-3 (female) - Mic IN" on page 21 for pinouts).  
GPIO Aux 1-2 Female XLR-3 (see "XLR-3 (female) - AUX 1 & 2" on page 21 for pinouts).  
GPIO Aux 3-6 DB-15 (see "DB-15 (male) Aux 3, Aux 4, Aux 5, Aux 6" on page 20 for pinouts).  
GPIO Headset DB-9 (see "DB-9 (male) Headset" on page 21 for pinouts).  
GPIO Relays 1-3 DB-9 (see "DB-9 Relay 1, 2, 3, 4" on page 20 for pinouts).  
GPIO Open Collector 1-2 DB-9 (see "DB-9 (male) Open Collector (1-2)" on page 20 for pinouts).  
GPIO Opto-Isolators 1-4 DB-9 (see "DB-9 (male) Opto-Isolator (1-4)" on page 20 for pinouts).

## General

### KP 32 CLD

Storage Temperature  
-40°C to 70°C (-40°F to 158°F)  
Operating Temperature  
-15°C to 50°C (5°F to 122°F)  
Dimensions  
17.55"L x 3.47"H x 3.25"D (445.77mm x 88.138mm x 82.55mm)  
Weight  
6.00lb (2.72kg) (no option cards installed)  
6.32lb (2.86kg) (GPIO option card installed)  
Power Consumption  

	@ 120 VAC	@ 220 VAC
No Options	40	50
GPIO Option	63	85
RVON Option	69	58
OKI Option	70	59
GPIO and RVON	46	88
GPIO and OKI	45	88

  
Input Power  
100~240VAC, 50 - 60Hz

### DKP 16 CLD

Storage Temperature  
-40°C to 70°C (-40°F to 158°F)  
Operating Temperature  
-15°C to 50°C (5°F to 122°F)  
Dimensions  
3.2"H x 10.1"W x 9.2"D (81.28mm x 256.54mm x 233.68mm)  
Weight  
3.78lbs (1.71kg) (no option cards installed)  
4 lbs (1.81kg) (GPIO option card installed)  
Power Consumption  

	@ 120 VAC	@ 220 VAC
No Options	36	45
GPIO Option	73	89
RVON Option	45	54
GPIO and RVON	77	95

  
Input Power  
100~240VAC, 50-60Hz

OKI Board		
Audio		
Frequency Response		50Hz to 19kHz
Network Delay		<20ms typical
Bandwidth Requirements		
Per Channel		
Rx Latency	48kHz/24-bit	
1ms	2.59Mbit/s	

- a. See the DKP 16 CLD Reference View on page 19 or the EKP 32 CLD Reference View on page 198 for the connectors associated with each device.

# KP 32 CLD Block Diagram

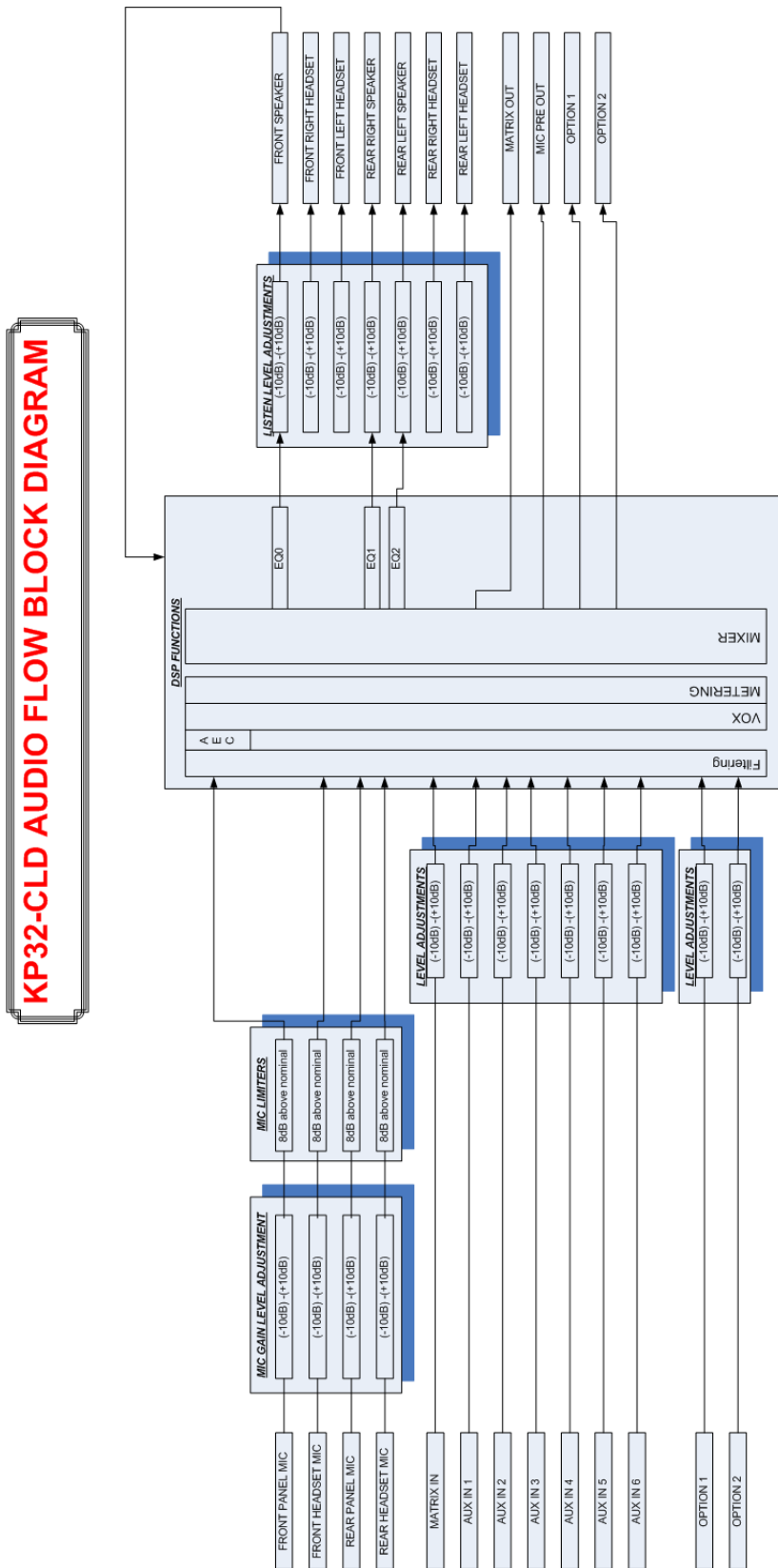


FIGURE 1. KP 32 CLD Block Diagram



## Reference View - KP 32 CLD

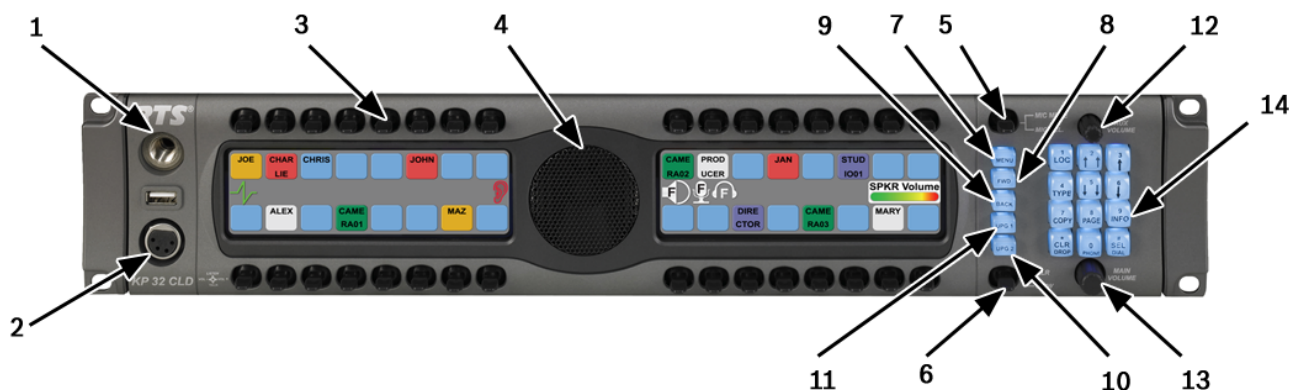


FIGURE 2. KP 32 CLD Front Panel

### Front Panel Descriptions

1. **1 1/4" Stereo Jack** - Panel Mic
2. **4- or 5-pin XLR (female)** - Headset only connection.  
**6- or 7-pin XLR (female)** - Headset and Footswitch connection.
3. **Keypanel Keys** - Press down to talk, press up to listen. For more information, see "Basic Intercom Key Operation" on page 40.
4. **Panel Speaker** - For more information, see "Mute the Microphone/Speaker" on page 49.
5. **Mic Mute / Mic Sel** - When the key is pressed up, the mic mute state is toggled. When the key is pressed down, the focus toggles between headset and panel mics, and headset and speaker outputs.

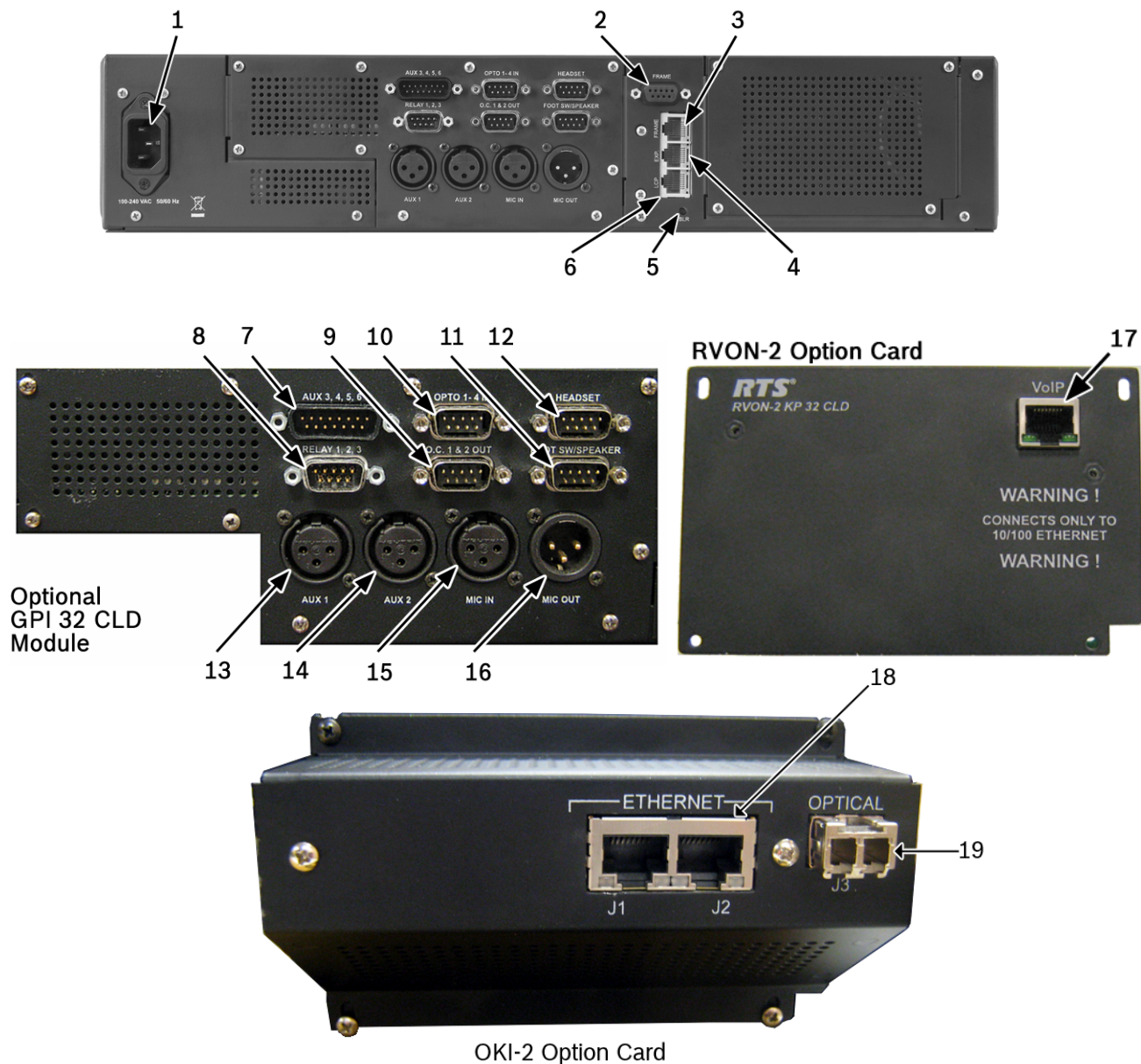
**NOTE:** The inputs/outputs affected by the Mic Sel key are dependent upon the Audio Out configuration (see "Audio Options Menu, Speaker" on page 97).

6. **CLR/CWW Key** - Clears the panel menu or answers the call waiting window.
7. **Menu button** - For detailed explanation, see "KP 32 CLD Menu System" on page 69.
8. **FWD button** - Allows you to go forward in the menu structure.
9. **BACK button** - Allows you to go backward in the menu structure.
10. **UPG 2 button** - Assigns any function from the menu structure to this key.
11. **UPG 1 button** - Assigns most functions from the menu structure to this key.

12. **Aux Volume** - Adjusts the volume of the Aux Inputs, the Matrix connections, RVON Ch 1, RVON Ch2, OKI-2 Ch1, or OKI-2 Ch2 from the option card. The range for this feature is *Mute, -48dB to 10dB*.

**NOTE:** When RVON Ch1 or OKI-2 Ch1 is configured for Matrix, it does not appear under the Aux Volume menu selections, rather as a Matrix connection.

13. **Main Volume** - Adjusts the volume for the front speaker, rear speaker, front headset and rear headset.
14. **Keypad** - Navigates through the KP 32 CLD menu structure and configure keypanel features as well as utilize the TIF dial-out features.



**FIGURE 3.** KP 32 CLD Back Panel, GPI 32 CLD Option Card, RVON-2 Option Card, and OKI-2 Option Card

#### Rear Panel Descriptions

1. **AC Power Connector**
2. **DB-9 (female) Connector - Frame**
3. **RJ-45 Connector - Frame**
4. **RJ-45 Connector - Expansion**
5. **BLR** - For more information, see "Download Firmware Using the BLR Function" on page 62.
6. **RJ-45 Connector - LCP** (for future expansion)
7. **DB-15 (male) Connector - AUX 3, 4, 5, 6**
8. **DB-9 (male) Connector - Relay 1 - 3**
9. **DB-9 (male) Connector - Opto 1-4 IN**
10. **DB-9 (male) Connector - OC1 & 2 OUT**
11. **DB-9 (male) Connector - Footswitch/Speaker**
12. **DB-9 (male) Connector - Headset**

13. **XLR-3 (female) Connector - Aux 1**
14. **XLR-3 (female) Connector - Aux 2**
15. **XLR-3 (female) Connector - Mic IN**
16. **XLR-3 (male) Connector - Mic OUT**

#### Optional RVON-2 CLD Module

17. **Ethernet RJ-45 connector - RVON-2 Matrix Connection**

#### Optional OKI -2 Module

18. **Ethernet RJ-45 connector (2x) - OKI Matrix Connector**
19. **LC Fiber Connector**

## Reference View DKP 16 CLD

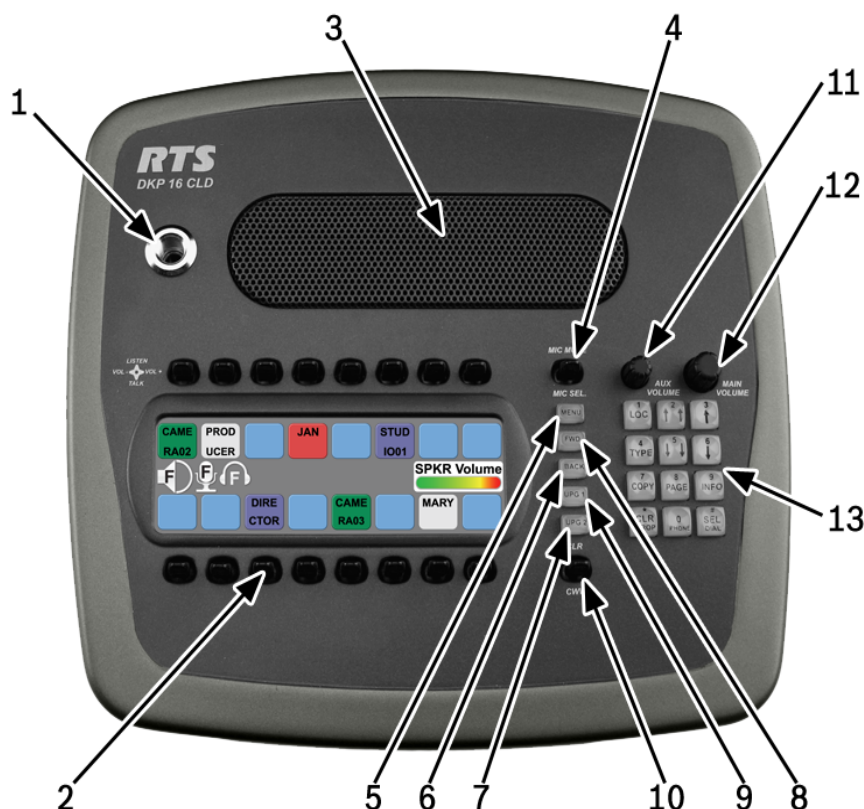
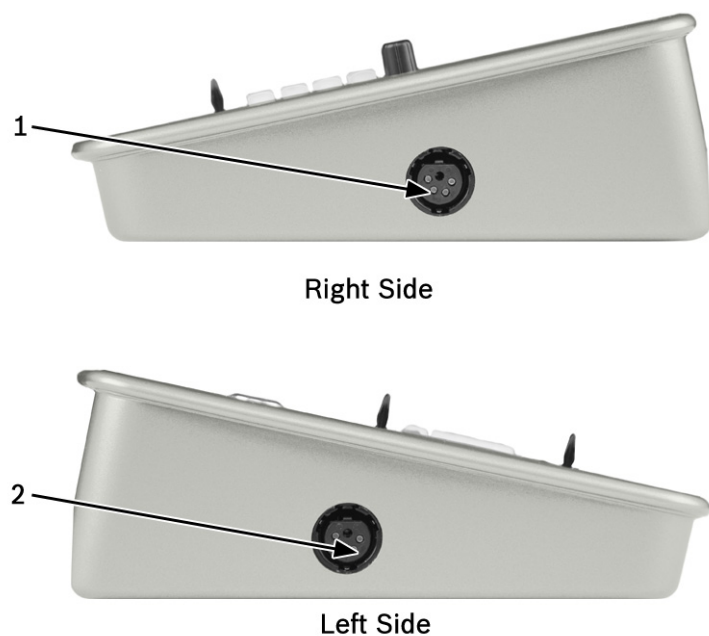


FIGURE 4. DKP 16 CLD - Top View

### Front Panel Descriptions

1. **1 1/4" Stereo Jack** - Panel Mic
2. **Keypanel Keys** - Press down to talk, press up to listen. For more information, see "Basic Intercom Key Operation" on page 40.
3. **Panel Speaker** - For more information, see "Mute the Microphone/Speaker" on page 49.
4. **Mic Mute / Mic Sel** - When the key is pressed up, the mic mute state is toggled. When the key is pressed down, the focus toggles between headset and panel mics, and headset and speaker outputs.  
  
**NOTE:** The inputs/outputs affected by the Mic Sel key are dependent upon the Audio Out configuration (see "Audio Options Menu, Speaker" on page 97).
5. **Menu button** - For detailed explanation, see "KP 32 CLD Menu System" on page 69.
6. **FWD button** - Allows you to go forward in the menu structure.
7. **UPG 2 button** - Allows you to go backward in the menu structure.
8. **BACK button** - User can assign any function from the menu structure to this key.

9. **UPG 1 button** - User can assign any function from the menu structure to this key.
10. **CLR/CWW Key** - Clears the panel menu or answers the call waiting window.
11. **Aux Volume** - The Aux volume adjusts the volume of the Aux 1 and Aux 2 inputs, the Matrix connections, RVON Ch 1, and RVON Ch 2 from the option card (future). The range for this feature is *Mute, -48dB to 10dB*.  
  
**NOTE:** When RVON Ch1 is configured for Matrix, it does not appear under the Aux Volume menu selections, rather as a Matrix connection.
12. **Main Volume** - The main volume adjusts the volume for the front speaker, rear speaker, front headset and rear headset.
13. **Keypad** - The keypanel keypad is used to navigate through the KP 32 CLD menu structure and configure keypanel features as well as utilize the TIF dial-out features.



**FIGURE 5.** DKP 16 CLD Right and Left Side Views

1. **4-, 5-pin XLR (female)** – Headset  
**6-, 7-pin XLR (female)** – Headset and Footswitch connection.
2. **4-, 5-pin XLR (female)** – Headset  
**6-, 7-pin XLR (female)** – Headset and Footswitch connection.



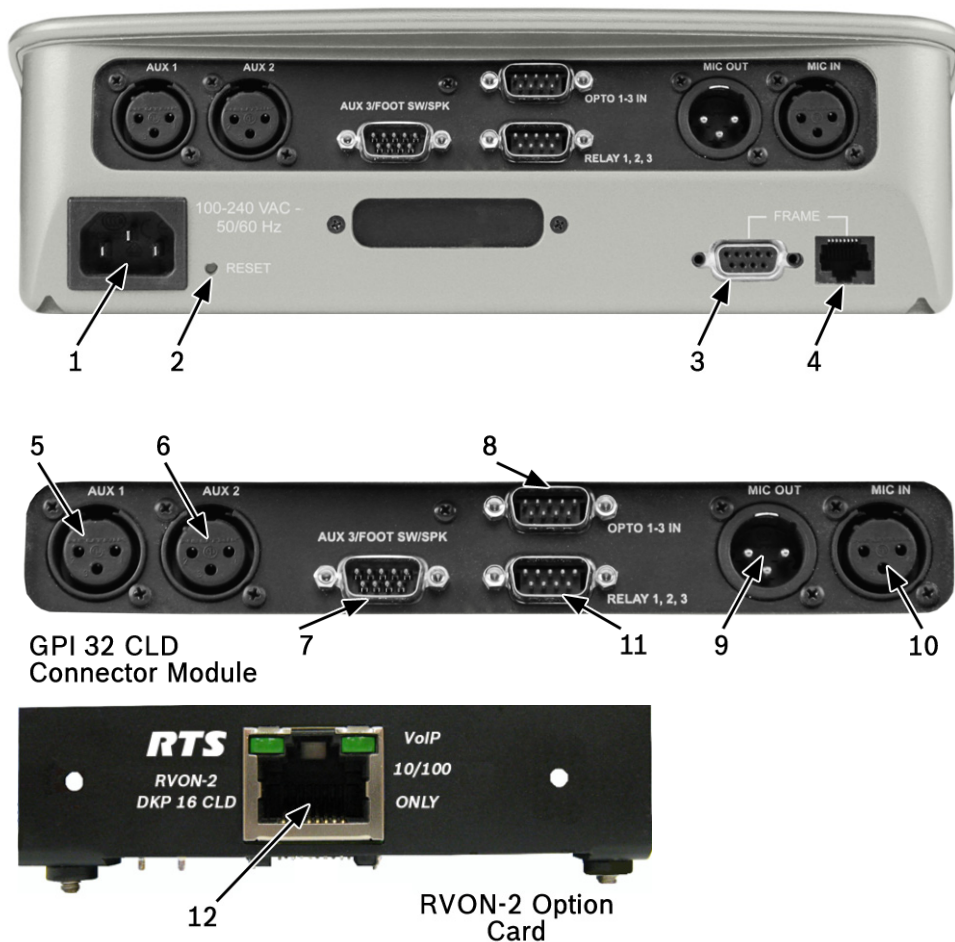


FIGURE 6. DKP 16 CLD Back View

### Rear Panel Descriptions

1. **AC/Power**
2. **RESET**- For more information, see “Download Firmware Using the BLR Function” on page 62.
3. **DB-9 (female) Connector** - Frame
4. **RJ-45 Connector** - Frame

### Optional GPI 32 CLD Connector Module

5. **XLR-3 (female) Connector** - Aux 1
6. **XLR-3 (female) Connector** - Aux 2
7. **DB-9 (male) Connector** - Aux 3, Footswitch and Speaker
8. **DB-9 (male) Connector** - Opto 1-3 IN
9. **XLR-3 (male) Connector** - Mic OUT
10. **XLR-3 (female) Connector** - Mic IN
11. **DB-9 (male) Connector** - Relay 1, 2, 3

### Optional RVON-2 CLD Module

12. **Ethernet RJ-45 connector** – RVON-2 Matrix Connection

## Connector Pinouts

1 1/4" Stereo Jack (Panel Mic)	
<i>Tip</i>	<i>Audio + and DC Bias</i>
<i>Ring</i>	<i>GND</i>
<i>Sleeve</i>	<i>Chassis GND</i>

4-, 5-, 6-, 7-pin XLR (Female) Headset				
	4-pin	5-pin	6-pin	7-pin
<i>Pin 1</i>	<i>GND (MIC)</i>	<i>GND (MIC)</i>	<i>GND (MIC)</i>	<i>GND (MIC)</i>
<i>Pin 2</i>	<i>MIC +</i>	<i>MIC +</i>	<i>MIC +</i>	<i>MIC +</i>
<i>Pin 3</i>	<i>GND (SPK)</i>	<i>GND (SPK)</i>	<i>GND (SPK)</i>	<i>GND (SPK)</i>
<i>Pin 4</i>	<i>L SPK</i>	<i>L SPK</i>	<i>L SPK</i>	<i>L SPK</i>
<i>Pin 5</i>		<i>R SPK</i>	<i>GND (FS)</i>	<i>R SPK</i>
<i>Pin 6</i>			<i>Footswitch</i>	<i>GND (FS)</i>
<i>Pin 7</i>				<i>Footswitch</i>

DB-15 (male) Aux 3, Aux 4, Aux 5, Aux 6	
Pin	Assignment
<i>1</i>	<i>AUX 3 Input +</i>
<i>2</i>	<i>AUX 3 Input -</i>
<i>3</i>	<i>AGND</i>
<i>4</i>	<i>AUX 4 Input +</i>
<i>5</i>	<i>AUX 4 Input -</i>
<i>6</i>	<i>AGND</i>
<i>7</i>	<i>DGND</i>
<i>8</i>	<i>+5VD</i>
<i>9</i>	<i>AGND</i>
<i>10</i>	<i>AUX 5 Input +</i>
<i>11</i>	<i>AUX 5 Input -</i>
<i>12</i>	<i>AUX 6 Input +</i>
<i>13</i>	<i>AUX 6 Input -</i>
<i>14</i>	<i>DGND</i>
<i>15</i>	<i>+5VD</i>

DB-9 Relay 1, 2, 3, 4			
	RLY 1	RLY2	RLY3
<i>Common</i>	<i>Pin 2</i>	<i>Pin 5</i>	<i>Pin 8</i>
<i>NC</i>	<i>Pin 1</i>	<i>Pin 4</i>	<i>Pin 7</i>
<i>NO</i>	<i>Pin 3</i>	<i>Pin 6</i>	<i>Pin 9</i>

DB-9 (male) Opto-Isolator (1-4)	
Pin	Assignment
<i>1</i>	<i>GND</i>
<i>2</i>	<i>GND</i>
<i>3</i>	<i>GND</i>
<i>4</i>	<i>GND</i>
<i>5</i>	<i>GND</i>
<i>6</i>	<i>Switch Contact Input 1</i>
<i>7</i>	<i>Switch Contact Input 2</i>
<i>8</i>	<i>Switch Contact Input 3</i>
<i>9</i>	<i>Switch Contact Input 4</i>

DB-9 (male) Open Collector (1-2)	
Pin	Assignment
<i>1</i>	<i>DGND</i>
<i>2</i>	<i>Emitter OC1</i>
<i>3</i>	<i>Collector OC2</i>
<i>4</i>	<i>DGND</i>
<i>5</i>	<i>Emitter OC2</i>
<i>6</i>	<i>Collector OC2</i>
<i>7</i>	<i>+5VD</i>
<i>8</i>	<i>NC</i>
<i>9</i>	<i>+5VD</i>

DB-9 (male) Headset	
Pin	Assignment
1	AGND
2	NC
3	NC
4	NC
5	Mic Input +
6	AGND
7	Headset Listen Out Left
8	Headset Listen Out Right
9	AGND

DB-9 (male) Footswitch/Speaker	
Pin	Assignment
1	AGND
2	Speaker Left -
3	AGND
4	Speaker Right -
5	Footswitch
6	Speaker Left +
7	NC
8	Speaker Right +
9	AGND

XLR-3 (female) - AUX 1 & 2	
Pin	Assignment
1	GND
2	Input +
3	Input -

XLR-3 (female) - Mic IN	
Pin	Assignment
1	AGND
2	Audio + and DC Bias
3	AGND

XLR-3 (male) - Mic OUT	
Pin	Assignment
1	AGND
2	Audio Output +
3	Audio Output -

DB-9 (male) Frame	
Pin	Assignment
1	RS485 +
2	RS485 -
3	Audio IN (from Matrix) shield
4	Audio OUT (to Matrix) +
5	Audio OUT (to Matrix) -
6	Data Shield
7	Audio IN (from Matrix) -
8	Audio IN (from Matrix) +
9	Audio OUT (from Matrix) shield

RJ-45 Frame (RTS RJ11 Cable)	
Pin	Assignment
1	N/A
2	RS485 -
3	Audio IN (from Matrix) +
4	Audio OUT (to Matrix) +
5	Audio OUT (to Matrix) -
6	Audio IN (from Matrix) -
7	RS485 +
8	N/A

**NOTE:** See Figures 7, 8, 9 for specific switch settings for the type of RJ-45 cable connection used.

RJ-45 Frame (Standard Cable)	
Pin	Assignment
1	<i>RS485 + (pair 1&amp;2)</i>
2	<i>RS485 - (pair 1&amp;2)</i>
3	<i>Audio IN (from Matrix) +</i>
4	<i>Audio OUT (to Matrix) +</i>
5	<i>Audio OUT (to Matrix) -</i>
6	<i>Audio IN (from Matrix) -</i>
7	<i>RS485 + (pair 7&amp;8)</i>
8	<i>RS485 - (pair 7&amp;8)</i>

DB-9 (male) AUX 3/Footswitch/SPK (DKP-16 Only)	
Pin	Assignment
1	<i>DGND</i>
2	<i>SPK L-</i>
3	<i>AUX IN+</i>
4	<i>SPK R-</i>
5	<i>Footswitch_N</i>
6	<i>SPK L+</i>
7	<i>AUX IN-</i>
8	<i>SPK R+</i>
9	<i>DGND</i>

RJ-45 EXP (expansion)	
Pin	Assignment
1	<i>GND</i>
2	<i>GND</i>
3	<i>GND</i>
4	<i>GND</i>
5	<i>RS485 +</i>
6	<i>RS485 -</i>
7	<i>GND</i>
8	<i>Reserved</i>

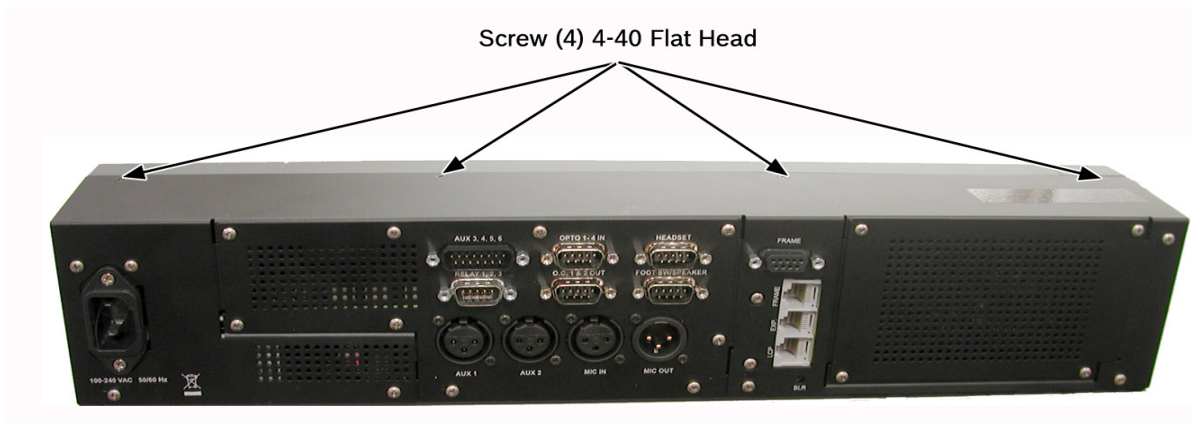
RJ-45 LCP	
Pin	Assignment
1	<i>Data to LCP</i>
2	<i>Clock OUT</i>
3	<i>Data from LCP</i>
4	<i>GND</i>
5	<i>GND</i>
6	<i>GND</i>
7	<i>GND</i>
8	<i>GND</i>

DB-9 (male) Opto-Isolator (1 & 2) (DKP-16 Only)	
Pin	Assignment
1	<i>+5V (digital) current limiting resistor 1K</i>
2	<i>+5V (digital) current limiting resistor 1K</i>
3	<i>DGND</i>
4	<i>DGND</i>
5	<i>DGND</i>
6	<i>Switch Contact Input 1</i>
7	<i>Switch Contact Input 2</i>
8	<i>Switch Contact Input 3</i>
9	<i>NC</i>

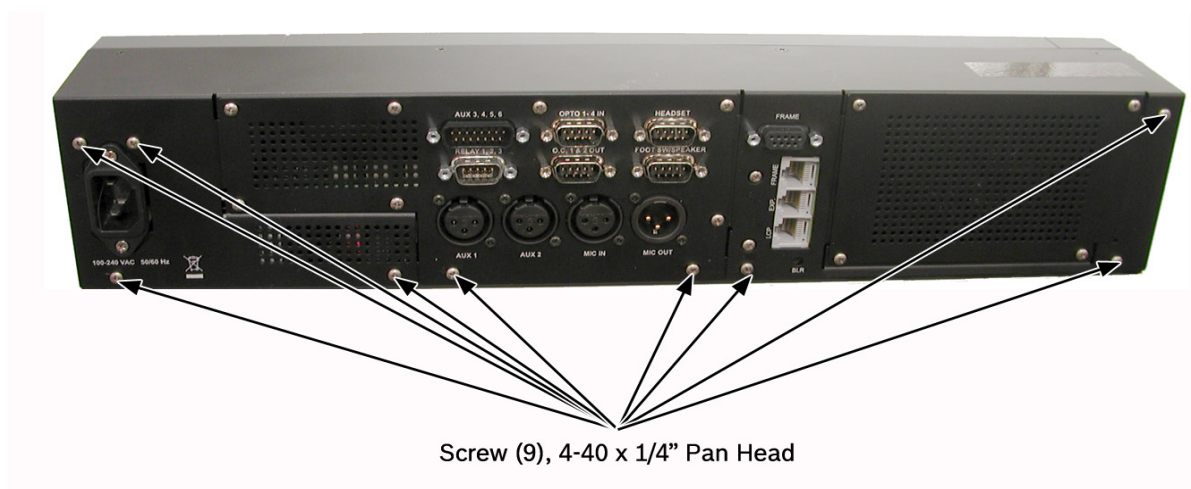
## *Accessing the Switch Bank*

To **access the switch bank**, do the following:

1. Remove the **four (4) screws** on the top of the unit.

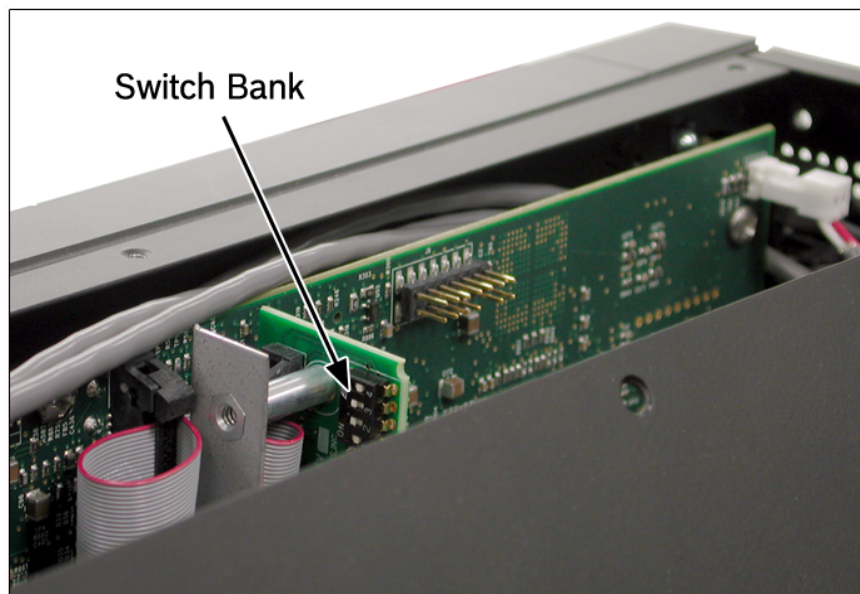


2. In no certain order, remove the **following screws**.

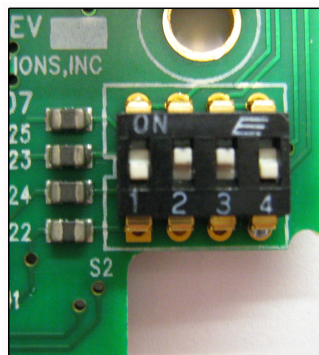


3. Carefully lift the **chassis top panel up and back** to remove the back panel.

**NOTE:** Note, the back panel is still attached by the DB-9 frame ribbon cable.



4. Using a pen or screwdriver, set the **switches** to the type of operation you desire. For operation modes, see Figure 7, Figure 8, or Figure 9.

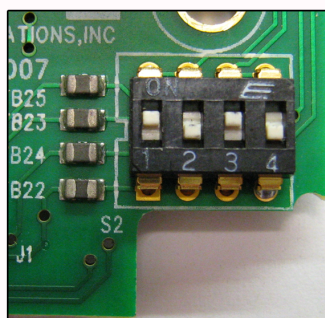


*Switch 1 - OFF*  
*Switch 2 - ON*  
*Switch 3 - ON*  
*Switch 4 - OFF*

### USOC Wiring

1		Orange
2		Green
3		Blue
4		Blue & White
5		Green & White
6		Orange & White

**FIGURE 7.** RTS Standard Cable (USOC)

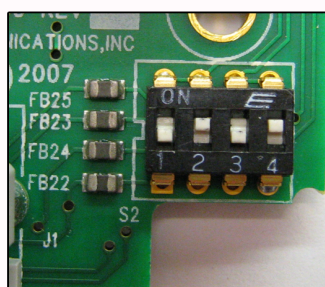


*Switch 1 - ON*  
*Switch 2 - OFF*  
*Switch 3 - ON*  
*Switch 4 - OFF*

### 568A Wiring

1		Green & White
2		Green
3		Orange & White
4		Blue
5		Blue & White
6		Orange
7		Brown & White
8		Brown

**FIGURE 8.** Standard CAT-5 Cable using pin 1 and pin 2 for RS485 functionality (568A)



*Switch 1 - OFF*  
*Switch 2 - ON*  
*Switch 3 - OFF*  
*Switch 4 - ON*

### 568B Wiring

1		Orange & White
2		Orange
3		Green & White
4		Blue
5		Blue & White
6		Green
7		Brown & White
8		Brown

**FIGURE 9.** Standard CAT-5 Cable using pin 7 and pin 8 for RS485 functionality (568B)





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## Requirements

The following keypanel firmware versions are needed for the specified KP CLD model:

KP CLD ..... version 1.0.1 or later

KP CLD with GPIO option card ..... version 1.0.1 or later

KP CLD with RVON-2 option card ..... version 1.0.2 or later

**NOTE:** You must be running RVON firmware 2.1.6 or later.

KP CLD with OKI Option card ..... version 1.6.0 or later

## KP 32 CLD Installation

**NOTE:** You can use only one (1) type of Frame connection to the Matrix at a time.




**NOTE:** The unit shown above has the optional GPIO card installed.


**FIGURE 10.** KP 32 CLD Installation

To **install the KP 32 CLD**, do the following:

1. Plug the **Power Cord (A)** into the power connector KP 32 CLD.
2. If required, set the **keypanel address**. For addressing information, see “Address Setting” on page 29 and “Service Menu, Set Address” on page 156.
3. Connect an **RJ11 cable with RTS cabling (B)** or **RJ45 cable with RTS cabling (C)** to the frame connector (see Figure 10).  
OR  
Connect a **DB9 cable (D)** to the DB9 frame connector (see Figure 10).
4. Using the KP 32 CLD and AZedit, **configure** your keypanel for operation.

## Power Up

Connect a power cord to the unit and then to an AC power source. At power-up, if the keypanel is connected to the matrix, the alphanumeric display shows dashes in the light blue color key . After several seconds to a minute, the intercom key assignments display with the appropriate color keys and alphas.

**NOTE:** If the keypanel cannot establish communications with the intercom system, all alphanumeric displays continue to show asterisks and the *Disconnected from Matrix* icon  appears in the display window. Check the keypanel to matrix cable connection if this occurs. If the keypanel loses communications with the intercom, the display window shows the Disconnected from Matrix icon and displays the  after approximately 30 seconds.

## Address Setting

### General Information

In ADAM, ADAM CS, ADAM M and Zeus intercom systems, intercom ports are arranged in groups of eight (8). All ports in a group share a common data port. Each keypanel is uniquely identified on the data port by its address. The method of determining the proper address varies for each intercom system. Use the method for your intercom system, as described on the following pages.

**TABLE 1.** KP 32 CLD Addressing

Manually Addressed	Automatically Addressed
<p>You must manually address<sup>a</sup> the keypanel when using the following:</p> <ul style="list-style-type: none"> <li>• AIO-8 on ADAM</li> <li>• AIO-16 SCSI on ADAM</li> <li>• ADAM CS</li> <li>• Zeus I</li> <li>• Zeus II</li> </ul>	<p>The keypanel is automatically addressed when using the following:</p> <ul style="list-style-type: none"> <li>• AIO-16 MDR on ADAM and ADAM-M</li> <li>• Cronus</li> <li>• Zeus III and Zeus III LE/LE+</li> <li>• RVON Products - RVON-8, RVON-1, RVON-C, and RVON-16.</li> </ul> <p><b>NOTE:</b> Keypanels using RVON-I/O may need to be individually addressed. See the RVON-I/O user manual for further instruction.</p>

a. To manually address the KP 32 CLD, see “Service Menu, Set Address” on page 156.

To see specific addressing information for:

- ADAM with AIO-8 cards, see the ADAM installation user manual.
- ADAM CS, see the ADAM CS Installation user manual.
- ADAM and ADAM-M with AIO-16 cards, see the AIO-16 user manual (P/N F01U193267).
- Cronus, see Cronus user manual (P/N F01U118890).
- Zeus III, see the Zeus III user manual (P/N F01U193289).
- Zeus III LE/LE+, see the Zeus III LE/LE+user manual (P/N F01U193290).

**NOTE:** If you are connecting to an ADAM or ADAM-M frame with AIO-16 cards or a Cronus frame, you do not need to set the address, it is done dynamically.

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## *Connections*

### **Frame Connector**

Use either of the Frame connectors (but not both) to connect to an intercom port of the intercom system. For frame connector locations, see Figure 3 on page 16. The intercom port you connect to should agree with the address you set previously.

### **Headset Connector**

A stereo headset may be connected to the front of the unit (or rear, with the optional GPI 32 CLD option card installed) for use along with or in place of the front/rear panel speaker and a separate microphone. Headphones may be connected for use with a separate microphone.

**NOTE:** The headset connectors on the DKP 16 CLD are located on either side of the unit.

### **Panel Microphone Connector**

A panel microphone may be connected to the front (or rear, with the optional GPI 32 CLD option card installed) of the unit for talking with either the front/rear panel speaker or headphones used for listening. The connector accepts MCP5, MCP6, or MCP90 series panel microphones. Insert the microphone and rotate the entire microphone body several turns to lock it in place.

### **Footswitch Connector**

A 6- or 7-pin headset connector may replace the standard 4- or 5-pin headset connector to include a front footswitch to the front panel of the KP 32 CLD, in place of the headset connector.














## Basic Operation

### Intercom Keys and Displays

#### Color Display Descriptions for Intercom Keys

The KP 32 CLD display uses key colors to distinguish the type of key assignment assigned to the key. Use Table 2, Default Key Colors, to help you determine the available key assignment colors.

**TABLE 2.** Default Key Colors

	Default Color	Description
	Amber	Waiting for Footswitch
	Bright Green	Listen Indicator, Local Matrix
	Brown	IFB Special List
	Teal	Point-to-Point
	Dark Yellow	ISO
	Light Blue	Unassigned, Test Mode (with Talk and Listen Indicators)
	Pale Yellow	Special Functions
	Magenta	Relay
	Pink	Party Line
	Red	Remote Matrix
	Salmon	IFB, Talk Indicator
	Pale Green	Special List
	Periwinkle	UPL Resource

## Display Icons

Display icons are used to indicate the accessories and features enabled, disabled, active, and inactive. Use Table 3 for a complete description of each icon seen on the KP 32 CLD.

**TABLE 3.** Display Icon Descriptions










Icon	Icon Name	Description
	Matrix Connected	The keypanel is connected to the Matrix. This icon briefly displays at connection.
	Disconnected From Matrix	There is no connection between the Matrix and the keypanel. This icon is displayed as long as there is no Matrix data connection.  <b>NOTE:</b> When the keypanel is disconnected, it displays its Device Name (for OMNEO) or IP Address (for RVON) devices.
	Firmware Download	Firmware is being downloaded to the keypanel. A progress bar displays: chunk progress overall progress chunk/overall progress  <b>NOTE:</b> For more information, see “Download Firmware to the Color Keypanel Family From AZedit” on page 59.
	Footswitch Active	The footswitch is active.
	Footswitch Enabled	The footswitch is enabled, but not active.  <b>NOTE:</b> When a keypanel key is latched while the Footswitch is enabled, the key display turns amber to signify it is waiting for footswitch.
	Front Headphones	The front headphones are enabled. This indicates the front headset microphone is not enabled.
	Front Headset	The front headset is enabled.  <b>NOTE:</b> On the DKP 16 CLD, the headset icons display L and R (left and right) instead of F and R (front and rear).
	Front Headset Mic Muted	The front headset mic is muted.  <b>NOTE:</b> On the DKP 16 CLD, the headset icons display L and R (left and right) instead of F and R (front and rear).
	Front Microphone	The front microphone is enabled.

TABLE 3. Display Icon Descriptions















Icon	Icon Name	Description
	Front Microphone Muted	<p>The front microphone is muted. To mute the front microphone, see “Mute the Microphone/Speaker” on page 49.</p> <p><b>NOTE:</b> A flashing mute icon  appears on any active mics when the mic mute key is pressed.</p> <p>If tone is enabled, which disables mics, the mute icon appears on any active mic, but does not flash.</p>
	Front Speaker	<p>The front speakers are enabled. To enable the front speaker, see “Audio Options Menu, Speaker” on page 97.</p>
	Front Speaker Muted	<p>The front speakers are muted. To mute the front speaker, see “Mute the Microphone/Speaker” on page 49.</p>
	Rear Headphones	<p>The rear headphones are active. This indicates the rear headset mic is not enabled To activate the rear headphones, see “Audio Options Menu, Headset Spkr” on page 85.</p>
	Rear Headset	<p>The rear headset is active.</p>
	Rear Headset Muted	<p>The rear headset mic is muted.</p>
	Rear Microphone	<p>The rear microphone is active. To activate the rear microphone, see “Audio Options Menu, Panel Mic” on page 94.</p>
	Rear Microphone Muted	<p>The rear microphone is muted.</p> <p><b>NOTE:</b> A flashing mute icon  appears on any active mics when the mic mute key is pressed.</p> <p>If tone is enabled, which disables mics, the mute icon appears on any active mic, but does not flash.</p>
	Rear Speaker	<p>The rear speaker is active. To activate the rear speaker, see “Audio Options Menu, Speaker” on page 97.</p>
	Rear Speaker Muted	<p>The rear speaker is muted. To mute the rear speaker, see “Mute the Microphone/Speaker” on page 49.</p>
	Both Headphones	<p>Both front and rear headphones are enabled. This indicates both the front and rear headset mics are disabled. To enable the front headphones, see “Audio Options Menu, Headset Spkr” on page 85.</p>
	Both Headsets	<p>Both front and rear headsets are active.</p>

TABLE 3. Display Icon Descriptions


















Icon	Icon Name	Description
	Both Headsets Muted	Both front and rear headset mics are muted.
	Both Microphones	Both front and rear microphones are enabled.
	Both Microphones Muted	Both front and rear microphones are muted. To mute the front microphone, see “Mute the Microphone/Speaker” on page 49.  <b>NOTE:</b> A flashing mute icon  appears on any active mics when the mic mute key is pressed.  If tone is enabled, which disables mics, the mute icon appears on any active mic, but does not flash.
	Both Speakers	Both front and rear speakers are enabled. To enable the front speaker, see “Audio Options Menu, Speaker” on page 97.
	Both Speakers Muted	Both front and rear speakers are muted. To mute the front speaker, see “Mute the Microphone/Speaker” on page 49.
	Snoop Tally Active	Snoop Tally is Active on the keypanel. You must have the Hot Mic enabled to use snoop tallies. To enable snoop tallies, see “Service Menu, Snoop Tally” on page 157.
	Hot Mic	The hot mic is active. To activate Hot Mic, see “Audio Options Menu, Matrix Out” on page 90.
	Tone 1kHz Enabled	Tone 1kHz is enabled on the keypanel. To enable tone 1kHz, see “Audio Options Menu, Tone Gen” on page 98.
	Tone 500Hz Enabled	Tone 500Hz is enabled on the keypanel. To enable tone 500Hz, see “Audio Options Menu, Tone Gen” on page 98.
	Main Volume Bar	The main volume bar is used to control the volume for the keypanel inputs and outputs, including all speaker and headset outputs, and matrix and aux inputs. If the volume of a speaker or headset is turned down to mute, the non-flashing mute icon appears on the speaker or headset.  <b>NOTE:</b> If both the front and rear speaker or headset are enabled, the mute icon only appears if both the front and rear volumes are in the mute position.
	Key Volume Bar	The key volume bar is used to control the listen gain on a per key level. The listen gain range is +6dB to -80db, or Mute.  <b>NOTE:</b> Listen must be assigned on the key assignment for this function to operate.
	OMNEO Enabled	The OMNEO is enabled on the CLD panel. For more information on OMNEO Offers, see “Menu System, OMNEO Offers (Only available with OKI option card installed)” on page 127.



TABLE 3. Display Icon Descriptions

Icon	Icon Name	Description
	OMNEO Disabled	The OMNEO is disabled on the CLD panel. For more information on OMNEO Offers, see “Menu System, OMNEO Offers (Only available with OKI option card installed)” on page 127.
	RVON Enabled	RVON is enabled on the CLD panel. For more information, see “Menu System, RVON Offers (Only available with the RVON-2 option card installed)” on page 129.
	RVON Disabled	RVON is disabled on the CLD panel. For more information, see “Menu System, RVON Offers (Only available with the RVON-2 option card installed)” on page 129.
	Virtual Key Assignment	Keys are active on a virtual keypanel that are not being displayed. For more information, see “Key Options Menu, Panel Swap” on page 120.  <b>NOTE:</b> A talk or listen bar (or both) displays to indicate which type of virtual keys are active.

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## Standard Keypad

There are two (2) different keypad sequences you can apply to the KP 32 CLD unit, the Standard keypad sequence and the Classic keypad sequence. See “KP 32 CLD Keypad Quick Reference” on page 169 to view the Keypad Sequence Quick Reference.

**NOTE:** All keypads come pre-configured as either Standard or Classic, the instructions below are written for the Standard keypad.

To **select the desired keypad sequence**, do the following:

1. On the KP 32 CLD, press the **MENU** button.  
*The top-level menu appears in the display window.*
2. Using the arrow keys, scroll to **Service**.
3. Press **SEL**.  
*The Service menu appears in the display window.*
4. Using the arrow keys, scroll to **Keypad**.
5. Press **SEL**.  
*Sequences and Backlight appear in the display window.*
6. Verify **Sequences** is highlighted.
7. Press **SEL**.  
*Classic and Default appear in the display window.*
8. Using the arrow keys, select the **keypanel sequence** you want to enable.
9. Press **SEL**.

## Standard Keypad

### NOTE:

- For information on Standard keypad sequences, see “Standard Keypad Sequence” on page 172.
- For information on the Classic Keypad, see “Classic Keypad Sequence” on page 170.



Keypad Button	Description <sup>a</sup>
MENU button	<p>The MENU button is used to access the top-level menu structure.</p> <ul style="list-style-type: none"> <li>➤ Press the <b>Menu</b> button once. <i>The top-level menu appears in the display window.</i></li> </ul> <p><b>NOTE:</b> If the keypad backlight is set to Activate (<i>Service Keypad Backlight</i>), you must press the Menu button twice to access the top-level menu.</p>
FWD button	<p>The FWD button moves you forward through the menu option highlighted. For example, if Display is highlighted in the display window and FWD is pressed, the second level of the display menu appears.</p>
BACK button	<p>The BACK button moves you backward, one level, through the menu structure.</p> <p><b>NOTE:</b> If you are at the top-level of the menu structure and press BACK, you cannot move backward any further.</p>
UPG 1 button	<p>The UPG 1 button is used to assign a frequently used menu item. This allows users to access the menu item quickly. UPG buttons can also be programmed to trigger GPI outputs and panel swap events.</p>
UPG 2 button	<p>The UPG 2 button is used to assign a frequently used menu item. This allows users to access the menu item quickly. UPG buttons can also be programmed to trigger GPI outputs and panel swap events.</p>
LOC (1) button	<p>The LOC (1) button displays the list of available intercoms (LOCations) available to scroll from. Select an intercom name to access the scroll lists for that intercom.</p>
TYPE (4) button	<p>The TYPE (4) button displays the keypanel type assignments available for use.</p>

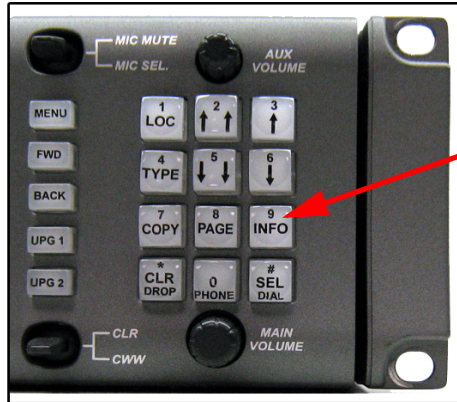
COPY (7) button	<p>The COPY (7) button is used to copy an incoming call key assignment from the CWW to a specific keypanel key.</p> <p>For example, if caller THRE calls the keypanel, and there is no keypanel key assigned, THRE appears in the CWW window in the keypanel display. If the keypanel operator wants to assign the caller (THRE) a key, use the COPY (7) key on the keypad, and then tap the keypanel key where THRE is to be assigned.</p> <p><b>NOTE:</b> You can also copy from key to key by pressing COPY/SEL, and then tapping the source key and target key.</p>
CLR/DROP (*) button	<p>The CLR/DROP (*) button is used to clear the CWW window or exit out of the menu structure. If the CLR/DROP button is pressed when in TIF mode, it hangs up the TIF connection.</p> <p>To access the DROP function, press PHONE (0), then DROP (or DIAL). The DIAL/DROP menu item appears. You use the menu normally, or use the DROP or DIAL keypad keys directly.</p>
↑↑ (2) button	The ↑↑(2) button is used to page UP through available key assignments or menu options.
↓↓ (5) button	The ↓↓ (5) button is used to page DOWN through available key assignments or menu options.
PAGE (8) button	<p>The PAGE button is used to access a different setup page. You can configure up to 15 pages in the intercom system. The default number of pages is four (4). To configure the number of pages available use the Intercom Configuration window, on the Options page.</p> <p>To <b>change setup pages using the keypad</b>, do the following:</p> <p>➤ Press 0, 8, &lt;page&gt;, depending on the setup page you want to view.</p>
PHONE (0) button	The PHONE(0) button accesses the TIF DIAL or DROP menu.
↑ (3) button	<p>The ↑ (3) button moves you backward through the menu structure or available key assignments one at a time.</p> <p>When in the MENU mode, pressing the ↑ (3) button moves you backward through the menu option highlighted.</p>
↓ (6) button	<p>The ↓ (6) button moves you forward through the menu structure or available key assignments one at a time.</p> <p>When in the MENU mode, pressing the ↓ (6) button moves you forward through the menu structure.</p>
INFO (9) button	<p>The INFO (9) button displays commonly used menu items in a side scroll list. Using the ↑ (3) and ↓ (6) buttons you can scroll through the list of options available. When a selection is highlighted, Press <b>SEL</b> to navigate down one level in the menu structure.</p> <p>By default, the INFO (9) list contains the following options: <i>Id, Lev2, Lstn, Name, Type, Mtx, Tone, VRst, Asgn, Test, and Ver.</i></p> <p><b>NOTE:</b> For more details about the INFO button, see “INFO button” on page 39.</p>
SEL/DIAL (#) button	<p>The SEL/DIAL (#) button is used to select options highlighted in the menu structure.</p> <p>The SEL/DIAL (#) button, when in TIF mode, is used to dial out from the keypanel.</p>

a. The numbers in parentheses represent the keypad keys.

## INFO button

The **INFO** button is used to access commonly used features and configuration options for the KP 32 CLD. These include the following:

### Graphical Representation



Feature	Description
Id	Displays the port ID where the keypanel is located.
Lev 2	Displays the Level 2 key assignments on the keypanel.
Lstn	Displays the listen key assignments on the keypanel.
Name	Displays a list of current callers to the keypanel.
Type	Displays the assignment types of all the configured keypanel keys.
Mtx	Displays the Matrix system of each key assignment.
Tone	Opens the Tone Generator menu. For more information, see “Audio Options Menu, Tone Gen” on page 98.
VRst	Opens the Key Volumes Reset menu. For more information, see “Press SEL. A blue arrow appears next to the selected option.” on page 86.
Asgn	Displays all the other assignments on other keypanel pages not currently showing.
Test	Enables the Test Panel feature. For more information, see “Service Menu, Test Panel” on page 157.
Ver	Displays the firmware version currently loaded on the KP 32 CLD. For more information, see “Display Menu, Version” on page 106.

## Intercom Key Operation

### Basic Intercom Key Operation

Coupled with the traditional operation of keys, the KP 32 CLD keypanel also has an integrated LCP (level control panel). This feature allows the user to adjust the volume for individual keys on the keypanel. Figure 11 displays the different key positions and their meanings.

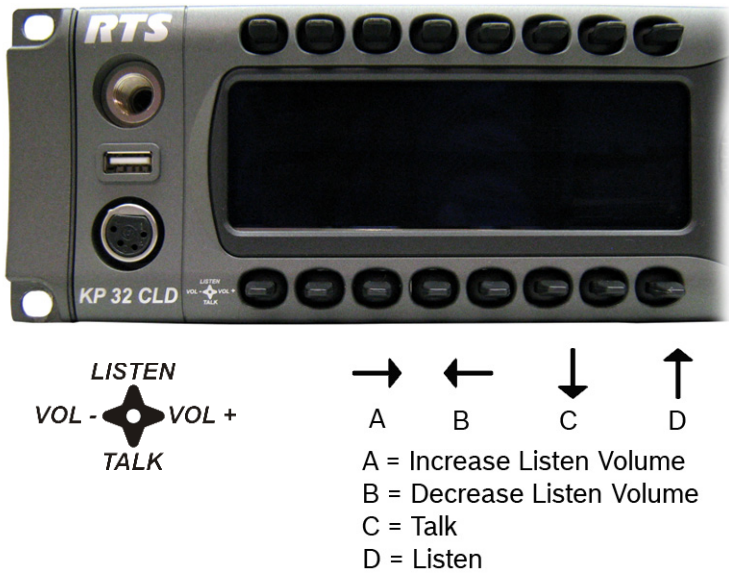


FIGURE 11. KP 32 CLD Key Position Explanation

### Talk/Listen Indicator

The **Talk/Listen Indicator**, shown in Figure 12, displays a visual indicator when the talk and/or listen key is active. The talk and listen states of each key are represented by an LED-like horizontal bar at the bottom (talk) and top (listen) of each key.

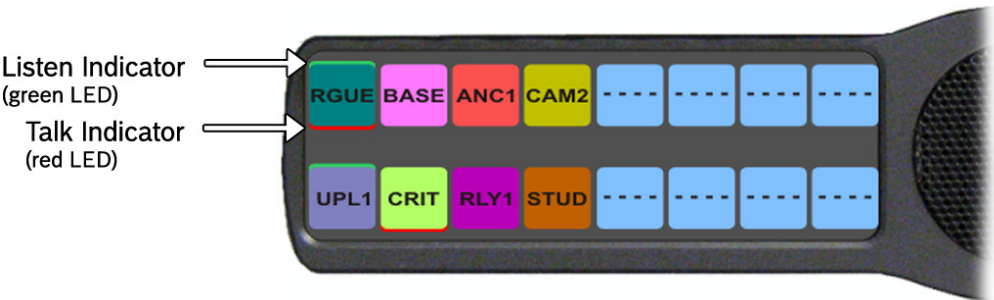


FIGURE 12. Talk/Listen Indicators

For the KP CLD family of keypanels, you must be running CLD keypanel firmware version 1.1.1 to have talk and listen indicators supported on the display keys.

By default, the listen indicator is green and the talk indicator is red. You can change the colors of the indicator by using the key color window. For more information, see “Keypanel Color Window” on page 53.


## Key Gain Adjustment

The **Key Gain Adjustment** is used to change the crosspoint listen gain on a specific key from the Matrix. This adjustment is automatically reflected in AZedit on the Crosspoint Gains window. (System|Gains|Crosspoint).

The range for this feature is  $-80\text{dB}$  to  $+6\text{dB}$ , and *Mute*.

**NOTE:** A listen assignment must be configured for key gain to be enabled on a keypanel key.

To **change key volumes**, do the following:

1. On the KP 32 CLD front panel
  - Press the **keypanel key** to the right to increase the listen gain for the selected key assignment.
  - Press the **keypanel key** to the left to decrease the listen gain for the selected key assignment.  
*A volume status bar (  ) and the volume level, in dB, appear on the specified key in the display window.*



→  
**Increase Key Volume**

←  
**Decrease Key Volume**



## Listen Volume Adjustments

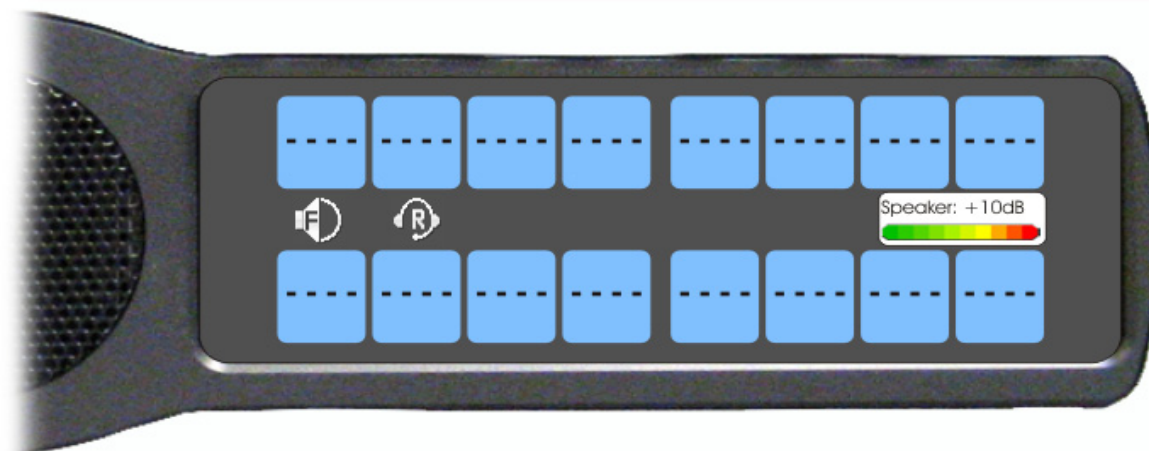
By default, the main volume control adjusts the Output Volume for the speaker (front/rear) or headset (front/rear), whichever is shown in the keypanel display.

Output volume ranges from  $+10\text{dB}$  to  $-48\text{dB}$  and *Mute*.

To **adjust output volume level**, do the following:

- > On the KP 32 CLD, turn the **MAIN VOLUME encoder** to the right to increase the volume for the listen destination OR  
Turn the **MAIN VOLUME encoder** to the left to decrease the volume for the listen destination.

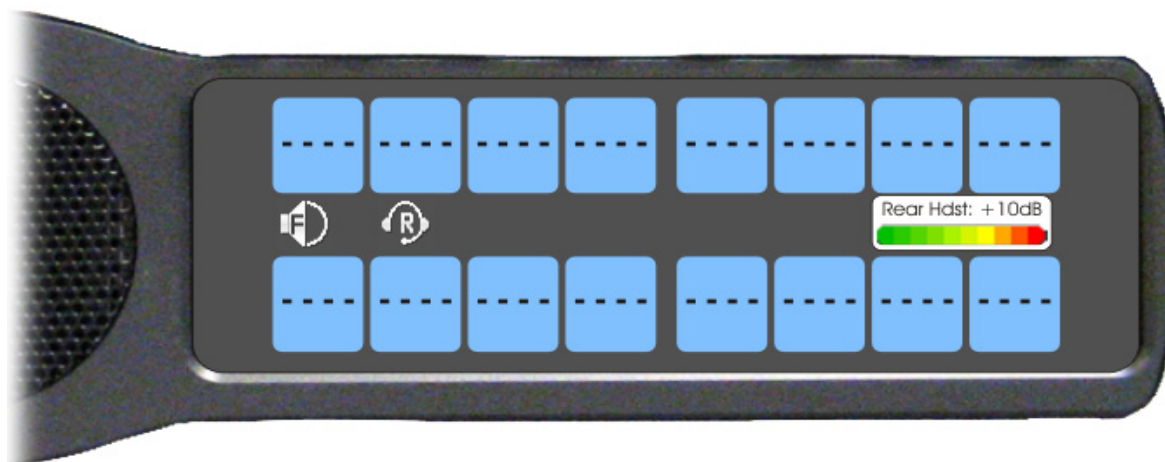
**NOTE:** When the MAIN VOLUME encoder is turned, the volume level bar appears in the display window.



**NOTE:** You can save the volume adjustments to be power-up defaults using Figure , “Menu System, Save Config,” on page 130.

To **select a different listen destination volume control**, do the following:

- > On the KP 32 CLD, push the **MAIN VOLUME encoder** once.  
*The listen destination main volume focus switches to the next listen destination shown, if applicable.*





---

## Aux Volume Adjustments

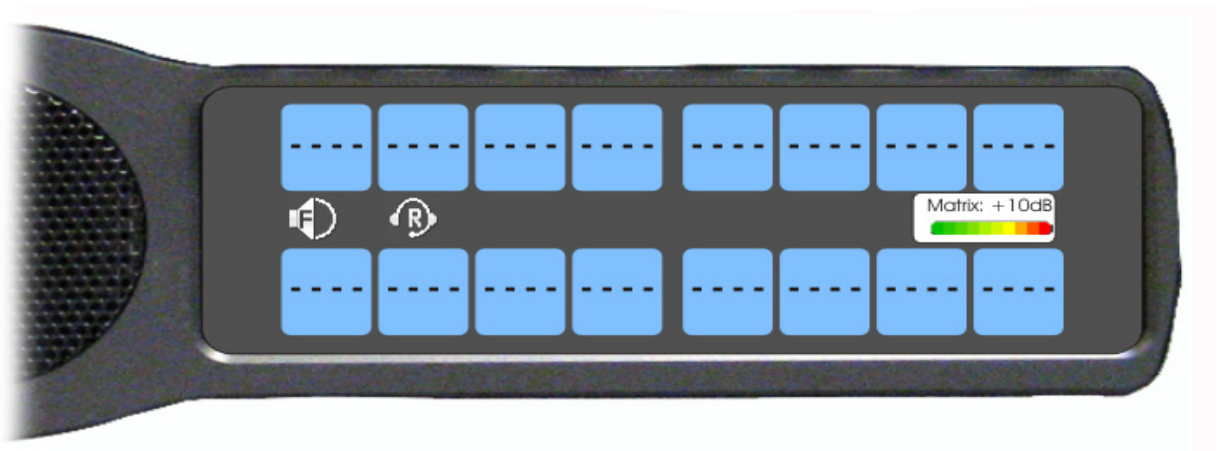
By default, the **Aux Volume** control adjusts the input volume, which include Aux 1-Aux 6 (Aux 2 for DKP-16) option card Channel 1, Channel 2, and Matrix IN.

Input volume ranges from *+10dB to -48dB* and *Mute*.

To **adjust listen volume level**, do the following:

- > On the KP 32 CLD, turn the **AUX VOLUME encoder** to the right to increase the volume for the selected input.  
OR  
Turn the **AUX VOLUME encoder** to the left to decrease the volume for the selected input.

**NOTE:** When the AUX VOLUME encoder is turned, the volume level bar appears in the display window.

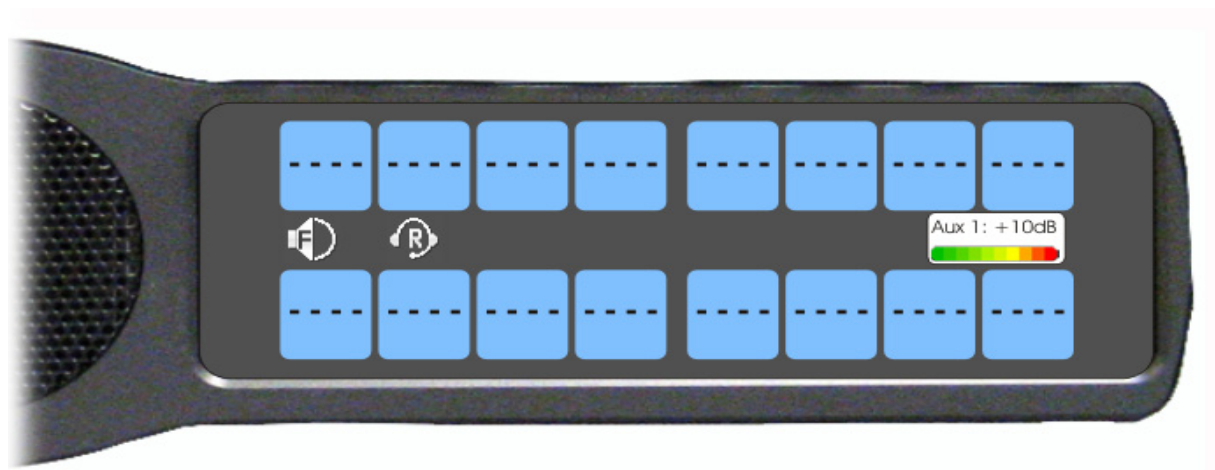


**NOTE:**

- You can save the volume adjustments to be power-up defaults using “Menu System, Save Config” on page 130.
- The inputs appear in the Aux Volume menu if they are enabled or present. For more information, see “Service Menu, Aux/Mtx Inputs” on page 134.

To **change the focus of the volume control**, do the following:

- > On the KP 32 CLD, push the **AUX VOLUME encoder** once.  
*The aux volume focus switches to next input shown, if applicable.*



### *Operation of Intercom Keys with Auto Functions*

**NOTE:** Assignment of keys with auto functions is described in the programming section that follows.

Operation of keys with auto functions, is as follows:

<i>Talk+auto follow</i>	Talk and listen can be activated separately. The listen assignment listens to whatever is assigned to the talk key.
<i>Talk+auto listen</i>	Both talk and listen activates when talk is activated.
<i>Talk+auto mute</i>	Listen turns off when talk is activated.
<i>Talk+auto reciprocal</i>	Listen is always on and talk may be turned on or off.
<i>Talk+auto table</i>	If an IFB talk key has an auto table listen assignment, talk and listen is independently activated. The listen key listens to whatever is defined as the IFB Listen Source for the IFB assigned to the talk key.
<i>All Call</i>	Activating this key activates all keys to the left of it, up to, but not including another all call key.
<i>Talk+DIM</i>	If a point-to-point key has the DIM function as a level 2 talk assignment, activating the key causes the crosspoint levels to diminish for any other intercom ports currently listening to the same destination and are in the same DIM tables.

---

## *Operation of Intercom Keys with Options*

### **Group Option Keys**

Activating the master key in a key group activates all keys in the group according to each key's individual key assignment. Activating a slave key does not affect any other keys in the group, see "Key Options Menu, Key Groups" on page 118.

### **Solo Key**

Activating a key with the solo option causes all other keys to turn off until the solo key is turned off. For more information, see "Key Options Menu, Latching" on page 119.

---

## *Operation of Intercom Talk Keys with the Speaker DIM Setting*

Activating any talk key causes the speaker or headphone volume at the keypanel to diminish by the amount specified in the DIM menu item on the Service menu, see "Audio Options Menu, Dim" on page 71.

**NOTE:** Do not confuse this with the Talk+DIM auto function previously described. Talk+DIM affects the speaker or headphones on other keypanels when a particular talk key is activated on the keypanel. Speaker DIM affects the speaker or headphone level on the keypanel when any talk key on the keypanel is activated.

---

## *Operation of Intercom Keys assigned to TIF Ports*

If a keypanel key is assigned to talk to an intercom port designated as a TIF port in AZedit, placing the key in the talk position activates the KP 32 CLD dialing menu.

To **designate an intercom port as a TIF port**, do the following:

1. In AZedit, select the **port** you want to designate as a TIF port on the Keypanel/Port window.
2. Click **Edit**.
3. On the Advanced tab, select the **Port is TIF** check box.
4. Send the **change** to the intercom system.

## User Quick Select Scrolling

**User Quick Select Scrolling** is a fast and easy way to call or assign a point-to-point key on the KP 32 CLD. The keypad and/or keypanel sequence chosen determines how this feature is used, see “Service Menu, Keypad” on page 139.

To **use the User Quick Select Scroll feature to call a user**, do the following:

1. On the KP 32 CLD keypad, press the **arrow keys** to scroll through the list of point-to-point connections available.  
*The selected port is highlighted in white.*



**NOTE:** You can also use the 5 (↓↓) or 3 (↑↑) to page scroll through the list of ports available. Page scroll is useful when you have a large intercom system and you want to find a port quickly.

2. When the port is selected, press down on the **CWW key** to talk to the selected port.

**NOTE:** If you are using the Classic keypad, see “Classic Keypad Sequence” on page 170.

3. On the KP 32 CLD keypad, press the 6 (↑) or 9 (↓) key to scroll through the list of point-to-point connections available.  
*The selected port is highlighted in white.*

**TIP:**

- To enable page scroll using the Classic keypad sequence, press 5, and then use the 6 (↑↑) or 9 (↓↓) key to page scroll. Page scroll is useful when you have a large intercom system and you want to find a port quickly.
- To exit page scroll mode, press **PGM**.

4. When the port is selected, press down on the **CWW key** to talk to the selected port.

## Call Waiting Operation

Occasionally, a keypanel may call and there is not a key assigned to talk back to the caller. In this case, the caller’s name appears in the **CWW** (Call Waiting Window). For CWW key location, see “Reference View - KP 32 CLD” on page 15.

**NOTE:** In version 1.1.1 and later, the KP CLD family of keypanels supports a graphical call waiting window. For more information, see “Graphical Call Waiting Window” on page 47.

To **answer a CWW call**, do the following:

- > Press down and hold the **CWW key** to talk back.

To **clear a name from the CWW window**, do the following:

- > When the CWW window is populated, tap **up** on the CWW key.

**NOTE:** If a second call is received in the CWW while a caller name is already displayed, the Call Waiting window flashes.

To **answer a second call**, do the following:

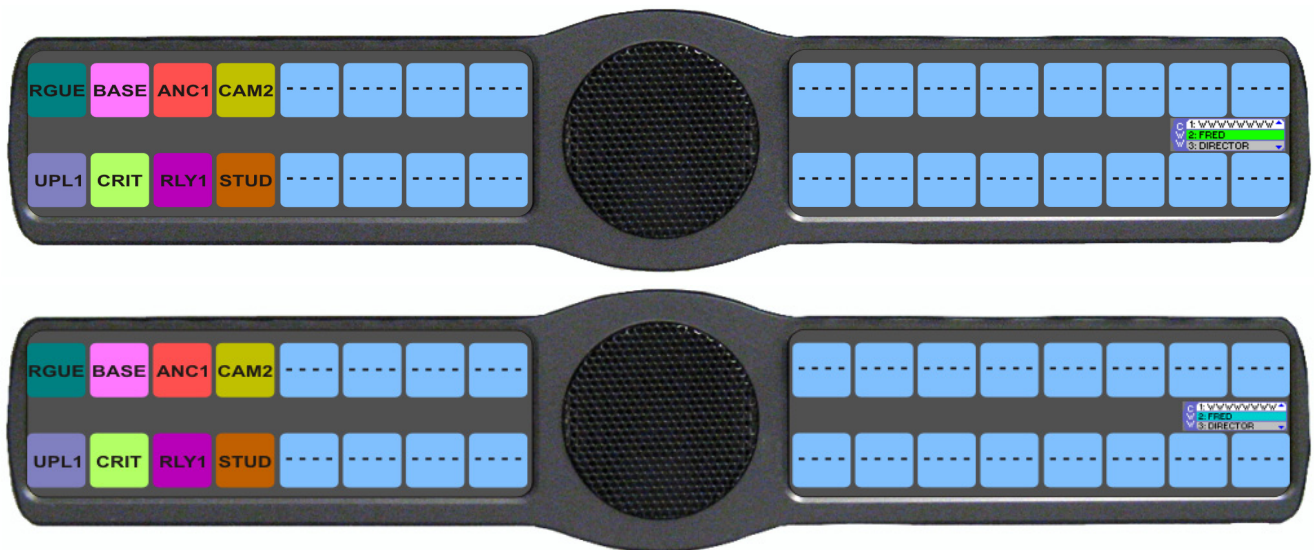
- > Tap **up** to clear the first name, and then hold the **key** down to talk to the second caller.

**NOTE:** By default, only the names of callers who are not currently assigned to intercom keys appear in the call waiting window. Alternately, you can force all caller names to display in the call waiting window. This is controlled by DIP Switch 2 on the ADAM Master Controller card or the *Always stack callers in the call waiting window* option found in AZedit (*Options|Intercom Configuration|Options*). Setting this option in AZedit overrides the DIP Switch 2 setting on the Master Controller.

## Graphical Call Waiting Window

Traditionally, incoming calls have been displayed on key 16 on the keypanel, flashing to indicate an incoming call. With firmware version 1.1.1, the KP CLD keypanel can keep a history of the last nine(9) callers and displays them in a scrollable, graphical window above keys 15 and 16. The CWW displays three (3) calls at a time (only two (2) in Kanji) with a scroll arrow appearing if there are more than three (3) calls in the list.

Firmware version 1.1.1 requires MCII-e version 2.1.0 or later.



**FIGURE 13.** Graphical Call Waiting Window

**TABLE 4.** Graphical CWW Call Description

Item	Description
New Call	White background
Selected Call / Not Talking	Cyan background
Selected Call / Talking	Green background
Old Call	Gray background

## Graphical Call Waiting Window Operation

Use Table 4 and Figure 13 to understand the different states of the CWW.

### Display or Hide the CWW

To **display the CWW**, do the following:

- > On the KP CLD panel, press up on the **CWW key**.  
*The graphical call waiting window appears.*

To **hide the CWW**, do the following:

- > Press the keypad **CLR key**.  
*The CWW closes.*  
OR  
Press the **MENU button**.  
*The CWW temporarily closes and Menu mode is active. It stays hidden until menu mode is closed or times out (after one [1] minute).*  
OR  
Rotate or press a **volume shaft encoder**.  
*The CWW temporarily closes while the volume display is shown.*  
OR  
Enter **Page mode** (see “Standard Keypad” on page 36).  
*The CWW temporarily closes while page mode is active.*

**NOTE:** If the CWW list is visible and not empty, it remains visible until hidden. If the CWW list is visible, but empty, it auto-hides after a five-second timeout.

### Incoming Calls

When a call is received at the KP CLD panel, the graphical CWW list appears on the keypad display. Unlike the keypad talley indicators in previous keypad versions, the graphical CWW list appears on the keypad display. Unlike the keypad talley indicators in previous keypad versions, the graphical CWW and the call flashes (tallies), rather than the CWW button.

Up to nine (9) calls can be stored in the CWW history scroll list. The most recent call is inserted at the top of the graphical CWW list (position 1) with a white background (See Figure 13). Other items in the CWW list are shifted down, as necessary. The ninth call in the list is dropped when a new call is received.



**FIGURE 14.** Graphical Call Waiting Window Highlighted Call

**NOTE:** A highlighted item in the graphical CWW cannot be shifted off the CWW list.



To **answer a call on the graphical CWW**, do the following:

1. Scroll the **CWW** to highlight the call you want to answer.  
*The highlighted call is shown with a cyan background.*
2. Press and hold the **CWW key** to talk to the caller.  
*The highlight in the CWW list turns green when talking with the caller.*
3. Release the **CWW key** to stop talking.  
*The call is ended. The background of the caller in the CWW list turns a light gray (if not highlighted).*

To **scroll the CWW list**, do the following:


- > When the CWW list is visible, press the **arrow up**, or the **arrow down** button.  
*The highlight moves through the scroll list.*

### *Clearing the CWW List*

To **clear the CWW list**, do the following:

1. If the CWW is not visible, press the **CWW key** to make it visible and the call selected.
2. Press up on the **CWW key** once to remove the selected call.
3. Repeat **step 2**, as necessary.

## *Mute the Microphone/Speaker*

Depending on the sources selected, as shown in the display window, when the Mic Mute switch is pressed UP, the corresponding features are muted (shown with a mute icon  overlaid on the feature icon). For Mic Mute key location, see “Reference View - KP 32 CLD” on page 15.

**NOTE:** Figure 15 is a representation of what the mute icon looks like in the display. All muted icons cannot be seen as shown in Figure 15. See Table 5 on page 50 for information on when the various display icons appear relative to the configuration options specified.



**FIGURE 15.** All Muted Display Icons

**NOTE:** A flashing mute icon appears on any active mics when the mic mute key is pressed. If tone is enabled, which disables mics, the mute icon appears on any active mic, but does not flash.















## Mic Select

Every mic (input) or speaker/headset (output) can be configured as Always On or Enabled, Disabled, or Switched. Only mics, speakers, or headsets set to Switched are controlled by the MIC SEL key.

For more information, see:















- “Audio Options Menu, Headset Spkr” on page 85
- “Audio Options Menu, Panel Mic” on page 94
- “Audio Options Menu, Headset Mic” on page 82

**TABLE 5.** Source Configuration Matrix and Display icons

	ALWAYS ON/ENABLED	SWITCHED	DISABLED	ICON DISPLAYED
<b>Panel Mic</b>				
	Front and Rear			
	Front	Rear		 
	Rear	Front		 
	Front		Rear	
	Rear		Front	
			Front and Rear	No icons display on the keypanel.
<b>Headset Mic</b>				
	Front and Rear			
	Front	Rear		 
	Rear	Front		 
	Front		Rear	
	Rear		Front	
			Front and Rear	No icons display on the keypanel.



**TABLE 5.** Source Configuration Matrix and Display icons

	ALWAYS ON/ENABLED	SWITCHED	DISABLED	ICON DISPLAYED
<b>Speaker</b>				
	Front and Rear			
	Front	Rear		 
	Rear	Front		 
	Front		Rear	
	Rear		Front	
			Front and Rear	No icons display on the keypad.
<b>Headset</b>				
	Front and Rear			
	Front	Rear		 
	Rear	Front		 
	Front		Rear	
	Rear		Front	
			Front and Rear	No icons display on the keypad.

**NOTE:** All four (4) mics cannot be enabled at the same time. If three (3) mic sources are turned on, the rear panel mic is not available. For example, if the front panel mic, the front headset mic, and the rear headset mic are configured as Always on, the rear panel mic is not available.

---

## User Programmable Keys

**UPG 1** and **UPG 2** (see Figure 2 and Figure 4) gives you the option to assign frequently used menu items to a single key on the keypad, eliminating the need to navigate through the menu structure. Not all menu items can be programmed to the UPG keys, such as any assignment group menu, any TIF menu items, or scrolling menu items. Basically, any menu that requires context or history cannot be saved. If a menu item cannot be saved, a prompt appears in the display window showing *Cannot save this menu position*.

**NOTE:** You can program a UPG key to activate the screen saver option on the keypad. For more information, see “To activate the screen saver from a UPG key” on page 52.

The UPG keys can also be used to activate relays. When a relay is assigned to the key, and while the keypad is not in menu mode, pressing the UPG key activates the relay for as long as the UPG key is held down. Once the key is released, the relay becomes inactive.

**NOTE:** The UPG keys can be cleared using Key Options|Clear from the keypad menu.

To **assign a menu item to a UPG key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.  
*The Information menu appears in the display window.*
2. Using the arrow keys, **navigate** to the menu item you want to assign to either UPG 1 or UPG 2.
3. Press and hold the **UPG key** for two (2) seconds.  
*Menu position saved appears in the display window.*

To **assign a relay to a UPG key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.  
*The Information menu appears in the display window.*
2. Using the arrow keys, select **Service**.
3. Press **SEL**.  
*The Service menu appears in the display window.*
4. Using the arrow keys, select **Local GPIO**.
5. Press **SEL**.  
*GPIO Inputs and GPIO Outputs appears in the display window.*
6. Using the arrow keys, select **GPIO Outputs**.
7. Press **SEL**.  
*OC Out 1, OC Out 2, Relay 1, Relay 2, and Relay 3 appear in the display window.*
8. Using the arrow keys, select the **Relay 1, Relay 2, or Relay 3**.
9. Press **SEL**.  
*Not Assigned, Talk Key, UPG 1, and UPG 2 appear in the display window.*
10. Using the arrow keys, select **UPG 1** or **UPG 2**.  
*The relay is assigned to the desired UPG key.*

**NOTE:** Once a relay is programmed to the key, and the keypad is not in menu mode, pressing the UPG key activates the assigned relay until the key is released.

To **activate the screen saver from a UPG key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.  
*The Information menu appears in the display window.*
2. Using the arrow keys, select **Service**.
3. Press **SEL**.  
*The Service menu appears in the display window.*

4. Using the arrow keys, select **Scrn Saver**.  
*Activate, Delay and Mode appear.*
5. Using the arrow keys, select **Activate**.
6. Press **SEL**.  
*The screen saver activates on the keypanel.*
7. Press and hold the **UPG** key you want to assign this option to for two (2) seconds.  
*Menu position saved appears in the display window and the screen saver feature is assigned to the UPG key.*

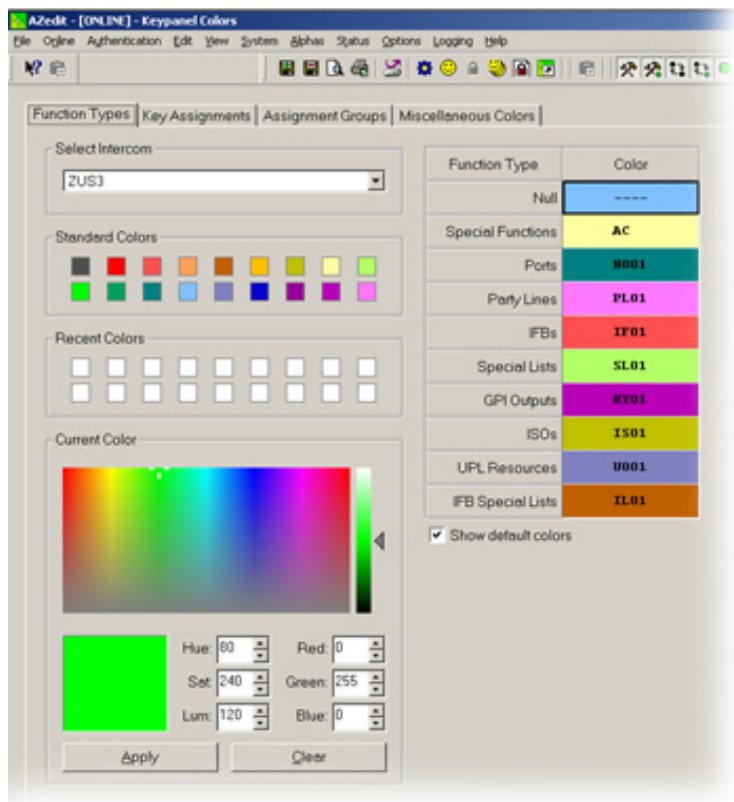
## Keypanel Color Window

The **Keypanel Color** window, shown in Figure 16, is used to change the colors assigned to a function types, key assignments, assignment groups and talk/listen indications. You can modify local intercom key assignments and function type colors, as well as remote intercom function type colors, giving you the flexibility to distinguish different systems through the use of color patterns.

The Keypanel Color window is only available when the following requirements are met:

- when using a CLD family keypanel (KP 32 CLD, DKP 16 CLD, KP 12 CLD, EKP 32 CLD) firmware version 1.1.1 is installed on the KP 32 CLD or v1.0.1 on the KP 12 CLD.
- running AZedit version 3.7.0 or later.
- running MCII-e version 2.1.0 or later.

**NOTE:** Key colors are associated with assignment types, not the physical keys they are assigned to.



**FIGURE 16.** Keypanel Colors Window

---

## Function Types Page

The **Function Types** page, shown in Figure 16, is used to change the default colors assigned to the various keypanel function types.

### *Select Intercom Drop Down Menu*

The **Select Intercom** drop down menu is used to select the intercom system (*local* or *remote*) in which you want to change the color of the key function types.

---

## Standard Colors Group Box

---

The **Standard Colors** group box displays 18 selectable colors you can use for function type color identification.

To **apply a standard color to a key assignment**, do the following:

1. From the Select Intercom drop down menu, select the **intercom system** for which you want to change the key function types.
2. From the Color column in the right pane, select the **function color box** for which you want to change the color.
3. From the Standard Colors group box, select the **standard color** you want to apply to the function.  
*The color appears in the Current Color group box.*
4. Click **Apply**.  
*The Function Color box in the right pane changes to the selected color.*

---

## Recent Colors Group Box

---

The **Recent Colors** group box displays the 18 most recently used colors.

---

## Current Color Group Box

---

The **Current Color** group box displays the currently selected color, whether from the color palette, standard colors, or recent colors. Also, using the Hue, Sat, Lum, Red, Green, and/or Blue spin boxes, you can tweak the selected color to create a more unique color for the function type.

### *Apply Button*

The **Apply** button is used to apply the color selection.

### *Clear Button*

The **Clear** button is used to clear the color selection and return to the default color of the type of assignment.

Function Type	Color
Null	----
Special Functions	<b>AC</b>
Ports	<b>N001</b>
Party Lines	<b>PL01</b>
IFBs	<b>IF01</b>
Special Lists	<b>SL01</b>
GPI Outputs	<b>RY01</b>
ISOs	<b>IS01</b>
UPL Resources	<b>U001</b>
IFB Special Lists	<b>IL01</b>

**FIGURE 17.** Function Type and Color Columns

### ***Function Type Column***

The **Function Type** column displays the different function types you can make key color changes for.

Available selections are: *Null, Special Functions, Ports, Party Lines, IFBs, Special Lists, GPI Outputs, ISOs, UPL Resources, and IFB Special Lists.*

### ***Color Column***

The **Color** column displays the current color assigned to the function type.

**NOTE:** You must select the current color box next to the function type you want to change the color for. When selected, a thick black line appears around the box.

### ***Show Default Colors Check Box***

The **Show Default Colors** check box, if selected, indicates the default colors assigned to the function types are shown. If not selected, colors are only shown for function types set to a color other than their default color.

Key Assignment Page

The **Key Assignment** page, shown in Figure 18, is used to change the colors assigned to the various assignment types. This means you can assign different colors to the individual function type resources. For example, you can change the display color for the party line assignment number 003.

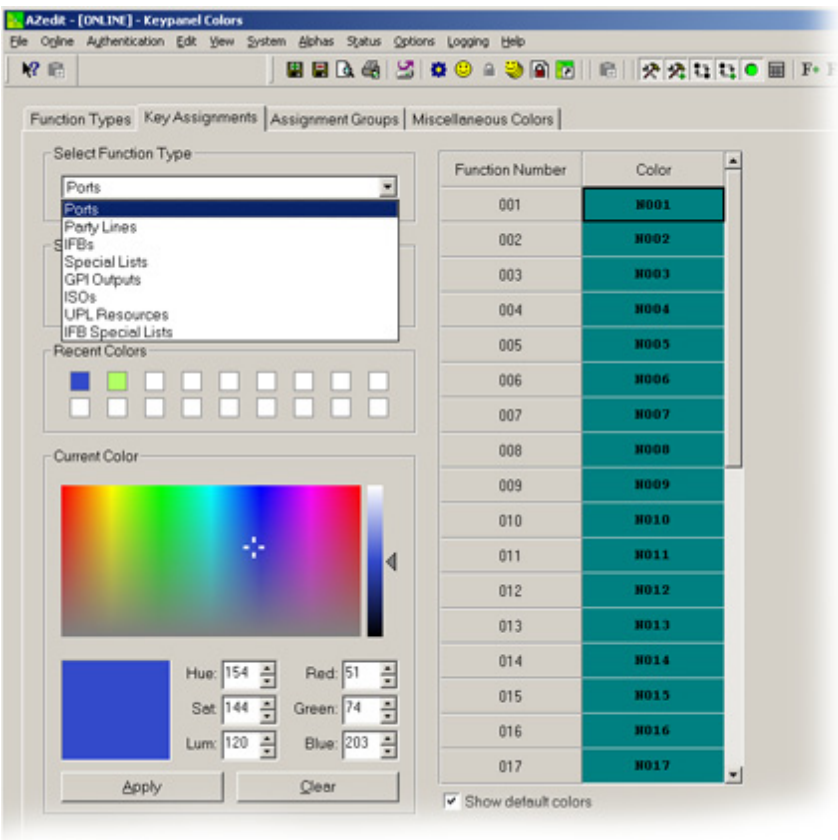


FIGURE 18. Key Assignments Page

Select Function Type Drop Down Menu

The **Select Function Type** drop down menu is used to select the function type you want to display the function number resources for.

Available selections for this field are: *Ports*, *Party Lines*, *IFBs*, *Special Lists*, *GPI Outputs*, *ISOs*, *UPL Resources*, and *IFB Special Lists*.

### Function Number Column

The **Function Number** column displays the function numbers (resources available) you can modify the color of the assigned key for.

**NOTE:** Key colors are associated with assignment types, not the keys they are assigned to.

### Color Column

The **Color** column displays the current color assigned to the function number.

**NOTE:** You must select the current color box next to the function number you want to change the color for. When selected, a thick black line appears around the box indicating it is selected.

## Assignment Groups Page

The **Assignment Groups** page, shown in Figure 19, is used to change colors of the members of the different assignment groups

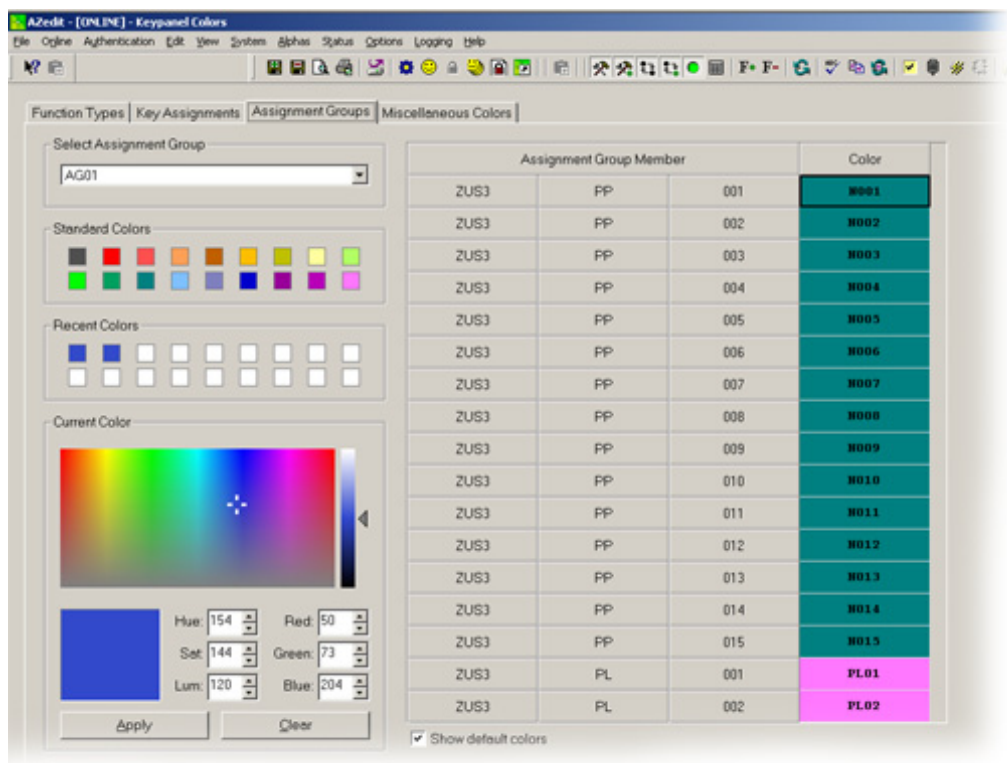


FIGURE 19. Assignments Groups Page

### Select Assignment Group Drop Down Menu

The **Select Assignment Group** drop down menu is used to select the assignment group whose members you want to modify the key colors for.

### Assignment Group Member Column

The **Assignment Group Member** column displays the members of the assignment group you select from the Assignment Group drop down menu. For more information, see “Select Assignment Group Drop Down Menu” on page 57.

### Color Column

The **Color** column is used to select the assignment group member you want to modify the associated color with.

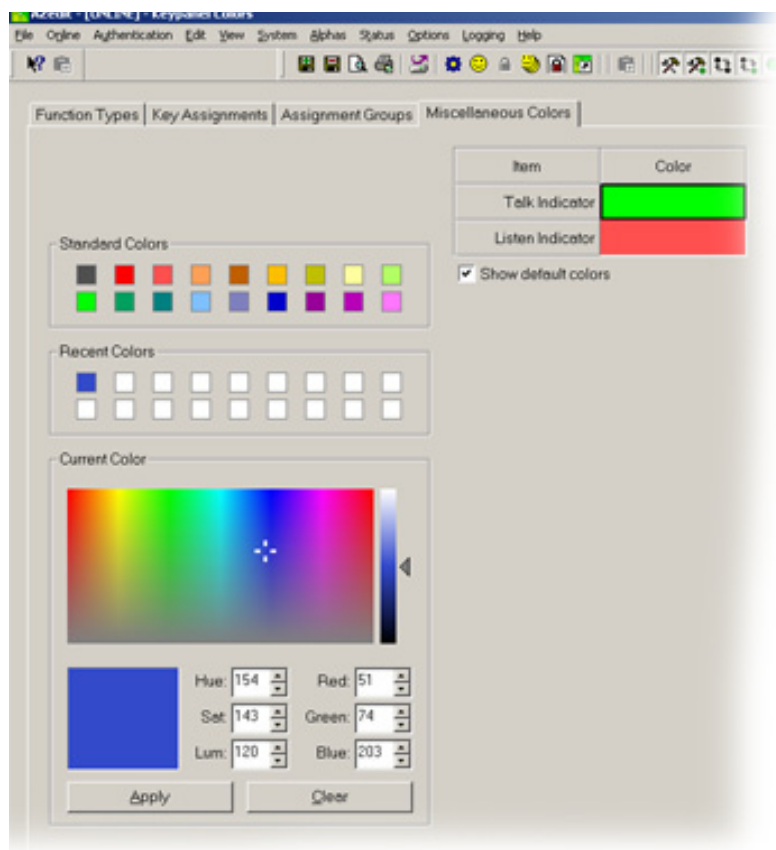
To **select the color column**, do the following:

- > Click the **color box** next to the assignment group member.  
*A thick, black outline appears around the selected color box.*

### Miscellaneous Colors Page

The **Miscellaneous Colors** page, shown in Figure 20, is used to change the colors of the talk and listen indicators seen on the KP 12 CLD keypanel when talk and/or listen is activated.

For more information on Talk and Listen indicators, “Talk/Listen Indicator” on page 40.



**FIGURE 20.** Miscellaneous Colors Page



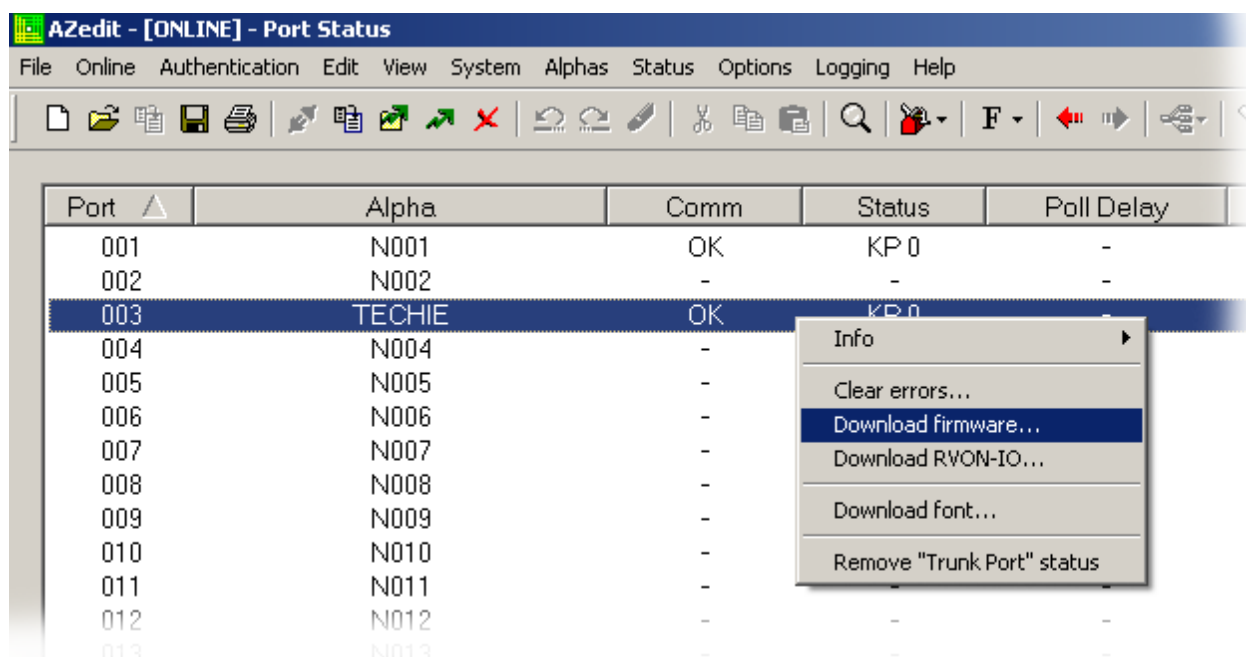
## Firmware Download

**NOTE:** The instructions provided below are shown using the KP 32 CLD, but are applicable for all CLD family keypanels.

### Download Firmware to the Color Keypanel Family From AZedit

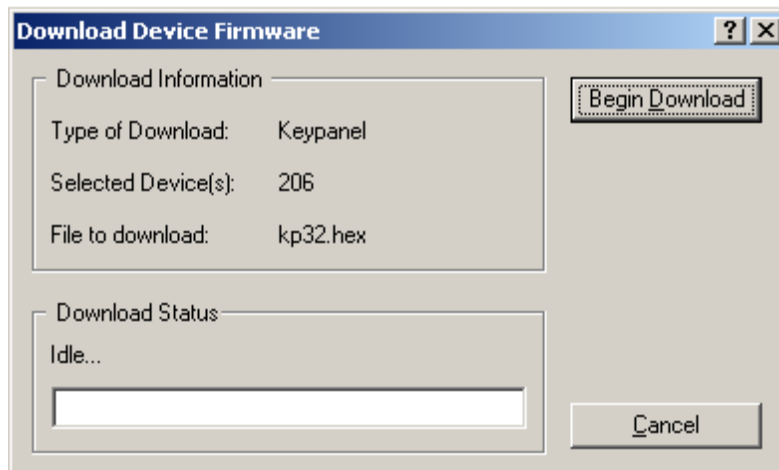
To **download firmware to the keypanel**, do the following:

1. Open **AZedit**.
2. From the Status menu, select **Port**.  
*The Port Status window appears.*
3. Find the **port number** where the KP CLD is assigned.

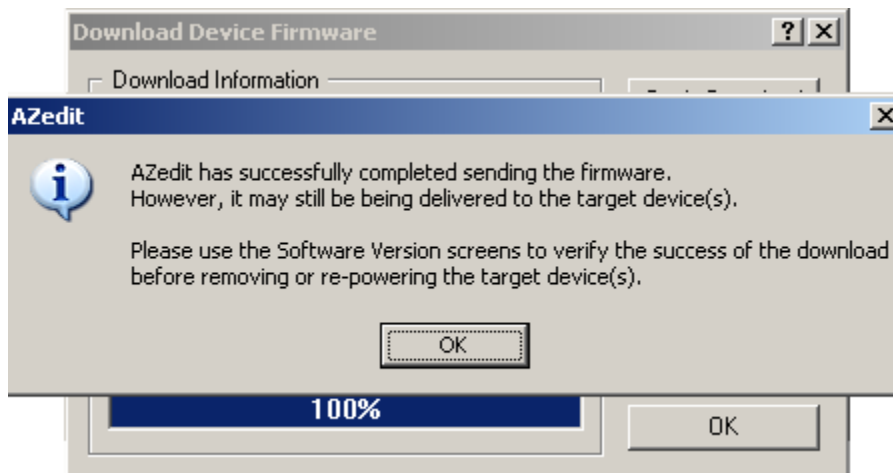


4. Highlight the **Port** (keypanel) to be updated.  
*You may select more than one (1) at a time by holding CTRL key down while you select.*
5. Right-click the **highlighted selections**.  
*A popup menu appears.*

6. Select **Download Firmware**.  
*The Firmware Download window appears.*
7. Using the browse button, browse to the **file to be downloaded**.
8. Click **Open**.  
*The Download Device Firmware window appears.*



9. Click **Begin Download**.  
*The download begins.*



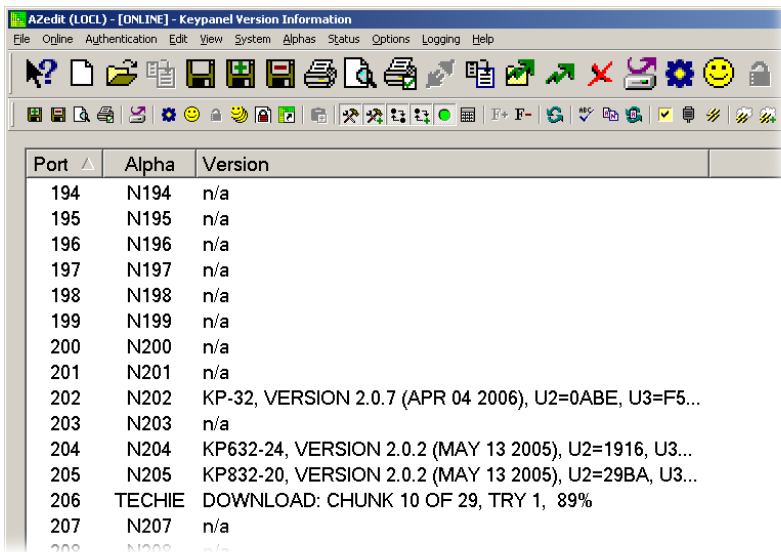
10. Click **OK**.  
*The KP 32 CLD firmware download finishes.*

**NOTE:**

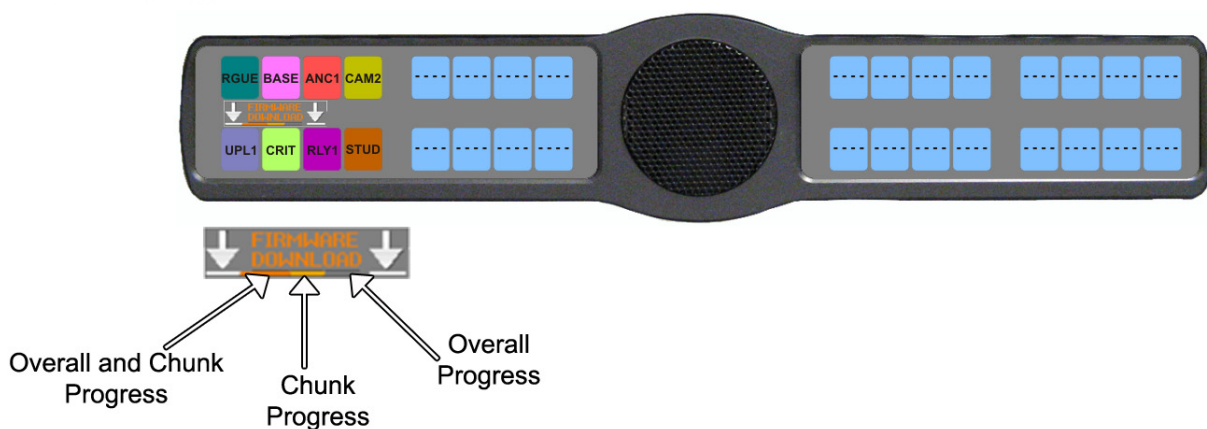
- This can take up to 30 minutes to complete. Use the Keypanel Version Information window to follow the progress of the download. Also, the keypanel displays Firmware Download on the display window until the download is complete.
- The KP 32 CLD resets itself once the firmware download is complete.

AZedit (LOCL) - [ONLINE] - Keypanel Version Information

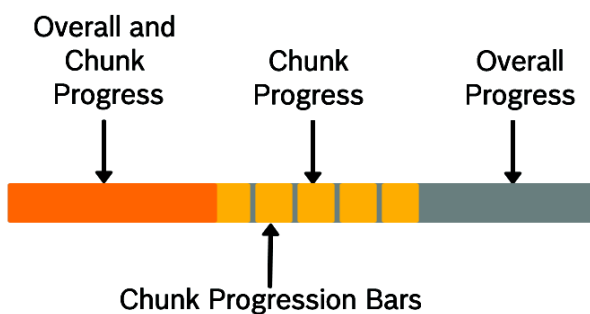
File Online Authentication Edit View System Alphas Status Options Logging Help



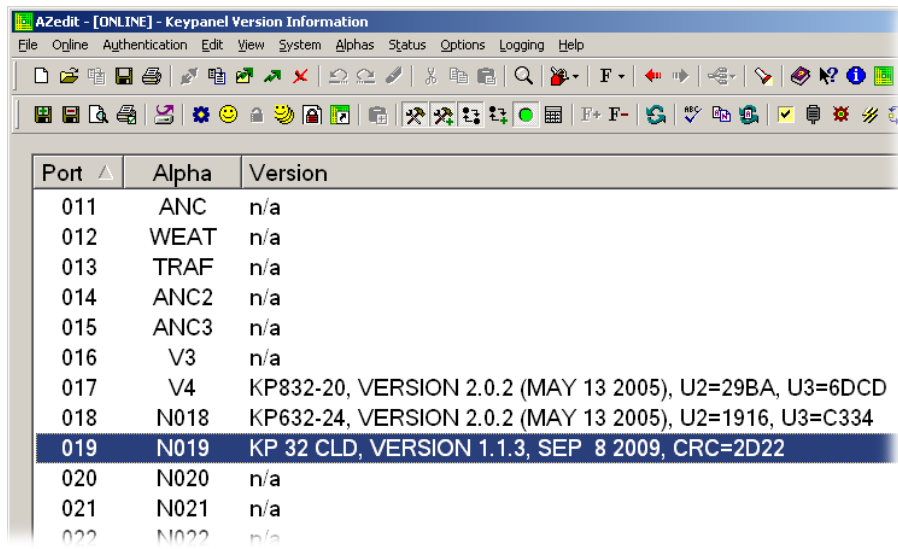
Port	Alpha	Version
194	N194	n/a
195	N195	n/a
196	N196	n/a
197	N197	n/a
198	N198	n/a
199	N199	n/a
200	N200	n/a
201	N201	n/a
202	N202	KP-32, VERSION 2.0.7 (APR 04 2006), U2=0ABE, U3=F5...
203	N203	n/a
204	N204	KP632-24, VERSION 2.0.2 (MAY 13 2005), U2=1916, U3...
205	N205	KP832-20, VERSION 2.0.2 (MAY 13 2005), U2=29BA, U3...
206	TECHIE	DOWNLOAD: CHUNK 10 OF 29, TRY 1, 89%
207	N207	n/a
208	N208	n/a



**NOTE:** While the firmware is downloading, chunk progress is displayed by incremental blocks.



11. Verify the **version upgrade** in the Keypanel Version Information window is correct.



Port	Alpha	Version
011	ANC	n/a
012	WEAT	n/a
013	TRAF	n/a
014	ANC2	n/a
015	ANC3	n/a
016	V3	n/a
017	V4	KP832-20, VERSION 2.0.2 (MAY 13 2005), U2=29BA, U3=6DCD
018	N018	KP632-24, VERSION 2.0.2 (MAY 13 2005), U2=1916, U3=C334
019	N019	KP 32 CLD, VERSION 1.1.3, SEP 8 2009, CRC=2D22
020	N020	n/a
021	N021	n/a
022	N022	n/a

## Download Firmware Using the BLR Function

The **BLR** (Boot Loader) is used to upload new firmware to a keypanel with a corrupt or bad image installed. There are two (2) ways you can download firmware for the keypanel:

- Option 1.** If your keypanel is not mounted in a rack, run the boot loader from the keypanel, see “Run The Boot Loader” on page 62.
- Option 2.** If your keypanel is mounted in a rack, enable the boot loader on the keypanel and download the firmware using AZedit, see “Enable Downloading of a New Boot Loader from the Keypanel (v 1.1.0 and later)” on page 66 (v 1.1.0 and later).

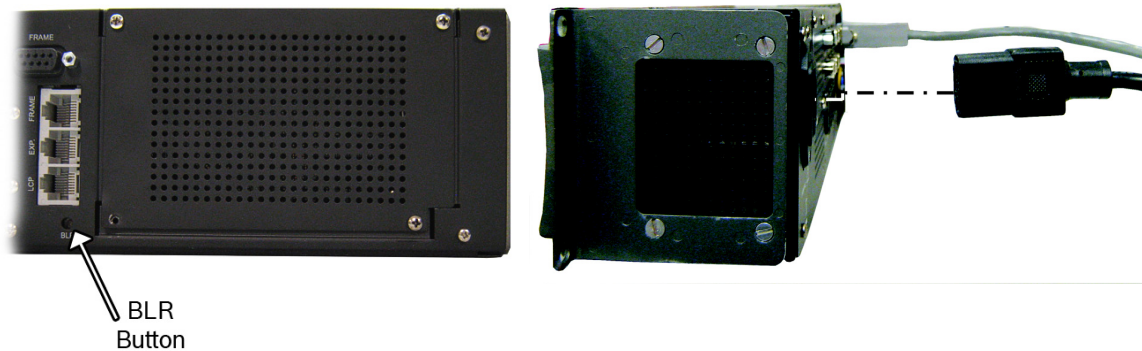
**NOTE:** The instructions provided below are shown using the KP 32 CLD, but are applicable for all CLD family keypanels.

### Run The Boot Loader

To **run the boot loader**, do the following:

1. Power off the **keypanel**.
2. Verify the **KP 32 CLD** is powered off, but still connected to the FRAME.

3. Using a screwdriver, press the **BLR button** located on the back of the keypanel.



4. While the BLR button is pressed, connect the **power cord** to the keypanel.  
*KP 32 CLD - Boot Loader Waiting for download... appears in the display window.*



5. In AZedit, from the Status menu, select **Software Versions**.  
*The Software Versions popup menu appears.*
6. From the Software Versions popup menu, select **Keypanels**.  
*The Keypanel Version Information window appears.*

Port	Alpha	Version
200	N200	n/a
201	N201	n/a
202	N202	n/a
203	N203	n/a
204	N204	n/a
205	N205	n/a
206	N206	KP 32 CLD BOOT LOADER, VERSION
207	N207	n/a
208	N208	n/a

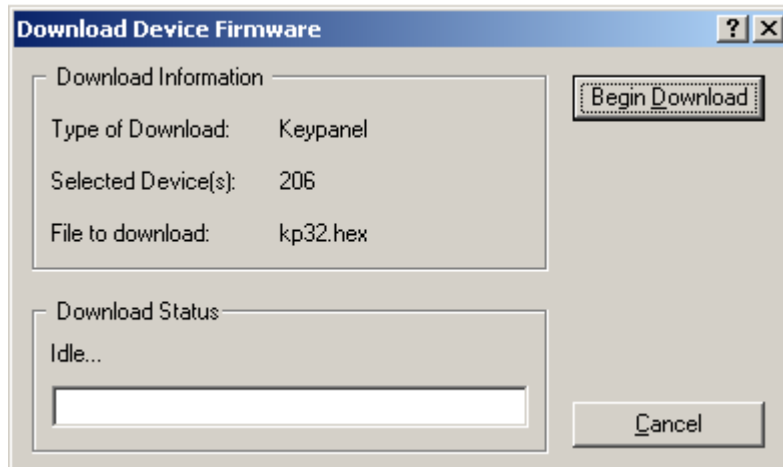
7. From the Keypanel Version Information window, find and select the specified **KP 32 CLD**.

**NOTE:** Notice the Version column is showing KP 32 CLD Bootloader Version X.X.X is shown.

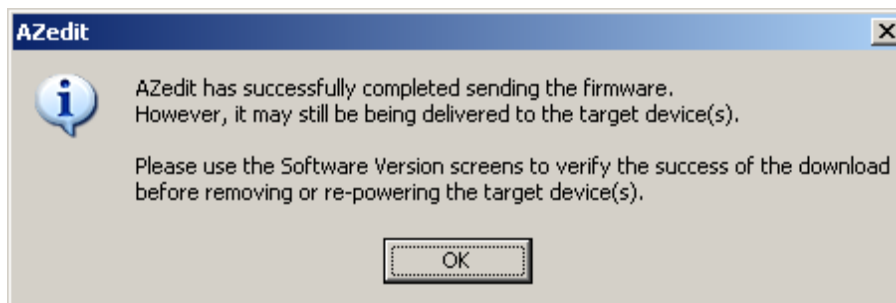
8. Right-click on the **KP 32 CLD**.  
*A popup menu appears.*
9. From the popup menu, select **Download Firmware...**  
*The Firmware Download navigation window appears.*
10. Navigate to and select your **firmware file** (i.e., KP32CLD.hex).

**11. Click **Open**.**

*The Download Device Firmware window appears.*

**12. Click **Begin Download**.**

*The Download begins and a popup message appears.*

**13. Click **OK**.**

*The KP 32 CLD firmware download finishes.*

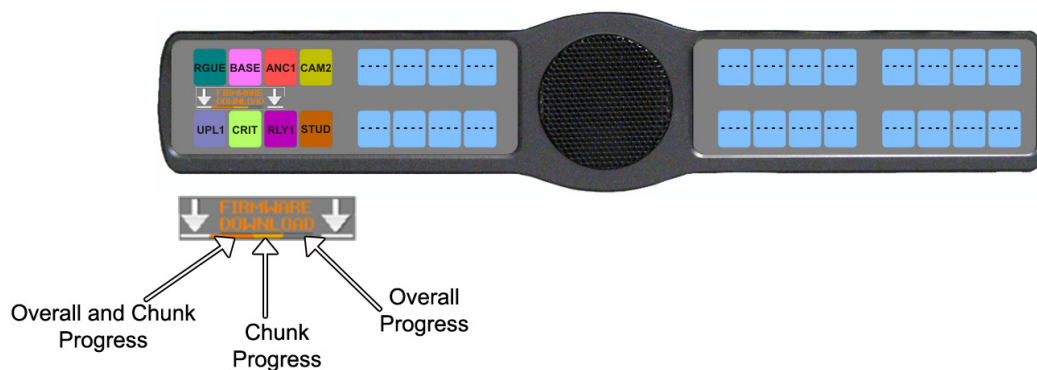
**NOTE:** This can take up to 30 minutes to complete. Use the Keypanel Version Information window to follow the progress of the download (the number and percentage of chunks completed). Also, the firmware progression is displayed on the KP 32 CLD display window until the download is complete.

---

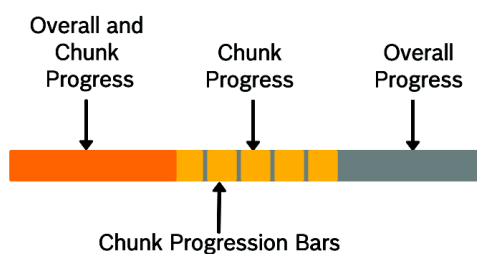
**IMPORTANT:** If you are downloading a new boot loader image, then when Chunk 1 is at 90%, press and hold the BLR button until the displays shows *Chunk 2*. Once *Chunk 2* appears, release the BLR button. Pressing the BLR button during this time triggers the download to continue.

---

AZedit (LOCL) - [ONLINE] - Keypanel Version Information		
File Online Authentication Edit View System Alphas Status Options Logging Help		
Port	Alpha	Version
194	N194	n/a
195	N195	n/a
196	N196	n/a
197	N197	n/a
198	N198	n/a
199	N199	n/a
200	N200	n/a
201	N201	n/a
202	N202	KP-32, VERSION 2.0.7 (APR 04 2006), U2=0ABE, U3=F5...
203	N203	n/a
204	N204	KP632-24, VERSION 2.0.2 (MAY 13 2005), U2=1916, U3...
205	N205	KP832-20, VERSION 2.0.2 (MAY 13 2005), U2=29BA, U3...
206	TECHIE	DOWNLOAD: CHUNK 10 OF 29, TRY 1, 89%
207	N207	n/a
208	N208	n/a



**NOTE:** While the firmware is downloading, chunk progress is displayed by incremental blocks.



**NOTE:** Once the Boot Loader is finished downloading, it reboots itself.



### Enable Downloading of a New Boot Loader from the Keypanel (v 1.1.0 and later)

By enabling boot loader upgrades from the keypanel, updating the boot loader on the keypanel is simple. Once you have enabled the keypanel to allow the firmware to be downloaded to it, you can use AZedit to do the rest of the work.

To **enable the boot loader on the keypanel**, do the following:

1. While pressing the **Main Vol** and **Aux Vol** encoders at the same time, press the **MENU** button.  
*The main menu appears in the display window.*
2. Using the arrow keys, select **Service**.
3. Press **SEL**.  
*The Service menu options appear.*
4. Using the arrow keys, select **Boot Code**.
5. Press **SEL**.  
*Allow Download and Version X.X.X (where X represents the version numbers).*



**NOTE:** If the firmware version is older than version 1.0.2 question marks (?) appear in the display window.

6. Using the arrow keys, select **Allow Download**.
7. Press **SEL**.  
*The CLD family keypanel allows firmware downloads.*

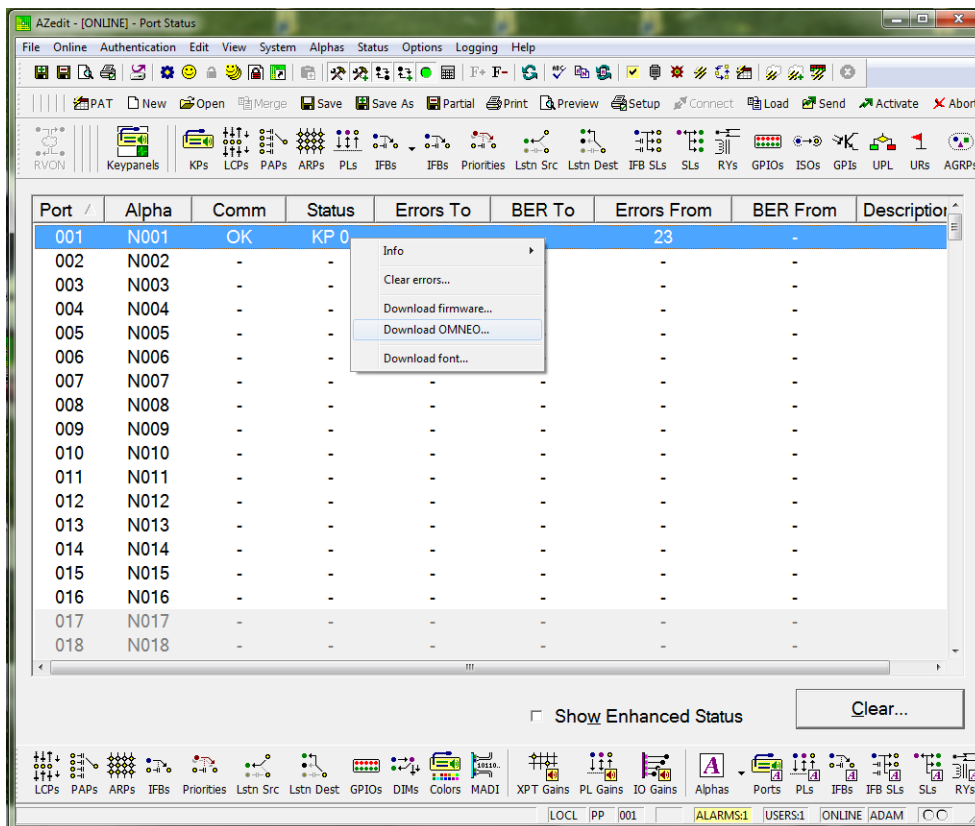
**NOTE:** If the keypanel is powered off or loses power, the state of the Allow Download option resets to not enabled. You must reconfigure the option for it to allow new boot loader firmware to be downloaded.



## Upgrade the OKI Board Firmware

To upgrade the OKI board firmware, do the following:

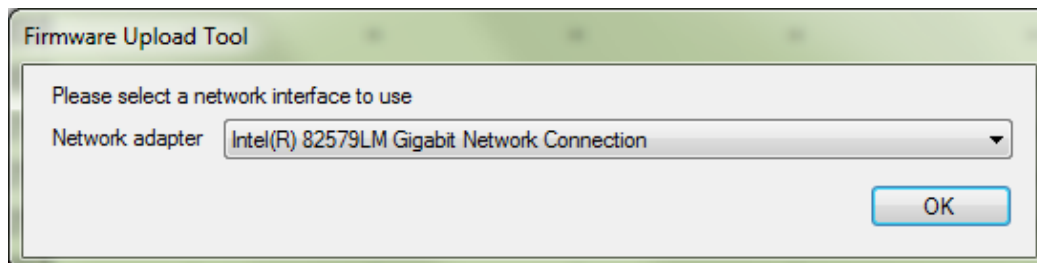
1. From the Status menu, select **Port**.  
*The Port Status window appears.*
2. Right-click the **port** where the OKI KP-32 Classic keypanel is assigned.  
*A popup menu appears.*



3. From the popup menu, select **Download OMNEO**.  
*A User Access Control warning appears.*

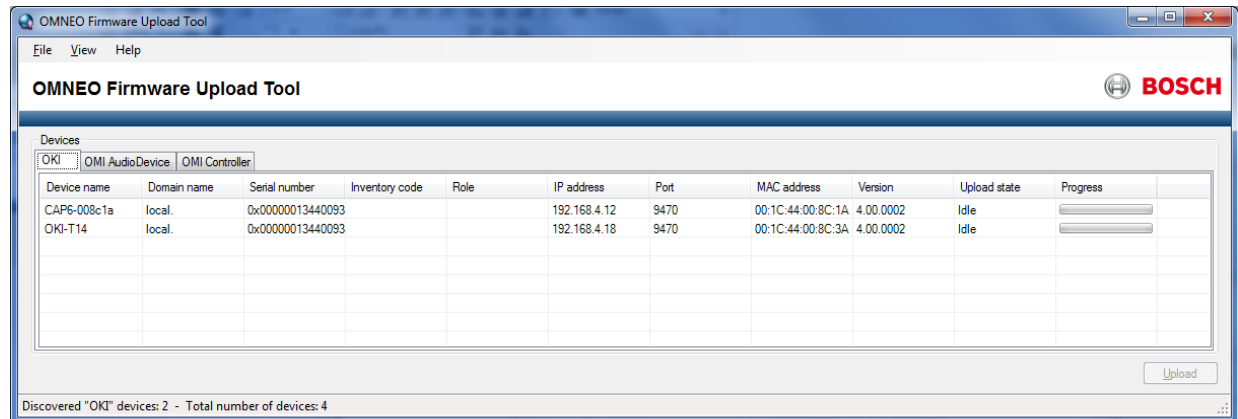
**NOTE:** If this is the first time running the Firmware Upload Tool, do the following:

- a. In the Browse for Folder window, navigate and select the **Firmware Upload Tool** folder.
- b. Click **OK**.  
*A select network interface message appears.*

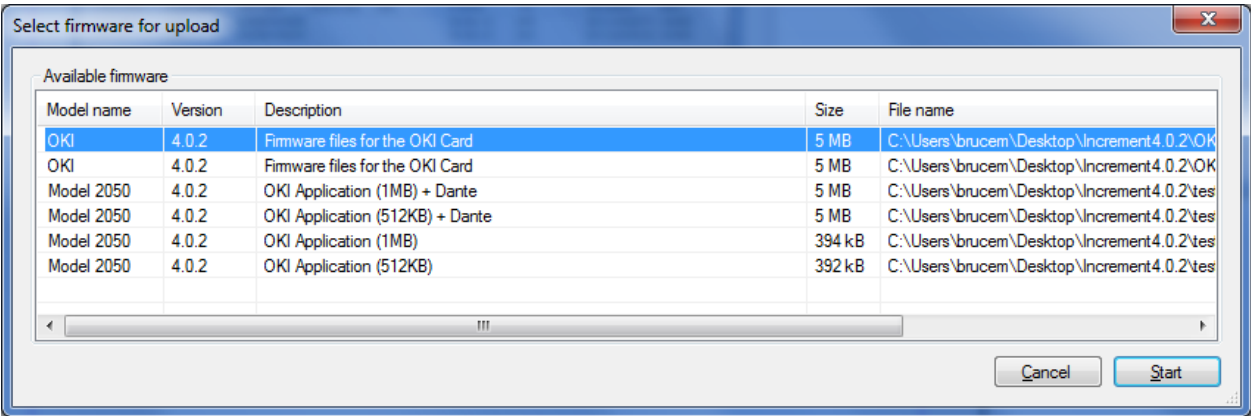


- c. From the Network adapter drop down menu, select the **network interface** you want to use.

- 4. Click **OK**.  
*The Firmware Upload Tool appears.*



- 5. Select the **OKI Device** you want to upload the new firmware.
- 6. Click **Upload**.  
*The Select firmware for upload window appears.*



- 7. Select the **firmware version** you want.
- 8. Click **Start**.  
*You can watch the progress of the upload in the Progress column.*

## *KP 32 CLD Menu System*

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**NOTE:** A menu system quick reference chart is located at “Keypanel Menu Quick Reference” on page 175.

---

### *Main Menu Access*

The **Main Menu** is the top most level of the menu structure for the KP 32 CLD.

Available selections for this menu are:

*Audio Options*

*Display*

*Key Assign*

*Key Options*

*OMNEO Offers (Only when OKI board is present)*

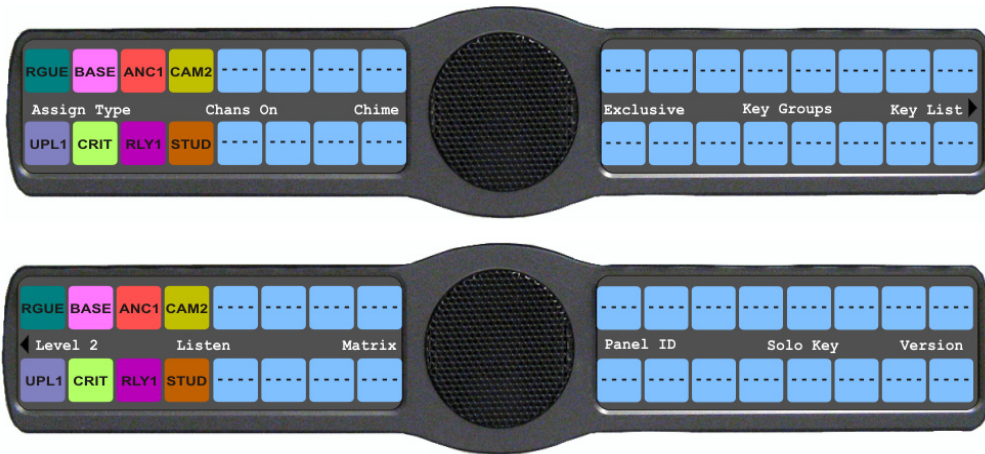
*RVON Offers (Only when RVON device is present)*

*Save Config*

*Service*

To access the main menu structure for the KP 32 CLD, do the following:

1. On the Keypanel keypad, press **MENU**.  
*The Information menu structure displays across the middle of the display window.*



2. Use the up and down arrow on the keypad to **navigate through the menu options**.
3. Press **SEL** to select the menu option.  
*The submenu for the selection appears in the display window.*

## Menu System, Audio Options

Available options for this menu are:

*Dim*  
*DSP Funcs*  
*Headset Mic*  
*Headset Spk*  
*Key Volumes*  
*LCP 16 CLD*  
*Matrix Out*  
*Max Volume*  
*Mic Gain*  
*Min Volume*  
*Output Lvl*  
*Panel Mic*  
*Preamp Out (Only when GPIO Option Board is present)*  
*Sidetone*  
*Speaker*  
*Tone Gen*

---

**IMPORTANT:** Some menu items shown on the following pages are not present unless the GPI 32 CLD option card, RVON-2 option card and/or the OKI option card is installed.

---

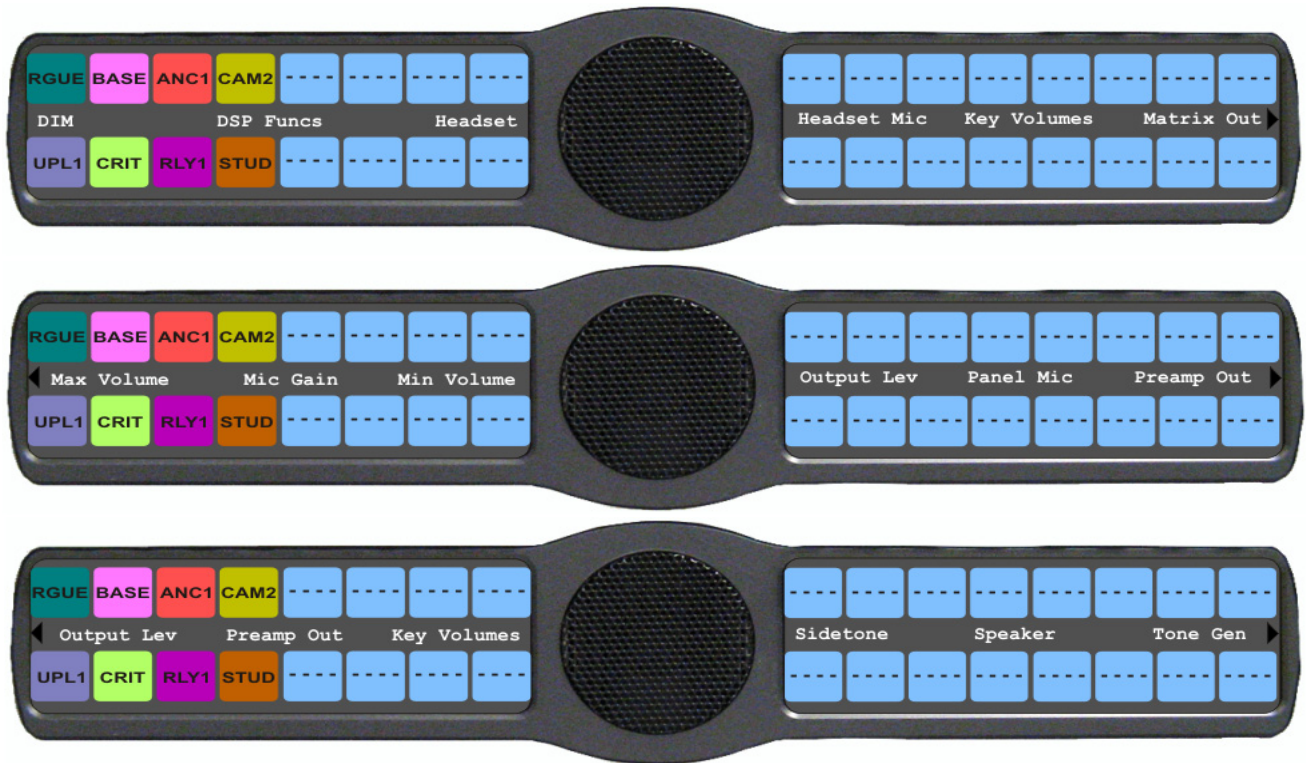


FIGURE 21. Main Audio Options Menu

### Audio Options Menu, Dim

**Dim** allows the user to set the level of audio, in dB, heard from the front speaker, rear speaker, front headphone and rear headphone, when a talk key is activated.

By default, dim volume for speakers is set at  $-8dB$ , and for headsets it is set at  $0 dB$ .

The range for this field is  $-20dB$  to  $0 dB$ .

To set the dim amount for either the keypanel speaker and/or headset, do the following:

1. Starting at the Audio Options|Dim menu, select **Headset** to set the dim level for headsets.  
OR  
Using the arrow keys, select **Speaker** to set the dim level for speakers.
2. Press **SEL**.  
*Front and Rear appear in the display window.*
3. Using the arrow keys, select **Front** to set the dim level for the front speaker/headset.  
OR  
Using the arrow keys, select **Rear** to set the dim level for the rear speaker/headset.

4. Press **SEL**.  
*The Dim Amount: scroll box appears in the display window.*



5. Using the arrow keys, scroll to the **Dim Volume** you desire.

## Audio Options Menu, DSP Funcs

**DSP Funcs** accesses the digital signal processing options for the KP 32 CLD.

Available options for this menu are: *Equalization, Filters, Gating, Metering, and Mixing*. Each of these options is described in detail below.

To access the **DSP Func** menu, do the following:

1. On the KP 32 CLD keypad, press the **MENU** button.  
*The Information menu appears in the display window.*
2. Using the arrow keys, select **Audio Options**.
3. Press **SEL**.  
*The Audio Options menu appears in the display window.*
4. Using the arrow keys, select **DSP Funcs**.
5. Press **SEL**.  
*Equalization, Filters, Gating, Metering, and Mixing appears in the display window.*



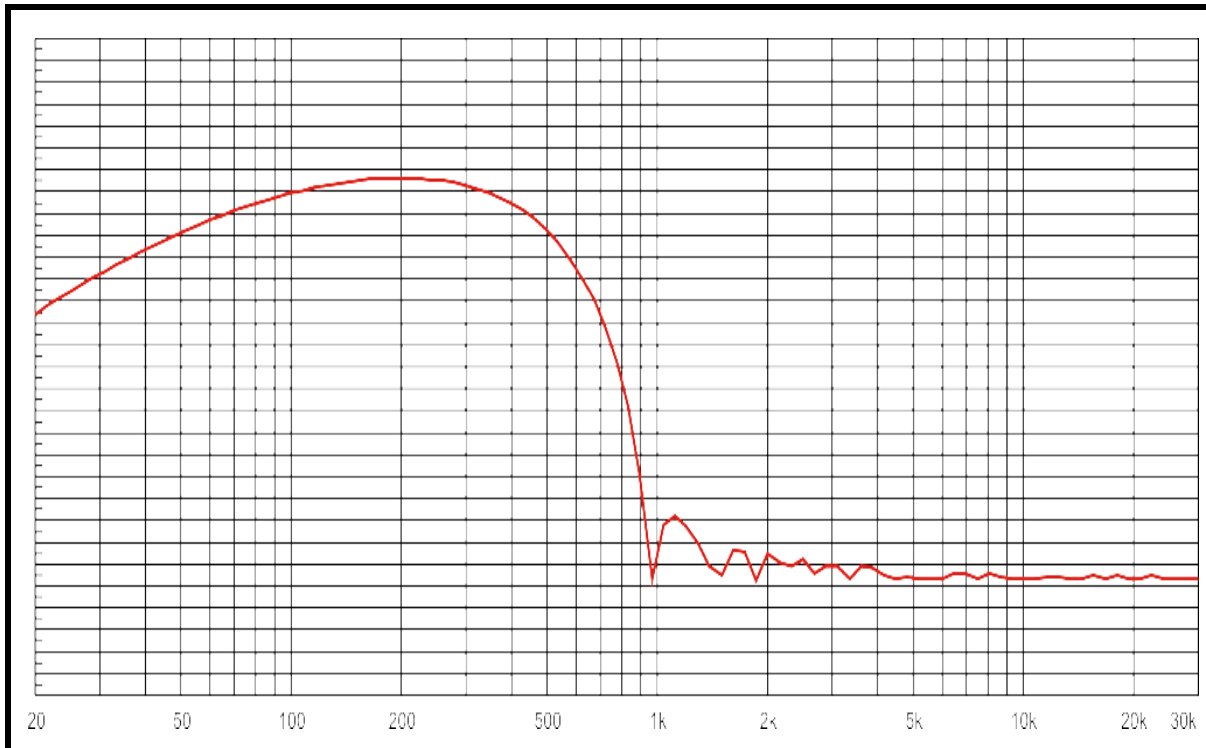
### Equalization

**Equalization** allows the user to select predefined settings that modify the frequency envelope of an audio channel for the front and rear speakers. This is a 5-band equalizer. Each preset provides a different EQ to be applied to the audio sent to the speakers.

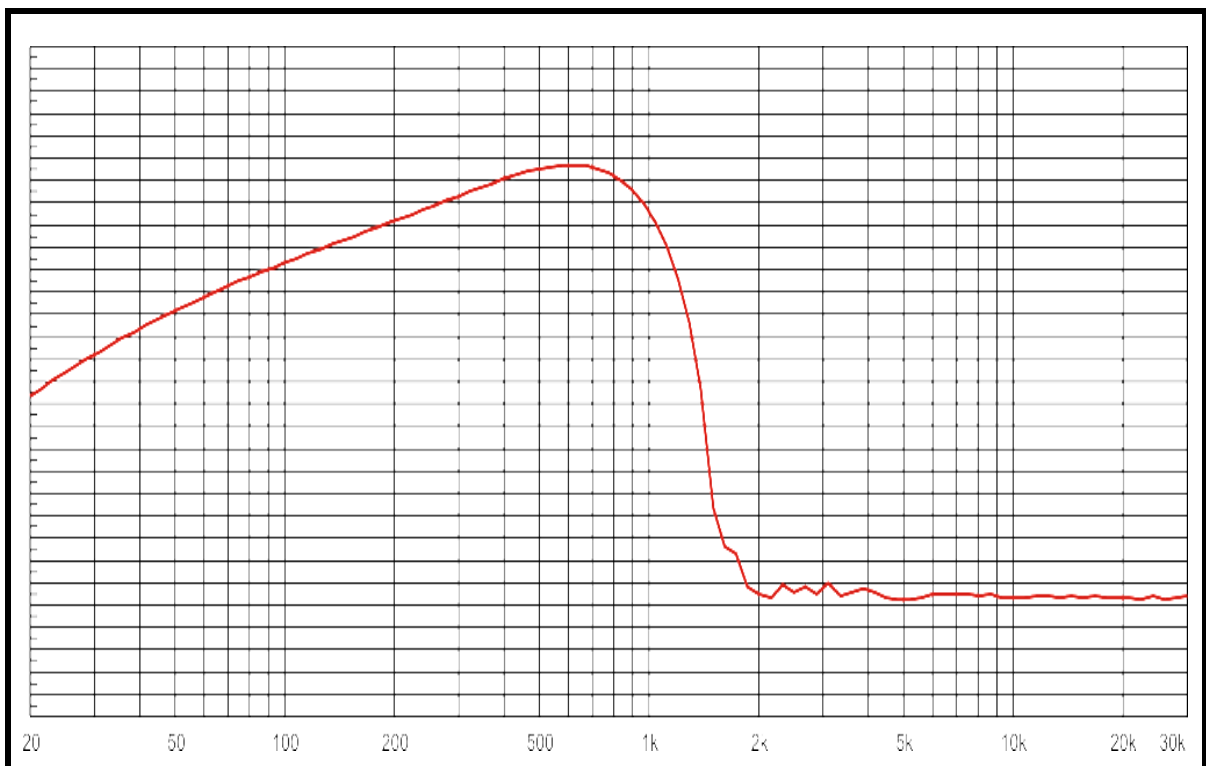
By default, *None* is configured.  
There is no preset equalization configured.

Available selections for this menu are: *None, Preset #1 (extreme low pass), Preset #2 (low pass), Preset #3 (voice band), Preset #4 (narrow high pass), and Preset #5 (high pass).*

The presets are as follows:

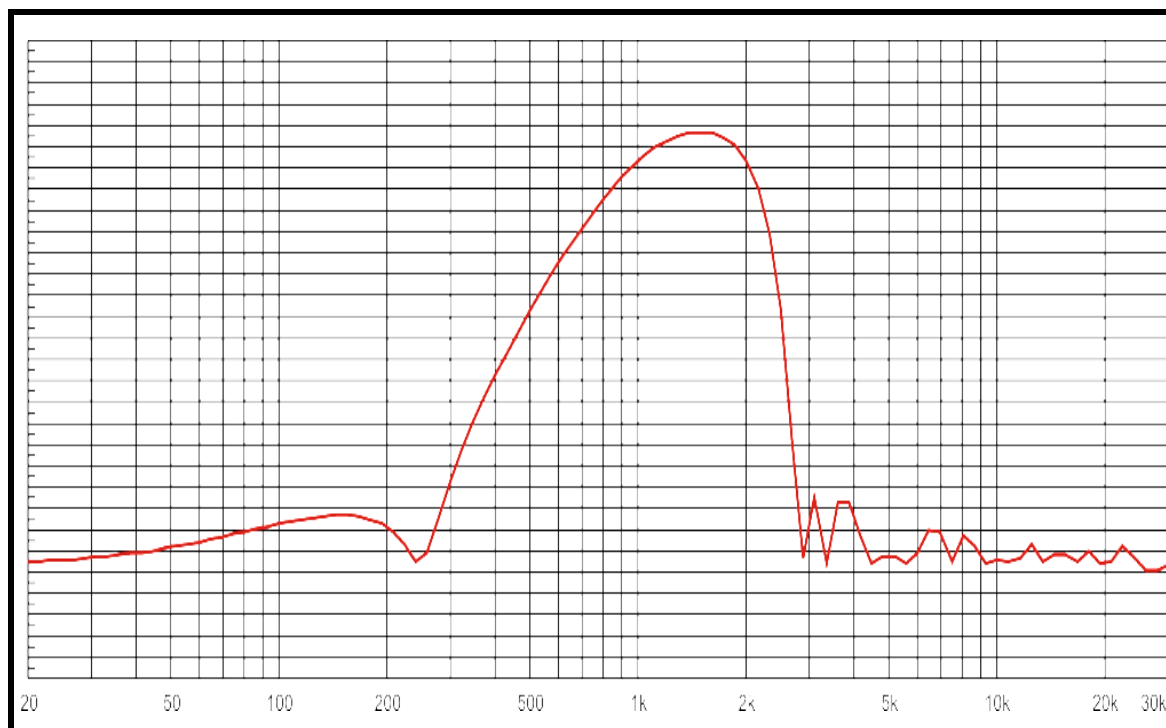


**FIGURE 22.** Frequency Response - Preset 1 (20Hz to 300Hz) Extreme Low Pass

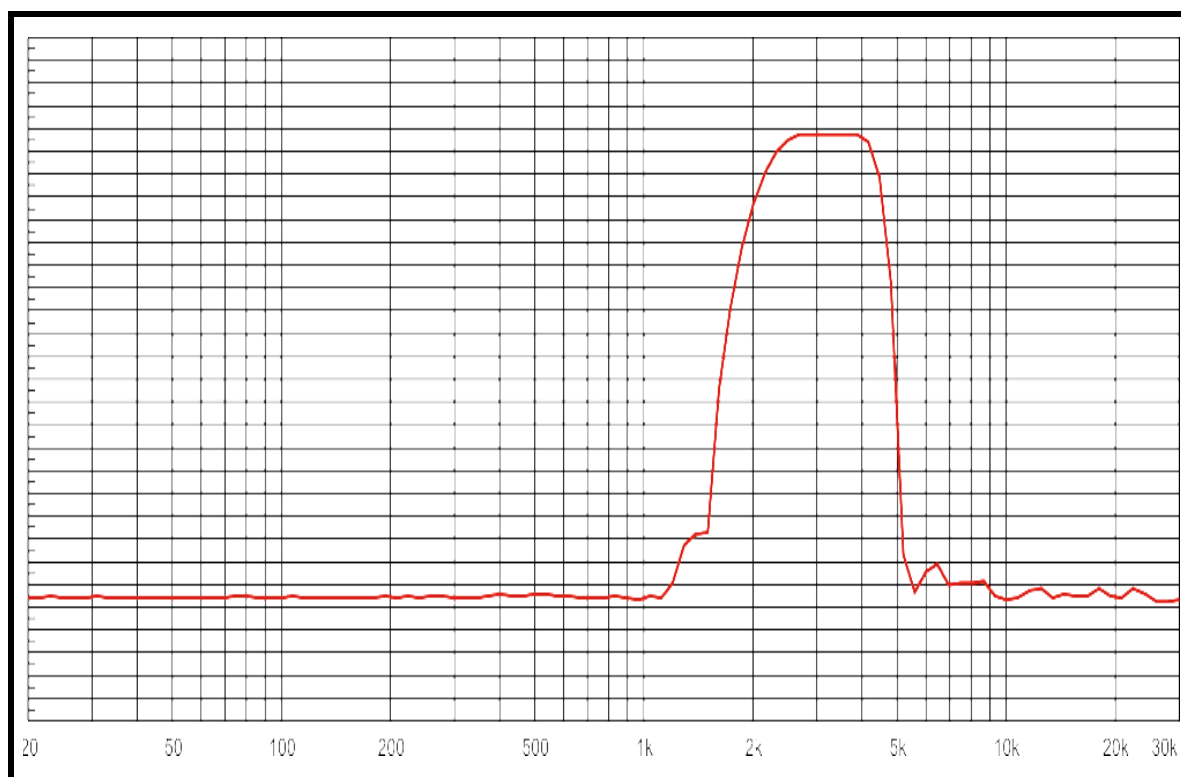


**FIGURE 23.** Frequency Response - Preset 2 (300Hz to 900Hz) Low Pass





**FIGURE 24.** Frequency Response - Preset 3 (900Hz to 2100Hz) Voice Band



**FIGURE 25.** Frequency Response - Preset 4 (2100Hz to 4500Hz) High Narrow Pass



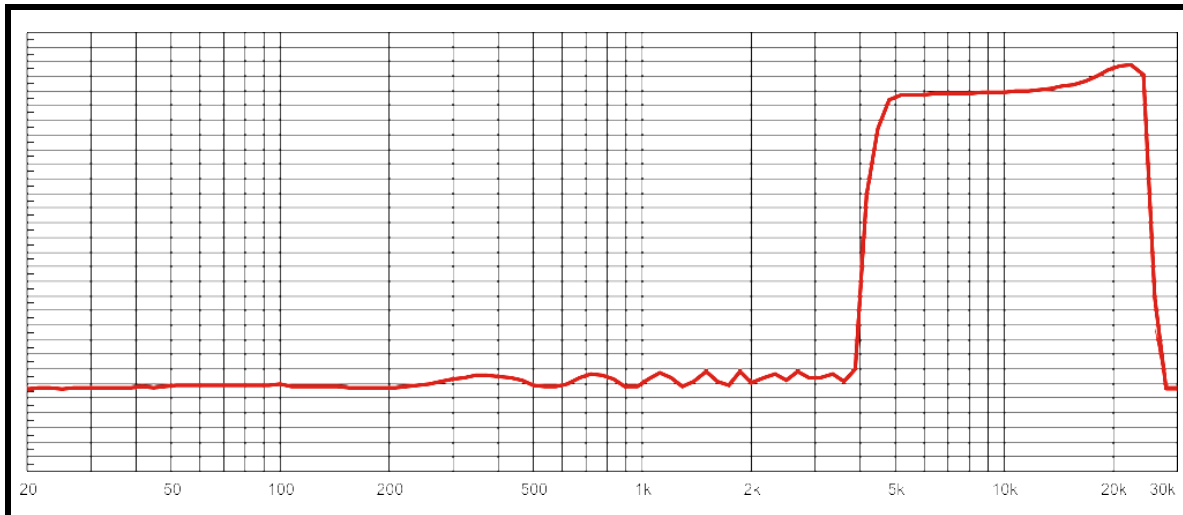


FIGURE 26. Frequency Response - Preset 5 (4500Hz to 24,000Hz) High Pass

**NOTE:** The EQ feature is only used for Front and Rear Speakers.

To configure a preset frequency response on the front speaker, rear left speaker, or rear right speaker, do the following:

1. Starting at Audio Options|DSP Funcs menu, select **Equalization**.
2. Press **SEL**.  
*Front Speaker, Rear Left, and Rear Right appear in the display window.*




3. Using the arrow keys, select either **Front Speaker**, **Rear Left**, or **Rear Right**.

**NOTE:** Rear Left and Rear Right only appear when the GPI 32 CLD option card is installed.

4. Press **SEL**..  
*None, Preset #1, Preset #2, Preset #3, Preset #4, and Preset #5.*



5. Using the arrow keys, select the **preset** you want to enable.
6. Press **SEL**.

*A blue arrow  appears next to the selected option*

## Filters

**Filters** allow you to add a 9600Hz notch filter to one (1) or more audio sources. This can be useful when the keypanel data port signal is being heard in the audio line due to cable routing problems.

By default, filters is set to *None*.

Available options for this menu are:

<i>Aux 1 - 6</i> ( <i>Aux 2 for the DKP-16</i> )	This feature is only available when the GPI 32 CLD option card is installed.
<i>Headset Mic</i> <i>Panel Mic</i>	
<i>Rear Headset Mic</i>	This feature is only available when the GPI 32 CLD option card is installed.
<i>Rear Panel Mic</i>	This feature is only available when the GPI 32 CLD option card is installed.
<i>OMNEO Ch1</i>	This feature is only available when the OKI option board is installed.
<i>OMNEO Ch2</i>	This feature is only available when the OKI option board is installed.
<i>RVON Ch1</i>	This feature is only available when the RVON-2 option card is installed.
<i>RVON Ch2</i>	This feature is only available when the RVON-2 option card is installed.

To **configure filtering on the KP 32 CLD keypanel**, do the following:

- Starting at the **Audio Options|DSP Funcs** menu, select **Filters**.
- Press **SEL**.  
*Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Front Hdst, Front Mic, Matrix In, Rear Hdst, Rear Mic, OMNEO Ch1, OMNEO Ch2 RVON Ch1, and RVON Ch2 appear in the display window.*



- Using the arrow keys, select **Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Front Hdst, Front Mic, Matrix In, Rear Hdst, Rear Mic, OMNEO Ch1, OMNEO Ch2, RVON Ch1, or RVON Ch2**.
- Press **SEL**.  
*None and 9600Hz appears in the display window.*
- Using the arrow keys, select either **None** or **9600Hz** baud.



- Press **SEL**.  
*A blue arrow appears next to the selected option*

## Gating

**Gating** allows you to minimize or eliminate background noise problems by shutting off an audio source when the sound level drops below a certain threshold.

Available options for this menu are:

*Aux 1 - 6*

(*Aux 2 for the DKP-16*) This feature is only available when the GPI 32 CLD option card is installed.

*Headset Mic*

*Matrix*

*Panel Mic*

*Rear Headset Mic*

This feature is only available when the GPI 32 CLD option card is installed.

*Rear Panel Mic*

This feature is only available when the GPI 32 CLD option card is installed.

*OMNEO Ch1*

This feature is only available when the OKI option board is installed.

*OMNEO Ch2*

This feature is only available when the OKI option board is installed.

*RVON Ch1*

This feature is only available when the RVON-2 option card is installed.

*RVON Ch2*

This feature is only available when the RVON-2 option card is installed.

The range for this field is *-17dB to 18dB* and *Disabled*.

By default, the gating threshold is set to *Disabled*.

**NOTE:** 0dB threshold is 12dB below nominal. Nominal inputs are as follows:

<i>Aux In 1-6</i>	<i>8dBu</i>
<i>Headset Mic</i>	<i>-50dBu</i>
<i>Matrix In</i>	<i>8dBu</i>
<i>Panel Mic</i>	<i>-42.5dBu</i>
<i>OMNEO Ch1</i>	<i>8dBu</i>
<i>OMNEO Ch2</i>	<i>8dBu</i>
<i>RVON Ch1</i>	<i>8dBu</i>
<i>RVON Ch2</i>	<i>8dBu</i>

To **configure gating on the KP 32 CLD keypanel**, do the following:

- Starting at the Audio Options|DSP Funcs menu, select **Gating**.
- Press **SEL**.  
*Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Front Hdst, Front Mic, Matrix In, Rear Hdst, Rear Mic, OMNEO Ch1, OMNEO Ch2, RVON Ch1, and RVON Ch2 appear in the display window.*



- Using the arrow keys, select **Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Front Hdst, Front Mic, Matrix In, Rear Hdst, Rear Mic, OMNEO Ch1, OMNEO Ch2, RVON Ch1, or RVON Ch2**.

4. Press **SEL**.

*The Threshold scroll box appears in the display window.*



5. Using the arrow keys, select the **threshold** you want to set for the option selected.
6. Press **SEL**.

*A blue arrow ► appears next to the selected option*

### Metering

**Metering** allows you to monitor an audio source connected to the keypanel. The energy of that incoming audio is split into five (5) bands and displayed on the left side of the keypanel, when enabled.

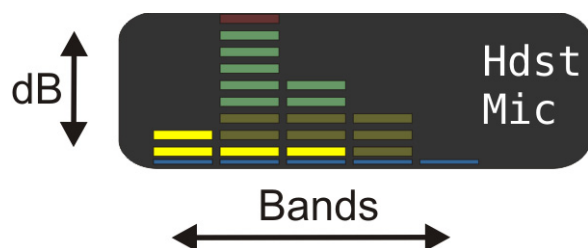
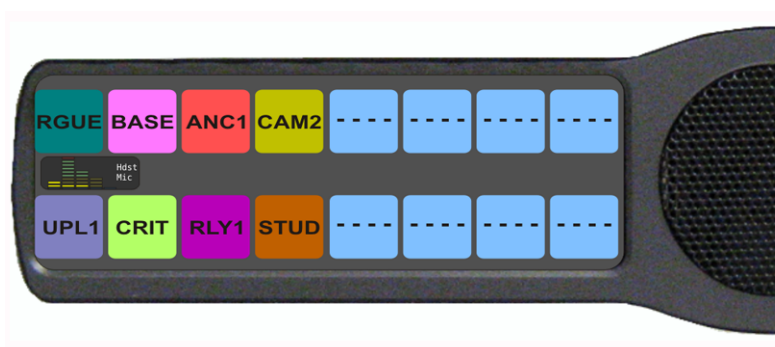


FIGURE 27. Metering Explanation

The dB display range is from 28dB below nominal to 8dB above nominal.

Available options for this menu are:

<i>Band 1</i>	<i>100Hz to 400Hz</i>
<i>Band 2</i>	<i>400Hz to 800Hz</i>
<i>Band 3</i>	<i>800Hz to 1.6KHz</i>
<i>Band 4</i>	<i>1.6KHz to 3.2KHz</i>
<i>Band 5</i>	<i>3.2KHz to 15KHz</i>



**FIGURE 28.** Metering Bands display

By default, *None* is configured for metering.

**NOTE:** Only one (1) channel can be metered at a time.

You can enable metering on:

*Aux 1 - 6*  
(*Aux 2 for the DKP-16*) This feature is only available when the GPI 32 CLD option card is installed.

*Front Headset*

*Front Mic*

*Matrix In*

*Rear Headset* This feature is only available when the GPI 32 CLD option card is installed.

*Rear Mic* This feature is only available when the GPI 32 CLD option card is installed.

*OMNEO Ch1* This feature is only available when the OKI option board is installed.

*OMNEO Ch2* This feature is only available when the OKI option board is installed.

*RVON Ch1* This feature is only available when the RVON-2 option card is installed.


*RVON Ch2* This feature is only available when the RVON-2 option card is installed.

To enable metering on the KP 32 CLD, do the following:

1. Starting at the **Audio Options|DSP Funcs** menu, select **Metering**.
2. Press **SEL**.  
*Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Matrix In, None, Front HdSt, Front Mic, Rear HdSt, Rear Mic, OMNEO Ch1, OMNEO Ch2, RVON Ch1, or RVON Ch2 appear in the display window.*



3. Using the arrow keys, select **Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Matrix In, None, Front HdSt, Front Mic, Rear HdSt, Rear Mic, OMNEO Ch1, OMNEO Ch2, RVON Ch1, or RVON Ch2**.
4. Press **SEL**.

A blue arrow  appears next to the selected option.

## Mixing

**Mixing** allows you to route selected audio signals to the following destinations:

- *To Matrix*
- *Front Left Headphone*
- *Front Right Headphone*
- *Front Speaker*
- *Mic Pre Out*
- *OMNEO Ch1 OUT*
- *OMNEO Ch2 OUT*
- *Rear Left Speaker*
- *Rear Right Speaker*
- *Rear Left Headphone*
- *Rear Right Headphone*
- *RVON Ch1 OUT*
- *RVON Ch2 OUT*

By default, the microphone signal is routed to the matrix. The matrix signal is routed to the speaker and to the left and right headphones. These defaults can be changed via the Audio Options sub-menus for Panel Mic, Headset Mic, Speaker, and Headset Speaker.

Available options for this menu are:

*Aux 1 - 6*  
(*Aux 2 for the DKP-16*) This feature is only available when the GPI 32 CLD option card is installed.

*Headset Mic*

*Matrix*

*Panel Mic*

*OMNEO Ch1* This feature is only available when the OKI option board is installed.

*OMNEO Ch2* This feature is only available when the OKI option board is installed.

*Rear Headset Mic* This feature is only available when GPI 32 CLD option card is installed.

*Rear Panel Mic* This feature is only available when GPI 32 CLD option card is installed.

*RVON Ch1 IN* This feature is only available when the RVON-2 option card is installed.

*RVON Ch2 IN* This feature is only available when the RVON-2 option card is installed.



TABLE 6. Resources Table

DESTINATION	SOURCE												
	Front Pane Mic	Matrix Audio In	Front Headset Mic	Rear Headset Mic	Rear Panel Mic	Aux IN 1	Aux IN 2	Aux IN 3	Aux IN 4	Aux IN 5	Aux IN 6	Option Card <sup>a</sup> Ch1 IN	Option Card Ch2 IN
Matrix OUT	X	X	X	X	X	X	X	X	X	X	X	X	X
Front Speakers	X	X	X	X	X	X	X	X	X	X	X	X	X
Front Headset Left	X	X	X	X	X	X	X	X	X	X	X	X	X
Front Headset Right	X	X	X	X	X	X	X	X	X	X	X	X	X
Rear Headset Left	X	X	X	X	X	X	X	X	X	X	X	X	X
Rear Headset Right	X	X	X	X	X	X	X	X	X	X	X	X	X
Rear Speaker Left	X	X	X	X	X	X	X	X	X	X	X	X	X
Rear Speaker Right	X	X	X	X	X	X	X	X	X	X	X	X	X
Mic OUT	X	X	X	X	X	X	X	X	X	X	X	X	X
Option Card Ch1 OUT	X	X	X	X	X	X	X	X	X	X	X	X	X
Option Card Ch2 OUT	X	X	X	X	X	X	X	X	X	X	X	X	X

a. Option cards refer to the RVON-2 and OKI-2

**NOTE:** If all resources are being used, the Rear Panel Mic is not available.

To **configure mixing on the KP 32 CLD**, do the following:

1. Starting at the **Audio Options|DSP Funcs** menu, select **Mixing**.
2. Press **SEL**.  
*Front Hdst, Front Spkr, OMNEO Ch1, OMNEO Ch2, Preamp Out, Rear Hdst, Rear Spkr, RVON Ch1, RVON Ch2 and To Matrix appear in the display window.*



3. Using the arrow keys, select the **Output** you want to mix to.

4. Press **SEL**.  
*Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Front Hdst, Front Mic, Matrix In, OMNEO Ch1, OMNEO Ch2, Rear Hdst, Rear Mic, RVON Ch1, and RVON Ch2 appear in the display window.*



5. Using the arrow keys, select the **Input** you want to mix to the selected output.
6. Press **SEL**.
7. Press **CLR** to exit menu mode.

### Audio Options Menu, Headset Mic

The **Headset Mic** option allows the user to configure where audio is coming from and the type of microphone being used.

By default, if no headset is detected, the headset mic input is muted to avoid allowing noise to get to the system. This feature can be disabled.

**NOTE:** When a GPI 32 CLD option card is installed, Front and Rear options are displayed.

Available selections for the auto-mute menu are:

*Disabled*

*Enabled*

Available selections for the mode menu are:

*Disabled*

*Enabled*

*Switched (default)*

When set to switched, the state of the Headset Mic is controlled by the Mic Sel key.

Available selections for the type menu are:

*Auto-Detect (default)*

The keypanel automatically detects the type of microphone connected.

*Dynamic*

*Electret*

**NOTE:** When using the DKP 16 CLD, *Left* and *Right* appear as options, instead of *Front* and *Rear*.



To **configure the Headset Mic auto-mute**, do the following:

1. Starting at the **Audio Options|Headset Mic** menu, select either **Front** or **Rear**.

**NOTE:** When using a DKP 16 CLD, Left and Right appear, instead of Front and Rear.



2. Press **SEL**.  
*Auto-mute, Mode and Type appear in the display window.*
3. Using the arrow keys, select **Mode**.  
*Disabled and Enabled appear in the display window.*
4. Using the arrow keys, select **Disable** to stop auto-mute.  
OR  
Using the arrow keys, select **Enable** to activate auto-mute.
5. Press **SEL**.  
*A blue arrow appears next to the selected option.*

To **configure the Headset Mic mode**, do the following:

1. Starting at the **Audio Options|Headset Mic** menu, select either **Front** or **Rear**.



2. Press **SEL**.  
*Auto-mute, Mode and Type appear in the display window.*
3. Using the arrow keys, select **Mode**.  
*Disabled, Enabled, and Switched appear in the display window.*



4. Using the arrow keys, select the **mode**.
5. Press **SEL**.  
*A blue arrow appears next to the selected option.*

To **configure the Headset Mic type**, do the following:

1. Starting from the **Audio Options|Headset Mic** menu, select either **Front** or **Rear**.



2. Press **SEL**.  
*Auto-mute, Mode and Type appear in the display window.*
3. Using the arrow keys, select **Type**.  
*Auto-Detect, Dynamic, and Electret appear in the display window.*



4. Using the arrow keys, select the **Auto-Detect**, **Dynamic**, or **Electret**.
5. Press **SEL**.  
*A blue arrow ► appears next to the selected option.*

## Audio Options Menu, Headset Spkr

The **Headset Spkr** menu option is used to control the headset detection functions: auto-transfer, which is used to detect if a headset is present and mode, which determines when and where audio is heard. Also from this menu, the Main shaft encoder is define how to control the volume for the front and rear channels.

**NOTE:** When a GPI 32 CLD option card is installed, Front and Rear options are displayed (Left and Right are displayed for the DKP 16 CLD).

Available selections for the auto-transfer menu are:

*Disabled*

*Enabled*

When enabled, the keypanel automatically enters or leaves headset mode when a headset is plugged in or removed.

Available selections for the Mode menu are:

*Both*

*Left Chan*

*Right Chan*

Available selections for the mode menu are:

*Always On (default)*

*Disabled*

*Switched*

When set to Switched, the state of the Headset Spkr is controlled by the Mic Sel key.

**NOTE:** When using the DKP 16 CLD, *Left* and *Right* appear as options, instead of *Front* and *Rear*.

To **configure the Headset Spkr mode**, do the following:

1. Starting from the **Audio Options|Headset Spkr**, select either **Front** or **Rear**.



2. Press **SEL**.  
*Auto-Transfer and Mode appear in the display window.*
3. Using the arrow keys, select **Mode**.
4. Press **SEL**.  
*Both, Left Chan, and Right Chan appear in the display window.*
5. Using the arrow keys, select the **Mode** you want.

6. Press **SEL**.  
*Always On, Disabled, and Switched appear in the display window.*



7. Using the up and down arrows, select the **mode**.
8. Press **SEL**.  
*A blue arrow appears next to the selected option.*

To configure the **Headset Spkr Auto-Transfer** function, do the following:

1. Starting from the Audio Options|Headset Spkr menu, select either **Front** or **Rear**.



2. Press **SEL**.  
*Auto-Transfer and Mode appear in the display window.*



3. Using the arrow keys, select **Auto-Transfer**.
4. Press **SEL**.  
*Disabled and Enabled appear in the display window*
5. Using the arrow keys, select **Disabled** or **Enabled**.
6. Press **SEL**.  
*A blue arrow appears next to the selected option.*



## Volume Controls

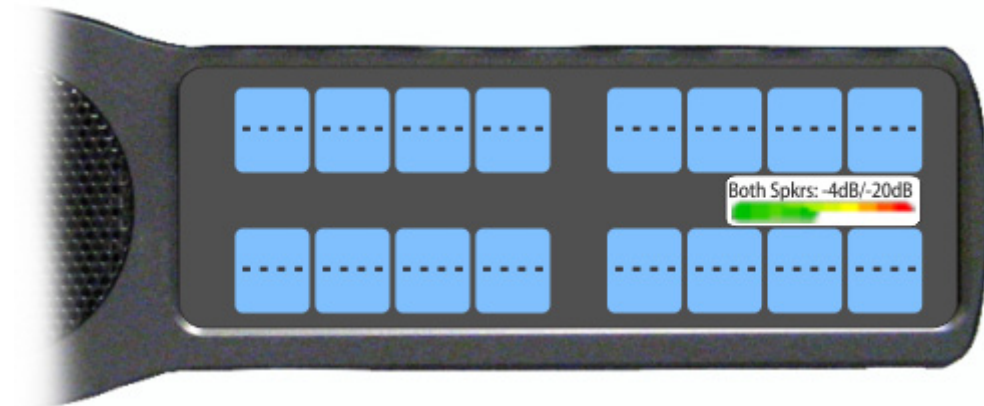
Available selections for the Volume Control menu are:

**NOTE:** For more information on Ganged Volume configuration, see “Service Menu, Ganged Vols” on page 138.

*Ganged* The volume controls are tied to each other, only one knob is turned to adjust volume levels.

*Individual* The volume controls are separate to each other.

**NOTE:** If you gang speakers and/or headset volumes, you see a split volume bar. The front speaker or headset is the top portion of the bar, while the bottom portion of the bar is the rear speaker or headset volume.



To define how the Main shaft encoder controls the volume for the front and rear channels, do the following:


- Starting from the Audio Options|Headset Spkr menu, select **Volume Control**.



- Press **SEL**.  
*Ganged and Individual appear in the display window.*



- Using the arrow keys, select either **Ganged** or **Individual**.
- Press **SEL**.

A blue arrow  appears next to the selected option.

## Audio Options Menu, Key Volumes

**Key Volumes** menu is used to enable or disable the adjusting of crosspoint listen gains. If Key Volumes are enabled, the user can adjust the listen gains for Matrix crosspoints from the KP 32 CLD.

Also from this menu item you can reset all the modified key gains back to their default settings.

**NOTE:** Key Volumes are either enabled for the entire keypanel or disabled for the entire keypanel. This setting cannot be set on a per key basis.

To **enable key volumes on the KP 32 CLD**, do the following:

1. Starting from the **Audio Options|Key Volumes** menu, select **Adjust**.



2. Press **SEL**.  
*Disabled and Enabled appear in the display window.*
3. Using the arrow keys, select **Enabled**.



4. Press **SEL**.  
*Key volume adjustments by users are allowed.*

To **reset all key gains to their default value**, do the following:

1. Starting at the **Audio Options|Key Volumes** menu, select **Reset**.



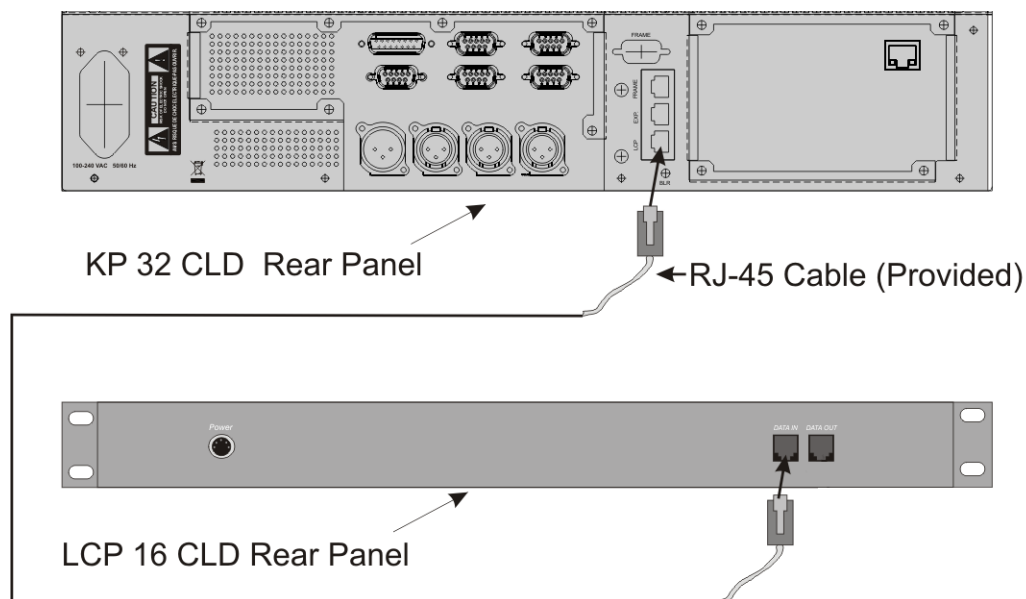
2. Press **SEL**.  
*Cancel and Do Reset appear in the display window.*
3. Using the arrow keys, select **Do Reset**.

4. Press **SEL**.  
*Volumes Reset appears in the display window.*



### Audio Options Menu, LCP 16 CLD

The **LCP 16 CLD Level Control Panel** is connected to KP CLD keypad. The LCP 16 CLD panel, when connected to a CLD keypad is only used to adjust input and output volumes. You may connect only one (1) LCP panel to a CLD keypad.



**FIGURE 29.** Hardware Setup for KP 32 CLD and LCP 16 CLD

**CAUTION:** Do not connect a KP 32 CLD power supply to the LCP 16 CLD. Doing so could cause damage to the unit.

**NOTE:** The LCP 16 CLD menu option in both the Audio Options and Display menus is always present whether an LCP 16 CLD unit is connected to the KP CLD unit or not.

To **configure an LCP 16 CLD via the KP CLD**, do the following:

1. Starting at the Audio Options|LCP 16 CLD, select the **encoder knob number** you want to configure.
2. Press **SEL**.  
*Inputs, Outputs, Sidetone and Unassigned appears in the display windows.*

3. Using the page down key, scroll until **Inputs** appears, to configure the input levels.  
OR  
Using the page down key, scroll until **Outputs** appears, to configure the output levels.  
OR  
Using the page down key, scroll until **Sidetone** appears, to configure the sidetone levels.  
OR  
Using the page down key, scroll until **Unassigned** appears, to clear any configurations on a per key basis.
4. Press **SEL**.  
*The LCP 16 CLD configuration is changed.*

### Audio Options Menu, Matrix Out

**Matrix Out** allows the user to select between Normal or Hot Mic. In the Normal setting, audio from the selected active mic (based on the mic select feature, see “Audio Options Menu, Panel Mic” on page 94) goes out to the Matrix when any talk key is latched. In the Hot Mic setting, audio from the mic goes out to the Matrix without regard to the talk key state.


By default, Matrix Out is set to *Normal* operation.

To **configure the Matrix Out**, do the following:

1. Starting at the Audio Options|Matrix Out, select **Hot Mic** or **Normal**.



2. Press **SEL**.

A blue arrow  appears next to the selected option.

**NOTE:** When Hot Mic is enabled, the Hot Mic  icon appears in the display window.





## Audio Options Menu, Max Volume

**Max Volume** sets the maximum level, in dB, of volume the user can configure the headset for. This feature prevents incoming audio from being too loud.

The range for this field is *-48dB to 10dB*, and *Mute*.  
The default setting is *10dB*.

To **set the max volume for the headset**, do the following:

1. Starting at the Audio Options|**Max Volume** menu, select **Headset** to set the maximum volume for headsets.
2. Press **SEL**.  
*Front and Rear appear in the display window.*
3. Using the arrow keys, select **Front** to set the maximum volume for the front headset.  
OR  
Using the arrow keys, select **Rear** to set the maximum volume for the rear headset.
4. Press the **SEL** button.  
*The Max Volume: scroll box appears in the display windows.*



5. Using the arrow keys, scroll to the **maximum volume** you desire.

## Audio Options Menu, Mic Gain

**Mic Gain** allows the user to adjust the mic gain level, in dB, and enable or disable mic gain on the keypad.

The range for this field is *-20dB to 10dB*. By default, it is set to *0dB*.

To **set the mic gain level**, do the following:

1. Starting at the Audio Options|Mic Gain menu, select **Level**.



2. Press **SEL**.  
*Front Hdst, Front Mic, Rear Hdst, and Rear Mic appear in the display window.*



3. Using the arrow keys, select the **source to configure mic gain**.
4. Press **SEL**.  
*The mic gain scroll box appears in the display window*



5. Using the arrow keys, scroll to the **mic gain level** (in dB) you want.

To **enable/disable the mic gain level adjustment from the front mic select switch for the KP 32 CLD**, do the following:

1. Starting at the Audio Options|Mic Gain menu, select **Adjust**.



2. Press **SEL**.  
*Disabled (default), Front Hdst, Front Mic, Rear Hdst, and Rear Mic appear in the display window.*



3. Using the arrow keys, select the **resource** you want to configure.
4. Press **SEL**.  
*Disabled and Enabled appear in the display window.*
5. Using the arrow keys, select **Disabled** to prohibit mic gain adjustments.  
OR  
Using the arrow keys, select **Enabled** to allow mic gain adjustments.  
*A blue arrow ► appears next to the selected option.*

## Audio Options Menu, Min Volume

**Min Volume** allows the user to set the minimum volume level, in dB, for both the keypanel speaker and/or the headset speaker. This is the minimum volume level available on the volume control, located on the front of the KP 32 CLD.

The range for this field is *-48dB to 10dB* and *Mute*.

By default, Min Volume is set to *Mute*.

To **set the min volume for either the keypanel speaker and/or headset speaker**, do the following:

1. Starting at the Audio Options|Min Volume menu, select **Headset** to set the minimum volume for headsets.  
OR  
Using the arrow keys, select **Speaker** to set the minimum volume for speakers.
2. Press **SEL**.  
*Front and Rear appear in the display window.*
3. Using the arrow keys, select **Front** to set the minimum volume for the front speaker/headset.  
OR  
Using the arrow keys, select **Rear** to set the minimum volume for the rear speaker/headset.
4. Press **SEL**.  
*The Min Volume: scroll box appears in the display window.*



5. Using the arrow keys, scroll to the **minimum volume** you desire.

## Audio Options Menu, Outp Level

**Output Level** allows the user to adjust the nominal audio output level to the matrix.

The range for this field is *0dB to +8dB*.

By default, the Output Level is set to *8dB*.

To **set the output level**, do the following:

1. Starting at the Audio Options|Output Level menu, select the **Output Level** you want to configure.



2. Press **SEL**.

## Audio Options Menu, Panel Mic

The **Panel Mic** menu option is used to configure how the panel mic operates. When a GPI 32 CLD option card is installed, Front and Rear options are displayed.

Available options for this field are:

*Disabled*

*Enabled*

*Switched* (default) when enabled, the state of the Panel Mic is controlled by the Mic Sel key.

To **configure the Panel Mic**, do the following:

1. Starting at the Audio Options|Panel Mic menu, select either **Front** or **Rear**.



**NOTE:** All four (4) mics cannot be enabled at the same time. If three (3) mic sources are turned on, the rear panel mic is not available. For example, if the front panel mic, the front headset mic, and the rear headset mic are *Enabled*, the rear panel mic is not available.

2. Press **SEL**.  
*Disabled, Enabled, and Switched appears in the display window.*



3. Using the arrow keys, select the **mode**.
4. Press **SEL**.  
*A blue arrow appears next to the selected option.*



## Audio Options Menu, Preamp Out

**Preamp Out** allows the user to choose how audio is routed to the Preamp Output connector.

**NOTE:** The GPI 32 CLD option card must be installed for the Preamp Out menu item to appear.

The selections available are:

<i>Disabled</i>	When <i>Disabled</i> is selected, keypanel audio is isolated from the preamp output connector.
<i>Hot Mic</i>	When <i>Hot Mic</i> is selected, audio is always available at the preamp output connector.
<i>Switched (default)</i>	When <i>Switched</i> is selected, keypanel audio is routed to the preamp output connector when a talk key is latched.

To **configure the preamp output connector**, do the following:

1. Starting at the Audio Options|Preamp Out menu, select the **Preamp Out option** you want.
2. Press **SEL**.  
*Disabled, Hot Mic, and Switched appears in the display window.*



3. Using the arrow keys, select **Preamp Out option** you want.
4. Press **SEL**.

## Audio Options Menu, Sidetone

**Sidetone** indicates the level, in dB, at which the users own voice is heard. Most people prefer some amount of sidetone to overcome the muffled sensation when talking, especially when wearing a dual-sided headset.

The range for this field is *-35dB to 0dB*.

By default, the sidetone level is set at *-20dB*.

You can also configure the mode sidetone operates.

The available options for the sidetone mode are:

*Always On*

*Disabled*

*Switched (default)* When set to switched, the user's voice is heard only when the talk key is activated.

To **set the sidetone level**, do the following:

1. Starting at the Audio Options|Sidetone menu, select **Level**.
2. Press **SEL**.  
*The Sidetone Level adjustment appears in the display window. By default, sidetone is set to -20dB.*



3. Use the scroll arrows  to adjust the **sidetone level**.

To **set the sidetone mode**, do the following:

1. Starting at the Audio Options|Sidetone menu, select **Mode**.
2. Press **SEL**.  
*Always On, Disabled, and Switched appear in the display window. By default, Switched is selected.*



3. Using the arrow keys, select the **mode** to operate sidetone.
4. Press **SEL**.
5. Run **Save Config** to save the modification.

## Audio Options Menu, Speaker

The **Speaker** menu option is used to configure how the speaker operates. When a GPI 32 CLD option card is installed, Front and Rear options are displayed.

Available options for this menu are:

*Always On*

*Disabled*

*Switched* (default) when enabled, the state of the Speaker is determined by the Mic Sel key.

To **configure the speaker**, do the following:

1. Starting at the Audio Options|Speaker menu, select either **Front** or **Rear**.



2. Press **SEL**.  
*Always On, Disabled, and Switched appears in the display window.*



3. Using the arrow keys, select the **option** you want to configure.
4. Press **SEL**.

*A blue arrow ► appears next to the selected option.*

## Audio Options Menu, Tone Gen

**Tone Gen** (tone generation) allows the user to turn the tone generator on or off. The tone generator is used to check the audio path from the keypad to the matrix.

Available selections for this menu are:

*500Hz Tone (default)*

*1kHz Tone*

The selected tone can be activated from either the menu or from the keypad.

To **enable/disable the tone generator**, do the following:

- > Starting at the Audio Options|Tone Gen menu, select **Tone Off** to disable the tone generator.  
OR  
Using the arrow keys, select **Tone On** to enable the tone generator.

*A blue arrow appears next to the selected option.*



To **set the frequency level for the tone**, do the following:



1. Starting at the Audio Options|Tone Gen menu, select **Frequency**.



2. Press **SEL**.  
*1kHz Tone and 500Hz Tone appears in the display window.*



3. Using the arrow keys, select **1KHz Tone**.  
OR  
Using the arrow keys, select **500Hz Tone**.

*A blue arrow appears next to the selected option and the 500Hz  or 1KHz  icon displays in the display window if tone is enabled and the menu is cleared.*



## Menu System, Display

Use this menu to display information about the keypanel configuration.

The information available for display is as follows:

*Assign Type*  
*Auto Dial*  
*Chans On*  
*Chime*  
*Exclusive*  
*Key Groups*  
*Key List*  
*LCP 16 CLD*  
*Level 2 (Key Assignments)*  
*Listen (Assignments)*  
*Matrix*  
*Panel ID*  
*Solo Key*  
*(Keypanel Firmware) Version*

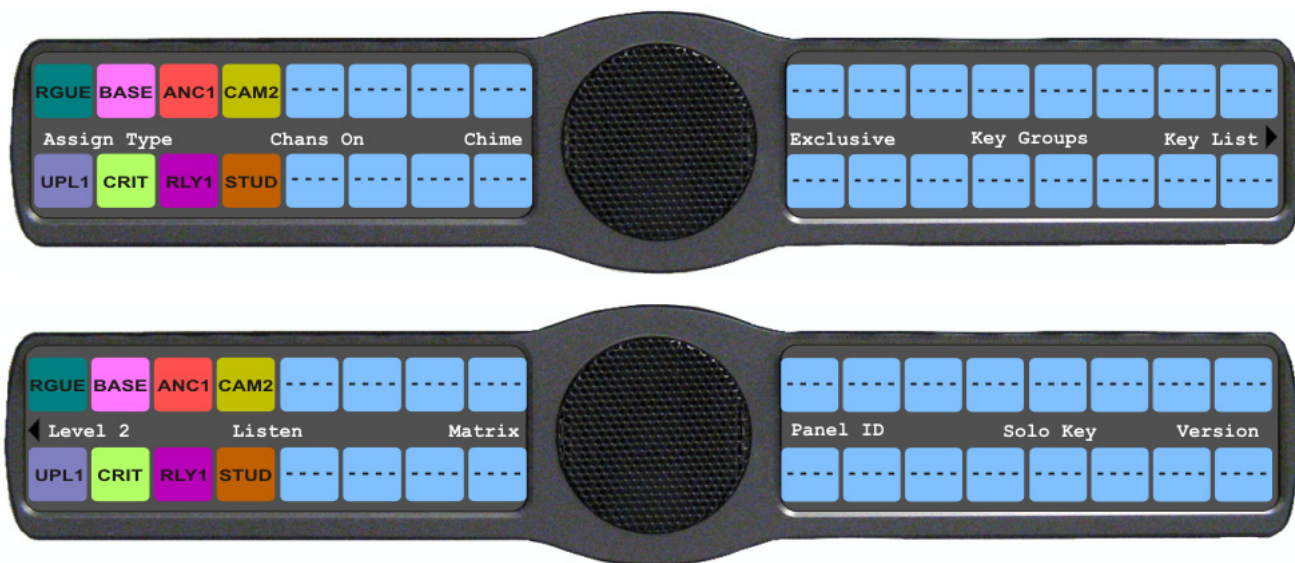


FIGURE 30. Main Display Menu

## Display Menu, Assign Type

**Assign Type** displays the talk level 1 assignment types for all keys.

To **display the types of key assignments assigned to the KP 32 CLD**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.  
*The Information menu appears in the display window.*
2. Verify **Display** is selected.
3. Press **SEL**.  
*The Display submenu appears in the display window.*
4. Verify **Assign Type** is selected.
5. Press **SEL**.  
*The assignment types appear on the appropriate key displays.*



## Display Menu, Auto Dial

**Auto Dial** displays the keypanel keys assigned 1-touch auto dial numbers. 1-Touch auto dial numbers are configured using the locally stored numbers on the keypanel. Once a 1-touch auto dial key is configured, press the configured key to cause the TIF to go off-hook and auto dial the selected number.

To **display the auto dial numbers assigned to the keypanel keys**, do the following:

1. Starting at the Display menu, select **Auto Dial**.
2. Press **SEL**.  
*1-Touch Auto Dial appears in the display window and the key assigned to the number appears with a red bar talk bar.*



## Display Menu, Chans On

**Chans On** displays an alpha list of all intercom ports with talk crosspoints currently closed to this keypanel. Chans On is typically used to locate an open mic or other open audio source that needs to be shut off. The most likely cause is a talk key that has been left on at some keypanel. In this case, use the ↓↓ and ↑↑ keys to quickly page-scroll through the list of names. Press the call waiting window key to ask the person at the other end of the connection to turn off the talk key.

To **display the Chans On information**, do the following:

1. Starting at the Display menu, select **Chans On**.
2. Press **SEL**.  
*The Chans On display appears showing the channels that are on.*



## Display Menu, Chime

**Chime** displays all keys with the chime option enabled on them in red. For more information on the Chime option, see “Key Options Menu, Chime” on page 116.

To **display keys with Chime enabled**, do the following:

1. Starting at the Display menu, select **Chime**.
2. Press **SEL**.  
*The Chime display appears showing chime enabled keys in red.*



## Display Menu, Exclusive

**Exclusive** displays all keys with the exclusive key assignment. For more information on the exclusive assignment, see “Key Options Menu, Exclusive” on page 118.

To **display the Exclusive Keys information**, do the following:

1. Starting at the Display menu, select **Exclusive**.
2. Press **SEL**.  
*The Exclusive display appears showing exclusive keys in red.*



**NOTE:** You can assign more than one (1) Exclusive key.

## Display Menu, Key Groups

**Key Groups** displays a scroll list of groups available on the keypanel.

To **display the different groups available**, do the following:

1. Starting at the Display menu, select **Key Groups**.
2. Press **SEL**.  
*Group 1, Group 2, Group 3, and Group 4 appear in the display window.*
3. Using the arrow keys, select the **Group** you want to display.
4. Press **SEL**.  
*The Master key appears in red, while the slave keys appear in green.*



## Display Menu, Key List

**Key List** displays and allows users to see all the other assignments on other keypanel pages not currently showing in the keypanel display.

To **display the Key List information**, do the following:

1. Starting at the Display menu, select **Key List**.
2. Press **SEL**.

*The Key List displays all the assignments not currently displayed on the keypanel.*



## Display Menu, LCP 16 CLD

**LCP 16 CLD** displays the LCP 16 CLD assignments for the keypanel key.

To **display the LCP 16 CLD assignments on the KP CLD**, do the following:

1. Starting at the Display menu, select **LCP 16 CLD**.
2. Press **SEL**.

*The LCP 16 CLD assignments appear under the corresponding keys in the KP CLD display panel.*

**NOTE:** If an LCP 16 CLD is not detected by the KP CLD keypanel, the message LCP 16 CLD Assigns (LCP Not Detected).

## Display Menu, Level 2

**Level 2** displays the talk level 2 assignments for any key that has talk level 2 assignments. Talk level 2 assignments are used to call two (2) users at one (1) time or to assign an auto function, activated when the Level 1 assignment is used.

To **display the Level 2 Talk information**, do the following:

1. Starting at the Display menu, select **Level 2**.
2. Press **SEL**.

*The Level 2 display appears showing the level 2 talk keys.*





## Display Menu, Listen

**Listen** displays the listen assignments for all keys, if applicable.

To **display the Level 2 Talk information**, do the following:

1. Starting at the Display menu, select **Listen**.
2. Press **SEL**.

*The Listen display appears showing the listen assignments on the specified keys.*



## Display Menu, Matrix

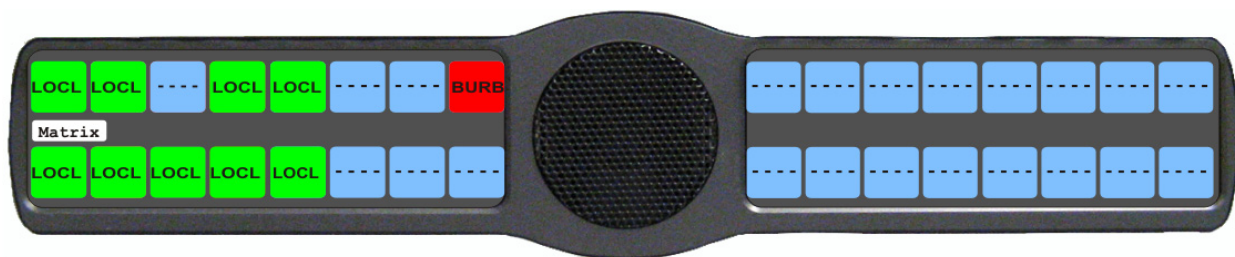
**Matrix** displays the intercom system name for all talk level 1 key assignments. The local intercom is represented by a green key, while a remote intercom is represented by a red key. If a key assignment is not present on a key, an unassigned key (blue with dashed lines) displays.

In non-trunked intercom systems, the intercom system name is always LOCL (local). In trunked systems, intercom system names are created in TrunkEdit (*Intercoms|Names*).

To **display the matrix intercom system name**, do the following:

1. Starting at the Display menu, select **Matrix**.
2. Press **SEL**.

*The Matrix display appears showing the matrix intercom system.*



## Display Menu, Panel ID

**Panel ID** displays the port number to which the keypanel is connected (used only with an AIO-8 card). The calculation is based on the data group to which the keypanel is connected. If the address switch is incorrectly set, the wrong panel ID displays. There is no need for this address if an AIO-16 card is used. Address setting is automatically generated when an AIO-16 card is used.

**NOTE:** When the keypanel is not scroll enabled, the Panel ID displays only the port number in the panel display window. When the keypanel is scroll enabled, the port number and port alpha are displayed.

To **display the panel ID**, do the following:

1. Starting at the Display menu, select **Panel ID**.
2. Press **SEL**.

*The Panel ID display appears showing the port number and alpha (if applicable) for the keypanel.*



## Display Menu, Solo

**Solo** displays all keys with the solo assignment. For more information on the solo assignment, see “Key Options Menu, Latching” on page 119.

To **display the Solo Key information**, do the following:

1. Starting at the Display menu, select **Solo**.
2. Press **SEL**.

*The Solo display appears showing solo keys in red.*

**NOTE:** You may only assign one (1) solo key at a time.



## Display Menu, Version

**Version** displays the firmware version currently running on the keypanel.

**NOTE:** For firmware upgrades, contact customer service. The KP 32 CLD firmware can be upgraded through AZedit.

To **display the firmware version currently loaded on the keypanel**, do the following:

1. Starting at the Display menu, select **Version**.
2. Press **SEL**.

*The Version display appears showing firmware version for the keypanel.*





## Menu System, Key Assign Menu

The **Key Assign** menu, shown in Figure 31, is used to assign intercom key assignments and auto functions to keypanel keys.

Available options for this menu are:

*Matrix (only in trunked systems)*

*Pt-to-Pt*

*Party Line*

*IFB*

*Special List*

*Sys Relay*

*Camera ISO*

*UPL*

*IFSL*

*Auto Func*



### Key Assign Menu Part 1



### Key Assign Menu Part 2

FIGURE 31. Main Key Assign Menu

To access the key assign menu options, do the following:

1. Starting at the Key Assign menu, select the **key assignment** you want to assign.
2. Press **SEL**.  
*A scroll list of available ports appears in the display window.*

## Key Assign Menu, Matrix (Trunked System Only)

**Matrix** only appears for trunked intercom systems. You must select a remote intercom matrix before assigning intercom keys to destinations in that matrix. You do not need to select matrix to assign keys to destinations in your own matrix. Also, you do not need to select matrix when assigning an auto function key to a matrix.

To **assign a remote assignment to the KP 32 CLD**, do the following:

1. Starting at the KeyAssign|Matrix menu, select a **remote intercom**.



2. Press **SEL**.  
*A scroll list of available ports appears in the display window.*
3. Using the arrow keys, select the **port** you want to assign to the keypanel key.



4. Press **SEL**.  
*A list of auto-functions appear in the display window.*
5. Using the arrow keys, select the **auto-function** you want to assign to the Pt-to-Pt assignment, if applicable.



6. Press **SEL**.  
*Tap Key appears in the display window.*
7. Press down on the **keypanel key position** where you want the Pt-to-Pt assignment to appear.  
*The key color changes to teal and the alpha name appears on the key.*

## Key Assign Menu, Pt-to-Pt

**Pt-to-Pt** assigns a key that talks or listens to a another intercom port.

**NOTE:** Some Pt-to-Pt destinations may be non-keypanel devices that cannot activate talk and listen paths. Therefore, if you want full communication, you may need to assign both talk and listen on the key. For more information, see “Key Assign Menu, Auto Func” on page 113.

To **assign Pt-to-Pt to the keypanel key**, do the following:

1. Starting at the KeyAssign|**Pt-to-Pt** menu, select the **port** you want to assign to the keypanel key.



2. Press **SEL**.  
*A list of auto-functions appear in the display window.*
3. Using the arrow keys, select the **auto-function** you want to assign to the Pt-to-Pt assignment, if applicable.



4. Press **SEL**.  
*Tap Key appears in the display window.*
5. Press down on the **keypanel key position** where you want the Pt-to-Pt assignment to appear.  
*The key color changes to teal, and the alpha appears on the key.*

## Key Assign Menu, Party Line

**Party Line** assigns a key that talks and/or listens to a party line. The key is not available until members have been assigned to the party line. This is done in AZedit.

**NOTE:** Party Line members are usually non-keypanel devices that cannot activate talk and listen paths. Therefore, if you want full communication, you may need to assign both talk and listen on the key. If all communications are normally 2-way, you may wish to assign the key as Talk+Auto Listen.

To **assign a Party Line to the keypanel key**, do the following:

1. Starting at the KeyAssign|**Party Line** menu, select the **party line** you want to assign to the keypanel key.



2. Press **SEL**.  
*A list of auto-functions appear in the display window.*
3. Using the arrow keys, select the **auto-function** you want to assign to the Party Line assignment, if applicable.
4. Press **SEL**.  
*Tap Key appears in the display window.*
5. Press down on the **keypanel key position** where you want the Party Line assignment to appear.  
*The key color changes to pink and the alpha appears on the key.*

## Key Assign Menu, IFB

**IFB** assigns the IFB assignment type to a key. By default, all IFBs are restricted. You must select the appropriate scroll enable check box in AZedit, to see IFBs.

To **assign an IFB to the keypanel key**, do the following:

1. Starting at the KeyAssign|IFB menu, select the **IFB assignment** you want to assign to the keypanel key.



2. Press **SEL**.  
*A list of auto-functions appear (see, Figure 32, "Auto Functions," on page 113).*
3. Using the arrow keys, select the **auto-function** you want to assign to the IFB assignment, if applicable.
4. Press **SEL**.  
*Tap Key appears in the display window.*
5. Press down on the **keypanel key position** where you want the IFB assignment to appear.  
*The key color changes to salmon and the alpha appears on the key.*



## Key Assign Menu, Spcl List

**Spcl List** assigns a key that talk and/or listens to a special list. The key is not available until members have been assigned to the special list in AZedit.

**NOTE:** Special List members can be non-keypanel devices that cannot activate talk and listen paths. Therefore, if you want full communication with all members of the special list, you may need to assign both talk and listen on the key.

To **assign a Special List to the keypanel key**, do the following:

1. Starting at the KeyAssign|Special List menu, select the **Special List** you want to assign to the keypanel key.



2. Press **SEL**.  
*A list of auto-functions appear (see Figure 32, "Auto Functions," on page 113).*
3. Using the arrow keys, select the **auto-function** you want to assign to the Special List assignment, if applicable.
4. Press **SEL**.  
*Tap Key appears in the display window.*
5. Press **down** on the keypanel key position where you want the Special List assignment to appear.  
*The key color changes to green and the alpha appears on the key.*

## Key Assign Menu, Sys Relay

**Sys Relay** refers to any of several types of control devices that can exist in the intercom system, including:

- The 8 GPI outputs from an ADAM Frame (J11 on the XCP-ADAM-MC Breakout Panel).
- The 8 GPI outputs from an ADAM CS Frame (J903 on the ADAM CS back panel).
- The relay outputs of an FR9528 Relay Frame (RELAY OUTPUTS connector on the FR9528 back panel).
- The 16 GPI outputs of a UIO-256 or GPIO-16 Frame (J5 on the UIO-256/GPIO-16 back panel).

To **assign a Relay to the keypanel key**, do the following:

1. Starting at the KeyAssign|Sys Relay menu, select the **relay** you want to assign to the keypanel key.



2. Press **SEL**.  
*A list of auto-functions appear (see Figure 32, "Auto Functions," on page 113).*
3. Using the arrow keys, select the **auto-function** you want to assign to the relay assignment, if applicable.
4. Press **SEL**.  
*Tap Key appears in the display window.*
5. Press **down** on the **keypanel key position** where you want the Relay assignment to appear.  
*The key color changes to magenta and the alpha appears on the key.*

## Key Assign Menu, Camera ISO

**Camera ISO** assigns an **ISO** (isolate) assignment type to the key. By default, all ISOs are restricted. You must select the appropriate scroll enable check box in AZedit, to see ISOs.

To assign a Camera ISO to the keypanel key, do the following:

1. Starting at the KeyAssign|Camera ISO menu, select the **ISO** you want to assign to the keypanel key.



2. Press **SEL**.  
*A list of auto-functions appear (see Figure 32, "Auto Functions," on page 113).*
3. Using the arrow keys, select the **auto-function** you want to assign to the Camera ISO assignment, if applicable.
4. Press **SEL**.  
*Tap Key appears in the display window.*
5. Press down on the **keypanel key position** where you want the Camera ISO assignment to appear.  
*The key color changes to dark yellow and the alpha appears on the key.*

## Key Assign Menu, UPL

**UPL Resrc** assigns a key the UPL resource assignment type to the key. By default, all UPL resources are restricted. You must select the appropriate scroll enable check box in AZedit, to see UPLs.

To assign a UPL to the keypanel key, do the following:

1. Starting at the KeyAssign|UPL menu, select the **UPL** you want to assign to the keypanel key.



2. Press **SEL**.  
*A list of auto-functions appear (see Figure 32, "Auto Functions," on page 113).*
3. Using the arrow keys, select the **auto-function** you want to assign to the UPL assignment, if applicable.
4. Press **SEL**.  
*Tap Key appears in the display window.*
5. Press down on the **keypanel key position** where you want the UPL assignment to appear.  
*The key color changes to periwinkle and the alpha appears on the key.*

## Key Assign Menu, IFB SL

**IFB SL** (IFB Special List) is similar to a special list, except the members of these special lists are IFB assignments. IFB SLs are useful when a producer of a news program needs to talk to all the talent at the same time (most talent assignments are IFB assignments).

To **assign an IFSL to the keypanel key**, do the following:

1. Starting at the KeyAssign|IFSL menu, select the **IFSL** you want to assign to the keypanel key.



2. Press **SEL**.  
*A list of auto-functions appear (see Figure 32, "Auto Functions," on page 113).*
3. Using the arrow keys, select the **auto-function** you want to assign to the IFSL assignment, if applicable.
4. Press **SEL**.  
*Tap Key appears in the display window.*
5. Press down on the **keypanel key position** where you want the IFSL assignment to appear.  
*The key color changes to brown and the alpha appears on the key.*

## Key Assign Menu, Auto Func

**Auto Func** assigns an auto function to the key. Auto functions assigned to a key stay with the key regardless of the assignment.

Available options for this menu are:

<i>AF</i>	Auto Follow for listen keys only.
<i>AL</i>	Auto Listen for listen keys only.
<i>AM</i>	Auto Mute for listen keys only.
<i>AR</i>	Auto Recip for listen keys only.
<i>AC</i>	All Call for talk level 1 only.
<i>Dim</i>	Dim Table function, for talk level 2 on point-to-point keys only.



**FIGURE 32.** Auto Functions

To **assign an Auto Function**, do the following:

1. Starting at the KeyAssign|**Auto Funcs** menu, select the **auto function** you want to assign to the keypanel key.
2. Press **SEL**.  
*Tap Key appears in the display window.*
3. Press the **keypanel key** to which you want to assign the auto function.

## Menu System, Key Options Menu

The **Key Options Menu**, shown in Figure 33, is used to configure many of the KP 32 CLD keypanel operation options, such as auto dial functions, chime keys and duration, exclusive keys, key group assignments, solo key configuration, latching options, button lock and tally operation.

Available options for this menu are:

*Auto Dial*  
*Chime*  
*Clear*  
*Exclusive*  
*Key Groups*  
*Latching*  
*Lock*  
*Panel Swap*  
*Solo*  
*Tallies*



**FIGURE 33.** Main Key Option Menu

### Key Options Menu, Auto Dial

**Auto Dial** stores commonly used phone numbers in the auto dial list locally on the keypanel. You can access the local auto dial list from any CLD Color Display Keypanel or any of the KP 32 family keypanels.

**NOTE:** You can also create a centralized auto dial list which is stored on the Master Controller and maintained through AZedit. For more information, see “Centralized Auto Dials” on page 165.

You can configure *up to 100 stored auto dial numbers*.

In version 1.1.1 and later, it is now possible to configure 1-Touch TIF auto dial numbers. 1-Touch Auto Dials are configured using the locally stored numbers on the keypanel. Once a 1-Touch Auto Dial key is configured, pressing the configured key causes the TIF to go off-hook and auto dial the selected number.



To **store an auto dial number**, do the following:

1. Starting at the Key Options|Auto Dial menu, select **Numbers**.



2. Press **SEL**.  
*#01:<empty> appears in the display window.*

**NOTE:** Use the arrow keys, to scroll to the **auto dial entry** you want to use. There are up to 100 auto dial entries available.

3. Press **SEL**.  
*#01: with a blinking cursor appears in the display window.*
4. Using the keypad keypad, enter the **phone number** you want to store (for example, 123456789).

---

**IMPORTANT:** Do not press SEL! This closes the menu.

---

5. On the KP 32 CLD keypad, press **FWD**.  
*Save Number? appears in the display window.*
6. Press the **SEL** button.  
*The auto dial position number and telephone number appear in the display window.*

To **delete a stored auto dial number**, do the following:

1. Starting at the Key Options|Auto Dial menu, select **Numbers**.



2. Press **SEL**.  
*#01:<empty> appears in the display window.*
3. Using the arrow keys, select the **Auto Dial number** you want to remove.
4. Press **SEL**.  
*#01: with a flashing cursor appears in the display window.*

**NOTE:** #01 is used for example purposes only. Depending on the auto dial number you want to delete determines the number seen here.

5. Press **FWD**.  
*Save Number? appears in the display window.*
6. Press **SEL**.  
*#01: <empty> appears in the display window. The auto dial number is erased.*

To **configure a 1-touch auto dial key**, do the following:

1. Starting at the Key Options|Auto Dial menu, select **1-Touch**.
2. Press **SEL**.  
*Tap Key appears in the display window.*
3. Tap the **key** you want to put the TIF 1-Touch assignment.  
*A scroll list of auto dial phone numbers appear in the display window.*
4. Using the arrow keys, select the **phone number** you want to assign to the key.
5. Press the **CLR** button to exit out of Menu Mode.

**NOTE:** To hang up after using the 1-Touch key, you must use the TIF menu or assign Drop to a UPG key. For more information on UPG keys, see “User Programmable Keys” on page 52.

## Key Options Menu, Chime

**Chime** indicates a chime tone sounds on incoming call announcements for selected keypanel keys. You can configure the chime tone to activate for a specified amount of time after a call is received.

The range for this field is *5 seconds to 30 seconds (increments of 5)*.

To **add a chime tone to keypanel keys**, do the following:

1. Starting at the Key Options|Chime menu, select **Keys**.
2. Press **SEL**.  
*Tap Key appears in the display window.*



3. Tap **down** on each keypanel key to which you want to add Chime.  
*The selected keys turn red.*

To **delete an existing chime on keypanel keys**, do the following:

4. Starting at the Key Options|Chime menu, select **Keys**.
5. Press **SEL**.  
*Tap Key appears in the display window.*
6. Tap **down** on each red keypanel key from which you want to remove the chime tone.  
*The selected keys return to the unassigned state (light blue color).*
7. Press **CLR** to exit the menu structure.

To **set the duration of the chime tone heard**, do the following:

1. Starting at the Key Options|Chime menu, select **Duration**.
2. Press **SEL**.  
*The Min Duration scroll list appears in the display window.*



3. Using the arrow keys, scroll to the **amount of time**, between 5 and 30 seconds, you want the chime to last.
4. Press **SEL**.  
*The duration is configured.*

### Key Options Menu, Clear

The **Clear** menu option is used to clear any key options that have been assigned to a specific key or the clear the UPG button assignment.

To **clear a key's key options**, do the following:

1. Starting at the Key Options menu, select **Clear**.



2. Press **SEL**.  
*Tap Key appears in the display window.*
3. Tap the **key** you want to clear the key options from.  
*The key options are removed from the keypanel key.*
4. Press the **CLR button** to exit the menu structure.

## Key Options Menu, Exclusive

**Exclusive** allows the user to set up a key that causes all other keys to turn off when activated. Unlike the solo option, when the exclusive option is deactivated, the keys turned off and do not turn back on. You can assign multiple exclusive keys.

To **create an exclusive key assignment**, do the following:

1. Starting at the Key Options menu, select **Exclusive**.
2. Press **SEL**.  
*Tap Key appears in the display window.*



3. Tap **down** on any keypad key you want to assign the exclusive key option.  
*The selected keys return to the unassigned state (light blue color).*

To **remove an exclusive key assignment**, do the following:

1. Starting at the Key Options menu, select **Exclusive**.
2. Press **SEL**.  
*Tap Key appears in the display window.*
3. Tap **down** on each red keypad key from which you want to remove the exclusive key option.  
*The key display turns red.*

## Key Options Menu, Key Groups

**Key Groups** is used to create a key group. A key group allows the user to call a group of keypanels by activating one (1) key (the master key). When the master key is activated, all keys in the group become active.

You can create *up to four (4) key groups*.

To **create a key group**, do the following:

**NOTE:** Use the following instructions to create any of the four (4) key groups.

1. Starting at the Key Options|Key Groups menu, select the **Group** (1-4) you want to create.



2. Press **SEL**.  
*Tap Master Key appears in the display window.*

3. Tap **down** on the keypad key you want to act as the master key.  
*The selected key turns red and Tap Slave Key(s) appears in the display window.*



4. Tap **down** on the keypad keys you want to be activated when the master key is selected.  
*The selected keys turn green.*

To **delete a key group**, do the following:

1. Starting at the Key Options|Key Groups menu, select the **Group** (1-4) you want to delete.
2. Press the **SEL** button.  
*Tap the Master Key appears in the display window.*
3. Tap **down** on the red keypad key you configured as the master key.  
*The selected key returns to the unassigned state (light blue color) and Tap Slave Key(s) appears in the display window.*
4. Tap **down** on the keypad keys you want to be activated when the master key is selected.  
*The selected keys turn green.*

### Key Options Menu, Latching

**Latching** is used to enable or disable the keypad key to stay on when pressed. When Latching is enabled, the talk function stays on after the talk key is pressed. Otherwise, the talk function only works when the button is pressed.

By default, latching is enabled.

To **set latching on a keypad key**, do the following:

1. Starting at the Key Options menu, select **Latching**.
2. Press **SEL**.  
*Disabled and Enabled appear in the display window.*



3. Using the 3(↑) or 6(↓), select **Enabled** or **Disabled**.

A blue arrow ► appears next to the selected option.



## Key Options Menu, Lock (Button Lock)

**Lock** is used lock keypanel keys in the on or off position. Each key may be independently locked on or off.

To **lock a button on**, do the following:

1. Starting at the Key Options| menu, select **Lock**.



2. Press **SEL**.  
*Tap Key appear in the display windows.*
3. Tap the **keypanel key** you want to lock on.  
*The key turns green with white trim. This indicates the key is locked on. A red key indicates the key is locked off, which means the user cannot turn the key on or off.*
4. Press **CLR** to exit the menu structure.

## Key Options Menu, Panel Swap

**Panel Swap** gives users the ability to quickly and easily change a group of keypanel assignments on the keypanel. This is done through the use of virtual expansion panels. Virtual expansion panels use ports in the system, just like a physical keypanel or expansion panel. Panel swap differs from changing setup pages because the keys can stay active even when they are no longer visible on the main panel. Also, panel swap allows the user a 1-touch trigger to complete two (2) actions at once.

---

**IMPORTANT:** The number of actual physical keys on the keypanel and any attached actual physical expansion panel must be less than the numbers of available ports.

For example, the KP 32 CLD has 32 physical keys and the matrix has 64 ports; therefore, one (1) virtual EKP can be used.

However, a KP 32 CLD and an EKP 32 CLD has 64 physical keys. Virtual EKPs cannot be used unless the Intercom is configured for 96 or 128 ports.

---

Panel swap can be configured to a UPG key, a GPI Input, or GPI Output allowing local or remote access. A GPI board does not need to be installed to be controlled by GPI Outputs. However you must set up a Setup Page in AZedit for the virtual EKP to be able to assign key assignments.

**TABLE 7.** Number of Virtual EKPs supported with different keypanel and intercom configurations

Intercom configured for 64 keys	# of Virtual EKPs supported
KP 32 CLD	1
KP 32 CLD w/EKP 32 CLD	0
KP 12 CLD	3

Intercom configured for 96 keys	# of Virtual EKPs supported
KP 32 CLD	2
KP 32 CLD w/EKP 32 CLD	1
KP 32 CLD w/2xEKP 32 CLD	0
KP 12 CLD	5

Intercom configured for 128 keys	# of Virtual EKPs supported
KP 32 CLD	3
KP 32 CLD w/EKP 32 CLD	2
KP 32 CLD w/2xEKP 32 CLD	1
KP 32 CLD w/3xEKP 32 CLD	0
KP 12 CLD	7

### ***Panel Swap Control Options***

There are several control mechanisms to configure the way panel swap is engaged:

*Keypad FWD*

*Keypad BACK*

*Keypad UPG1*

*Keypad UPG2*

*GPI In Opto 1, 2, 3, and 4*

*GPI Out OC Out 1 and 2*

*GPI Out Relay 1, 2, and 3*

### ***Configuration for Panel Swap***

Once you set up the control, you then configure how to physically activate the panel swap. There are three (3) ways to configure the way in which to switch keypanel assignments from page to page.

*Cycle To:* Uses the FWD and BACK buttons to navigate to the key assignments

*Switch To:* Used to switch to a specific panel – MAIN, EKP1, etc.

The following icon appears when the Main page is showing **MAIN**.

The following icon appears when the first virtual EKP is showing **EKP1**. Subsequent virtual EKPs display their number in the icon.

*Toggle To:* Used to assign a pre-programmed key to switch to established pages.


*Unassigned* Used to erase the panel swap action from a trigger or control mechanism.



### Panel Swap Key States

**Key States** define how the key assignment behaves when it does not appear in the display window. There are two (2) states available for a key to be configured:

- Force Off:* the key assignment is automatically terminated when the key assignment is not displayed.
- Retain:* the key assignment stays active even when the key assignment is not displayed.

When retain is selected and a key is not displaying, the following icon shows in the display window. 

In the menu structure, under Panel Swap, the menu items Control and Key States appear, but are unavailable on the keypanel until one (1) or more virtual EKPs are assigned.

To **assign virtual keypanels**, do the following:

1. Starting at the Key Options|Panel Swap menu, select **Virtual EKPs**.
2. Press **SEL**.  
*None, 1 EKP, 2 EKP, etc appear in the display window.*


---

**IMPORTANT:** The number of virtual keypanels that appear in the selections depends on the number available ports you have.

---

3. Using the arrow keys, select **1 EKP**.



4. Press **SEL**.  
*A blue arrow  appears next to the selected option.*
5. Press the **CLR** button to exit the menu.

To **configure how to access the virtual keypanel from the front of the keypanel**, do the following:

1. Starting at the Key Options|Panel Swap menu, select **Control**.



2. Press **SEL**.  
*GPI Inputs, GPI Outputs, and Keypad appear in the display window.*



3. Using the arrow keys, select **control mechanism** desired.
4. Press **SEL**.  
*The appropriate sub-control mechanism appears (see “Panel Swap Control Options” on page 121).*
5. Using the arrow keys, select the **sub-control mechanism**.
6. Press **SEL**.  
*Cycle To, Switch To, Toggle To, and Unassigned appear in the display window.*



7. Using the arrow keys, select the **keypanel action** desired.
8. Press **SEL**.  
*A list of actions for the keypanel action appears in the display window (see “Configuration for Panel Swap” on page 121).*
9. Using the arrow keys, select the **action** desired.
10. Press **SEL**.  
*A blue arrow ► appears next to the selected option.*
11. Press the **CLR** button to exit the menu.

To **configure the panel swap key states**, do the following:

1. Starting at the Key Options|Panel Swap menu, select **Key States**.



2. Press **SEL**.  
*Force Off and Retain appear in the display window.*



3. Using the arrow keys, select the **key state** you want to enable (see “Panel Swap Key States” on page 122).
4. Press **SEL**.  
*A blue arrow ► appears next to the selected option.*
5. Press the **CLR** button to exit the menu.

To **erase any programming from the panel swap configuration**, do the following:

1. Starting at the Key Options|Panel Swap menu, select **Control**.



2. Press **SEL**.  
*GPI Inputs, GPI Outputs, and Keypad appear in the display window.*



3. Using the arrow keys, select **control mechanism** you want to erase.
4. Press **SEL**.  
*The appropriate sub-control mechanism appears (see “Panel Swap Control Options” on page 121).*
5. Using the arrow keys, select the **sub-control mechanism** you want to erase.

6. Press **SEL**.  
*Cycle To, Switch To, Toggle To, and Unassigned appear in the display window.*



7. Using the arrow keys, select **Unassigned**.
8. Press **SEL**.  
*A blue arrow appears next to the selected option.*
9. Press the **CLR** button to exit the menu.

### Key Options Menu, Solo

**Solo** allows the user to set up a key that causes all other keys to turn off when activated. However, when the solo key is released, the keys that were turned off by the solo key turn back on.

You can assign only one (1) solo key.

To **create a solo key**, do the following:

1. Starting at the Key Options menu, select **Solo**.
2. Press **SEL**.  
*Tap Key appears in the panel display.*



3. Tap **down** on the keypad key you want to configure as solo.  
*The selected key turns red and Tap Slave Key(s) appears in the display window.*

To **remove a solo key**, do the following:

1. Starting at the Key Options menu, select **Solo**.
2. Press **SEL**.  
*Tap Key appears in the panel display.*
3. Tap **down** on the red solo keypad key from which you want to remove the solo assignment.  
*The selected key turns red and Tap Slave Key(s) appears in the display window.*



## Key Options Menu, Tallies




FIGURE 34. Key Options Menu - Tallies Menu

**Tallies** are used to indicate incoming calls with blinking alpha assignments. You can configure tally time as 15 seconds or an indefinite period of time. If indefinite is chosen, the tally continues to blink until the call is answered.

By default, tallies are set to *15 seconds*.

To **set the tally time on an incoming call**, do the following:

1. Starting at the Key Options|Tallies menu, select **15 Seconds** or **Indefinite**.
2. Press **SEL**.

A blue arrow  appears next to the selected option.



## Key Options Menu, Turn Off

The Turn Off menu item allows the user to turn off all keys, all talk keys, or all listen keys. This menu item can be used with the programmable UPG keys to create a UPG key which can turn off all keys with one push of a key.

To turn off keys on the keypad using the menu, do the following:

1. Starting at the Key Options|Turn Off menu, select **All Keys**, **Talk Keys**, or **Listen Keys**.
2. Press **SEL**.  
*Turn Keys Off?* appear in the display window.
3. Press **SEL**.  
*Keys Turned Off* appear in the display window.
4. Press **CLR** to clear the display window.

To **configure a UPG to turn off keys**, do the following:

1. Starting at the Key Options|Turn Off menu, select **All Keys**, **Talk Keys**, or **Listen Keys**.
2. Press **SEL**.  
*Turn Keys Off?* appear in the display window.
3. Press **SEL**.  
*Keys Turned Off* appear in the display window.

4. On the keypanel, press and hold the **UPG1** or **UPG2** button until the message Menu position saved appears in the display window.  
*Keys Turned Off appears in the display window once the UPG key is released.*
5. Press **CLR** to clear the display window.

To **configure a UPG to require a confirmation before turning off keys**, do the following:

1. Starting at the Key Options|Turn Off menu, select **All Keys**, **Talk Keys**, or **Listen Keys**.
2. Press **SEL**.  
*Turn Keys Off? appear in the display window.*
3. On the keypanel, press and hold the **UPG1** or **UPG2** button until the message Menu position saved appears in the display window.  
*Keys Turned Off? appears in the display window once the UPG key is released.*
4. Press **SEL**.  
*Keys Turned Off appear in the display window.*
5. Press **CLR** to clear the display window.

### *Menu System, OMNEO Offers (Only available with OKI option card installed)*

The **OMNEO Offers** menu item is used to configure the matrix connection when the OKI option card is installed. From this menu, you can also configure the OMNEO channels to be used for AUX Inputs.



**FIGURE 35.** OMNEO Offers Information Menu Option

### **OKI Option Card Matrix Port Configuration**

With the OKI card installed in the CLD family of keypanels, you can have up to two (2) additional full-duplex audio channels that can be mixed with audio in the CLD keypanel.

To **configure an available OMNEO device connection port**, do the following:

1. Starting at the OMNEO Offers|Keypanel menu, select **OMNEO-KP**.



**NOTE:** When the OKI card is installed, by default the AIO menu selection is Disabled.

2. Press **SEL**.  
*A list of available OMNEO devices appears.*
3. Using the arrow keys, select the **OMNEO device** you want to use.  
*An arrow appears next to the device.*
4. Press **CLR** to exit menu mode.

**NOTE:** You can automatically switch between keypanel frame connections. But, when the connection is switched, it automatically disables and resets to the *None* option. This means when you reconnect, you must reassign the matrix port.

## OKI Option Card Aux Port Configuration

To **configure the OMNEO channels as Aux Inputs**, do the following:

1. Starting at the OMNEO Offers|Keypanel menu, select **Aux Input**.



2. Press **SEL**.  
*OMNEO Ch1 and OMNEO Ch2 appears in the display window.*



3. Using the arrow keys, select **OMNEO Ch1** or **OMNEO Ch2**.
4. Press **SEL**.  
*A list of available OMNEO offers appears in the display window.*
5. Using the arrow keys, select the **OMNEO offer** you want to configure as an Aux Input.
6. Press **SEL**.  
*The OMNEO Aux Input is configured.*



## *Menu System, RVON Offers (Only available with the RVON-2 option card installed)*

The **RVON Offers** menu item is used to configure the matrix connection when the RVON-2 option card is installed. It is also used to configure which RVON channels can be used for Aux Input.



**FIGURE 36.** RVON Offers Information Menu Option

### **RVON-2 Option Card Matrix Connection**

**NOTE:** You can only have one (1) frame connection at a time.

There are three (3) ways to connect to the matrix:

<i>AIO</i>	AIO-8, AIO-16, Cronus. When the AIO connection is used, both RVON Ch1 and Ch2 are available as Aux Input Channels. Use the Frame connection on the back panel of the keypanel.
<i>RVON-2</i>	RVON-16, RVON-8, RVON-C, RVON-I/O (in remote mode). You can only use RVON CH1 when connecting to the matrix using the RVON-1. Use the VoIP connection on the RVON-2 option card.
<i>RVON-I/O</i>	RVON-16, RVON-8, RVON-C, and RVON-I/O (in local mode). Use the Frame connection on the back panel of the keypanel.

**NOTE:** For more information about RVON-I/O configuration, see the RVON-I/O user manual (F.01U.193.280).

### **RVON-2 Option Card Matrix Port Configuration**

With the RVON-2 option card installed in the CLD family of keypanels, you can have up to two (2) additional full-duplex audio channels that can be mixed with audio in the CLD keypanel.

**NOTE:** RVON channel 1 can be used for either the matrix connection or as an Aux Input/Output. However, it cannot be used as both at the same time.

To **configure the Matrix connection port**, do the following:

1. Starting at the RVON Offers|Keypanel menu, select the **Matrix connection type** you want to use.



**NOTE:** If an RVON-I/O is connected to the keypanel, RVON-I/O replaces the AIO menu option.

- Using the arrow keys, select the **port** you want to use.  
*An arrow appears next to the port.*
- Press **CLR** to exit menu mode.

**NOTE:** You can automatically switch between keypanel frame connections. But, when the connection is switched, it automatically disables and resets to the *None* option. This means when you reconnect, you must reassign the matrix port.

## RVON-2 Option Card Aux Port Configuration

To configure the **RVON** channels as **Aux Inputs**, do the following:

- Starting at the RVON Offers|Aux Input menu, select **RVON Ch1** or **RVON Ch2**.



- Press **SEL**.  
*A list of available RVON ports appears in the display window.*
- Using the arrow keys, select the **RVON port** you want to configure as an Aux Input.
- Press **SEL**.  
*The RVON Aux Input is configured.*

## Menu System, Save Config

The **Save Config** menu option, shown in Figure 37, is used to save custom settings made in the Key Option or Service menus. Once you have made modifications to these menu options, you must run Save Cfg to store the custom settings in non-volatile memory. This ensures your custom settings are saved when the keypanel is powered down. You can run Reset Config (see “Service Menu, Reset Cfg” on page 151), to erase all custom settings..



**FIGURE 37.** Save Config Menu Option

To **run a save config**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.  
*The Information menu appears.*
2. Using the arrow keys, select **Save Config**.
3. Press **SEL**.  
*Configuration Saved appears in the display window.*



## Menu System, Service

The information available for key assign is as follows:

*Alphas*

*Aux/Mtx Inputs*

*Baud Rate*

*Display Dim*

*Footswitch*

*Key View*

*Keypad*

*Local GPIO*

*OMNEO Setup (Only Available if the OKI card is present)*

*Reset Cfg*

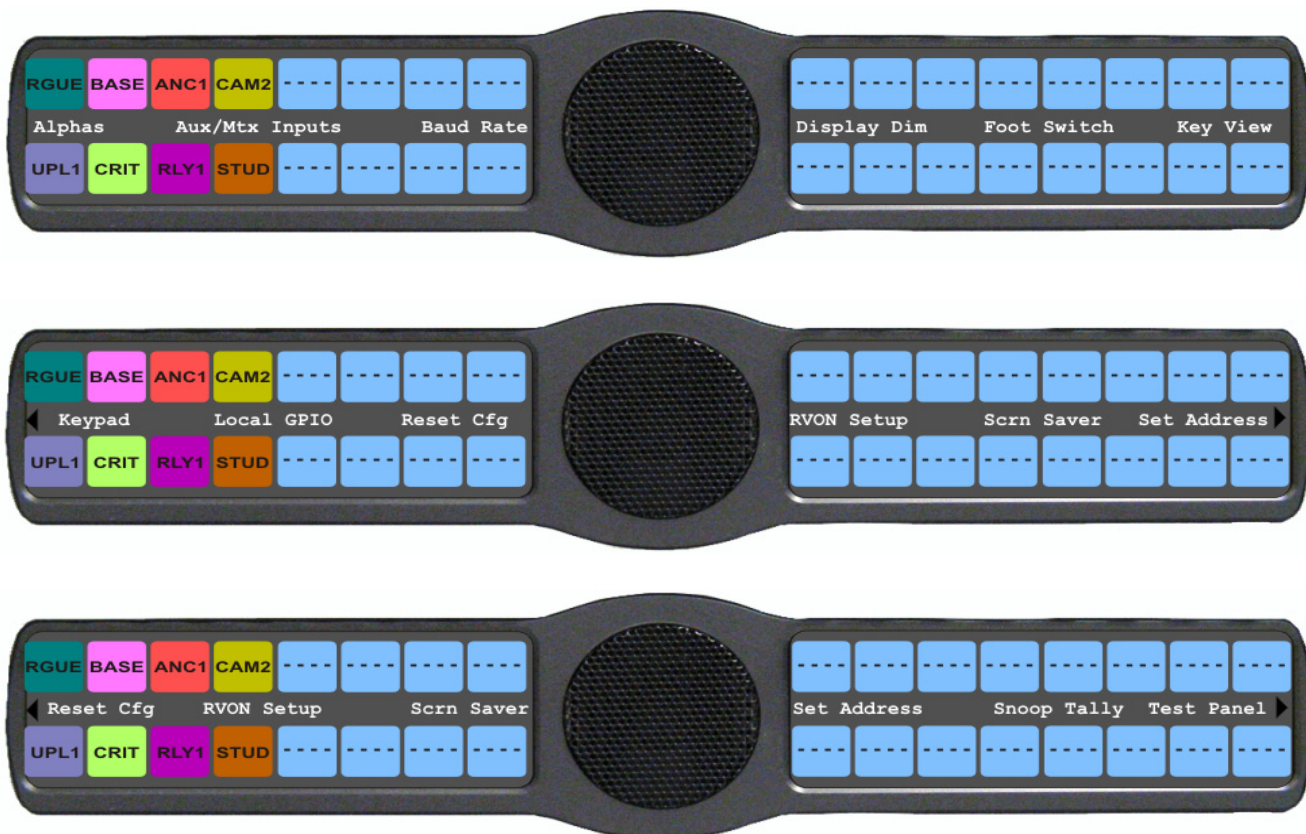
*RVON Setup (Only Available if the RVON card is present)*

*Scrn Saver*

*Set Address*

*Snoop Tally*

*Test Panel*



**FIGURE 38.** Main Service Menu

## Service Menu, Alphas

The **Alphas** menu is used to select the character size appearing in the display window of the keypanel.

**NOTE:** When a Reset Cfg is performed, the Alphas and Poll ID do not get reset.

Minimum firmware revision requirements for Cyrillic support<sup>1</sup> are:

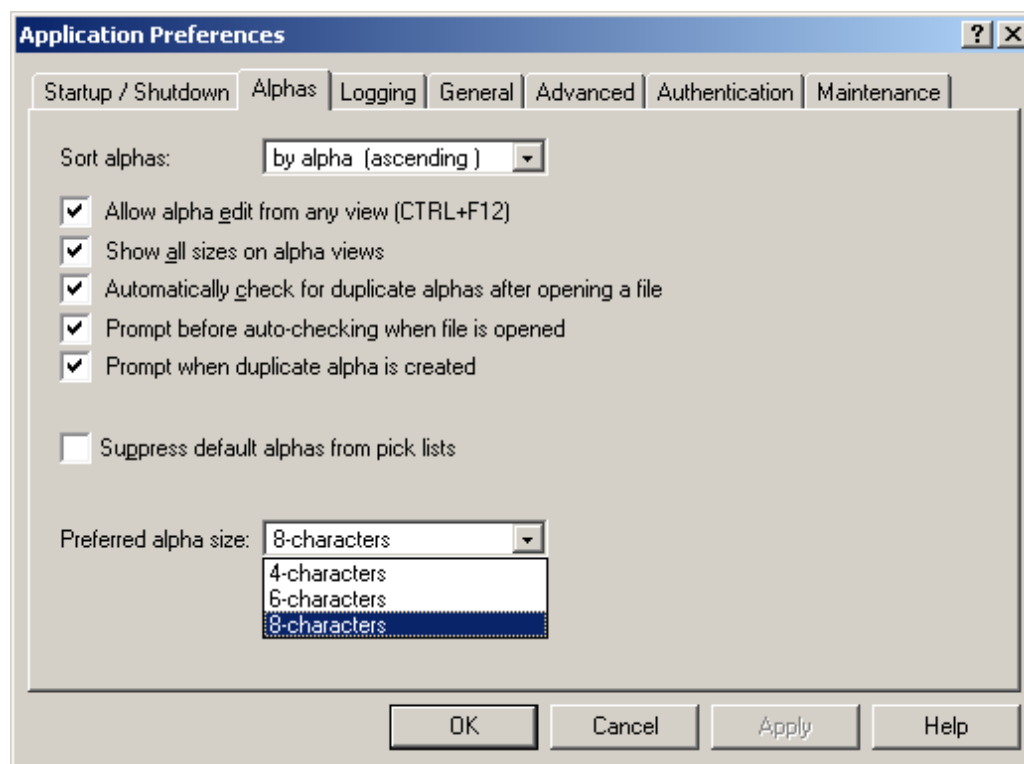
- MCII-e v2.4.0 or later
- AIO-8 v10.5.0 or later
- AIO-16 v1.3.0 or later
- Cronus v1.8.0 or later
- Zeus III v1.3.0
- KP 32 CLD v1.3.0 or later
- KP 12 CLD v1.1.0
- KP812-U v1.0.0
- KP12/4U v1A.0.25C (Cyrillic character set only)
- Font file KP32-CLD-UNICODE.KPF v0.05

**NOTE:** Cyrillic, Katakana and Kanji modes can be run on Unicode intercoms only.

Available options are:

- 4 Chars
- 6 Chars
- 8 Chars
- 8 Chars (Unicode)

**IMPORTANT:** When using an AIO-8, AIO-16 with a SCSI connector or a Zeus Intercom System, only keypanels with the same alpha size can be used. Go to the Alphas page in the Application Preferences notebook (in AZedit, *Options|Preferences|Alphas*) to set the alpha size in AZedit. For more information, see the AZedit User Manual, which can be found at [www.rtsintercoms.com](http://www.rtsintercoms.com).



1. To use Cyrillic mode, you must configure AZedit to support it. For more information, see "Cyrillic Support" on page 229.



To **set the character size and keypanel language**, do the following:

1. Starting at the Service|Alphas menu, select **4 Chars**, **6 Chars**, **8 Chars**, or **8 Chars (Unicode)**.



2. Press **SEL**.  
*Cancel and Save and Restart appear in the display window.*



3. Using the arrow keys, select **Save and Restart**.
4. Press **SEL**.  
*The keypanel restarts itself.*

## Service Menu, Aux/Mtx Inputs

**Aux/Mtx Inputs** enables or disables the control for audio input through the front panel encoder. The KP 32 CLD has six (6) Aux Input connectors on the back panel of the unit. See the “KP 32 CLD Block Diagram” on page 14.

By default, Matrix In is *enabled*.

**NOTE:** This feature is only enabled if the GPI 32 CLD option card is installed.

**NOTE:** There are only three (3) Aux Inputs available on the DKP 16 CLD.

To **enable/disable the aux/mtx inputs**, do the following:

1. Starting at the Service|Aux/Mtx Inputs menu, select **Aux In 1**, **Aux In 2**, **Aux In 3**, **Aux In 4**, **Aux In 5**, **Aux In 6**, **Matrix In**, **RVON Ch1** or **RVON Ch2**.
2. Press **SEL**.  
*Disabled and Enabled appear in the display window.*
3. Using the arrow keys, select **Enabled** to enable the selected Aux Input.  
OR  
Select **Disabled** to disable the selected Aux Input.

## Service Menu, Baud Rate

**Baud Rate** indicates the baud rate at which data is transmitted to the matrix.

Available selections for this field are:

- Auto Baud* the baud rate is determined automatically by the Matrix.
- 9600 Baud (default)*
- 76.8K Baud*

To **set the baud rate**, do the following:

- Starting at the Service|Baud Rate menu, select the **baud rate** you want to use.

*A blue arrow ► appears next to the option currently selected.*



- Press **SEL**.

## Service Menu, Display Dim

**Display Dim** displays the percentage of brightness of the keypad display.


Available selections for this menu are *35% brightness* up to *100% brightness* (set in increments of 5).

By default, the keypad brightness is set to *40%*.

You can configure this option one (1) of three (3) ways:

- All Panels* allows you to set the brightness for all panels connected to the keypad.
- Expansion* allows you to set the brightness for only the main keypad. You can set the brightness for the left display window, the right display window, or both display windows.
- Main Panel* allows you to set the brightness for only the main keypad. You can set the brightness for the left display window, the right display window, or both display windows.

To **set the display brightness on all panels**, do the following:

- Starting at the Service|Display Dim menu, select **All Panels**.  
*Brightness: [X]% (where X represents a number from 35 to 100) appears in the display window.*
- Using the scroll arrows , adjust the **brightness** (35% to 100%) you want the keypad display.
- Press **CLR** to exit the menu system.



To **set the keypad brightness for the main panel**, do the following:


**NOTE:** Use these instructions to set the brightness for any expansion panels you want to set.

1.

Starting at the Service|Display Dim menu, select **Main Panel**.
2.

Press **SEL**.  
*Both, Left and Right appear in the display window.*
3.

Using the arrow keys, select **Both, Left, or Right**.  
*Brightness: [X]% (where X represents a number from 35 to 100) appears in the display window.*
  - Both* adjusts both the left and right display windows on the keypad or the expansion panel.
  - Left* adjusts the left display window on the keypad or the expansion panel.
  - Right* adjusts the right display window on the keypad or the expansion panel.
4.

Using the scroll arrows , adjust the **brightness** (35% to 100%) you want the keypad to display.
5.




Press **CLR** to exit the menu system.

Service Menu, Footswitch

The **Footswitch** menu allows the user to enable the footswitch feature and configure how a latched talk key behaves when the footswitch is released. In normal footswitch options, latched talk keys go into a ready state waiting for the footswitch to be pressed. When the footswitch is pressed, the latched talk keys become active. Then, when the footswitch is released, the latched talk keys go back into a ready state. You can configure the keypad so latched talk keys become unlatched when the footswitch is released. In this mode, the footswitch is a one-time operation. Pressing the footswitch turns the keys on and releasing the footswitch turns the keys off, unlatching them so the keys are unable to come on again with the next press of the footswitch. To use the footswitch again, you must re-latch the desired talk keys. For more information, see “Key Options Menu, Latching” on page 119.

**NOTE:** A footswitch is a foot-triggered switch used to activate keypad assignments.


By default, the Footswitch is *disabled*.

	Footswitch Active	The footswitch is active.
	Footswitch Enabled	<div>The footswitch is enabled, but not active.</div> <div><b>NOTE:</b> When a talk key is pressed while the Footswitch is enabled, the key display turns amber  to signify it is waiting for footswitch activity.</div>

## Enabling

To **enable the footswitch**, do the following:


1. Starting at the Service|Footswitch menu, select **Enabled**.
2. Press **SEL**.

A blue arrow  appears next to Enabled. When Footswitch is enabled, a green footswitch appears on the right side of the left display window.



To **disable the footswitch**, do the following


1. Starting at the Service|Footswitch menu, select **Disabled**.
2. Press **SEL**.

A blue arrow  appears next to Disabled.

## Latch Operation

To **have talk keys unlatch when the footswitch is released**, do the following:


1. Starting at the Service|Footswitch menu, select **Latched Keys**.
2. Press **SEL**.
3. Using the arrow keys, select **Unlatch**.
4. Press **SEL**.

A blue arrow  appears next to selected option.

5. Press **CLR** to exit menu mode.

To **have talk keys return to the latched state when the footswitch is released**, do the following:

1. Starting at the Service|Footswitch menu, select **Latched Keys**.
2. Press **SEL**.
3. Using the arrow keys, select **Retain**.
4. Press **SEL**.

A blue arrow  appears next to selected option.

5. Press **CLR** to exit menu mode.

## Service Menu, Ganged Vols

**Ganged Vols** is used to set what happens when adjusting the volume for a ganged channel pair when the volumes are not identical and one of the volumes reaches the minimum or maximum level.

Available options:

*Disappearing Mode* – allows adjustments to continue when one of these volumes of the ganged pair hits a limit. This setting adjusts the volume difference until the difference or offset between the volumes disappears.

*Fixed Offset Mode* – prevents adjustments to continue when one of the volumes of the ganged pair hits a limit. This setting maintains the difference between the two volumes.

To **configure ganged vols**, do the following:

- Starting at the Service|Ganged Vols menu, select **Disappearing** to allow adjustments to continue once a limit has been met by one (1) of the volumes.  
OR  
select **Fixed Offset**, to prevent adjustments once a limit has been met by one (1) of the volumes.




- Press **SEL**.  
A blue arrow  appears next to selected option.

## Service Menu, Intercom Mode

The **Intercom Mode** menu is used to select the type of firmware you have in your intercom so the keypanel can display alphas in the correct font/language.

Available options are *Alternate* and *Standard*.

To **select the intercom mode**, do the following:

- Starting at the Service|Intercom Mode menu, select **Alternate** or **Standard**.  
A blue arrow  appears next to selected option.
- Press **SEL**.  
The selections *Cancel* and *Save and Restart* appear in the display window.
- Using the arrow keys, select **Cancel** to cancel out of the action.  
OR  
Using the arrow keys, select **Save and Restart** to save the changes.


## Service Menu, Key View

**Key View** allows the user to set the key view for the keypanel. You can set the keypanel to display only Talk keys, Talk/Listen Keys or Suppress AF (suppress auto follow) keys.

By default, *Suppress AF* is selected.

To **set the key view**, do the following:

1. Starting at the Service|Key View menu, select **Talk Only** to show only talk keys.  
OR  
Select **Talk/Listen** to show talk and listen keys.  
OR  
Select **Suppress AF** to hide auto functions of the key assignments.
2. Press **SEL**.

A blue arrow  appears next to selected option.

**NOTE:** When Talk/Listen is selected, the keypanel keys shows the listen assignment on top and talk assignment on the bottom of the key.



## Service Menu, Keypad

**Keypad** is used to set the keypad sequence to be used with the keypanel and to set the backlight options.



**FIGURE 39.** Service Menu - Keypad Options

## Keypad Sequence

**Keypad Sequence** is used to select the type of keypad you want to use on the KP CLD unit.

Available selections for this option are *Classic* and *Standard*.

For more detailed information, see “KP 32 CLD Keypad Quick Reference” on page 169.

To **set the keypad sequence for the keypanel**, do the following:

1. Starting at the Service|Keypad menu, select **Sequences**.
2. Press **SEL**.  
*Classic (default) and Standard appear in the display window.*



3. Using the arrow keys, select **Standard** for the standard keypad sequence.  
OR  
Using the arrow keys, select **Classic** for the classic keypad sequence.  
*A blue arrow ► appears next to the selection.*

## SEL Key

The **SEL Key** menu allows the user to choose how the SEL or PGM key functions. There are two (2) types of keypads available: Standard and Classic. With the standard keypad, this menu allows you to set up the SEL key functionality. With the classic keypad, this menu allows you to set up the PGM key functionality.

Available selections for this field are:

- |                          |  |
|--------------------------|--|
| <i>Auto</i>              | The key function is automatically selected based on whether you are in English or Japanese alpha mode. In English mode, the SEL/PGM key is assigned Assignment Group functionality, while in Japanese mode, the SEL/PGM key is assigned Quick Assign functionality.  |
| <i>Assignment Groups</i> | The key function is given Assignment Groups. This displays the scroll lists of a collection of user-selectable key assignments. When you select a group, a scroll list of the members of the group appear, which then can be called or programmed onto a key. For more information see, “Assignment Groups Page” on page 57.   |
| <i>Quick Assign</i>      | The key function is given Quick Assign. When you configure the SEL/PGM key with Quick Assign, you are actually selecting your most used key type, for example, P-P with AL. When the SEL/PGM key is pressed with a quick assign configured to it, a menu appears with Assign or Clear. The user can then quickly configure a key with a pre-configured assignment by selecting Assign, or clear the key assignment by selecting Clear. |

## Backlight

Available selections for this field are:

<i>Activate</i> (default)	When Activate is selected, the backlight activates when the user presses any keypad key on the keypad. Note, this action is not part of the key sequence, but simply a way to activate the backlight on the keypad.
<i>Always Off</i>	The keypad backlight is always off.
<i>Always On</i>	The keypad backlight is always on.

**NOTE:** When the keypad menu is not active, the backlight stays lit for five (5) seconds of inactivity before shutting off. However, when the keypad menu is active, the backlight stays lit for one (1) minute before exiting the menu system and shutting off. Using Activate as your setting can prolong the lifetime of the backlight for the keypad.

To **set the keypad backlight option**, do the following:

1. Starting at the Service|Keypad menu, select **Backlight**.
2. Press **SEL**.  
*Activate (default), Always Off, and Always On appear in the display window.*



3. Using the arrow keys, select **Always On** to have the keypad backlight always on.  
OR  
Using the arrow keys, select **Always Off** to have the keypad backlight never on  
OR  
Using the arrow keys, select **Activate** to have the keypad turn on when the keypad is pressed.



## Service Menu, Local GPIO

**Local GPIO** is used to configure GPIO inputs and outputs. You can only use this option if your KP 32 CLD has an optional Connector Module. Inputs can be assigned to activate intercom keys (including group master keys). Outputs can be activated by intercom keys.

Further configuration can be done to allow a GPIO Output to track the state of the Output. For example, if an output is activated (and is being tracked by an input), the input is also activated. This feature allows GPIO Outputs to control Talk Key or Key Group activation.

In addition to tracking, you can also configure how Key Group keys are activated when triggered by a GPIO Input. By default, when a key group is activated, the keys are forced on, until the key group is deactivated. This is referred to as Level Mode. Alternatively, you can configure the key group to operate in Edge Mode. This option turns on keys in a key group when the GPIO Input is activated, but allows the user to turn off individual keys even if the GPIO Input is still asserted.

**NOTE:** This feature is only enabled if the GPI 32 CLD option card is installed.

**NOTE:** The DKP 16 CLD has only three (3) Opto Connectors available.

To **configure a GPIO Input to control an individual talk key**, do the following:

1. Starting at the Service|Local GPIO menu, select **GPIO Inputs**.



2. Press **SEL**.  
*Opto 1, Opto 2, Opto 3, and Opto 4 appear in the display window.*
3. Using the arrow keys, select **Opto 1, Opto 2, Opto 3, or Opto 4**.
4. Press **SEL**.  
*Function and Mode appear in the display window.*
5. Using the arrow keys, select **Function**.
6. Press **SEL**.  
*Key Group, Not Assigned, and Talk Key appear in the display window.*



7. Using the arrow keys, select **Talk Key**.
8. Press **SEL**.  
*Tap Key appears in the display window.*
9. Tap the **talk key** to be controlled by the GPIO Input.  
*The selected keypad key turns red.*

To **configure a GPIO Input to control a Key Group and select Level or Edge mode**, do the following:

1. Starting at the Service|Local GPIO menu, select **GPIO Inputs**.
2. Press **SEL**.  
*Opto 1, Opto 2, Opto 3, and Opto 4 appear in the display window.*
3. Using the arrow keys, select **Opto 1, Opto 2, Opto 3, or Opto 4**.
4. Press **SEL**.  
*Function and Mode appear in the display window.*
5. Using the arrow keys, select **Function**.
6. Press **SEL**.  
*Key Group, Not Assigned, and Talk Key appear in the display window.*
7. Using the arrow keys, select **Key Group**.
8. Press **SEL**.  
*A list of Key Groups appear in the display window.*



9. Using the arrow keys, select the **group** you want to assign the GPIO Input to.
10. Press **SEL**.  
*Level and Edge appear in the display window.*
11. Using the arrow keys, select **Level or Edge**.



12. Press **SEL**.  
*A blue arrow appears next to the selected option.*

To **configure a GPIO Input to track its corresponding GPIO Output**, do the following:


1. Starting at the Service|Local GPIO menu, select **GPIO Inputs**.
2. Press **SEL**.  
*Opto 1, Opto 2, Opto 3, and Opto 4 appear in the display window.*
3. Using the arrow keys, select **Opto 1, Opto 2, Opto 3, or Opto 4**.
4. Press **SEL**.  
*Function and Mode appear in the display window.*

- Using the arrow keys, select **Mode**.



- Press **SEL**.  
*Normal and Track Output appear in the display window.*
- Using the arrow keys, select **Track Output**.



- Press **SEL**.  
*A blue arrow  appears next to the selected option.*

To **configure local control of a GPIO Output**, do the following:

**NOTE:** There are no open collectors available on the DKP 16 CLD.

- Starting at the Service|Local GPIO menu, select **GPIO Outputs**.
- Press **SEL**.  
*OC Out 1, OC Out 2, Relay 1, Relay 2, and Relay 3 appear in the display window.*



- Using the arrow keys, select **Relay 1**, **Relay 2**, **Relay 3**, **OC Out 1**, or **OC Out 2**.
- Press **SEL**.  
*Not Assigned, Talk Key, UPG 1 and UPG 2 appear in the display window.*
- Using the arrow keys, select the **method** you want to control the GPIO Output.
- Press **SEL**.  
If UPG1 and UPG2 is selected, configuration is finished. If Talk Key is selected proceed to the next step.
- Press **SEL**.  
*Tap Key appears in the display window.*
- Tap the **key** to be used to trigger the GPIO Output.  
*The selected keypad key turns red.*

## Service Menu, OMNEO Setup

The **OMNEO Setup** menu option is used to configure the OKI's device name, enable DHCP, and address the OKI card for the CLD keypanel.

**IMPORTANT:** When making changes to the OKI device name and IP Address at the keypanel, you must make the same changes in AZedit or IPedit before the connection is made. For example, if you configure all your devices in either AZedit or IPedit before putting the matrix on the network. Once the keypanels have been configured and the matrix is put on the network, the connections will automatically be made. Making the change at the keypanel alone does not automatically update the configuration on the matrix.

To **enable DHCP from the keypanel**, do the following:

1. Starting at the Service|OMNEO Setup menu, select **OMNEO-KP**.



2. Press **SEL**.  
*Device Name, DHCP, and IP Parameters appear in the display window.*



3. Using the arrow keys, select **DHCP**.
4. Press **SEL**.  
*Disabled and Enabled appear in the display window.*
5. Using the arrow keys, select **Enabled**.
6. Press the **CLR** button to exit the menu

To **configure the OKI's device name**, do the following:

1. Starting at the Service|OMNEO Setup menu, select **OMNEO-KP**.



2. Press **SEL**.  
*Device Name, DHCP, and IP Parameters appear in the display window.*



3. Using the arrow keys, select **DHCP**.
4. Press **SEL**.  
*Disabled and Enabled appear in the display window.*
5. Verify **DHCP is disabled**.

**NOTE:** When making changes to the OMNEO device, DHCP must be disabled before changing the name or IP Address.

6. Press **BACK**.  
*Device Name, DHCP, and IP Address appear in the display window.*



7. Using the arrow keys, select **Device Name**.  
*The name of the OKI card appears in the display window with the first character of its name blinking.*



8. Using the arrow keys, scroll through the **characters** to the character you want to assign.  
OR  
Using the Aux Volume knob, turn to the right to scroll quickly through the **characters**.
9. Press **SEL**.  
OR  
Turn the **Main Volume knob** to the right.  
*The focus moves to the next letter.*
10. Repeat **steps 12 and 13** until you have modified the device name.
11. Press **FWD**.  
*The message Save Name? appears in the display window.*
12. Press **SEL**.

To **configure the OKI IP parameters**, do the following:

1. Starting at the Service|OMNEO Setup menu, select **OMNEO-KP**.
2. Press **SEL**.  
*Device Name, DHCP, and IP Parameters appear in the display window.*



3. Using the arrow keys, select **IP Parameters**.

4. Press **SEL**.

*IP Address, Gateway, Netmask, Domain, DNS Server 1, and DNS Server 2 appear in the display window.*



5. Press **SEL**.

*The IP Address appears with the first octet blinking in the display window.*

6. Using the number pad, enter the **first octet number** in the IP Address.

7. Press **SEL**.

*The focus shifts to the second octet.*

8. Using the number pad, enter the **second octet number** in the IP Address.

9. Press **SEL**.

*The focus shifts to the third octet.*

10. Using the number pad, enter the **third octet number** in the IP Address.

11. Press **SEL**.

*The focus shifts to the last octet.*

12. Using the number pad, enter the **last octet number** in the IP Address.

13. Press **SEL**.

*The OMNEO Setup menu options appear in the display window.*

To **configure the Gateway Address**, do the following:

1. Using the arrow keys, select **Gateway**.



2. Press **SEL**.

*The Gateway Address appears with the first octet blinking in the display window.*

3. Using the number pad, enter the **first octet number** in the Gateway Address.

4. Press **SEL**.

*The focus shifts to the second octet.*

5. Using the number pad, enter the **second octet number** in the Gateway Address.

6. Press **SEL**.

*The focus shifts to the third octet.*

7. Using the number pad, enter the **third octet number** in the Gateway Address.

8. Press **SEL**.

*The focus shifts to the last octet.*

9. Using the number pad, enter the **last octet number** in the Gateway Address.



10. Press **SEL**.  
The RVON Setup menu options appear in the display window.

To **configure the Netmask Address**, do the following:

1. Using the arrow keys, select **Netmask**.



2. Press **SEL**.  
The Netmask Address appears with the first octet blinking in the display window.
3. Using the number pad, enter the **first octet number** in the Netmask Address.
4. Press **SEL**.  
The focus shifts to the second octet.
5. Using the number pad, enter the **second octet number** in the Netmask Address.
6. Press **SEL**.  
The focus shifts to the third octet.
7. Using the number pad, enter the **third octet number** in the Netmask Address.
8. Press **SEL**.  
The focus shifts to the last octet.
9. Using the number pad, enter the **last octet number** in the Netmask Address.
10. Press **SEL**.  
The RVON Setup menu options appear in the display window.
11. Press **CLR** to exit menu mode.

To **configure the Domain name**, do the following:

1. Using the arrow keys, select **Domain**.



2. Press **SEL**.

*The domain name appears with the first character blinking in the display window.*



3. Using the arrow keys, scroll through the **characters** to the character you want to assign.  
OR  
Using the Aux Volume knob, turn to the right to scroll quickly through the **characters**.
4. Press **SEL**.  
OR  
Turn the **Main Volume knob** to the right.  
*The focus moves to the next letter.*
5. Repeat **steps 3 and 4** until the domain is named.
6. Once finished, press the **FWD** button.  
*Save Name? appears in the display window.*
7. Press the **SEL** button to accept.  
OR  
Press the **BACK** button to return to the configuration screen.  
OR  
Press the **CLR** button to exit the menu completely.

To **configure DNS 1**, do the following:

1. Using the arrow keys, select **DNS Server 1**.



2. Press **SEL**.  
*The DNS 1 Server Address appears with the first octet blinking in the display window.*
3. Using the number pad, enter the **first octet number** in the DNS Address.
4. Press **SEL**.  
*The focus shifts to the second octet.*
5. Using the number pad, enter the **second octet number** in the DNS Address.
6. Press **SEL**.  
*The focus shifts to the third octet.*
7. Using the number pad, enter the **third octet number** in the DNS Address.
8. Press **SEL**.  
*The focus shifts to the last octet.*
9. Using the number pad, enter the **last octet number** in the DNS Address.
10. Press **SEL**.  
*The OMNEO Setup menu options appear in the display window.*
11. Press **CLR** to exit menu mode.

To **configure DNS 2**, do the following:

1. Using the arrow keys, select **DNS Server 2**.



2. Press **SEL**.  
*The DNS 2 Server Address appears with the first octet blinking in the display window.*
3. Using the number pad, enter the **first octet number** in the DNS Address.
4. Press **SEL**.  
*The focus shifts to the second octet.*
5. Using the number pad, enter the **second octet number** in the DNS Address.
6. Press **SEL**.  
*The focus shifts to the third octet.*
7. Using the number pad, enter the **third octet number** in the DNS Address.
8. Press **SEL**.  
*The focus shifts to the last octet.*
9. Using the number pad, enter the **last octet number** in the DNS Address.

10. Press **SEL**.  
*The OMNEO Setup menu options appear in the display window.*
11. Press **CLR** to exit menu mode.

### Service Menu, Page Change

Page Change is used to select whether setup pages changes are allowed while talk keys are active. By default, in Standard Intercom Mode, page changes are allowed when talk keys are active. However, the default in Alternate Intercom Mode does not allow page changes to occur when talk keys are active.

Available options:


- |                       |  |
|-----------------------|--|
| <i>Auto</i> –         | The default is followed depending on the Intercom Mode: Standard or Alternate.   |
| <i>Always Allow</i> – | Page changes are allowed while Talk Keys are active.   |
| <i>No Talk Keys</i> – | Page changes are not allowed while Talk Keys are active. A red bar appears above/below the keys signifying page changes are not allowed. If the talk key is turned off, the red bar turns blue and page changes can be done. |

To configure page change operation, do the following:

1. Starting at the Service|Page Change menu, select **Page Change**.
2. Press **SEL**.  
*Auto, Always Allow, and No Talk Keys appear in the display window.*



3. Using the arrow keys, select the **page change option** you desire.
4. Press **SEL**.

*A blue arrow  appears next to the selected option.*

### Service Menu, Reset Cfg

**Reset Cfg** restores all custom settings to the defaults and erases all stored autodial numbers.

To **reset the keypad configuration**, do the following:

5. Starting at the Service|Reset Cfg menu, select **Do Reset**.





6. Press **SEL**.  
*Configuration Reset appears in the display window.*



## Service Menu, RVON Setup

Use the **RVON Setup** menu option to configure the RVON-2 and/or RVON-I/O IP Address for the CLD keypad.

**NOTE:** The following instructions show how to configure the RVON-2 Network Address. You can also use these instructions to configure the RVON-I/O Address as well.

To **configure the IP Address for the RVON-2**, do the following:

1. Starting at the Service|RVON Setup menu, select **RVON-2**.
2. Press **SEL**.  
*IP Address, Gateway, and Netmask appear in the display window.*



3. Using the arrow keys, select **IP Address**.



4. Press **SEL**.  
*The IP Address appears with the first octet blinking in the display window.*
5. Using the number pad, enter the **first octet number** in the IP Address.



6. Press **SEL**.  
*The focus shifts to the second octet.*

7. Using the number pad, enter the **second octet number** in the IP Address.
8. Press **SEL**.  
*The focus shifts to the third octet.*
9. Using the number pad, enter the **third octet number** in the IP Address.
10. Press **SEL**.  
*The focus shifts to the last octet.*
11. Using the number pad, enter the **last octet number** in the IP Address.
12. Press **SEL**.  
*The RVON Setup menu options appear in the display window.*

To **configure the Gateway Address**, do the following:

1. Using the arrow keys, select **Gateway**.



2. Press **SEL**.  
*The Gateway Address appears with the first octet blinking in the display window.*
3. Using the number pad, enter the **first octet number** in the Gateway Address.
4. Press **SEL**.  
*The focus shifts to the second octet.*
5. Using the number pad, enter the **second octet number** in the Gateway Address.
6. Press **SEL**.  
*The focus shifts to the third octet.*
7. Using the number pad, enter the **third octet number** in the Gateway Address.
8. Press **SEL**.  
*The focus shifts to the last octet.*
9. Using the number pad, enter the **last octet number** in the Gateway Address.
10. Press **SEL**.  
*The RVON Setup menu options appear in the display window.*

To **configure the Netmask Address**, do the following:

1. Using the arrow keys, select **Netmask**.



2. Press **SEL**.  
*The Netmask Address appears with the first octet blinking in the display window.*
3. Using the number pad, enter the **first octet number** in the Netmask Address.
4. Press **SEL**.  
*The focus shifts to the second octet.*



5.

Using the number pad, enter the **second octet number** in the Netmask Address.
6.

Press **SEL**.  
*The focus shifts to the third octet.*
7.

Using the number pad, enter the **third octet number** in the Netmask Address.
8.

Press **SEL**.  
*The focus shifts to the last octet.*
9.

Using the number pad, enter the **last octet number** in the Netmask Address.
10.

Press **SEL**.  
*The RVON Setup menu options appear in the display window.*
11.

Press **CLR** to exit menu mode.

Service Menu, Scr Saver

Scr Saver allows the user to configure the way the screen saver feature operates.



FIGURE 40. Service Menu - Screen Saver Options

Available selections for this menu are:

- Activate*

allows the user to activate the screen saver with no delay.
- Delay*

can be set to activate the screen saver after 30 minutes or up to 12 hours.
- Mode*

can be set to scroll text or shut the display off (sleep mode).

The default setting for this option is:

- Delay

*One (1) hour*
- Mode

*Text*

**NOTE:** Any action done to the keypad, directly or indirectly, takes the keypad out of screen saver mode.

To **manually activate the screen saver**, do the following:

1. Starting at the Service|Scrn Saver menu, select **Activate**.



2. Press **SEL**.  
*The screen saver is activated on the keypad display window.*

To **set the delay option for the keypad screen saver**, do the following:

1. Starting at the Service|Scrn Saver menu, select **Delay**.
2. Press **SEL**.

*Delay Time: 1 Hour ⬆⬆ appears.*



3. Using the arrow keys, select the **amount of time** you want to expire before the screen saver activates.

To **set the screen saver mode (type)**, do the following:

1. Starting at the Service|Scrn Saver menu, select **Mode**.
2. Press **SEL**.

*Display Off and Text appear in the display window.*



3. Using the arrow keys, select **Display Off** to put the display into sleep mode when the screen saver activates.  
OR  
Using the arrow keys, select **Text** to have scrolling text when the screen saver activates.

## Service Menu, Set Address

**Set Address** is used to indicate the poll ID of the KP 32 CLD. See “KP 32 CLD Addressing” on page 29 to determine if you need to set the KP 32 CLD address. The poll ID is the number (or address) at which audio is sent to and from the keypanel to the Matrix. The Poll ID number is directly related to the connection port on the breakout panel.

**EXAMPLE:** If the KP 32 CLD is connected to the breakout panel on J2, the poll ID for the keypanel is 2.

Available options for the Poll ID are 1–8.

To **set the address for the KP 32 CLD**, do the following:

1. Starting at the Service|Set Address menu, select the **poll ID** for the keypanel
2. Press **SEL**.  
*Cancel or Save and Restart appear in the display window.*



3. Using the arrow keys, scroll to **Save and Restart**.



4. Press **SEL**.  
*Restarting.... appears in the display window. The keypanel resets. Once the restart is complete, the Poll ID is enabled.*



## Service Menu, Snoop Tally

**Snoop Tally**, when enabled indicates to keypanel users that somebody is listening to them. For example, snoop tallies are displayed on keypanel 1, if there is another keypanel (2) which is listening to keypanel 1 via a point-to-point or a special list, but is not talking to keypanel 1. Snoop tallies are suppressed if keypanel 1 has any talk keys turned on, or if the hot mic is not enabled. Snoop tallies are supported on KP-32 family keypanels.

**NOTE:** Hot Mic must be activated on the keypanel for snoop tally to work. For more information, see “Audio Options Menu, Matrix Out” on page 90.

By default, snoop tally is *disabled* (no chime).

To **enable snoop tallies on the keypanel**, do the following:

- Starting at the Service|Snoop Tally menu, select **Chime**.



- Press **SEL**.

A blue arrow appears next to **Chime**. Snoop Tally is enabled.

To **disable snoop tallies on the keypanel**, do the following:

- Starting at the Service|Snoop Tally menu, select **No Chime**.



- Press **SEL**.

A blue arrow appears next to **No Chime**. Snoop Tally is disabled.






## Service Menu, Test Panel

**Test Panel** allows the user to check the operation of all keys and displays, as shown in, on the KP 32 CLD.



FIGURE 41. Service Menu, Test Panel

TABLE 8. Test Panel Key Descriptions

<i>Display</i>	<i>Action</i>
	All alpha numeric displays show a % symbol when in Test Panel mode.
	Press down on any key.
	Press up on any key.
	Press to the right on any key (excluding the MIC MUTE/MIC SEL and CLR/CWW).
	Press to the left on any key (excluding the MIC MUTE/MIC SEL. and CLR/CWW).
<-AUX>	Rotate the Aux Volume encoder knob counterclockwise.
<+AUX>	Rotate the Aux Volume encoder knob clockwise.
<-MAIN>	Rotate the Main Volume encoder knob counterclockwise.
<+MAIN>	Rotate the Main Volume encoder knob clockwise.
<-MIC>	Press left on the MIC MUTE/MIC SEL. key.
<+MIC>	Press right on the MIC MUTE/MIC SEL. key.
<MUTE>	Press up on the MIC MUTE/MIC SEL. key.
<MIC>	Press down on the MIC MUTE/MIC SEL key.
<-CWW>	Press left on the CLR/CWW key.
<+CWW>	Press right on the CLR/CWW key.
<CLR>	Press up on the CLR/CWW key.
<CWW>	Press down on the CLR/CWW key.
<Menu>	Press the MENU button.
<Fwd>	Press the FWD button.
<Back>	Press the BACK button.
<UPG1>	Press the UPG1 button.
<UPG2>	Press the UPG2 button.

To **enable the test panel**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.  
*The Information menu appears in the display window.*
2. Using the arrow keys, select **Service**.
3. Press **SEL**.  
*The Service submenu appears in the display window.*
4. Using the arrow keys, select **Test Panel**.
5. Press **SEL**.  
*The Test Panel display appears.*
6. Using Table 8 on page 158, test the **KP 32 CLD keys**.





# Telephone Operation

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**NOTE:** Telephone operation requires an optional **TIF** (Telephone Interface). You must assign an intercom key to talk/listen to the TIF. We recommend a talk + auto follow assignment. See the TIF User Manual for specific TIF configuration options.

---

## Receiving A Phone Call

When there is an incoming telephone call, the TIF alpha begins to blink.

To **receive a phone call**, do the following:

- > Press the **key** to answer the call.

**NOTE:** TIF assignments tally when the phone is ringing. By default, the assignments also tally while the phone is off-hook. This operation can be disabled by selecting the *Don't generate tallies for off-hook TIF assignments* check box in AZedit (Options|Intercom Configuration|Options page).

---

## Dialing and Hanging Up Using KP 32 CLD

**NOTE:** Auto Dial only appears in the TIF menu options when auto dial numbers are configured.

### Manual Dial

To **manually dial on the KP 32 CLD**, do the following:

1. On the KP 32 CLD, press the **TIF** key up to turn listen on.
2. Press the **TIF** key down to turn the Talk key on.  
*Auto Dial, Hang Up, Manual Dial, and Redial appear in the display window.*
3. Using the arrow keys, select **Manual Dial**.



4. Press **SEL**.  
*Dial: appears in the display window.*
5. Using the keypad, dial the **number** you want to call.



6. Press **SEL**.  
*The call is placed.*

### Keypanel Hang Up

To **hang up the telephone from the KP 32 CLD**, do the following:

1. On the KP 32 CLD, press the **TIF** key down to turn it on.  
*Auto Dial, Hang Up, Manual Dial, and Redial appear in the display window.*
2. Using the arrow keys, select **Hang Up**.



3. Press **SEL**.  
*The call is disconnected.*

To **program a CLD UPG key to activate the TIF key**, do the following:

1. In Standard mode, press **0**.  
OR  
In Classic mode, press **4**.  
*Dial Drop appear in the display window.*
2. Using the arrow keys, select **Dial**.  
*Tap Key appears in the display window.*
3. Press and hold the desired **UPG** button (1 or 2) to which you want to program the TIF activation.  
*The message Menu position saved appears and the TIF activation is assigned to the key.*

To **program a CLD UPG key to hang up the TIF key**, do the following:

1. In Standard mode, press **0**.  
OR  
In Classic mode, press **4**.  
*Dial Drop appear in the display window.*
2. Using the arrow keys, select **Drop**.  
*Tap Key appears in the display window.*
3. Press and hold the desired **UPG** button (1 or 2) to which you want to program Hang Up.  
*The message Menu position saved appears and the TIF activation is assigned to the key.*

To **redial a phone number on the KP 32 CLD**, do the following:

1. On the KP 32 CLD, press the **TIF listen** key on.
2. On the KP 32 CLD, press the **TIF talk** key on.  
*Auto Dial, Hang Up, Manual Dial, and Redial appear in the display window.*
3. Using the arrow keys, select **Redial**.



4. Press **SEL**.  
*The last dialed number is connected. The TIF key alpha flashes and Hang Up appears in the display window.*



5. Press **SEL** to disconnect the call.  
*The call is ended.*

## Auto Dial

To **autodial a phone number on the KP 32 CLD**, do the following:

1. On the KP 32 CLD, press the **TIF listen** key on.
2. On the KP 32 CLD, press the **TIF talk** key on.  
*Auto Dial, Hang Up, Manual Dial, and Redial appear in the display window.*
3. Using the arrow keys, select **Auto Dial**.



4. Press **SEL**.  
*The Auto Dial numbers appear in the display window.*



5. Using the arrow keys, select the **Auto Dial number** you want to call.
6. Press **SEL**.  
*The call is placed. The TIF key alpha flashes and Hang Up appears in the display window.*

## Centralized Auto Dials

The **Centralized Auto Dials** allows up to 999 phone numbers to be stored in the intercom as a scrollable list from the keypanels. Auto dials are telephone numbers frequently dialed and are maintained using the AZedit Intercom Configuration Software. Customizing auto dial numbers in AZedit is as easy as entering the telephone number and selecting whether or not it is scroll enabled.

The following firmware versions must be loaded to utilize centralized auto dials in your intercom system:

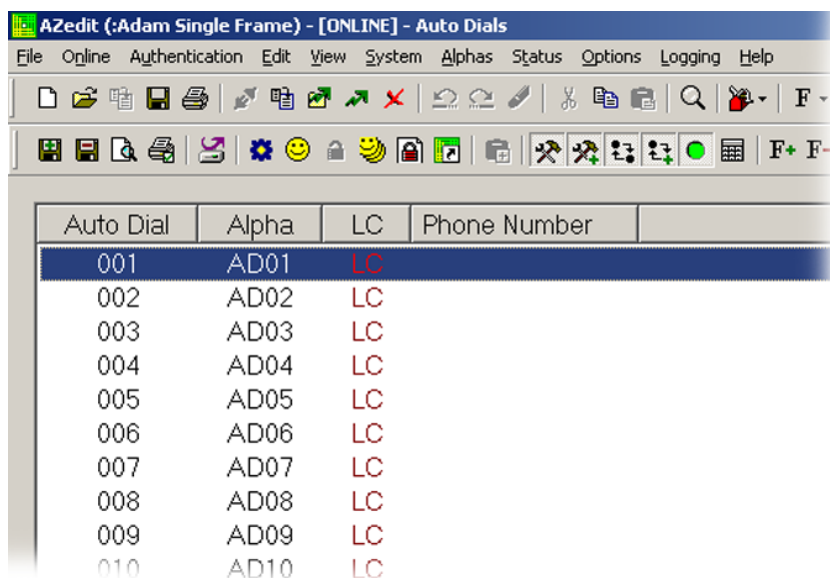
- AZedit Intercom Software V3.6.1 or later
- MCII-e V2.0.4 or later
- PeriphII-e (Ethernet) V1.20.0 or later
- Periph Controller (Standard) V10.20.0 or later
- DBX V1.20.0 or later
- Cronus Firmware V1.5 or later
- Zeus II Firmware V3.4.0 or later
- Zeus III Firmware V1.0.0 or later
- KP 32 CLD Firmware V1.0.4 or later
- KP-32 Firmware V2.1.1 or later

### Centralized Auto Dial from the KP 32 CLD

The **Centralized Auto Dial** can be used two (2) different ways, with TIF assignments or with keypad sequences. You can also configure locally stored auto dial numbers on the CLD keypanel. For more information, see “Key Options Menu, Auto Dial” on page 114.

To **access the Auto Dials window**, do the following:

- > From the System menu in AZedit, select **Auto Dial**.  
*The Auto Dials window appears.*





To **add a telephone number to the Auto Dial database**, do the following:

1. From the System menu in AZedit, select **Auto Dial**.  
*The Auto Dial window appears.*
2. Double-click an **auto dial number** from the Auto Dial column.  
*The Edit Auto Dial window appears.*

3. From the Scroll Enable group box, select the **scroll enable check box(es)** you want to configure for the auto dial number.
4. In the Phone Number field, enter the **telephone number** you want to have for that auto dial sequence.

**NOTE:** Entering \*99 creates a pause in dialing. This is used to dial extensions or select preset options.

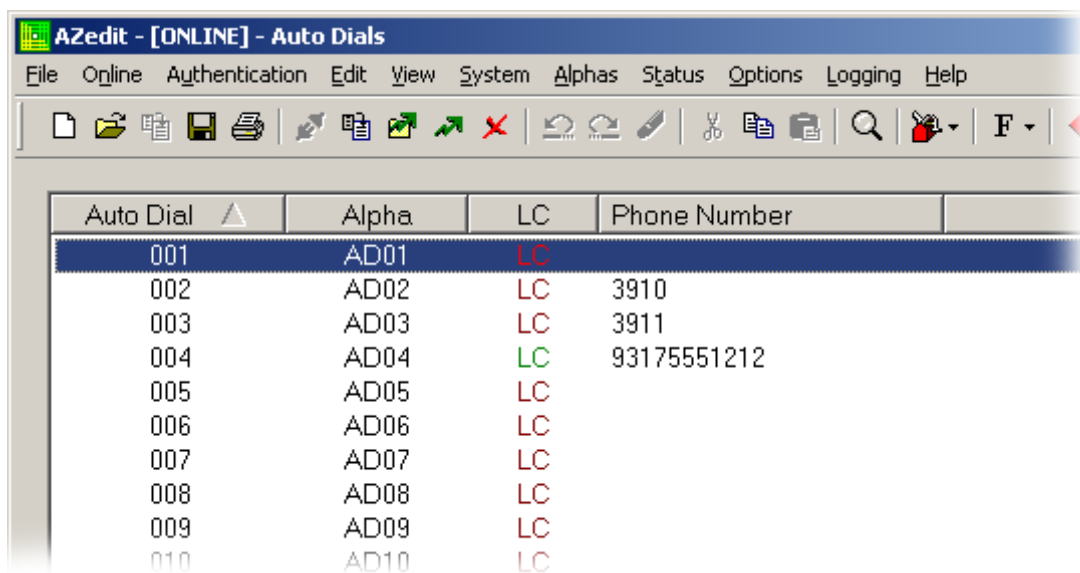
5. Click **Next** to enter another number.  
*The next blank Edit Auto Dials window appears.*  
OR  
Click **Done** to close the Edit Auto Dial window.  
*The Auto Dials window appears with the new number in the list.*

To **add a description to the telephone number you added to the Auto Dial database**, do the following:

1. From the Alphas menu in AZedit, select **Auto Dial**.  
*The Auto Dial Alphas window appears.*
2. Double-click the **AD resource number** to which you want to add the description.  
*The Edit Alpha/Description window appears.*

3. In the Description field, enter a **unique description** for the auto dial number. For example, Studio 1A NYC.
4. In the Alpha 4, Alpha 6, or Alpha 8 field, enter a **recognizable 4-, 6- or 8-character Alpha**. For example, 1ANY.

5. Click **Done** when you are finished.  
OR  
Click **Next** to enter another Alpha Description.



Auto Dial	Alpha	LC	Phone Number
001	AD01	LC	
002	AD02	LC	3910
003	AD03	LC	3911
004	AD04	LC	93175551212
005	AD05	LC	
006	AD06	LC	
007	AD07	LC	
008	AD08	LC	
009	AD09	LC	
010	AD10	LC	

6. From the Online menu in AZedit, select **Send Changes**.  
*The Send Changes window appears.*
7. Click **OK**.  
*The changes are sent to the intercom and the telephone number is added to the intercom system auto dial table.*

To use centralized auto dial numbers on the KP 32 CLD, do the following:

1. On the KP 32 CLD, press the **key with the TIF assignment**.  
*Hang Up, Icom ADial, Manual Dial, and Redial appear in the display window.*



2. Using the arrow keys, scroll to **Icom ADial**.
3. Press **SEL**.  
*You enter the centralized auto dial list. A scrollable list of available Auto Dial numbers appear in the display window.*
4. Using the arrow keys, scroll to the desired **auto dial number**.
5. Press **Sel**.  
*The number connects.*

To use centralized auto dial numbers with KP 32 CLD keypad sequences, do the following:

1. When using the Standard keypad mode, press **0**.  
OR  
When using the Classic keypad mode, press **4**.  
*Dial and Drop appear in the display window.*



2. Using the arrow keys, scroll to **Dial**.  
OR  
Press the **Dial** key on the keypad.
3. Press **SEL**.  
*Tap Key appears in the display window.*
4. Press the **TIF assignment key**.  
*A dial tone is heard.*
5. Using the keypad, enter #NNN (where NNN is the Auto Dial number assignment in AZedit).  
*The number is dialed.*

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## *KP 32 CLD Keypad Quick Reference*

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### *Keypad Sequence Introduction*

Keypad sequences are a series of keypad strokes made on the KP 32 CLD, which in turn displays specific information (such as keypad ID, talk level 2 assignments, etc.). Keypad sequences are shortcuts via the KP 32 CLD keypad.

Available options for this field are:

<i>Classic</i>	sequence 2, is the previous standard for KP 32 and KP 96 keypanels.
<i>Standard</i>	sequence 1, is the new standard for the KP 32 CLD. This sequence is based upon an alternate key sequence for the KP 32 keypad.

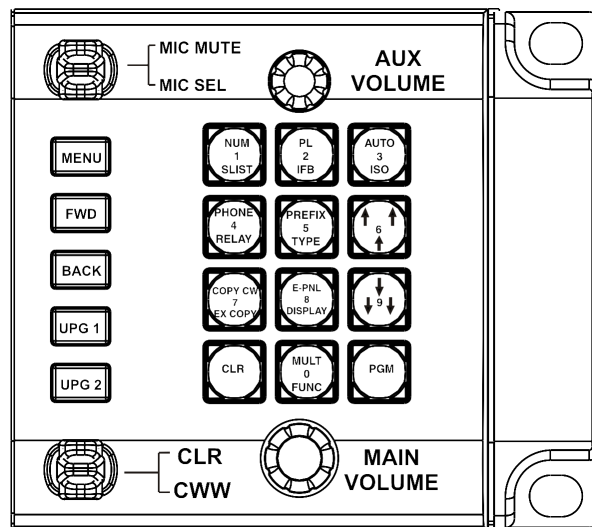
**NOTE:** The type of sequence used is selected through the Service menu, under Keypad (*Service|Keypad|Sequences*). For more information, see “Service Menu, Keypad” on page 139.

As with other keypanels, the KP CLD family allows you to lock the entire menu or only the service menu. This is implemented through AZedit (System|Miscellaneous|Keypad Menu Password). For more information, see the AZedit user manual.

Below are the different sequences available for each of the keypad sequence types:

## Classic Keypad Sequence

Keypad	Description
--------	-------------



7,<key>	Copy the CWW to a key
0,8,1	Show panel ID
0,8,2	Show talk level 2 assignments
0,8,3	Show listen assignments
0,8,7	Enable tone
0,8,0	Enter test mode
3,1,SEL(PGM),<listen key>	Program a listen key with an AL assignment
3,2,SEL(PGM),<listen key>	Program a listen key with an AF assignment
3,3,SEL(PGM),<listen key>	Program a listen key with an AM assignment
3,4,SEL(PGM),<listen key>	Program a listen key with an AR assignment
3,7,SEL(PGM),<listen key>	Program a listen key with an AT assignment
3,5,SEL(PGM),<talk key>	Program a talk key with an AC assignment
0,8,8	Show setup pages
0,8,9	Enter diagnostic menu
0,6	Display list of matrix names, scroll up
0,9	Display list of matrix names, scroll down
0,5,6	Display list of function types, scroll up
0,5,9	Display list of function types, scroll down
0,7,<key>,<key>	Copy the first key to the second key
8, <page>,PGM <key>	Select setup page for row of keys
4, PGM,<key>	Enter dial mode on TIF on key
4, CLR,<key>	Hang up TIF on key
6	Enter scroll list mode, scroll up
9	Enter scroll list mode, scroll down
5	Enter pre-fix/fast scroll mode

### Classic Keypad Sequence

*Keypad**Description*

The following sequences also require that the assignments are marked as *Local* scroll enable in AZedit

**NOTE:** IFB, RY, ISO, and IFSL are not locally scrollable, by default.

1, <port>,SEL(PGM),<key>	Program a key with a port assignment
2, <PL num>, SEL(PGM),<key>	Program a key with a PL assignment
0,1, <SL num>,SEL(PGM),<key>	Program a key with a SL assignment
0,2, <IFB num>,SEL(PGM),<key>	Program a key with an IFB assignment
0,3, <ISO num>,SEL(PGM), <key>	Program a key with an ISO assignment
0,4, <RY num>,SEL(PGM),<key>	Program a key with an RY assignment



## Standard Keypad Sequence

<i>Button/Keypad Sequence</i>	<i>Description</i>
-------------------------------	--------------------



7, <key>	Copy the CWW to a key
0,0,0,8,1	Show panel ID
0,0,0,8,2	Show talk level 2 assignments
0,0,0,8,3	Show listen assignments
0,0,0,8,7	Enable tone
0,0,0,8,0	Enter test mode
0,0,0,8,8	Show setup pages
0,0,3,1,SEL, <listen key>	Program a listen key with an AL assignment
0,0,3,2,SEL, <listen key>	Program a listen key with an AF assignment
0,0,3,3,SEL, <listen key>	Program a listen key with an AM assignment
0,0,3,4,SEL, <listen key>	Program a listen key with an AR assignment
0,0,3,7,SEL, <listen key>	Program a listen key with an AT assignment
0,0,3,5,SEL, <talk key>	Program a talk key with an AC assignment
1	Display scroll list of matrix names
4	Display scroll list of function types
2	Enter pre-fix/fast scroll mode, scroll up
5	Enter pre-fix/fast scroll mode, scroll down
3	Enter scroll list mode, scroll up
6	Enter scroll list mode, scroll down
7, SEL <key>, <key>	Copy first key to second key
8, <page>, <key>	Select the setup page for a row of keys
0, SEL, <key>	Enter dial mode on TIF key
0, CLR, <key>	Hang up TIF key

### Standard Keypad Sequence

**Button/Keypad Sequence****Description**

The following sequences also require that the assignments are marked as *Local* scroll enable in AZedit

**NOTE:** IFB, RY, ISO, and IFSL are not locally scrollable, by default.

0,0,1, <port>, SEL, <key>	Program a key with a port assignment
0,0,2, <PL num>, SEL, <key>	Program a key with a PL assignment
0,0,0,1, <SL num>, SEL, <key>	Program a key with a SL assignment
0,0,0,2, <IFB num>, SEL, <key>	Program a key with an IFB assignment
0,0,0,3, <ISO num>, SEL, <key>	Program a key with an ISO assignment
0,0,0,4, <RY num>, SEL, <key>	Program a key with an RY assignment



# Keypanel Menu Quick Reference

## KP 32 CLD System Menu - with GPIO Option Card And RVON-2 Option Card

### Audio Options

#### DIM

##### Headset

##### Front

Dim Volume: 0dB

##### Rear

Dim Volume: 0dB

##### Speaker

##### Front

Dim Volume: -8dB

##### Rear

Dim Volume: -8dB

#### DSP Functions

##### Equalization

Front Spkr	<preset list>
Rear Left	• none
Rear Right	• preset #1
	• preset #2
	• preset #3
	• preset #4
	• preset #5

### Audio Options

#### Filters

Aux In 1	Filter List
Aux In 2	• none
Aux In 3	• 9600Hz
Aux In 4	
Aux In 5	
Aux In 6	
Front Hdst	
Front Mic	
Matrix In	
Rear Hdst	
Rear Mic	
RVON Ch1	
RVON Ch2	

#### Gating

Aux In 1	Threshold Disabled
Aux In 2	Threshold Disabled
Aux In 3	Threshold Disabled
Aux In 4	Threshold Disabled
Aux In 5	Threshold Disabled
Aux In 6	Threshold Disabled
Front Hdst	Threshold Disabled
Front Mic	Threshold Disabled
Matrix In	Threshold Disabled
Rear Hdst	Threshold Disabled
Rear Mic	Threshold Disabled
RVON Ch1	Threshold Disabled
RVON Ch2	Threshold Disabled

**Audio Options****Metering**

Aux In 1  
 Aux In 2  
 Aux In 3  
 Aux In 4  
 Aux In 5  
 Aux In 6  
 Front Hdst  
 Front Mic  
 Matrix In  
 None  
 Rear Hdst  
 Rear Mic  
 RVON Ch1  
 RVON Ch2

**Mixing**

Front Hdst	Source List (Not all sources are available to be mixed to all destinations)
Both	
Left	
Right	• Front Mic
Front Spkr	• Rear Mic
Preamp Out	• Front Hdst
Rear Hdst	• Rear Hdst
Both	• Matrix
Left	• Aux In 1
Right	• Aux In 2
Rear Spkr	• Aux In 3
Both	• Aux In 4
Left	• Aux In 5
Right	• Aux In 6
RVON Ch 1	• RVON Ch1
RVON Ch 2	• RVON Ch 2
To Matrix	

**Headset Mic****Front**

Auto-Mute	Disabled Enabled
Mode	Disabled Enabled Switched*
Type	Auto-Detect Dynamic Electret

**Audio Options****Rear**

Auto-Mute	Disabled Enabled
Mode	Disabled Enabled Switched*
Type	Auto-Detect Dynamic Electret

**Headset Spkr****Front**

Auto-Transfer	Disabled Enabled*
Mode	Both, Left Channel, Right Channel Always On* Disabled Switched

**Rear**

Auto-Transfer	Disabled Enabled*
Mode	Both, Left Channel, Right Channel Always On* Disabled Switched

**Volume Control**

Ganged
Individual

**Key Volumes****Adjust**

Enabled*
Disabled

**Reset**

Cancel	
Do Reset	Volumes Reset

Audio Options			
LCP 16 CLD			
Encoder 1 - 16			
Inputs	Source List (Not all sources are available to be mixed to all destinations)		
	Aux 1		
	Aux 2		
	Aux 3		
	Aux 4		
	Aux 5		
	Aux 6		
	Matrix In		
	RVON Ch1		
	RVON Ch2		
	Outputs	Source List (Not all sources are available to be mixed to all destinations)	
		Both Hdsts	
		Both Spkrs	
		Front Hdst	
		Front Spkr	
Rear Hdst			
Rear Spkr			
Sidetone			
Unassigned			
Matrix Out			
Normal			
Hot Mic			
Max Volume			
Headset			
Front	Max Volume: +10dB		
Rear	Max Volume: +10dB		
Mic Gain			
Adjust			
Disabled			
Front Hdst			
Front Mic			
Rear Hdst			
Rear Mic			
Level			
Front Hdst	Mic Gain: 0dB		
Front Mic	Mic Gain: 0dB		
Rear Hdst	Mic Gain: 0dB		
Rear Mic	Mic Gain: 0dB		

Audio Options		
Min Volume		
Headset		
Front	Min Volume: Mute	
Rear	Min Volume: Mute	
Speaker		
Front	Min Volume: Mute	
Rear	Min Volume: Mute	
Output Level		
Output Lvl: +8dB		
Panel Mic		
Front		
Disabled		
Enabled		
Switched*		
Rear		
Disabled		
Enabled		
Switched*		
Preamp Out		
Disabled		
Hot Mic		
Switched*		
Sidetone		
Level		
Sidetone Level: -20dB		
Mode		
Always On		
Disabled		
Switched*		
Speaker		
Front		
Both, Left Channel, Right Channel		
Always On*		
Disabled		
Switched		
Rear		
Both, Left Channel, Right Channel		
Always On*		
Disabled		
Switched		



**Audio Options****Tone Gen**

Frequency

1KHz

500Hz\*

Tone Off\*

Tone On

**Display****Assign Type**

Key Assign Type

**Auto Dial**

1-touch Key Assignments

**Chans On**

List of Callers

**Chime**

Chime Keys

**Exclusive**

Exclusive Keys

**Key Groups**

Group 1      Group 1 Members

Group 2      Group 2 Members

Group 3      Group 3 Members

Group 4      Group 4 Members

**Key List**

List of Hidden Assignments

**LCP 16 CLD**

LCP 16 CLD Assignments

**Level 2**

Level 2 Assignments

**Listen**

Listen Assignments

**Matrix**

Key Assign Matrices

**Panel ID**

Panel Alpha: N###

**Solo Key**

Solo Key

**Version**

Version X.X.X

**Key Assign****Matrix**

Matrix List:

- Pt-to-Pt
- Party Line
- IFB
- Spcl List
- Sys Relay
- Camera ISO
- UPL
- IFB SL

**Pt-to-Pt**

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

**Party Line**

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

**IFB**

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

## Key Assign

### Special List

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

### Sys Relay

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

### Camera ISO

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

### UPL Resource

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

## Key Assign

### IFB Spcl List

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

### Auto Func

- All Call
- Auto Follow
- Auto Listen
- Auto Mute
- Auto Recip
- Auto Table
- Dim

## Key Options

### Auto Dial

Numbers

1-100

1-Touch

Tap Key

Assign Pre-configured #s

### Clear

Tap Key

### Exclusive

Tap Key

### Key Groups

Group 1-4

Tap Master Key

Tap Slave Keys

### Latching

Disabled

Enabled\*

### Lock

Tap Key

**Key Options****Panel Swap**

Control

**GPI Inputs**

Opto 1-4

Cycle To

Next

Previous

Switch To

MAIN

EXP1 – EXP7

Toggle To

EXP1 – EXP7

Unassigned

**GPI Outputs**

OC Out 1/OC Out 2

Cycle To

Next

Previous

Switch To

MAIN

EXP1 – EXP7

Toggle To

EXP1 – EXP7

Unassigned

Relay 1- Relay 3

Cycle To

Next

Previous

Switch To

MAIN

EXP1 – EXP7

Toggle To

EXP1 – EXP7

Unassigned

**Keypad**

BACK/FWD/UPG1/UPG2

Cycle To

Next

Previous

**Key Options**

Switch To

MAIN

EXP1 – EXP7

Toggle To

EXP1 – EXP7

Unassigned

**Key States**

Force Off

Retain

**Virtual EKPs**

None

EKP1 – EKP7

**Solo**

Tap Key

**Tallies**

15 seconds\*

Indefinite

**Talk Off**

All Keys

Talk Keys

Listen Keys

**RVON Offers****Keypanel**

RVON-2

AIO (or RVON-I/O if connected to an RVON-I/O)

**Aux Inputs**

RVON Ch1

RVON Ch2

**Save Configuration****Configuration Saved**

**Service****Alphas**

## 4 Chars

Cancel  
Save and Restart

## 6 Chars

Cancel  
Save and Restart

## 8 Chars

Cancel  
Save and Restart

## 8-Chars (UNICODE)

Cancel  
Save and Restart

**Aux/Mtx Inputs**

## Aux In 1

Disabled  
Enabled

## Aux In 2

Disabled  
Enabled  
Ganged

## Aux In 3

Disabled  
Enabled

## Matrix In

Disabled  
Enabled

## RVON Ch 1

Disabled  
Enabled

## RVON Ch2

Disabled  
Enabled

**Baud Rate**

Auto Baud  
9600K Baud  
76.8K Baud

**Display Dim**

## All Panels

Brightness

## Expansion

Both  
Left  
Right

Brightness

## Main Panel

**Service**

Both  
Left  
Right

Brightness

**Footswitch**

## Mode

Disabled\*  
Enabled

## Latched Keys

Retain\*  
Latched

**Ganged Vols**

Disappearing  
Fixed Offset

**Intercom Mode**

## Alternate

Cancel  
Save and Restart

## Standard

Cancel  
Save and Restart

**Key View**

Suppress AF\*  
Talk/Lisn  
Talk Only

**Keypad**

## Backlight

Activate\*  
Always Off  
Always On

## SEL Key

Auto\*  
Assign Groups  
Quick Assign

## Sequences

Classic  
Standard\*

**Local GPIO**

## GPIO Inputs

## Opto 1-4

## Function

## Key Group

Groups 1 - 4

Edge  
Level\*

Not Assigned\*  
Talk Key

<i>Service</i>	
	Tap Key
	Mode
	Normal*
	Track Output
GPIO Outputs	
OC Out 1-2	
	Not Assigned
	Talk Key
	Tap Key
	UPG
Relay 1-3	
	Not Assigned
	Talk Key
	Tap Key
	UPG
<b>Page Change</b>	
	Auto
	Always Allow
	No Talk Keys
<b>Reset Cfg</b>	
	Cancel
	Do Reset
	Configuration Reset
<b>RVON Setup</b>	
RVON 2	
IP Address	
	X.X.X.X
Gateway	
	X.X.X.X
Netmask	
	X.X.X.X
RVON-I/O	
IP Address	
	X.X.X.X
Gateway	
	X.X.X.X
Netmask	
	X.X.X.X
<b>Scrn Saver</b>	
	Activate
	Delay
	Delay Time: 1 Hour*

<i>Service</i>	
	Mode
	Display Off
	Text*
<b>Set Address</b>	
	Poll ID: 1*
<b>Snoop Tally</b>	
	Chime
	No Chime*
<b>Test Panel</b>	
	Test Panel

## *KP 32 CLD System Menu - with GPIO Option Card And OKI-2 Option Card*

### **Audio Options**

#### **DIM**

##### Headset

##### Front

Dim Volume: 0dB

##### Rear

Dim Volume: 0dB

##### Speaker

##### Front

Dim Volume: -8dB

##### Rear

Dim Volume: -8dB

#### **DSP Functions**

##### Equalization

Front Spkr	<preset list>
Rear Left	<ul style="list-style-type: none"> <li>• none</li> </ul>
Rear Right	<ul style="list-style-type: none"> <li>• preset #1</li> <li>• preset #2</li> <li>• preset #3</li> <li>• preset #4</li> <li>• preset #5</li> </ul>

##### Filters

Aux In 1	Filter List
Aux In 2	<ul style="list-style-type: none"> <li>• none</li> </ul>
Aux In 3	<ul style="list-style-type: none"> <li>• 9600Hz</li> </ul>
Aux In 4	
Aux In 5	
Aux In 6	
Front Hdst	
Front Mic	
Matrix In	
Rear Hdst	
Rear Mic	
OKI Ch1	
OKI Ch2	

### **Audio Options**

#### Gating

Aux In 1	Threshold Disabled
Aux In 2	Threshold Disabled
Aux In 3	Threshold Disabled
Aux In 4	Threshold Disabled
Aux In 5	Threshold Disabled
Aux In 6	Threshold Disabled
Front Hdst	Threshold Disabled
Front Mic	Threshold Disabled
Matrix In	Threshold Disabled
Rear Hdst	Threshold Disabled
Rear Mic	Threshold Disabled
OKI Ch1	Threshold Disabled
OKI Ch2	Threshold Disabled

#### Metering

Aux In 1
Aux In 2
Aux In 3
Aux In 4
Aux In 5
Aux In 6
Front Hdst
Front Mic
Matrix In
None
Rear Hdst
Rear Mic
OKI Ch1
OKI Ch2



**Audio Options****Mixing**

Front Hdst	Source List (Not all sources are available to be mixed to all destinations)
Both	
Left	
Right	
Front Spkr	<ul style="list-style-type: none"> <li>Front Mic</li> <li>Rear Mic</li> </ul>
Preamp Out	
Rear Hdst	
Both	
Left	<ul style="list-style-type: none"> <li>Front Hdst</li> <li>Rear Hdst</li> <li>Matrix</li> </ul>
Right	
Rear Spkr	
Both	
Left	<ul style="list-style-type: none"> <li>Aux In 1</li> <li>Aux In 2</li> <li>Aux In 3</li> <li>Aux In 4</li> <li>Aux In 5</li> </ul>
Right	
OKI Ch 1	
OKI Ch 2	
To Matrix	<ul style="list-style-type: none"> <li>Aux In 6</li> <li>RVON Ch1</li> <li>RVON Ch 2</li> </ul>

**Headset Mic****Front**

Auto-Mute	Disabled
	Enabled
Mode	Disabled
	Enabled
	Switched*
Type	Auto-Detect
	Dynamic
	Electret

**Rear**

Auto-Mute	Disabled
	Enabled
Mode	Disabled
	Enabled
	Switched*
Type	Auto-Detect
	Dynamic
	Electret

**Headset Spkr****Front**

Auto-Transfer	
	Disabled
	Enabled*

**Audio Options****Mode**

Both, Left Channel, Right Channel
Always On*
Disabled
Switched

**Rear****Auto-Transfer**

Disabled
Enabled*

**Mode**

Both, Left Channel, Right Channel
Always On*
Disabled
Switched

**Volume Control****Ganged****Individual****Key Volumes****Adjust**

Enabled*
Disabled

**Reset**

Cancel	
Do Reset	Volumes Reset

**LCP 16 CLD****Encoder 1 - 16**

Inputs	Source List (Not all sources are available to be mixed to all destinations)
	Aux 1
	Aux 2
	Aux 3
	Aux 4
	Aux 5
	Aux 6
	Matrix In
	OKI Ch1
	OKI Ch2
Outputs	Source List (Not all sources are available to be mixed to all destinations)
	Both Hdsts
	Both Spkrs
	Front Hdst
	Front Spkr
	Rear Hdst
	Rear Spkr

Audio Options		
Sidetone		
Unassigned		
Matrix Out		
Normal		
Hot Mic		
Max Volume		
Headset		
Front	Max Volume: +10dB	
Rear	Max Volume: +10dB	
Mic Gain		
Adjust		
Disabled		
Front Hdst		
Front Mic		
Rear Hdst		
Rear Mic		
Level		
Front Hdst	Mic Gain: 0dB	
Front Mic	Mic Gain: 0dB	
Rear Hdst	Mic Gain: 0dB	
Rear Mic	Mic Gain: 0dB	
Min Volume		
Headset		
Front	Min Volume: Mute	
Rear	Min Volume: Mute	
Speaker		
Front	Min Volume: Mute	
Rear	Min Volume: Mute	
Output Level		
Output Lvl: +8dB		
Panel Mic		
Front		
Disabled		
Enabled		
Switched*		
Rear		
Disabled		
Enabled		
Switched*		
Preamp Out		
Disabled		
Hot Mic		
Switched*		
Sidetone		
Level		
Sidetone Level: -20dB		

Audio Options		
Mode		
Always On		
Disabled		
Switched*		
Speaker		
Front		
Both, Left Channel, Right Channel		
Always On*		
Disabled		
Switched		
Rear		
Both, Left Channel, Right Channel		
Always On*		
Disabled		
Switched		
Tone Gen		
Frequency		
1KHz		
500Hz*		
Tone Off*		
Tone On		
Display		
Assign Type		
Key Assign Type		
Auto Dial		
1-touch Key Assignments		
Chans On		
List of Callers		
Chime		
Chime Keys		
Exclusive		
Exclusive Keys		
Key Groups		
Group 1	Group 1 Members	
Group 2	Group 2 Members	
Group 3	Group 3 Members	
Group 4	Group 4 Members	
Key List		
List of Hidden Assignments		
LCP 16 CLD		
LCP 16 CLD Assignments		
Level 2		
Level 2 Assignments		

Display	
Listen	
	Listen Assignments
Matrix	
	Key Assign Matrices
Panel ID	
	Panel Alpha: N###
Solo Key	
	Solo Key
Version	
	Version X.X.X

Key Assign	
Matrix	
	Matrix List: <ul style="list-style-type: none"><li>Pt-to-Pt</li><li>Party Line</li><li>IFB</li><li>Spcl List</li><li>Sys Relay</li><li>Camera ISO</li><li>UPL</li><li>IFB SL</li></ul>
Pt-to-Pt	
	Scroll List: <ul style="list-style-type: none"><li>Talk Lvl 1</li><li>Listen</li><li>Talk + AF</li><li>Talk + AL</li><li>Talk + AT</li><li>Talk + AM</li><li>Talk + AR</li><li>Talk Lvl 2</li></ul>
Party Line	
	Scroll List: <ul style="list-style-type: none"><li>Talk Lvl 1</li><li>Listen</li><li>Talk + AF</li><li>Talk + AL</li><li>Talk + AT</li><li>Talk + AM</li><li>Talk + AR</li><li>Talk Lvl 2</li></ul>

Key Assign	
IFB	
	Scroll List: <ul style="list-style-type: none"><li>Talk Lvl 1</li><li>Listen</li><li>Talk + AF</li><li>Talk + AL</li><li>Talk + AT</li><li>Talk + AM</li><li>Talk + AR</li><li>Talk Lvl 2</li></ul>
Special List	
	Scroll List: <ul style="list-style-type: none"><li>Talk Lvl 1</li><li>Listen</li><li>Talk + AF</li><li>Talk + AL</li><li>Talk + AT</li><li>Talk + AM</li><li>Talk + AR</li><li>Talk Lvl 2</li></ul>
Sys Relay	
	Scroll List: <ul style="list-style-type: none"><li>Talk Lvl 1</li><li>Listen</li><li>Talk + AF</li><li>Talk + AL</li><li>Talk + AT</li><li>Talk + AM</li><li>Talk + AR</li><li>Talk Lvl 2</li></ul>
Camera ISO	
	Scroll List: <ul style="list-style-type: none"><li>Talk Lvl 1</li><li>Listen</li><li>Talk + AF</li><li>Talk + AL</li><li>Talk + AT</li><li>Talk + AM</li><li>Talk + AR</li><li>Talk Lvl 2</li></ul>

<b>Key Assign</b>	
<b>UPL Resource</b>	
Scroll List:	<ul style="list-style-type: none"> <li>• Talk Lvl 1</li> <li>• Listen</li> <li>• Talk + AF</li> <li>• Talk + AL</li> <li>• Talk + AT</li> <li>• Talk + AM</li> <li>• Talk + AR</li> <li>• Talk Lvl 2</li> </ul>
<b>IFB Spcl List</b>	
Scroll List:	<ul style="list-style-type: none"> <li>• Talk Lvl 1</li> <li>• Listen</li> <li>• Talk + AF</li> <li>• Talk + AL</li> <li>• Talk + AT</li> <li>• Talk + AM</li> <li>• Talk + AR</li> <li>• Talk Lvl 2</li> </ul>
<b>Auto Func</b>	
	<ul style="list-style-type: none"> <li>• All Call</li> <li>• Auto Follow</li> <li>• Auto Listen</li> <li>• Auto Mute</li> <li>• Auto Recip</li> <li>• Auto Table</li> <li>• Dim</li> </ul>

<b>Key Options</b>	
<b>Auto Dial</b>	
Numbers	
1-100	
1-Touch	
Tap Key	
Assign Preconfigured #s	
<b>Chime</b>	
Select Keys	
Tap Keys	
List of Callers	
Duration: 5 seconds	
<b>Clear</b>	
Tap Key	

<b>Key Options</b>	
<b>Exclusive</b>	
Tap Key	
<b>Key Groups</b>	
Group 1 - 4	
Tap Master Key	
Tap Slave Keys	
<b>Latching</b>	
Disabled	
Enabled*	
<b>Lock</b>	
Tap Key	
<b>Panel Swap</b>	
Control	
GPI Inputs	
Opto 1 - 4	
Cycle To	
Next	
Previous	
Switch To	
MAIN	
EXP1 – EXP7	
Toggle To	
EXP1 – EXP7	
Unassigned	
Toggle To	
EXP1 – EXP7	
Unassigned	
OC Out 1 - 2	
Cycle To	
Next	
Previous	
Switch To	
MAIN	
EXP1 – EXP7	
Toggle To	
EXP1 – EXP7	
Unassigned	
Relay 1 - 3	
Cycle To	
Next	
Previous	
Switch To	

**Key Options**

MAIN  
EXP1 – EXP7

Toggle To

EXP1 – EXP7

Unassigned

MAIN  
EXP1 – EXP7

Keypad

BACK/FWD/UPG1/UPG2

Cycle To

Next  
Previous

Switch To

MAIN  
EXP1 – EXP7

Toggle To

EXP1 – EXP7

Unassigned

Key States

Force Off  
Retain

Virtual EKPs

None  
EKP1 – EKP7

**Solo**

Tap Key

**Tallies**

15 seconds\*  
Indefinite

**Turn Off**

All Keys  
Talk Keys  
Listen Keys

**OMNEO Offers****Keypanel**

OMNEO-KP  
AIO

**Aux Inputs**

OMNEO Ch1  
OMNEO Ch2

**Save Configuration**

Configuration Saved

**Service****Alphas**

4 Chars

Cancel  
Save and Restart

6 Chars

Cancel  
Save and Restart

8 Chars

Cancel  
Save and Restart

8-Chars (UNICODE)

Cancel  
Save and Restart

**Aux/Mtx Inputs**

Aux In 1 – Aux In 6

Disabled  
Enabled

Matrix In

Disabled  
Enabled

OKI Ch 1

Disabled  
Enabled

OKI Ch2

Disabled  
Enabled

**Baud Rate**

Auto Baud  
9600K Baud  
76.8K Baud

**Display Dim**

All Panels

Brightness

Expansion

Both  
Left  
Right

Brightness

Main Panel

Both  
Left  
Right

Brightness

**Service****Footswitch**

## Mode

Disabled\*

Enabled

## Latched Keys

Retain\*

Latched

**Ganged Vols**

Disappearing

Fixed Offset

**Intercom Mode**

## Alternate

Cancel

Save and Restart

## Standard

Cancel

Save and Restart

**Key View**

Suppress AF\*

Talk/Lisn

Talk Only

**Keypad**

## Backlight

Activate\*

Always Off

Always On

## SEL Key

Auto\*

Assign Groups

Quick Assign

## Sequences

Classic

Default\*

**Local GPIO**

## GPIO Inputs

Opto 1-4

## Function

Key Group

Groups 1 - 4

Edge

Level\*

Not Assigned\*

Talk Key

Tap Key

**Service**

## Mode

Normal\*

Track Output

## GPIO Outputs

OC Out 1-2

Not Assigned

Talk Key

Tap Key

## UPG

Tap Key

Relay 1 - 3

Not Assigned

Talk Key

Tap Key

## UPG

**Page Change**

Auto

Always Allow

No Talk Keys

**OMNEO Setup**

## OMNEO KP

Device Name

X.X.X.X

DHCP

Disabled

Enabled

IP Parameters

IP Address

X.X.X.X

Gateway

X.X.X.X

Netmask

X.X.X.X

Domain

&lt;local&gt;

DNS Server 1

X.X.X.X

DNS Server 2

X.X.X.X

**Reset Cfg**

Cancel



<b>Service</b>	
Do Reset	
Configuration Reset	
<b>Scrn Saver</b>	
Activate	
Delay	
Delay Time: 1 Hour*	
Mode	
Display Off	
Text*	
<b>Set Address</b>	
Poll ID: 1*	
<b>Snoop Tally</b>	
Chime	
No Chime*	
<b>Test Panel</b>	
Test Panel	

## KP 32 CLD System Menu - no Option Cards

### Audio Options

#### DIM

##### Headset

Dim Volume: 0dB

##### Speaker

Dim Volume: -8dB

#### DSP Functions

##### Equalization

none

preset #1

preset #2

preset #3

preset #4

preset #5

##### Filters

Hdst Mic

Filter List

Matrix In

- none

Panel Mic

- 9600Hz

##### Gating

Hdst Mic

Threshold Disabled

Matrix In

Threshold Disabled

Panel Mic

Threshold Disabled

##### Metering

Hdst Mic

Matrix In

None

Panel Mic

##### Mixing

Headset

Source List (Not all sources are available to be mixed to all destinations)

Both

Left Chan

Right Chan

- Hdst Mic

Speaker

- Matrix

To Matrix

- Panel Mic

#### Headset Mic

##### Auto-Mute

Disabled

Enabled

##### Mode

Disabled

Enabled

Switched\*

##### Auto-Mute

Auto-Detect

Dynamic

Electret

### Audio Options

#### Headset Spkr

##### Auto-Transfer

Disabled

Enabled

##### Mode

Always On\*

Disabled

Switched

#### Key Volumes

##### Adjust

Disabled

Enabled\*

##### Reset

Cancel

Do Reset

Volumes Reset

#### LCP 16 CLD

##### Encoder 1 - 16

##### Inputs

Source List (Not all sources are available to be mixed to all destinations)

##### Outputs

Matrix In

Source List (Not all sources are available to be mixed to all destinations)

Both Hdsts

Both Spkrs

Front Hdst

Front Spkr

Rear Hdst

Rear Spkr

##### Sidetone

Unassigned

#### Matrix Out

##### Normal\*

##### Hot Mic

#### Max Volume

##### Headset

Max Volume: +10dB

#### Mic Gain

##### Adjust

Disabled

Hdst Mic

Panel Mic

**Audio Options****Level**

Hdst Mic

Mic Gain: 0dB

Panel Mic

Mic Gain: 0dB

**Min Volume****Headset**

Min Volume: Mute

**Speaker**

Min Volume: Mute

**Output Level**

Output Lvl: +8dB

**Panel Mic**

Disabled

Enabled

Switched\*

**Sidetone****Level**

Sidetone Level: -20dB

**Mode**

Always On

Disabled

Switched\*

**Speaker**

Always On

Disabled

Switched\*

**Tone Gen****Frequency**

1KHz

500Hz

Tone Off\*

Tone On

**Display****Key Groups**

Group 1

Group 1 Members

Group 2

Group 2 Members

Group 3

Group 3 Members

Group 4

Group 4 Members

**Key List**

List of Hidden Assignments

**LCP 16 CLD**

List of LCP 16 CLD assignments

**Level 2**

Level 2 Assignments

**Listen**

Listen Assignments

**Matrix**

Key Assign Matrices

**Panel ID**

Panel Alpha: N###

**Solo Key**

Solo

**Version**

Version X.X.X

**Display****Assign Type**

Key Assign Type

**Auto Dial**

1-touch Key Assignments

**Chans On**

List of Callers

**Chime**

Chime Keys

**Exclusive**

Exclusive Keys

## Key Assign

### Matrix

Matrix List:

- Pt-to-Pt
- Party Line
- IFB
- Spcl List
- Sys Relay
- Camera ISO
- UPL
- IFB SL

### Pt-to-Pt

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

### Party Line

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

### IFB

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

## Key Assign

### Special List

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

### Sys Relay

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

### Camera ISO

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

### UPL Resource

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

**Key Assign****IFB Spel List**

Scroll List:

- Talk Lvl 1
- Listen
- Talk + AF
- Talk + AL
- Talk + AT
- Talk + AM
- Talk + AR
- Talk Lvl 2

**Auto Func**

- All Call
- Auto Follow
- Auto Listen
- Auto Mute
- Auto Recip
- Auto Table
- Dim

**Key Options****Auto Dial**

Numbers

1-100

1-Touch

Tap Key

Assign Preconfigured #s

**Chime**

Duration

Duration: 5 seconds

Keys

Tap Key

**Clear**

Tap Key

**Exclusive**

Tap Key

**Key Groups**

Group 1-4

Tap Master Key

Tap Slave Keys

**Latching**

Disabled

Enabled\*

**Key Options****Lock**

Tap Key

**Panel Swap**

Control

GPI Inputs

Opto 1 – Opto 4

Cycle To

Next

Previous

Switch To

MAIN

EXP1 – EXP7

Toggle To

EXP1 – EXP7

Unassigned

OC Out 1 and OC Out 2

Cycle To

Next

Previous

Switch To

MAIN

EXP1 – EXP7

Toggle To

EXP1 – EXP7

Unassigned

Relay 1 – Relay 3

Cycle To

Next

Previous

Switch To

MAIN

EXP1 – EXP7

Toggle To

EXP1 – EXP7

Unassigned

Keypad

BACK, FWD, UPG1, UPG2

Cycle To

Next

Previous

## Key Options

Switch To

MAIN

EXP1 – EXP7

Toggle To

EXP1 – EXP7

Unassigned

Key States

Force Off

Retain

Virtual EKPs

None

EKP1 – EKP7

## Solo

Tap Key

## Tallies

15 seconds\*

Indefinite

## TurnOff

All Keys

Talk Keys

Listen Keys

## Save Configuration

Configuration Saved

## Service

### Alphas

4 Chars

Cancel

Save and Restart

6 Chars

Cancel

Save and Restart

8 Chars

Cancel

Save and Restart

8-Chars (UNICODE)

Cancel

Save and Restart

## Service

### Aux/Mtx Inputs

Matrix In

Disabled

Enabled

### Baud Rate

Auto Baud

76.8K Baud

9600K Baud

### Display Dim

All Panels

Brightness

Expansion

Both

Brightness

Left

Right

Main Panel

Both

Brightness

Left

Right

### Ganged Vols

Disappearing

Fixed Output

### Intercom Mode

Alternate

Cancel

Save and Restart

Standard

Cancel

Save and Restart

## Key View

Suppress AF\*

Talk/Lisn

Talk Only

### Keypad

Backlight

Activate\*

Always Off

Always On

SEL Key

Auto\*

Assign Groups

Quick Assign

Sequences

Default\*

Classic

***Service*****Page Change**

Auto  
Always Allow  
No Talk Keys

**Reset Cfg**

Cancel  
Do Reset  
Configuration Reset

**Scrn Saver**

Activate  
Delay  
Delay Time: 1 hour\*  
Mode  
Display Off  
Text\*

**Set Address**

Poll ID: 1\*

**Snoop Tally**

Chime  
No Chime\*

**Test Panel**

Test Panel



# *EKP 32 CLD*

---

## *Introduction*

Connecting directly to the KP 32 CLD color keypad, the **EKP 32 CLD** (Expansion Panel Color Display) provides an additional 32 keys per expansion panel to your intercom application.

Use the supplied RJ-45 expansion cable (included with the EKP 32 CLD) and refer to Figure 43, “Expansion Panel Cabling,” on page 199, for information on how to connect up to three (3) additional expansion panels (if the intercom is configured for 128 keys).

---

## *Specifications*

### **LCD Display**

Size

4.9” LCD

Resolution

320 x 96 (RGB)

### **Connector**

EXP IN

RJ-45

EXP OUT

RJ-45

J1

RJ-45

### **General**

#### **EKP 32 CLD**

Storage Temperature

-40°C to 70°C (-40°F to 158°F)

Operating Temperature

-15°C to 50°C (5°F to 122°F)

Dimensions

19”L x 3.47”H x 3.25”D (482.6mm x 88.138mm x 82.55mm)

Weight

6.30lb (2.85kg)

Power Consumption

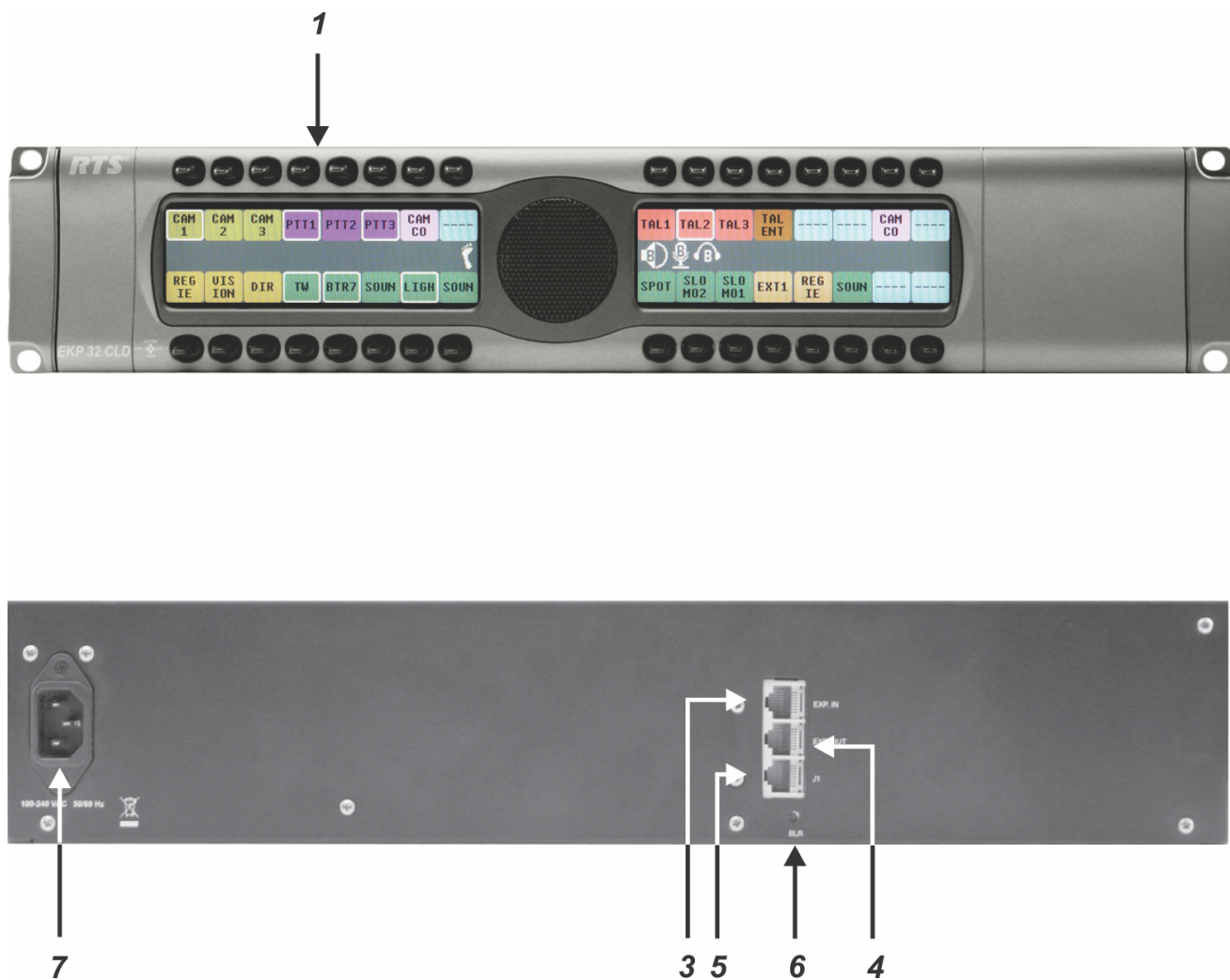
Quiescent - 10W

Full Load - 35W

Input Power

100~240VAC, 50~60Hz

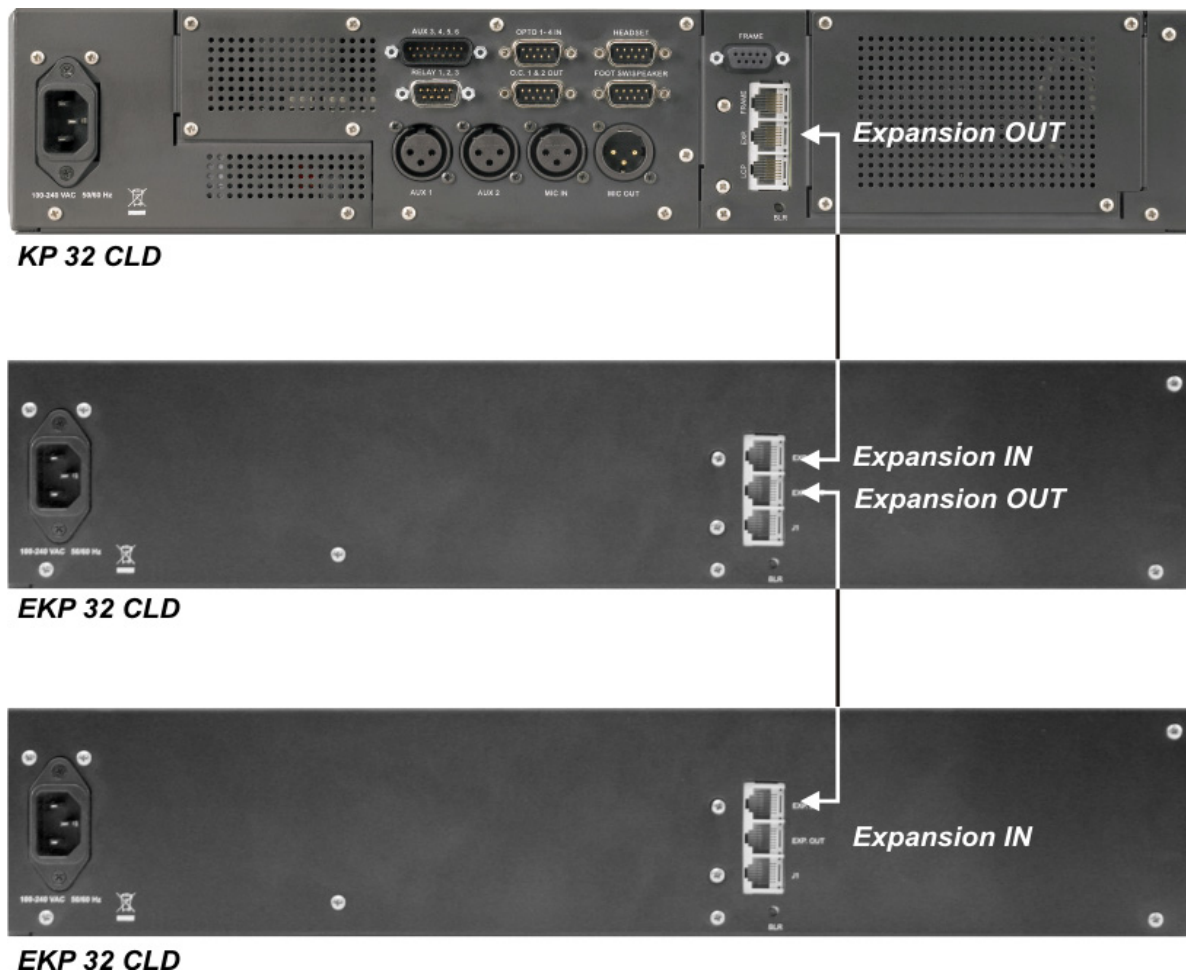
## EKP 32 CLD Expansion Panel Reference View



**FIGURE 42.** EKP CLD Expansion Panel Reference View - Front and Rear

1. Expansion Keys
2. RJ-45 Expansion IN
3. RJ-45 Expansion OUT
4. RJ-45 J1 Connector (not used on the EKP)
5. Boot Loader - for more information, see “Download Firmware Using the BLR Function” on page 62.
6. AC/Power

## Expansion Panel Cabling Reference



**FIGURE 43.** Expansion Panel Cabling

RJ-45 EXP IN (expansion)	
Pin	Assignment
1	GND
2	GND
3	GND
4	GND
5	RS485 +
6	RS485 -
7	GND
8	Reserved

RJ-45 EXP OUT (expansion)	
Pin	Assignment
1	GND
2	GND
3	GND
4	GND
5	RS485 +
6	RS485 -
7	GND
8	Reserved



## *RVON-2 for KP CLD*

---

### *General Description of the RVON-2 Voice-over Network Card*

Installed directly into KP CLD family keypanels, the RVON-2 provides **VoIP** (Voice over Internet Protocol) communications for the RTS ADAM Intercom family. In general, VoIP means sending voice information in digital form using discrete packets rather than the traditional hard-wire analog audio over copper connection. The RVON-2 delivers an integrated solution for connecting CLD keypanels to the Intercom matrix over standard IP networks.

The RVON-2 is compatible with any RTS Matrix Intercom System equipped with a suitable RVON interface. In conjunction with the KP CLD keypanels, the RVON-2 brings a new level of enterprise-wide and remote access functionality to your RTS Matrix Intercom.

The RVON-2 card is configurable through the keypanel service menu and Bosch's AZedit configuration software. It is fully compatible with internationally recognized standards and supports the following protocols: G.711, G.729A, and G.723 at 2 Bit rates.

The RVON-2 reaffirms RTS' history of providing support for the latest technology in a backward compatible manner to all its RTS products.

## Features

Installation	The RVON-2 provides a single RJ-45 Ethernet connection for use with a 10 BASE-T or 100 BASE-TX network.
2 Channels of Audio IN and OUT	The RVON-2 card supports two (2) channels in and out and has configurable network and bandwidth parameters that can be tailored to individual network functions.
Ethernet Compatible	The RVON-2 card uses standard Ethernet protocols and is compatible with 10 BASE-T and 100 BASE-TX Ethernet compliant devices and networks.
AZedit Configurations	Users have the ability to adjust the audio parameters of the RVON-2 channel to optimize the available bandwidth.
Swappable Between Ethernet and AIO Connection	When connected to an Ethernet LAN, if selected, audio comes from the VoIP RVON-2 card; when an Ethernet link is not present, the audio comes from the AIO connection.
	<b>NOTE:</b> The user does not need to remove the RVON-2 card to switch to AIO mode. VoIP and AIO audio is selected via the keypad menu ( <i>RVON Offers</i> ).

## Specifications

### DIGITAL

**TABLE 9.** Compression Specifications

Compression	Audio Bit Rate	Coding Delay	Playout Delay	IP Bandwidth
G.711	64k	125µs	20–60ms	160–224 kbps
G.729A	8k	10ms	20–120ms	32–112kbps
G.723	5.3k/6.3k	30ms	60–120ms	29–45kbps
Data depends on CODEC selection.				
<b>NOTE:</b> The Playout Delay and Bandwidth depend on the configured amount of audio per packet.				

### CONNECTIONS

- RJ-45 Ethernet via backcard

### PHYSICAL

- 2.5”W x 5.75”L (63.5mmW X 146.05mmL)

---

## Default Addresses for the RVON Product Line

**TABLE 10.** Default IP Addresses for the RVON Product Line

Product	Default IP Address	Default Subnet Mask
RVON-I/O	192.168.0.1	255.255.0.0
RVON-8	192.168.0.2	255.255.0.0
RVON Keypanel	192.168.0.3	255.255.0.0
RVON-C	192.168.0.4	255.255.0.0
RVON-16	192.168.0.5	255.255.0.0
GPIO-16	192.168.0.6	255.255.0.0
MCII-e	192.168.0.7	255.255.0.0
Cronus	192.168.0.8	255.255.0.0
Zeus III	192.168.0.9	255.255.0.0

---

## Dip Switches

**Switch 1    Reserved****Switch 2    Disable Telnet Shell**

Default Setting      off (Telnet Enabled)

Description      The Telnet shell allows you to access configuration options through the use of Telnet. When DIP switch 2 is off, you can use Telnet to access configuration options on the RVON-2 card. Turn **DIP switch 2** on to disable the Telnet shell.

**Switch 3    Enable Boot Downloader**

Default Setting      off (Boot Downloader Disabled)

Description      The purpose of the boot downloader is to allow you to recover from having your main application image corrupted (either by bad flash programming or by downloading an invalid image). Turn **DIP switch 3** on to enable the boot downloader.

**Switch 4    Debug Only!**

Default Setting      off

Description      DIP switch 4 should always be left in the OFF position. It is reserved for debugging and switching it on can have unintended consequences.



## *Firmware Compatibility Requirements for the RVON-2 Card*

**TABLE 11.** Compatibility Requirements for the RVON-2 card

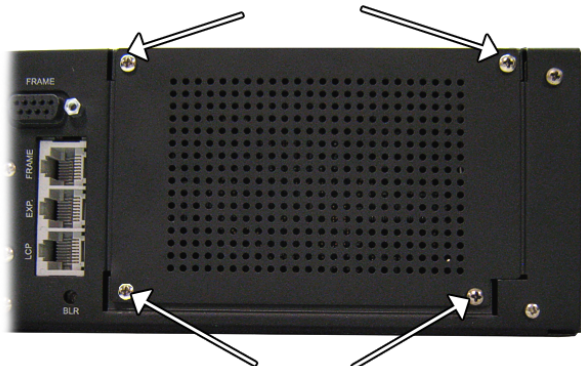
Description	Version
Master Controller	9.19.0 or later
Peripheral Controller	10.10.0 or later
DBX	1.10.1 or later
AZedit	2.06.06 or later
RVON-8	2.1.5 or later
KP CLD	2.0.0 or later

## *Installation of the RVON-2 Card*

### **KP 32 CLD**

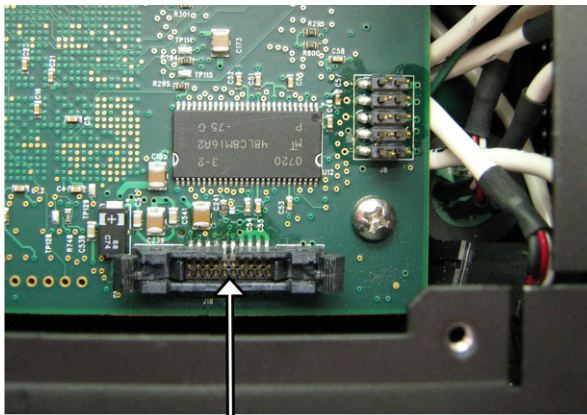
To install the RVON-2 Option card in the KP 32 CLD, do the following:

1. Power **OFF** the KP 32 CLD.
2. Using a screwdriver, remove the **four (4) screws** holding the KP 32 CLD Option Card blank.



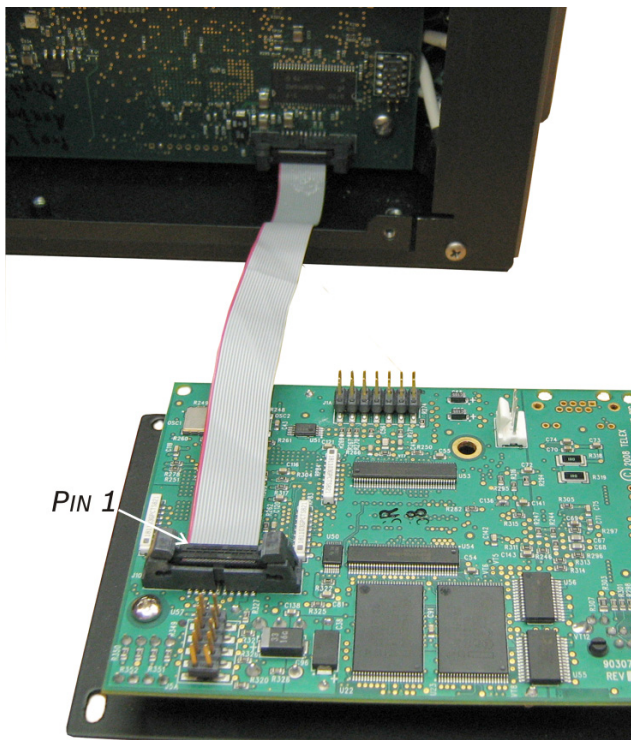
3. Securely connect the **RVON-2 Option Card ribbon cable** to the J18 connector of the KP 32 CLD main board.

**CAUTION:** Do NOT connect the ribbon cable backwards, unintended results may occur.

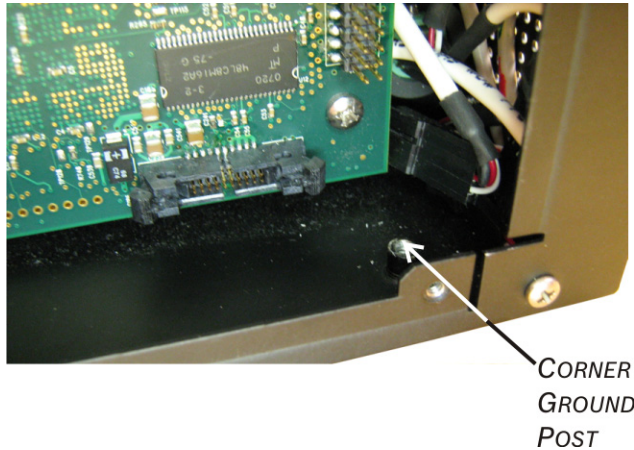


J18 Connector

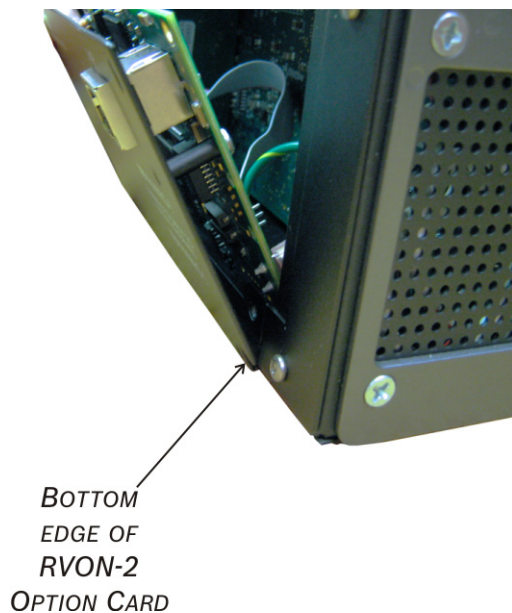
**NOTE:** There is no twist in the ribbon cable and the red ribbon is aligned on the left.



4. Using a screwdriver, connect the **RVON-2 ground strap** using the specified screw shown in to the corner ground post in the KP 32 CLD.



5. Insert the **bottom edge** of the RVON-2 Option Card in the KP 32 CLD unit.



6. Carefully tilt the **top edge** of the RVON-2 option card to be flush with the KP 32 CLD unit.
7. Line up the **screw holes of the RVON-2 option card** with the screw holes on the KP 32 CLD unit.
8. Using a screwdriver, **replace the screws**, securing the RVON-2 Option Card in place.
9. Power **on** the KP 32 CLD unit.

## DKP 16 CLD

To **install the RVON-2 option card into the DKP 16 CLD**, do the following:

1. Power **off** the DKP 16 CLD.
2. Remove the **hex screws** and **pan head screws** from the bottom of the unit.



3. Carefully lift the **DKP top panel** off the unit and set it aside.

---

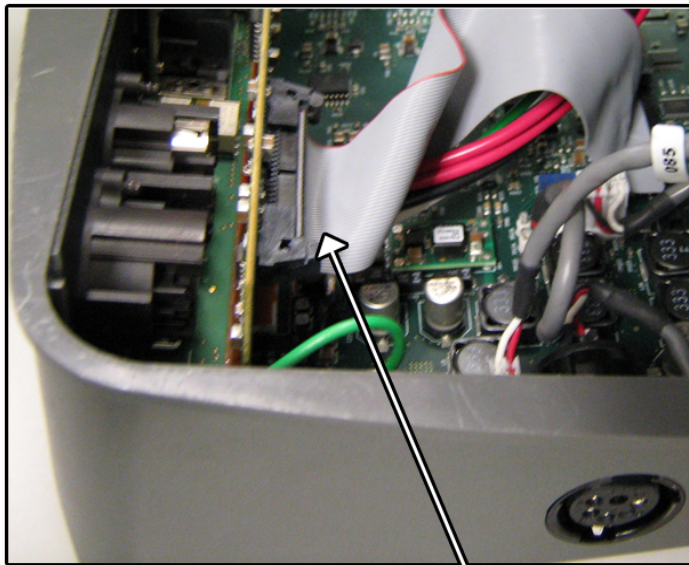
**IMPORTANT:** The top panel cannot be removed entirely because of the many other connectors within the unit.

---

4. If a GPIO Option Card is installed, continue to the **next step**, otherwise, skip to step 7.

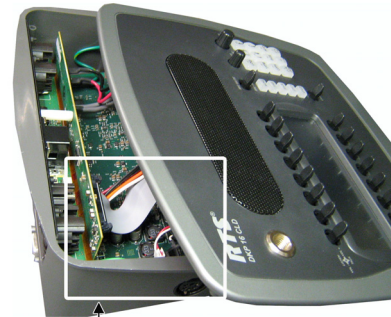


5. Disconnect the **ribbon cable connected at J6** on the GPIO Option Card and tuck it towards the front of the unit so it is out of the way.



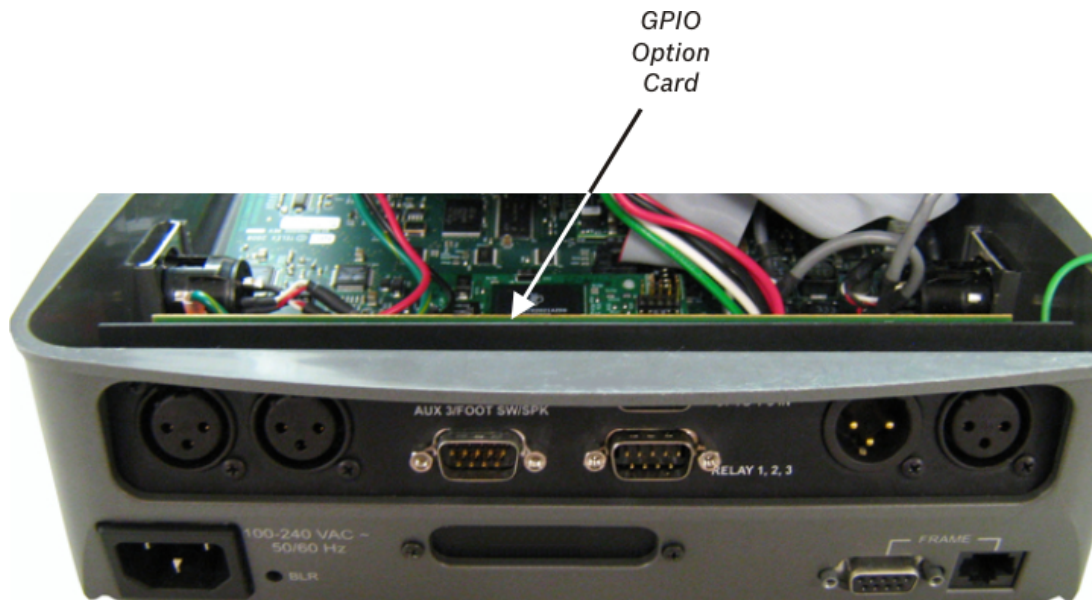
*Ribbon Cable*

*Detail View A*



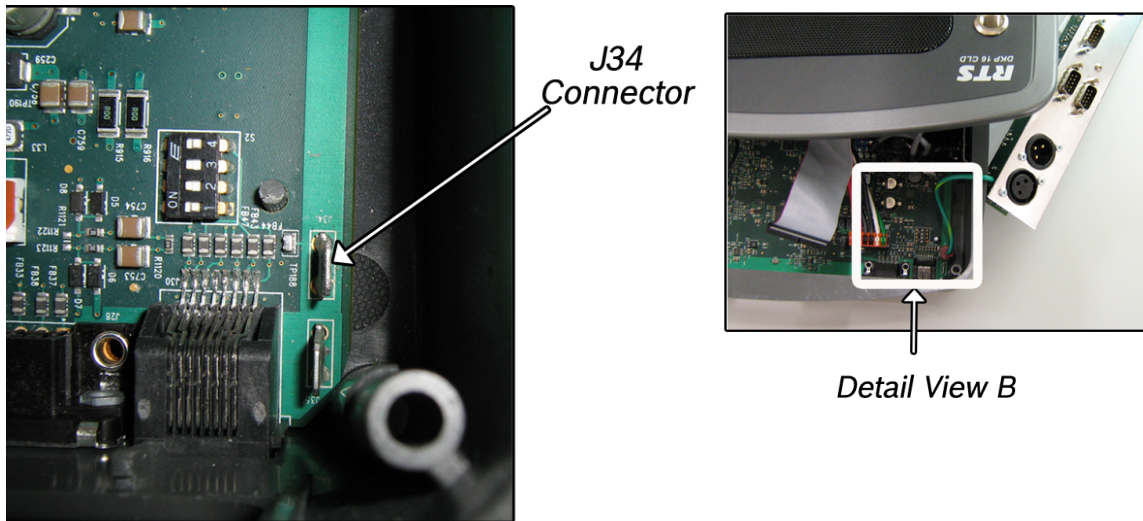
*Detail View A*

6. Gently, yet firmly, lift up and out on the **GPIO option card** to unseat the card and set it aside.

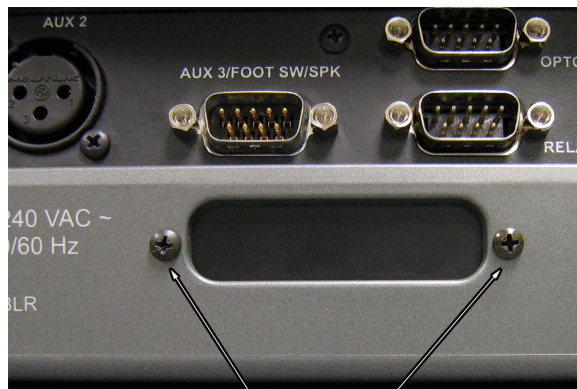


*GPIO  
Option  
Card*

7. Carefully disconnect **J34** from the main board.

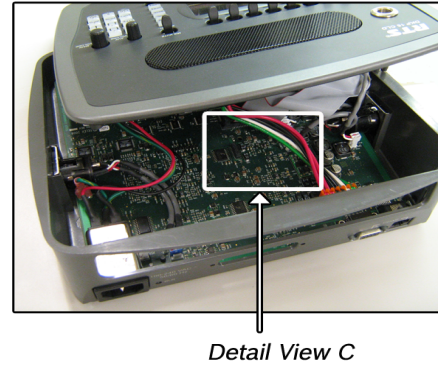
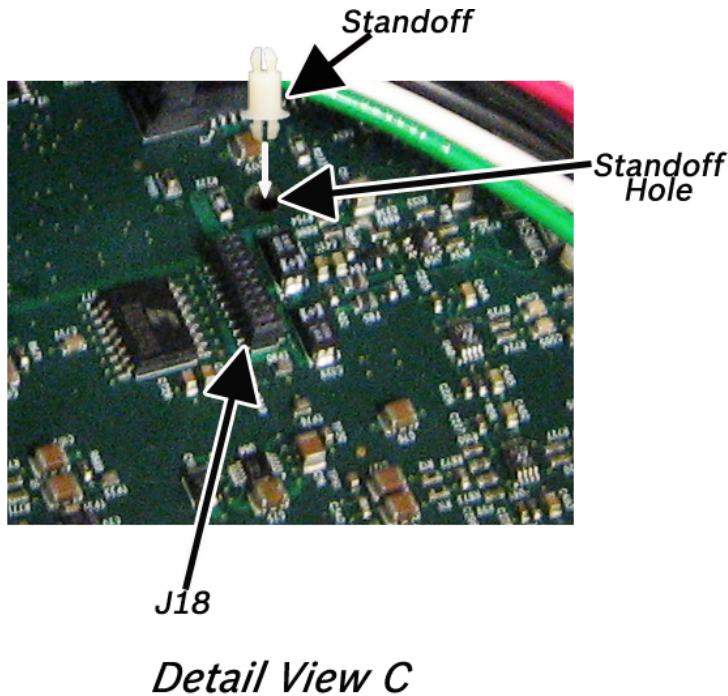


8. Using a screwdriver, remove the **mounting screws** from the DKP 16 CLD RVON-2 blank plate and remove the blank.



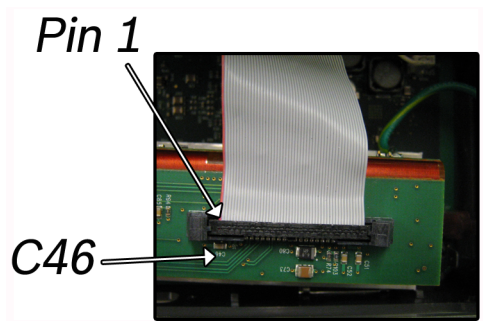
9. Remove the **standoff** from the RVON-2 Option Card.

10. Attach the **standoff** to the main board of the DKP 16 CLD unit.



11. Carefully line up the **standoff hole on the RVON-2 Option Card** with the **standoff on the DKP 16 CLD main board**. By doing this, you ensure J10 and J18 are aligned to seat properly.
12. Gently press down on the **RVON-2 Option Card** with enough force to pop the option card in place.
13. Attach the **RVON-2 Option Card** to the DKP 16 CLD frame using the same mounting screws as removed in step 7.
14. Reconnect the **GPIO Option Card** to J34 (see step 6).
15. Place the **GPIO Option card** in the DKP 16 CLD unit.

**CAUTION:** Do NOT connect the ribbon cable backwards, unintended results may occur. Pin 1 (designated by the red wire) lines up with the capacitor C46.



16. Replace the **ribbon cable** to J6 of the GPIO Option Card (see step 4).
17. Replace the **top panel of the DKP 16 CLD unit** and secure it with the two (2) hex screws and two (2) pan head screws.



---

## Addresses and the RVON-2

Because the RVON-2 has an Ethernet interface, it is required to have a **MAC** (Media Access Control) Address. This is a low level address that contains 48 bits. Do not confuse this address with an IP Address. In order to be IP compliant, all cards must have a unique MAC ID when shipped from the manufacturer. Typically, the MAC Address of a piece of hardware, such as the RVON-2 card, has a fixed or static address. Where as the RVON-2 card's IP Address can change over time.

The MAC Address uniquely identifies each node of a network and interfaces directly with the network media. The RVON-2 card has a small 8-pin serial device on the board that the processor can read the unique MAC Address from. For more information on MAC IDs, contact technical support.

**NOTE:** Each RVON-2 card needs to be programmed with its own IP Address.

---

## Configure the RVON-2 from the KP CLD

The KP CLD firmware must be at version 2.1.6 or later to use the RVON-2 with the KP CLD.

### Set the IP Address from the Service Level Menu

The RVON-2 card, when shipped has a default IP Address already configured. This must be changed in order for the RVON-2 card to function properly because the pre-configured IP Address may not work with your network.

To **set the IP Address**, do the following:

1. On the KP CLD, press **Menu**.  
*The Information menu appears.*
2. Using the arrow keys, select **Service**.
3. Press **SEL**.  
*The Service submenu appears.*
4. Using the arrow keys, select **RVON Setup**.
5. Press **SEL**.  
*The RVON-2 and RVON-IO appear in the display window.*
6. Using the arrow keys, select **RVON-2**.
7. Press **SEL**.  
*IP Address, Gateway, and Netmask appear in the display window.*
8. Using the arrow keys, select **IP Address**.
9. Press **SEL**.  
*The current IP Address appears.*
10. Using the number pad, enter the **first number** in the IP Address.  
*This activates the first octet of the IP Address and clears the rest of the IP Address.*
11. Press **SEL**.  
*This confirms the first octet in the IP Address and moves you to the second octet.*

**NOTE:** Press **SEL** to skip over any octet that does not need modification.

12. Repeat **steps 10 and 11** until the entire IP Address is entered.
13. Press **SEL**.  
*IP Address, Gateway, and Netmask appear in the display window.*

**NOTE:** Once you have entered the IP Address, enter the Gateway Address, if required. A Gateway is a node (for example, a computer) on a network that serves as an entrance to another network.

14. Using the arrow keys, select **Gateway**.

15. Press **SEL**.  
*The current Gateway appears.*
16. Using the number pad, enter the **first number** in the Netmask.  
*This activates the first octet of the Gateway and clears the rest of the Netmask.*
17. Press **SEL**.  
*This confirms the first octet in the Gateway and moves you to the second octet.*

**NOTE:** Press **SEL** to skip over any octet that does not need modification.

18. Repeat **steps 16** and **17** until the entire Gateway is entered.
19. Press **SEL**.  
*IP Address, Gateway, and Netmask appear in the display window.*

**NOTE:** Once you have entered the Gateway, enter the Netmask, if required. The Netmask is a string of numbers similar to an IP Address, except that it masks or screens out the network part of an IP Address so that only the host computer part of the address remains (for example, 255.255.255.0).

20. Press **SEL**.  
*The current Netmask appears.*
21. Using the number pad, enter the **first number** in the Netmask Address.  
*This activates the first octet of the Netmask Address and clears the rest of the address.*
22. Press **SEL**.  
*This confirms the first octet in the Netmask Address and moves you to the second octet.*

**NOTE:** Press **SEL** to skip over any octet that does not need modification.

23. Repeat **steps 21** and **22** until the entire Netmask is entered.
24. Press **SEL**.  
*IP Address, Gateway, and Netmask appear in the display window.*
25. Press **CLR** to exit the menu.  
*The modifications are now made.*

**NOTE:** You can still set the IP Address without being connected to an Ethernet LAN. Once you have entered the IP information you are prompted to perform a Save Cfg. The address is saved in the keypanel until the RVON-2 is connected to an Ethernet LAN.

## *Menu System, RVON Offers (Only available with the RVON-2 option card installed)*

The **RVON Offers** menu item is used to configure the matrix connection when the RVON-2 option card is installed. It is also used to configure which RVON channels can be used for Aux Input.

**NOTE:** Use the left and right arrows in the keypad display to navigate to the different menu items.



**FIGURE 44.** RVON Offers Information Menu Option

### **RVON-2 Option Card Matrix Connection**

**NOTE:** You can only have one (1) frame connection at a time.

There are three (3) ways to connect to the matrix:

- AIO* – AIO-8, AIO-16, Cronus. When the AIO connection is used, both RVON Ch1 and Ch2 are available as Aux Input Channels. Use the Frame connection on the back panel of the keypad.
- RVON-2* – RVON-16, RVON-8, RVON-C, RVON-I/O (in remote mode). You can only use RVON channel 1 when connecting to the matrix using the RVON-2. Use the VoIP connection on the RVON-2 option card.
- RVON-I/O* – RVON-16, RVON-8, RVON-C, and RVON-I/O (in local mode). Use the Frame connection on the back panel of the keypad.

**NOTE:** For more information about RVON-I/O configuration, see the RVON-I/O user manual (93507772000).

### **RVON-2 Option Card Matrix Port Configuration**

With the RVON-2 option card installed in the CLD family of keypanels, you can have up to two (2) additional full-duplex audio channels that can be mixed with audio in the CLD keypad.

**NOTE:** RVON channel 1 can be used for either the matrix connection or as an Aux Input/Output. However, it cannot be used as both at the same time.

To **configure the Matrix connection port**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.  
*The Information menu appears.*
2. Using the 3(↑) or 6(↓), select **RVON Offers**.

3. Press **SEL**.  
*Keypanel and Aux Input appear in the display window.*



4. Using the arrow keys, select **Keypanel**.  
*RVON-2 and AIO<sup>1</sup> appear in the display window.*



5. Select the **Matrix connection type** you want to use.  
*A list of available ports appears.*
6. Using the arrow keys, select the **port** you want to use.  
*An arrow appears next to the port.*
7. Press **CLR** to exit menu mode.

**NOTE:** You can manually select between keypanel frame connections. But, when the connection is switched, it automatically disables and resets the unused connection to the *None* option. This means when you reconnect, you must reassign the matrix port.

## RVON-2 Option Card Aux Port Configuration

To **configure the RVON channels as Aux Inputs**, do the following:

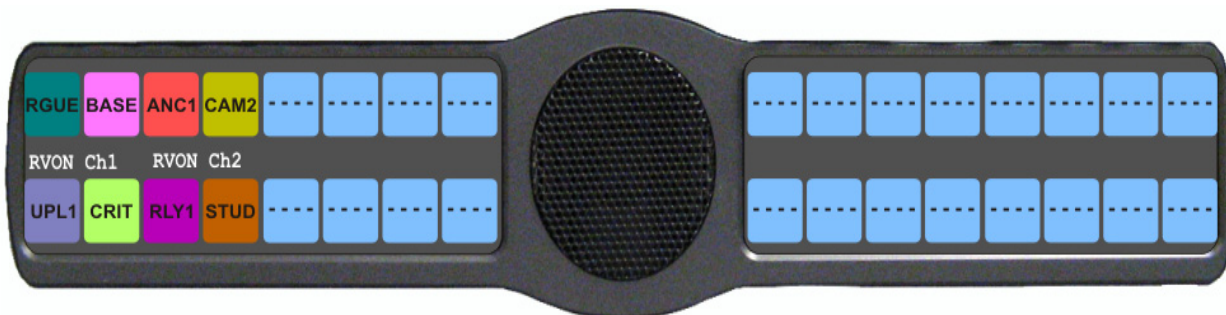
1. On the KP 32 CLD keypad, press **MENU**.  
*The Information menu appears.*
2. Using the arrow keys, select **RVON Offers**.
3. Press **SEL**.  
*Keypanel and Aux Input appear in the display window.*

1. If an RVON-I/O is connected to the keypanel, RVON-I/O replaces the AIO menu option.

4. Using the arrow keys, select **Aux Input**.



5. Press **SEL**.  
*RVON Ch1 and RVON Ch2 appears in the display window.*



6. Using the arrow keys, select **RVON Ch1** or **RVON Ch2**.
7. Press **SEL**.  
*A list of available RVON ports appears in the display window.*
8. Using the arrow keys, select the **RVON port** you want to configure as an Aux Input.
9. Press **SEL**.  
*The RVON Aux Input is configured.*

## Configure a RVON card in the Frame using AZedit to contact the RVON-2

To configure an RVON-8, RVON-16 or RVON-C card to connect to an RVON-2 card, do the following in AZedit:

1. From the Status menu in AZedit, select **I/O Cards**.  
*The I/O Card Status window appears showing the types of installed cards.*
2. Right click an **RVON card** and select **RVON Configuration**.  
*The RVON Configuration screen appears.*

**RVON Configuration**

**Settings for RVON Card**

RVON Card: Slot 08

IP Address: 192 . 168 . 1 . 28

Network Mask: 255 . 255 . 255 . 0

Default Gateway: 192 . 168 . 210 . 1

**Settings for Connected Devices**

RVON Channel: Channel 1 - G-FORCE [057]

Device IP Address: 192 . 168 . 1 . 107

Device Type: RVON-IO

Device Channel: Channel 8

CODEC Type: G.711 mu-law (64kbps)

Packet Size: 10ms audio / packet

☒ Enable VAD (Voice Activity Detection)

**Settings for Pass-Through Serial via Ethernet**

Target IP Address: 0 . 0 . 0 . 0

Serial Baud Rate: 9600 bps

Apply Done

### NOTE:

- The RVON card you use should be already configured. If it is not configured, refer to the specific RVON User Manual.
  - Remember, the RVON-2 has only one (1) channel that can be configured as the matrix port. The second channel is always an AUX port.
3. From the RVON Channel drop down list, select the **channel** to be used to communicate to the RVON-2 card across the network.
  4. In the Device IP field, enter the **IP Address** for the RVON-2 card.
  5. From the Device Type drop down list, select **RVON Keypanel**.
  6. From the Device Channel drop down list, select **Channel 1** or **Channel 2**.  
*There may be two (2) channels listed, but a matrix port connection can only be made through channel 1. Channel 2 can be used as an Aux Input.*
  7. From the CODEC Type drop down list, select the **CODEC type**.
  8. From the Packet Size drop down list, select the **size** of each audio packet.

**NOTE:** A CODEC is an algorithm used to compress audio. Codecs dictate the quality of audio you hear and the network bandwidth used. The packet size determines how much audio data is carried across the network in each transmitted packet. The CODEC type and packet size chosen require different amounts of bandwidth from the network. As with the CODEC type, the packet size you choose for the audio transfer affects the audio you hear and the bandwidth you use over the network. The larger the audio packet you choose to use, the lower the bandwidth used. However, the larger packet size can result in a higher delay and longer gaps if the packet is lost. On the other hand, smaller packet sizes result in larger bandwidth use, but lower delays and smaller gaps if the packet is lost. The Intercom System Engineer and the Network Designer may want to work together in choosing the CODEC type and packet size suitable for the size of the network, so degradation of network resources does not occur.

9. Select **Enable VAD**, if you want to conserve bandwidth when the audio level is below a given threshold.

**NOTE:** **VAD** (Voice Activation Detection) saves network bandwidth by stopping the flow of audio packets when silence is detected. VAD is similar to VOX.

10. Once you are finished, click **Apply**.



## Download RVON-2 Firmware Through AZedit

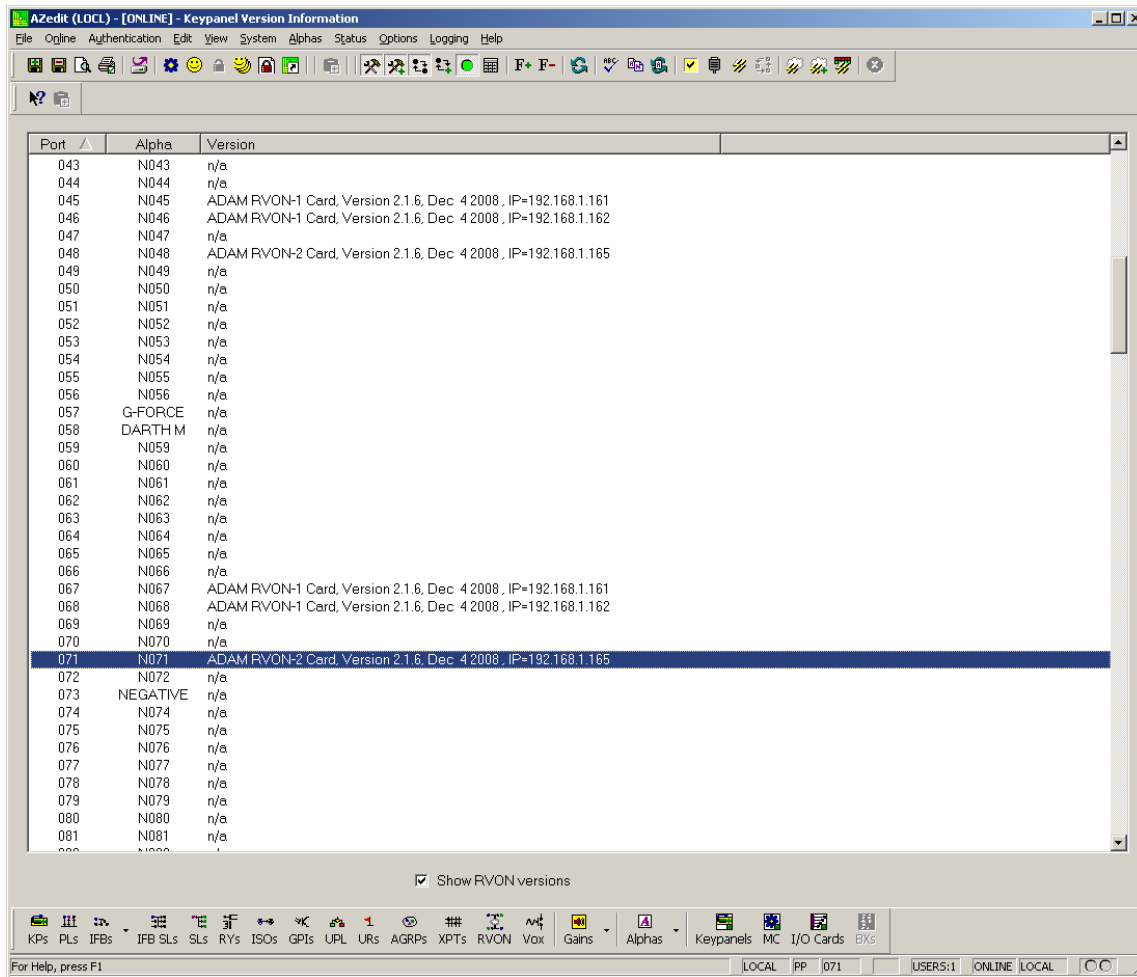
**NOTE:** AZedit sends firmware directly to the RVON-2 card over Ethernet. This is different from other I/O cards (except the RVON-8) that receive the firmware from the Master Controller. For this reason, verify the PC running AZedit is able to contact the RVON-2 card via the network, or is configured with a Gateway IP Address that can contact the RVON card. If it is not, AZedit cannot find the RVON-2 card.

To **test the connection**, do the following:

- > Ping the **RVON card** from a command line.

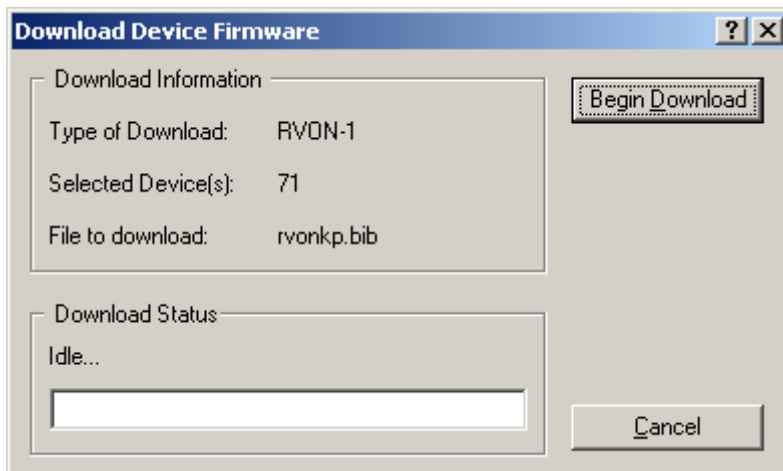
To **download the RVON-2 firmware**, do the following:

1. Open **AZedit**.
2. From the Status menu, select **Software Versions** and then **Keypanel**.  
*The Keypanel Version window appears.*

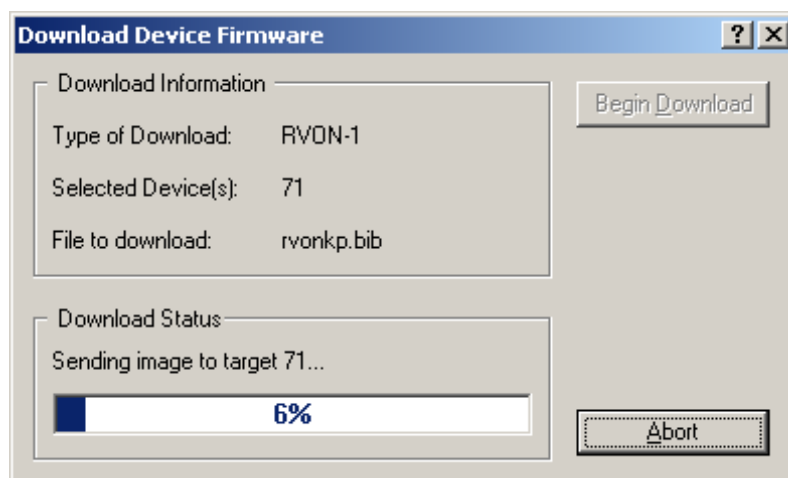


3. On the Keypanel Version Information window, select the **Show RVON/OMNEO Versions** check box.
4. Select and right click the **keypanel** which has the RVON-2 installed, and then select **Download RVON-2**.  
*The Download Device Firmware window appears.*
5. Using the Browse feature, browse to the **file** to be downloaded.

6. Click **Open**.  
The *Download Device Firmware* window appears.



7. Click **Begin Download**.  
The download begins.



8. Click **OK**.  
The *RVON-2* firmware download is complete. This takes one (1) or two (2) minutes to occur.

**CAUTION:** Do not power down the keypanel until you have verified the new version information from AZedit. If the card loses power while reprogramming the onboard flash memory, the card may become unbootable and may need to have its flash chips reprogrammed at the factory.

9. Verify the **correct version** is shown on the Keypanel Version Information window.

**NOTE:** You can also download the RVON-2 firmware through *Status|Ports*. Once the download is complete, the version cannot be verified from the Port Status window.

---

## RVON Serial and Telnet Commands

RVON-2 card programming can be done via telnet connection. There is only one (1) physical connection to an RVON board:

- Backcard RJ-45 J1 (Telnet Only)

### Setup

Telnet    IP Address, port 23

---

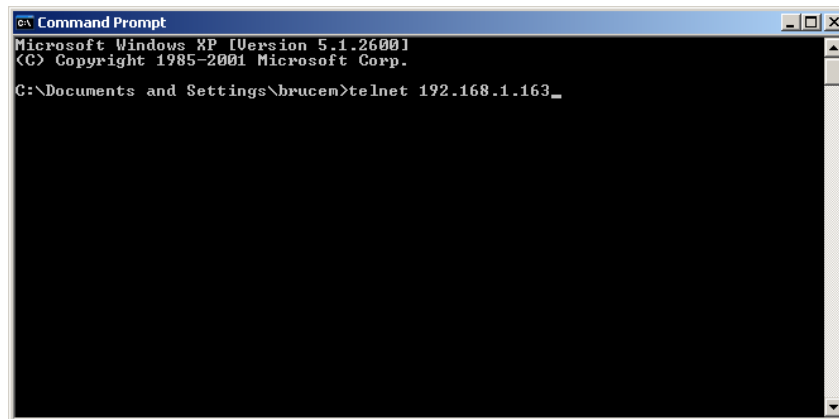
## How to Configure the RVON-2 using Telnet

If you cannot access the physical KP CLD with RVON-2 installed on it, you can still configure the card through the use of Telnet. The following instructions show you how to access the Telnet screen and show you some of the information you can see and edit.

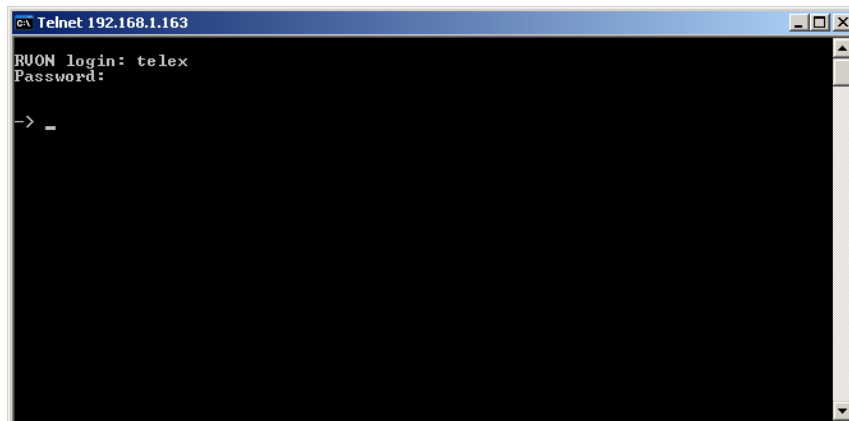
**NOTE:**        These instructions are to help you get to the Telnet screens and give you an overview of what can be done. This is not an all inclusive document. Not every action that can be performed is contained within the document.

To **display the settings for the RVON-2 Card**, do the following:

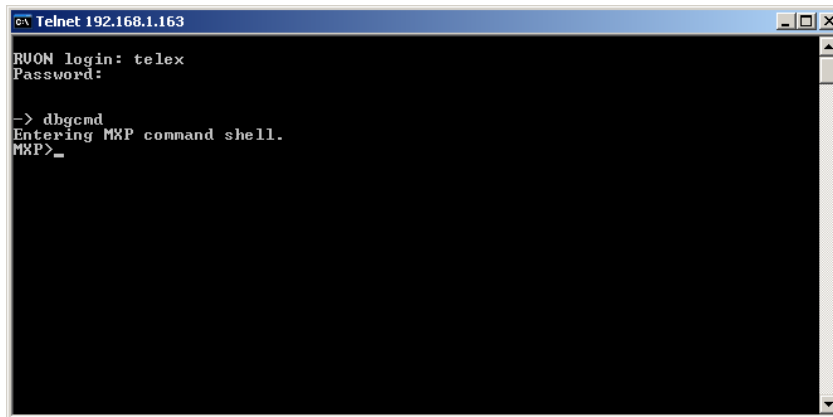
1. Open a **command prompt**.
2. At the prompt, type **telnet [IP ADDRESS]** (The [IP Address] is the IP Address assigned to the RVON-2 card).



3. Press **Enter**.  
*The RVON logon screen appears.*



4. In the logon field, type the **RVON logon** (default = telex).
5. Press **Enter**.
6. In the password field, type the **RVON password** (default = password).
7. Press **Enter**.  
*A prompt appears.*
8. At the prompt, type **dbgcmd** to access the debug command screens.

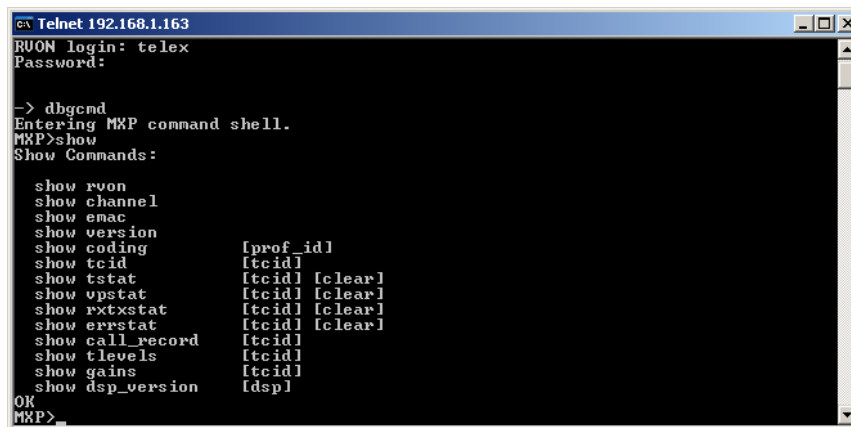


```

Telnet 192.168.1.163
RVON login: telex
Password:
-> dbgcmd
Entering MXP command shell.
MXP>_

```

9. Press **Enter**.  
*An MXP prompt appears.*
10. At the prompt, type **Show**.
11. Press **Enter**.  
*The show commands screen and MXP prompt appears.*



```

Telnet 192.168.1.163
RVON login: telex
Password:
-> dbgcmd
Entering MXP command shell.
MXP>show
Show Commands:

show rvon
show channel
show emac
show version
show coding          [prof_id]
show tcid             [tcid]
show tstat            [tcid] [clear]
show vstat            [tcid] [clear]
show rxtxstat         [tcid] [clear]
show errstat          [tcid] [clear]
show call_record      [tcid]
show tlevels           [tcid]
show gains             [tcid]
show dsp_version      [dsp]
OK
MXP>_

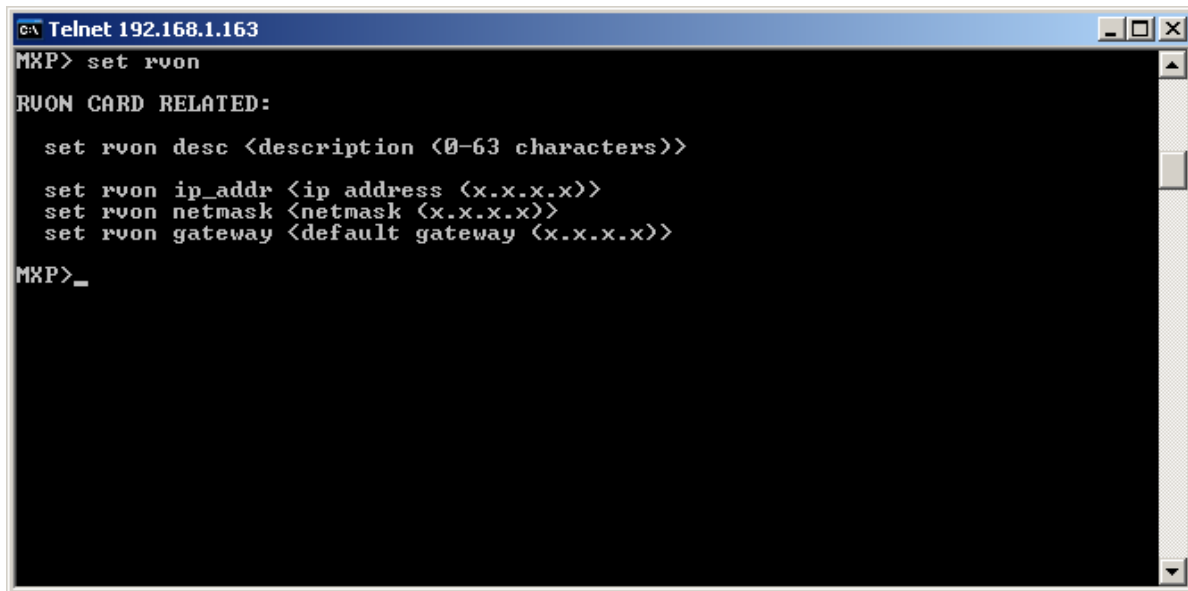
```

12. At the MXP prompt, type the **show** command you want to see (for example, “show rvon”).
13. Press **Enter**.  
*The values for the RVON-2 card appear.*

To edit the RVON-2 configuration, do the following:

1. Repeat **steps 1 through 9**.
2. At the MXP prompt, type either **set RVON** or **set EMAC** (see screen descriptions below).

3. Press **Enter**.



```
C:\ Telnet 192.168.1.163
MXP> set rvon
RVON CARD RELATED:

  set rvon desc <description <0-63 characters>>

  set rvon ip_addr <ip address <x.x.x.x>>
  set rvon netmask <netmask <x.x.x.x>>
  set rvon gateway <default gateway <x.x.x.x>>
MXP>_
```

set rvon desc

Allows you to edit the RVON description up to *63 characters*.

set rvon ip\_addr

Allows you to edit the IP Address (all four (4) octets).

set rvon netmask

Allows you to edit the netmask (all four (4) octets).

set rvon gateway

Allows you to edit the gateway (all four (4) octets).

```

GA Telnet 192.168.1.163
MXP>set channel
RUON CHANNEL RELATED:

  set channel [all:<chan>] desc <description (0-63 characters)>
  set channel [all:<chan>] dest_ip <ip address (x.x.x.x)>
  set channel [all:<chan>] dest_type <type (0-4), 0=RVON-8, 1=RVON-1, 2=RVON-10>
  , 3=RVON-C, 4=RVON-16
  set channel [all:<chan>] dest_chan [same:<chan (0-7)>]
  set channel [all:<chan>] chan_codec <prof_id (0-27)>

  set channel [all:<chan>] vad_threshold [adaptive:<value (-20 to +10 relative t
o -40dBm)>]

  set channel [all:<chan>] input_gain <gain (-14 to +14 dB)>
  set channel [all:<chan>] output_gain <gain (-14 to +14 dB)>

  set channel [all:<chan>] onhook
  set channel [all:<chan>] offhook

MXP>

```

set channel desc	Allows you to edit the channel description (up to <i>63 characters</i> ).
set channel dest_ip	Allows you to edit the destination IP Address the RVON-2 card communicates with.
set channel dest_type	Allows you to edit the destination type for the device the RVON-2 card talks with.
set channel dest_chan	Allows you to edit the destination channel of the device the RVON-2 talks with.
set channel chan_codec	Allows you to edit the CODEC to be used for transferring the data between the two (2) devices.
set channel vad_threshold	Allows you to edit the vad threshold for the channel.
set channel input_gain	Allows you to edit the input gain for the RVON-2 card.
set channel output_gain	Allows you to edit the output gain for the RVON-2 card.
set the channel onhook	onhook = hang up If the channel was already connected, going off-hook has no effect (it is already off-hook if connected). Going onhook hangs up the call, and it should then try to reconnect. If the channel was not already connected, going off-hook causes it to try and establish a connection. Going onhook in this state has no effect (it is already onhook if idle).
set channel off-hook	off-hook = connected If the channel was already connected, going off-hook has no effect (it is already off-hook if connected). Going onhook hangs up the call, and it should then try to reconnect. If the channel was not already connected, going off-hook causes it to try and establish a connection. Going onhook in this state has no effect (it is already onhook).





## OKI - OMNEO Keypanel Interface

---

### OKI Installation

#### Firmware Requirements:

- KP 32 CLD Firmware version 1.6.0 or later

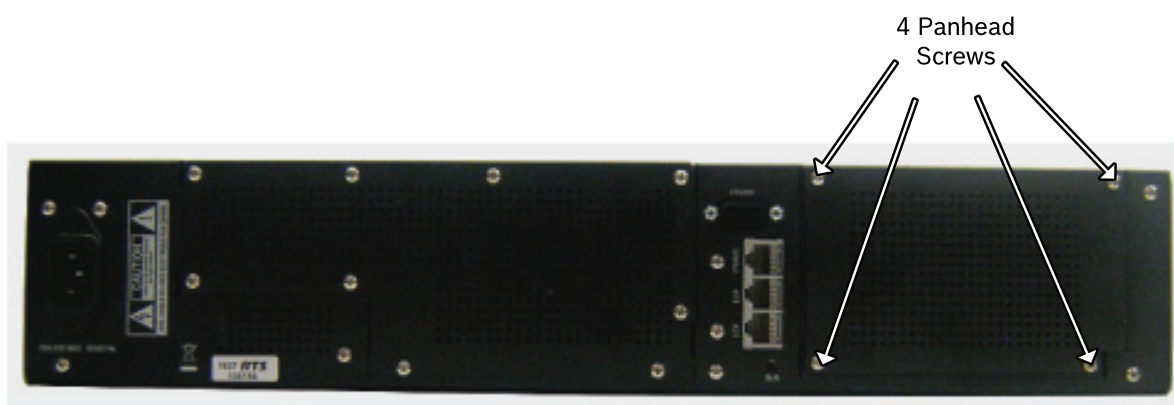
---

**IMPORTANT:** The keypanel firmware must be updated before you install the OKI module into the keypanel.

---

To **install the OKI Module**, do the following:

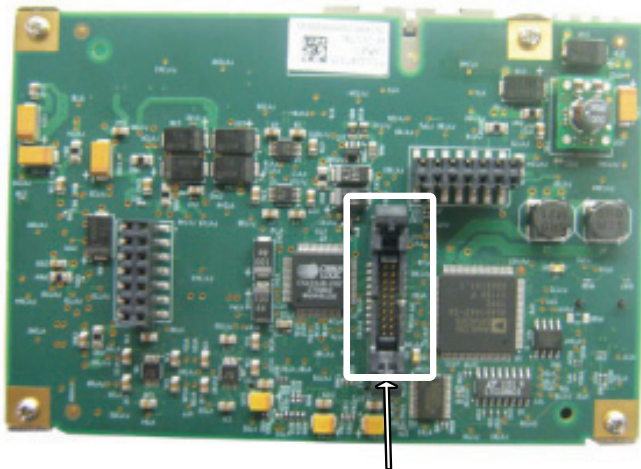
1. Power **off** the KP 32 CLD.
2. Using a screwdriver, remove the **four (4) screws holding the KP 32 CLD Option Card blank** to the chassis. Set them aside for use later.



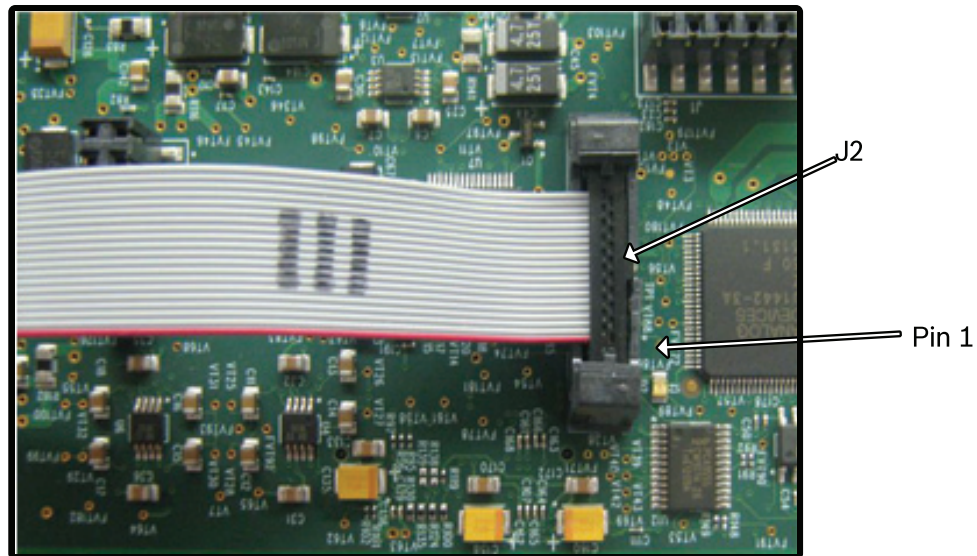
KP 32 CLD Rear View

3. Securely connect the **OKI ribbon cable to J2** on the OKI board set.

**NOTE:** Align the red stripe with Pin 1.



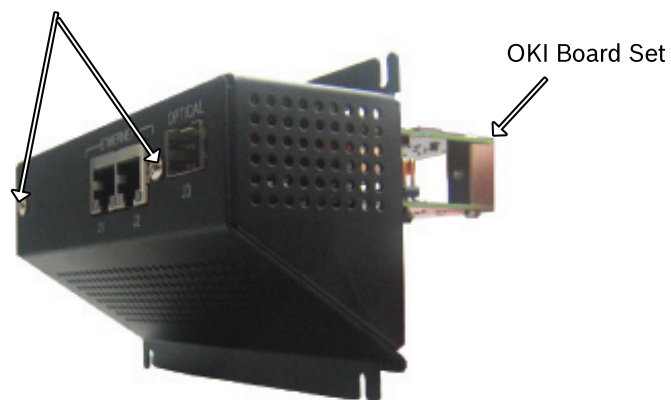
Detail A



Detail A

4. Using the two (2) screws provided, install the **board set in the OMI enclosure**.

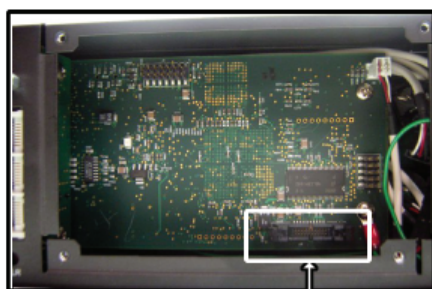
Provided Pan Head Screws



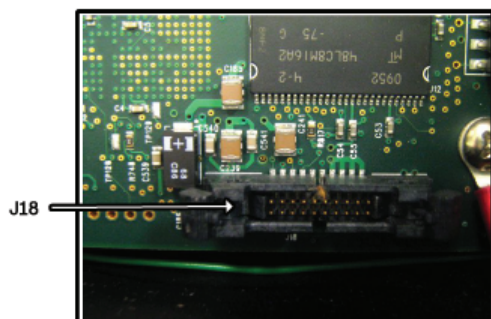
5. Attach the **other end of the ribbon cable to J18** on the KP 32 CLD main board.

**NOTE:** Do NOT connect the ribbon cable backwards, unintended results may occur. See picture for proper placement.

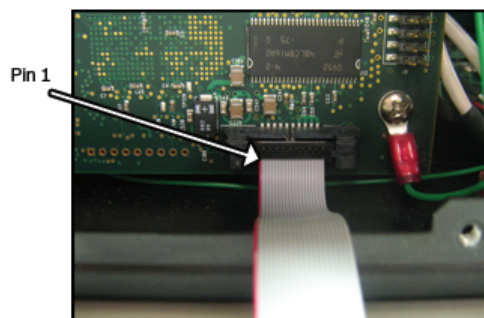
KP 32 CLD Main Board



Detail B



Detail B



6. Carefully insert the **OKI board set** into the KP 32 CLD chassis.

---

**CAUTION:** Be sure to clear any existing wires in the KP 32 CLD for proper installation of the OKI board set.

---



7. Using the four (4) screws you removed in step 2, attach the **OKI enclosure** to the KP 32 CLD chassis.
8. Power **on** the KP 32 CLD.

# *Cyrillic Support*

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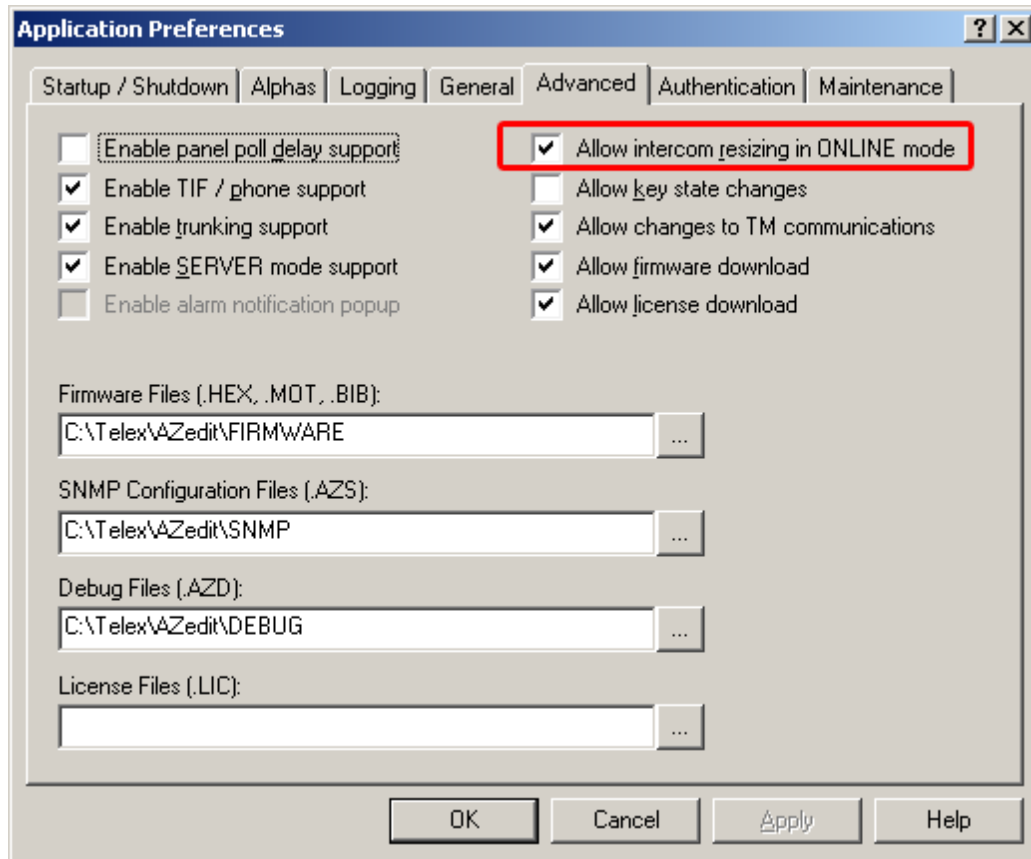
## *AZedit and Cyrillic Support*

Minimum firmware revision requirements for Cyrillic support are:

- MCII-e v2.4.0 or later
- AIO-8 v10.5.0 or later
- AIO-16 v1.3.0 or later
- Cronus v1.8.0 or later
- Zeus III v1.3.0
- KP 32 CLD v1.3.0 or later
- KP 12 CLD v1.1.0
- KP12/4U v1A.0.26C (Cyrillic character set only)
- Font file KP32-CLD-UNICODE.KPF v0.05

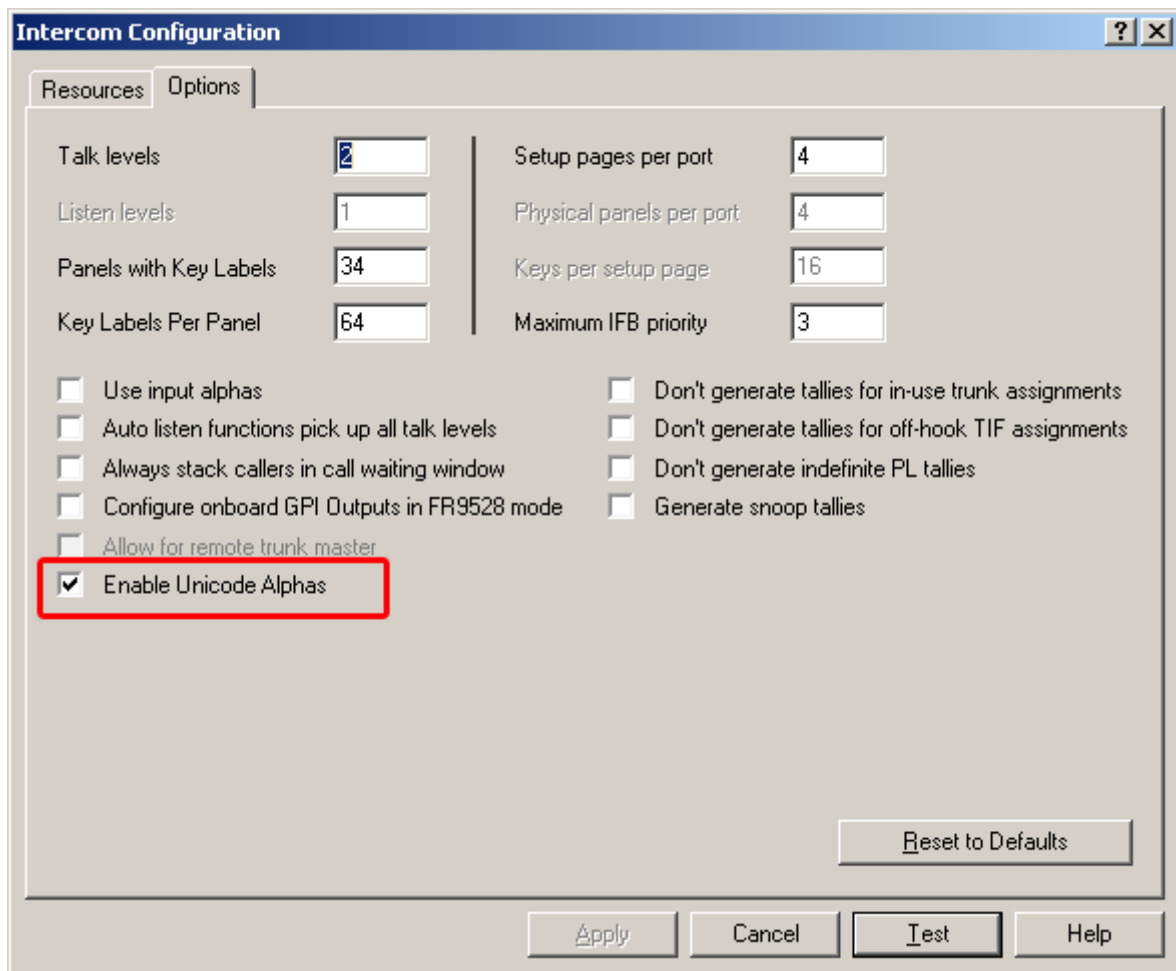
To **configure AZedit for Cyrillic operation**, do the following:

1. On the KP CLD keypad, select **Service|Alphas|8 Chars (Unicode)|Standard|Save and Restart**.
2. From the Options menu in AZedit, select **Preferences**.  
*The Application Preferences window appears.*
3. Select the **Advanced** tab.  
*The Advanced page appears.*
4. Select the **Allow intercom resizing in ONLINE mode** check box.



5. Click **Apply**.
6. Click **OK**.  
*The Application Preferences window closes.*
7. From the Options menu, select **Intercom Configuration**.  
*The Intercom Configuration window appears.*
8. Click the **Options** tab.  
*The Options page appears.*

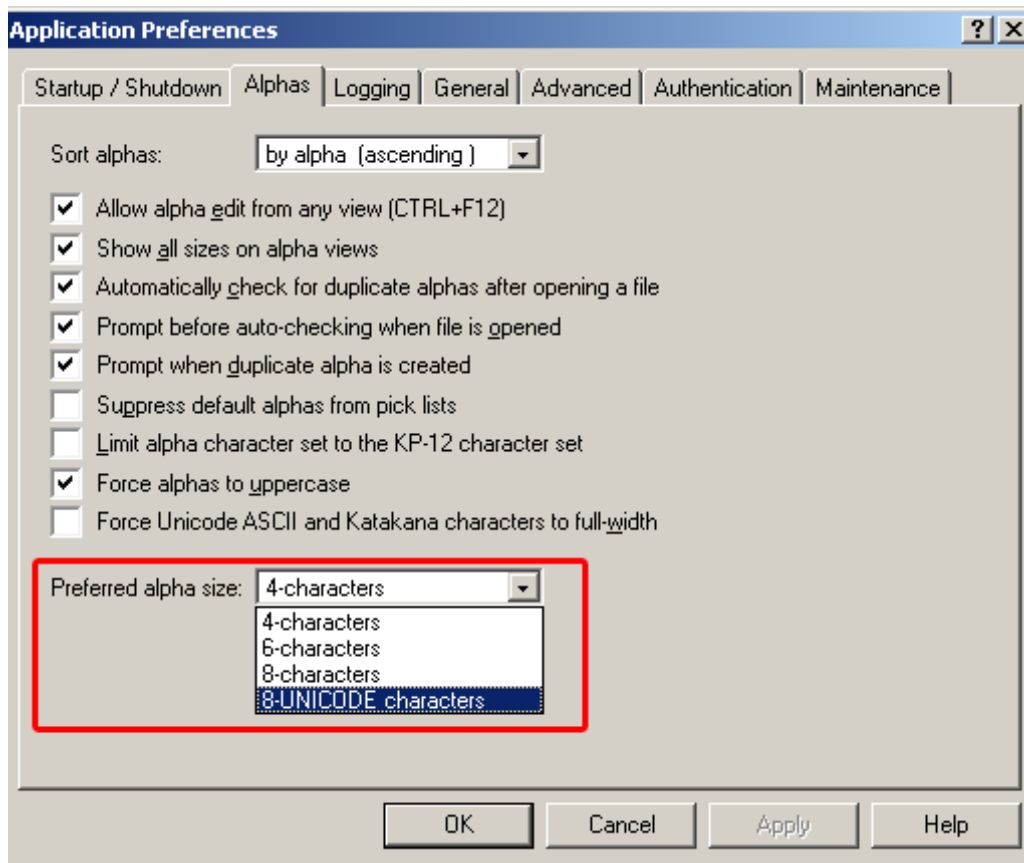
9. Select the **Enable Unicode Alphas** check box.



10. Click **Apply**.  
*The Intercom Configuration window closes.*
11. From the Options menu, select **Preferences**.  
*The Application Preferences window appears.*
12. Click the **Alphas** tab.  
*The Alphas window appears.*



13. From the Preferred alpha size drop down menu, select **8-UNICODE characters**.



14. Click **Apply**.
15. Click **OK**.  
*The Application Preference window closes.*
16. From the Online menu, select **Send Changes**.  
*The changes are sent to the intercom.*

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*Notes*

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## **Bosch Security Systems, Inc.**

12000 Portland Avenue South  
Burnsville, MN 55337 U.S.A.

[www.boschcommunications.com](http://www.boschcommunications.com)