



GXT 4000 – 16
GXT 4000 – 32
GXT 4000 – 48
GXT 4000 – 64

TOUCH SCREEN MICROPHONE CONSOLES

GENERAL INFORMATION

1 DESCRIPTION

The GXT 4000 microphone console is a touch screen console. It has from 16 up to 64 programmable soft keys for making PA broadcasts into selected areas or zones. It is designed to operate over a bus architecture, meaning that several consoles can be used over the same network, while collectively occupying just one single audio channel. In fact, the consoles are self-regulating, with audio channel priority always being given to the first console that picks up the channel. The main part of the console may be flush fitted or mounted on its own swivel base for tabletop use.

The GXT 4000 console comes complete with:

- an electret microphone,
- a touch screen for setting and selecting zones,
- a memory card reader for broadcasting pre-recorded messages,
- a loudspeaker for monitoring announcements, etc.,
- a fail soft switch with protective hood,
- a stylus.

It may be used to:

- view the degree of occupancy of the network's zones,
- broadcast an announcement into one or more zones.

2 TECHNICAL SPECIFICATIONS

Audio signal bus:

- Output: via transformer
- Nominal level: 0 dBu
- Microphone preamplifier: compressor fitted

Transmission and commands

- Serial link: RS485 bus

User interface

- Touch screen with up to 64 programmable soft keys and 5 function keys
- Zone occupancy indicator
- Audio bus occupancy indicator
- Indicator showing whether the serial link is connected to the host system
- a protected fail soft pushbutton switch (connector output with connection box)
- monitoring loudspeaker
- message memory card reader

Message memory card reader

- Memory medium: SD card using FAT32, files stored in root directory only (sub-directories are not supported)
- Message format: wav, 44100 Hz, 16 bit, mono
- The console has 2 memory card slots, one inside the console, the second accessible *from the outside. The external reader has priority*



Power

- Voltage: 24 V d.c. (min. 12 volts, max. 28 volts)
- Current: 110 mA (190 mA at 12 V, 100 mA at 28 V)

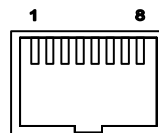
Housing

- Material: metal
- Colour: grey console on black base
- Dimensions: 287 x 237 x 73 mm
- Microphone overall length: 36 cm
- Weight: 2.5 kg
- comes complete with 2 mounting brackets and 2 screws for flush mounting

The console may be powered directly using the RJ45 sockets (refer to § 4.1 concerning restrictions). In the case of remote consoles, however, the bus may be powered using the jack socket.

Pin N°	In / Out
1	Audio Out +
2	Audio Out -
3	Audio In +
4	Audio In -
5	0 V
6	+24 V
7	RS485 Data +
8	RS485 Data -

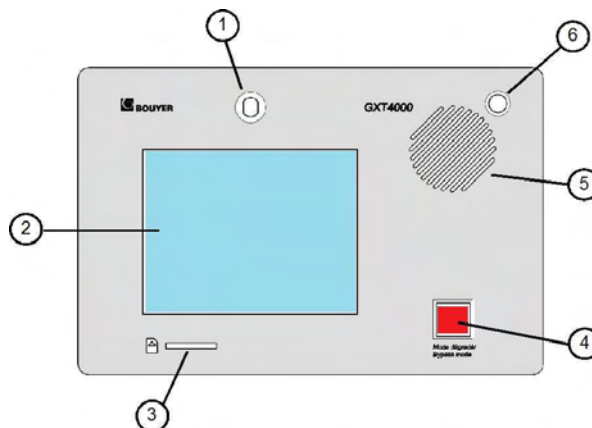
RJ45 pinout



3 PRESENTATION

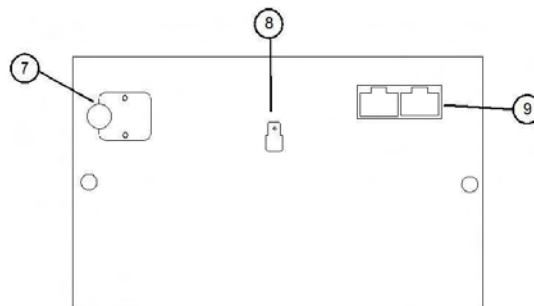
View from above:

- (1) Electret microphone
- (2) Touch screen
- (3) Memory card slot
- (4) Protected fail soft pushbutton
- (5) Monitoring loudspeaker
- (6) Stylus holder



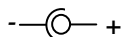
View from below:

- (7) Protected pushbutton connector cable grommet
- (8) Earth terminal
- (9) RJ45 In/Out sockets



Side view:

- (10) 24 V power socket



- (11) Sub-D 9 pin (RS232) serial socket for uploading programs



4 INSTALLATION



Warning!

This appliance must not be immersed in water or otherwise subject to splashing

Recess mounting

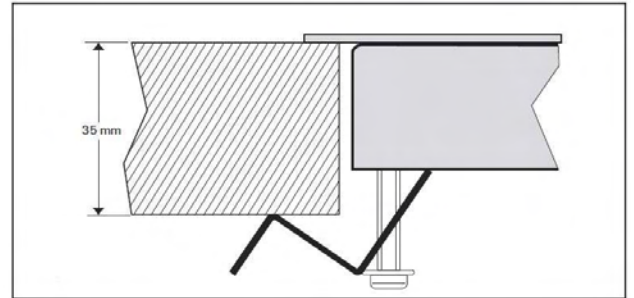
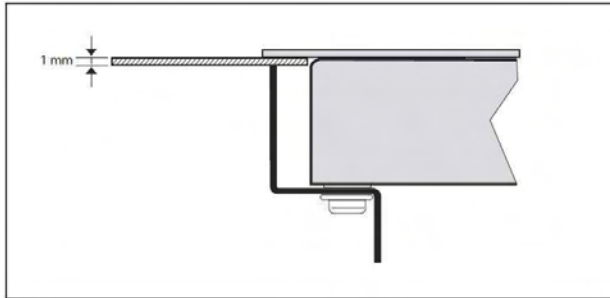
Recess dimensions: 240 x 150 mm

Separate the central unit from its base by extracting the 2 screws and brackets located underneath the unit.

Use the brackets to fix the unit to a supporting surface that has a depth of between 1 and 35 mm.

For greater depths, use spacers, wedges or longer bracket retaining screws.

Warning: when recessing, the power supply jack socket will only be accessible if the thickness of the mounting surface is 25 mm or less. Should the recess depth exceed this, the console should be powered using the RJ45 sockets.



4.1 General Data – Operational Limits

Number of consoles

The number of consoles that can be connected to the same bus depends on the type of installation used.

Power

A single power supply can be used to power several GXT 4000 consoles.

The table below gives an indication of power delivery limitations according to the number of consoles and distances between them.

Number of consoles	Distance between the power supply source and the farthest console
3	100 m
1	150 m max.

Data calculated using the optional power supply NS110557 (24 V d.c., 500 mA) and a cable impedance of 0.085 ohm.m^{-1} . In order to work, the absolute minimum voltage arriving at the power input terminals of each console must be 12 V with maximum load applied.

Cabling

Consoles on the same bus are daisy-chained together at the RJ45 inputs/outputs using the cables supplied.

Over long distances, an EL720 connector box may be necessary. For audio and RS485, twisted pairs are recommended. Electrical interference (audio parasites) may be minimised by screening the audio connectors. Following these guidelines, the total cable length can reach 1000 m all buses combined (the limit normally associated with RS485 networks where no repeaters are used).

EL720 connector box pinout

RJ45/8 pin terminal correspondence chart	
RJ45 pinout	8 pin terminal pinout
1	8
2	7
3	6
4	5
5	4
6	3
7	2
8	1

Fail soft mode:

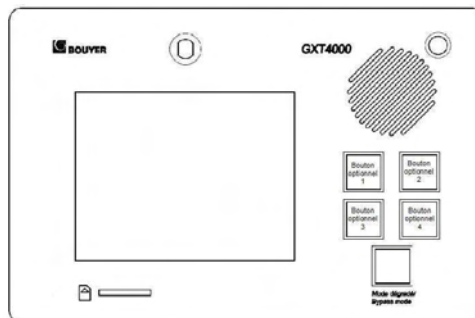
To wire up the fail soft, connect the connection box (PGM) to the 26 pin connector strip located inside the console. The connector strip may be accessed by removing the cover on the console's base.

There is one configuration switch per protected pushbutton located on the main board inside the console; use these switches to set the contacts to NO (normally open) or NC (normally closed) as required.

For each of the four optional pushbuttons, the indicator lamp is driven by zeroing the associated control point.

PGM connector box pinout

26 pin connector/terminal correspondence chart			
26 pin connector pinout	Terminal pinout	26 pin connector pinout	Terminal pinout
1	Audio In + (monitoring)	14	Contact 2 optional pushbutton 1 (NO)
2	Audio In - (monitoring)	15	Contact 2 optional pushbutton 1 (ground)
3	Audio Out + (audio fail soft mode)	16	Indicator control optional pushbutton 1 (-)
4	Audio Out - (audio fail soft mode)	17	Contact 1 optional pushbutton 4 (NO or NC)
5	Fail soft contact (NO or NC)	18	Contact 1 optional pushbutton 4 (ground)
6	Fail soft contact (ground)	19	Contact 2 optional pushbutton 4 (NO)
7	Contact 1 optional pushbutton 2 (NO or NC)	20	Contact 2 optional pushbutton 4 (ground)
8	Contact 1 optional pushbutton 2 (ground)	21	Indicator control optional pushbutton 4 (-)
9	Contact 2 optional pushbutton 2 (NO)	22	Contact 1 optional pushbutton 3 (NO or NC)
10	Contact 2 optional pushbutton 2 (ground)	23	Contact 1 optional pushbutton 3 (ground)
11	Indicator control optional pushbutton 2 (-)	24	Contact 2 optional pushbutton 3 (NO)
12	Contact 1 optional pushbutton 1 (NO or NC)	25	Contact 2 optional pushbutton 3 (ground)
13	Contact 1 optional pushbutton 1 (ground)	26	Indicator control optional pushbutton 3 (-)



5 APPLICATION

5.1 Use with a CS 2500 Central Monitoring Unit as a public safety announcement system

When connected to a CS 2500 central monitoring unit, the GXT 4000 can be used to broadcast safety announcements within selected zones; its in-built touch screen does away with any need for separate switch matrices, thus keeping costs and cabling to a minimum. Other PA sources such as piped music, etc., may be connected either to the CS 2500's AUX input or to the 0 dB inputs of CS 2003 audio matrices.

IMPORTANT: Ensure that the CS 2500's software version is version V4.50 or greater.

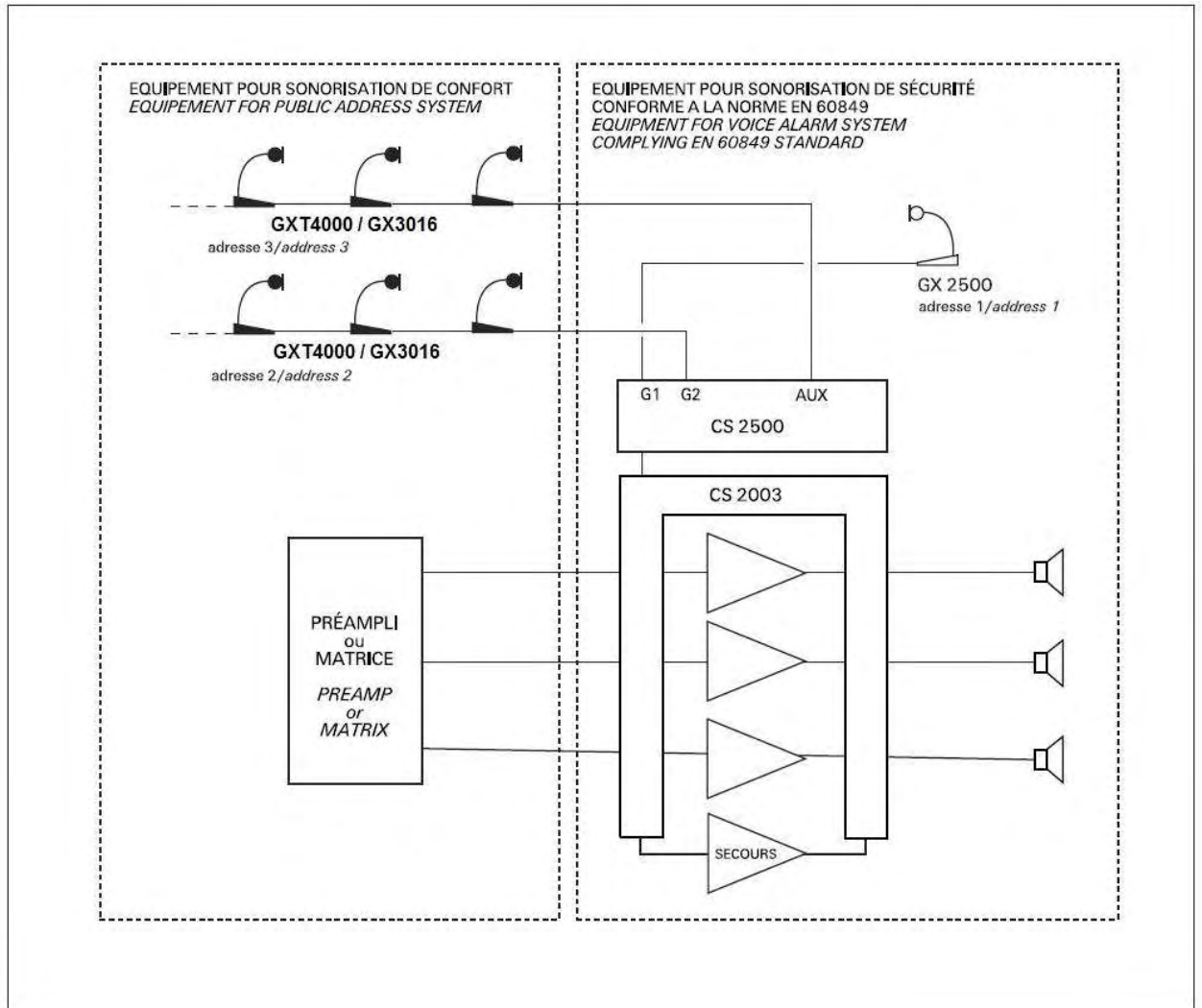
Installation: Refer to the GXT 4000 Operator Manual

The CS 2500 has 3 separate audio buses:

- audio bus GX1 (GX 2500 Control/Audio 1 RJ45 socket) to which can be connected either a GX 2500 or one or more GXT 4000 or GX 3016 units (address 1);
- audio bus GX2 (GX 2500 Control/Audio 2 RJ45 socket) to which can be connected either a GX 2500 or one or more GXT 4000 or GX 3016 units (address 2);
- audio bus AUX (AUX XLR socket) to which can be connected either a 0 dB source or one or more GXT 4000 or GX 3016 units (address 3).

The maximum number of GXT 4000 units that are capable of being connected to a network may be calculated as follows:

$$\text{No. of GXT 4000} \leq 50 - \text{No. of CS 2500} - \text{No. of CS 2003} - \text{No. of GX 2500} - \text{No. of GX 3016}$$



5.2 Use with a CC 3816

The CC 3816 matrix has two special inputs for connecting two GXT 4000 or GX 3016 console buses together.

Installation: Refer to the GXT 4000 Operator Manual

The CC 3816 has 2 separate audio buses:

- audio bus 1 (Console 1 RJ45 socket) to which can be connected one or more GXT 4000 or GX 3016 units (address 1);
- audio bus 2 (Console 2 RJ45 socket) to which can be connected one or more GXT 4000 or GX 3016 units (address 2).

Refer to the CC 3816 Manual for additional information.


5.3 Use with the DN 3816 (multi-DN application)

Contact Bouyer for further information.

6 OPERATION

6.1 Description of the touch screens

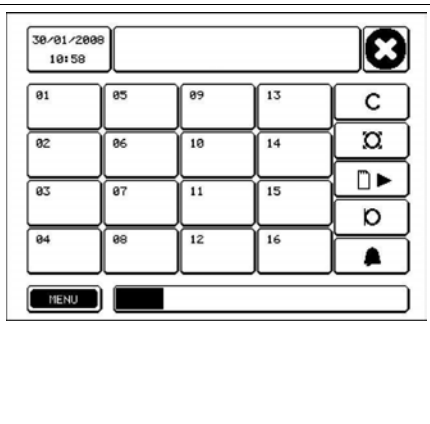






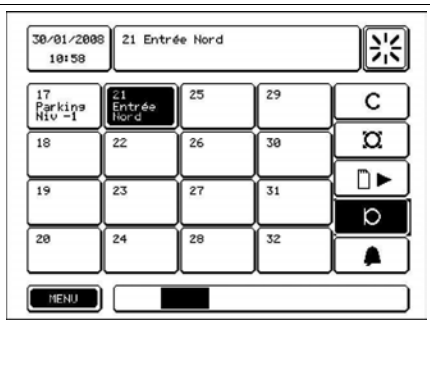

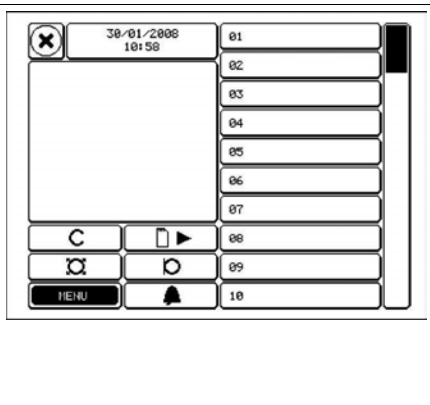






6.1.1 Start screen

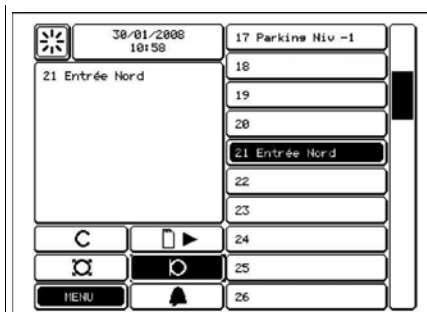
	<p>When first switching on the console, a Welcome screen is displayed while the console boots up.</p>
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6.1.2 The zone selection screens

The zone selection screens are then displayed.


The GXT 4000 can be set to display its screens in either of two ways.

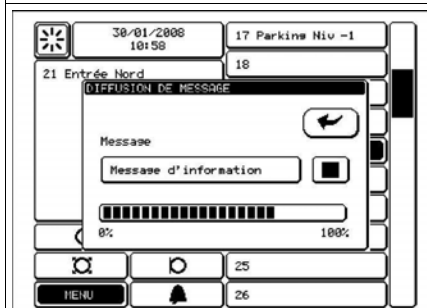
	<p>Display mode 1: (Standby) This mode displays:</p> <ul style="list-style-type: none">- the date and time,- which zones are occupied,- the host system connection (in this case the RS485 connection has not been established as shown by the icon )- the first 16 programmable soft keys, with any remaining groups of soft keys (up to 64 according to the version) being accessible using the bottom right hand slider bar,- 5 function keys (Cancel , General Announcement , Play message , Microphone announcement , and Chime )- and a MENU key to access the console's configuration menu.
	<p>Display mode 1: (ON) This mode displays:</p> <ul style="list-style-type: none">- the date and time,- which zones are occupied (in this case the "North Entrance" zone which has been set to soft key n°21),- the host system connection (in this case the RS485 connection has been established as shown by the icon )- programmable soft key numbers 17 to 32, here showing that zone 21 is occupied,- and the function keys (in this example the Microphone announcement key shows that an announcement is currently being made over the system using the microphone).
	<p>Display mode 2: (Standby) This mode displays:</p> <ul style="list-style-type: none">- the host system connection (in this case the RS485 connection has not been established as shown by the icon )- the date and time,- which zones are occupied,- the first 10 programmable soft keys, with any remaining groups of soft keys (up to 64 according to the version) being accessible using the right hand slider bar,- 5 function keys (Cancel , General Announcement , Play message , Microphone announcement , and Chime )- and a MENU key to access the console's configuration menu.







Display mode 2 : (ON)

This mode displays:

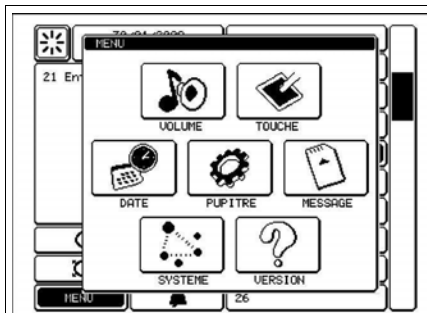
- the host system connection (in this case the RS485 connection has been established as shown by the icon ,
- the date and time,
- which zones are occupied (in this case the "North Entrance" zone which has been set to soft key n°21),
- the programmable soft keys from n°17 to 26, and here showing that zone 21 is occupied,
- and the function keys (the Microphone announcement key shows that an announcement is currently being made over the system using the microphone).










Pressing the Broadcast Message key  opens the Broadcast Message window. This screen is used to select a message from the memory card; once selected it may be broadcast by pressing Play , stopped by pressing Stop  (the same key has both functions), or the user may exit this screen by pressing .

The progress bar shows how far through the announcement the playback is. This window is also present in display mode n°1.

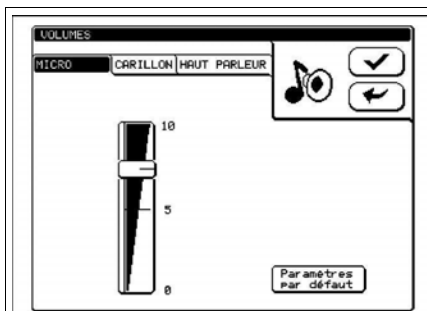
6.1.3 The Configuration menu



In both display modes 1 and 2, pressing the **MENU** key opens a window containing seven configuration sub-menus:

-  Volume: for adjusting the microphone, chime and monitoring loudspeaker volumes,
 -  Keys: for programming the touch screen's soft keys 1 to 64 as well as the General Announcement key,
 -  Date: for adjusting the date and time,
 -  Console: for changing the console's configuration (contrast, time out, password, ID lock, chime, announcement mode, display, language and audible key presses),
 -  Message: for listing and listening to messages stored on the memory card prior to broadcasting them,
 -  System: for setting system connection parameters (host system, serial link address),
 -  Version: provides a summary of the essential information concerning the console including the current software version number.
- The console will return back to the zone selection screen after 20 seconds of inactivity or by pressing the screen next to one of the menu icons.

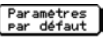
6.1.4 The VOLUME Menu

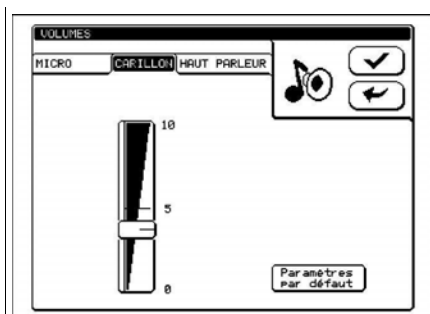


The MIC Tab

The first tab is used to adjust the microphone volume.

Use the cursor to adjust the volume from 0 (silent) and 10 (maximum).

Pressing the Default Setting key  adjusts the setting automatically to 5.

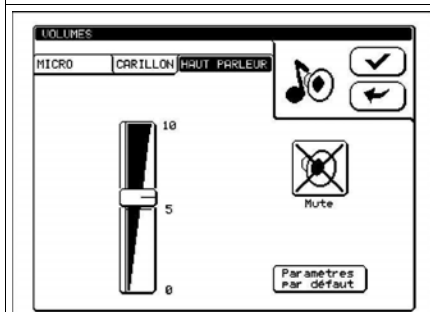


The CHIME Tab

The second tab is used to set the chime volume.

Use the cursor to adjust the volume from 0 (silent) and 10 (maximum). This slider also sets the volume at which audio messages stored on the memory card are broadcast.

Pressing the Default Setting key **Paramètres par défaut** sets the volume automatically to 5.






The LOUDSPEAKER Tab


The third tab is used to adjust the monitoring loudspeaker volume.

Use the cursor to adjust the volume from 0 (silent) and 10 (maximum).

Pressing the Default Setting key **Paramètres par défaut** sets the loudspeaker volume to 5.

The Mute key is used to switch the loudspeaker on  or off .

Press the  key to save any changes you have made in the *VOLUME* menu and exit.

Press the  key to exit the menu without saving any changes you may have made.


Warning: After 20 seconds of inactivity the console will return back to the zone selection screen and any changes you may have made will be discarded.


6.1.5 The KEY Menu

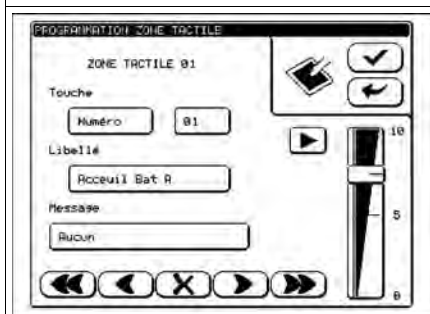


Access to the programming menu is password-protected; the 4 character password must be entered using the keyboard.

The password is left empty by default (input either 4 spaces or leave blank).

Press the  key to confirm the password and access the Console menu. Should an error occur, the screen defaults back to the zone selection screen.

Press the  key to return straight away to the zone selection screen. The console will in any case automatically return back to the zone selection screen after 20 seconds of inactivity.



The soft key programming screen shows:

- the soft key that is being configured (in this case **SOFT KEY Number 01**).

The keys at the bottom of the screen may be used to scroll through the soft keys. The same keys can be used to scroll through the programs for soft keys 1 through 64 (according to the console model) and the General Announcement soft key.

- **Key:** shows the function associated with the soft key. There are three possible options:

- **None:** the soft key has either not been programmed or is not intended for switching a zone or group of zones,
- **Number:** a key number is assigned to the soft key. Depending on how it has been configured, the host system will make the link between the key number and the zone or group of zones to switch,
- **General Announcement:** assigns the general announcement function to the soft key.

If the Number function is selected, a new selection zone is displayed to choose the key number;

- **Label:** provides the descriptive text - up a 16 characters – that will appear on the soft key in the zone selection screen;

- **Message:** links the broadcasting of a particular message located on the memory card to a soft key;

- Where a key's function is set to *None*, pressing the soft key will result in the message being broadcast in all the previously switched zones (the message will only play if 1 or more zones has been switched),
- Where the key's function is set to *Number* or *General Announcement*, pressing the soft key will first request the zone or group linked to the key number to be switched before it can broadcast the message.

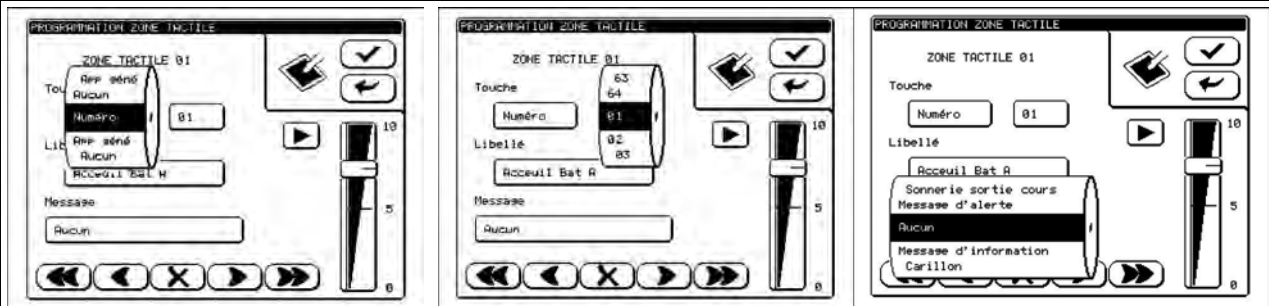
- : scroll down 5 at a time through the numbered soft keys,
- : scroll down 1 at a time through the numbered soft keys,
- : clear the program for an individual soft key or for all the soft keys,
- : scroll up 1 at a time through the numbered soft keys,
- : scroll up 5 at a time through the numbered soft keys.

Press Play to listen to the selected message on the monitoring loudspeaker. Use the slider bar on the right to adjust the monitoring volume prior to playing the message.

Press the key to save any changes you have made in the *KEY* menu and exit.

Press the key to exit the menu without saving any changes you may have made.

The console will in any case automatically return back to the zone selection screen after 20 seconds of inactivity.



Pressing on any of the Key function, Key number or Message boxes displays a selection dial as shown above.



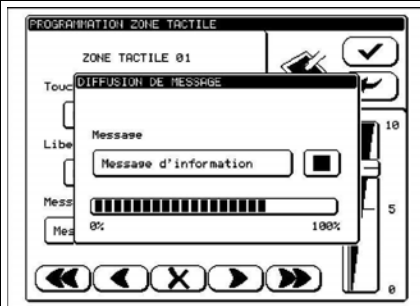
Pressing the Label box displays a new selection screen.

Use the keyboard to assign a name consisting of up to 16 characters to the soft key being configured.

Press the key to save the name entered, exit the label input screen and return back to the soft key programming screen.

Press the key to exit the label input screen and return back to the soft key programming screen without saving any of the changes made.


Warning: After 20 seconds of inactivity the console will return back to the zone selection screen and any changes you may have made will be discarded.




Pressing the Play key opens the Broadcast message window so that the message can be listened to locally on the monitoring loudspeaker. This screen allows the operator to view playback progress of the message selected and to stop playback by pressing Stop .

The progress bar shows how far through the announcement the playback is.

Using the selection dial: Values may be changed by “flicking” the relevant box to scroll through the various possible options. The dial will automatically disappear, saving the selection, if the touch screen is then left alone.

Press the  key to save any changes you have made in the *KEY* menu and exit.

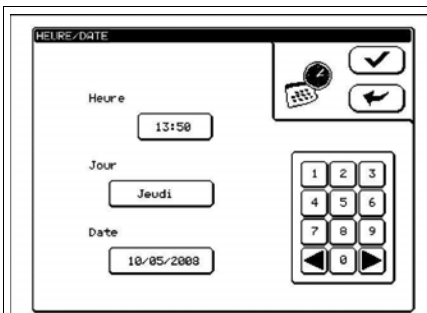
Press the  key to exit the menu without saving any changes you may have made.

The console will in any case automatically return back to the zone selection screen after 20 seconds of inactivity.

6.1.6 The DATE Menu

Warning:

- If the console is left switched off for more than 15 days, the programmed date and time will be erased from memory.
- The console's date and time settings are independent of and not synchronised to the host system.

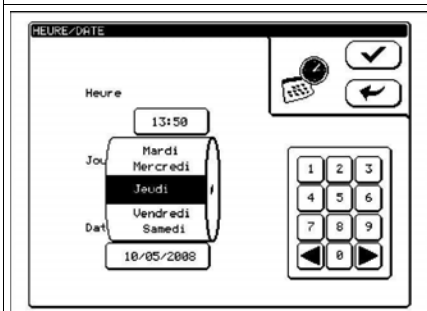


Use the DATE/TIME menu to set the time, day and date.

Press the Time box to display the cursor under the first digit (the hour tens digit). Use the keypad to then enter the time in the format hh:mm. The cursor will switch automatically from one digit to the next with each key press.

The date is displayed using the following format: DD/MM/YYYY.


Press the Date box to have the cursor appear under the first digit (the day tens digit). Use the keypad to then enter the day, month and then year. The cursor will switch automatically from one digit to the next with each key press.



Pressing on the Day box displays a selection dial showing the days of the week.

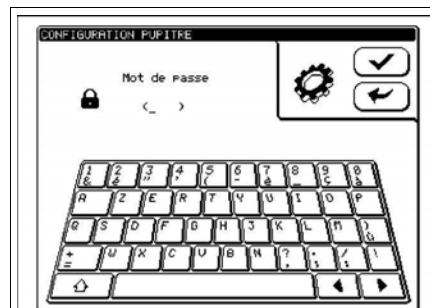
Using the selection dial: Values may be changed by flicking the relevant box to scroll through the various possible options. The dial will automatically disappear, saving the selection, if the touch screen is then left alone.

Press the  key to save any changes you have made in the menu and exit.


Press the  key to exit the menu without saving any changes you may have made.


Warning: After 20 seconds of inactivity the console will return back to the zone selection screen and any changes you may have made will be discarded.

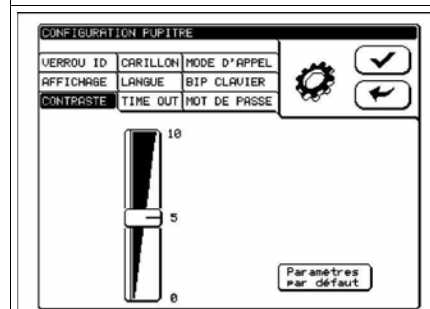
6.1.7 The CONSOLE Menu



Access to the Console programming menu is password-protected; the 4 character password must be entered using the keyboard. The password is left empty by default (input either 4 spaces or leave blank).

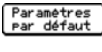
Press the  key to confirm the password and access the Console menu. Should an error occur, the screen defaults back to the zone selection screen.

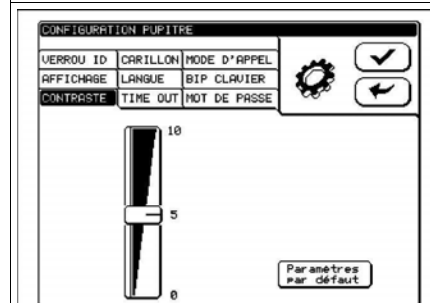
Press the  key to go back to the zone selection screen. The console will in any case automatically return back to the zone selection screen after 20 seconds of inactivity.



The CONTRAST Tab

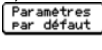
The first tab is used to adjust the screen contrast. Use the cursor to adjust the contrast from 0 (lowest) and 10 (greatest).

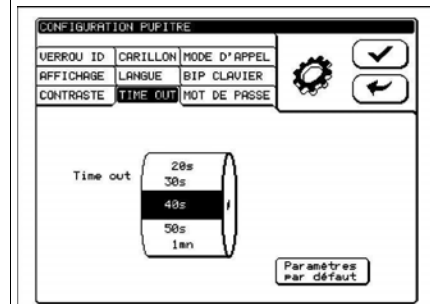
Pressing the Default Setting key  sets the contrast automatically to 5.



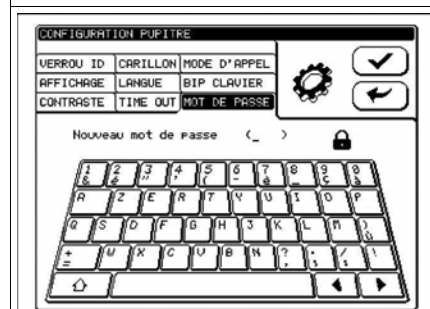
The TIME OUT Tab

The second tab is used to set the Time Out value. The Time Out value corresponds to the period of console inactivity before the console menus return to the Select zone screen. The Time Out range is from 2 seconds to 5 minutes (2 s, 4 s, 6 s, 8 s, 10 s, 20 s, 30 s, 40 s, 50 s, 60 s, 90 s, 2 min, 2 min 30 s, 3 min, 3 min 30 s, 4 min, 4 min 30 s, 5 min).

Pressing the Default Setting key  adjusts the setting automatically to 20 seconds.







Pressing on the Time Out box displays the possible Time Out values.

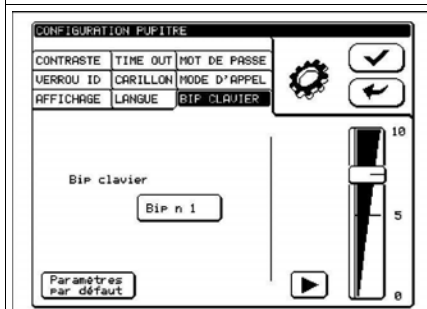
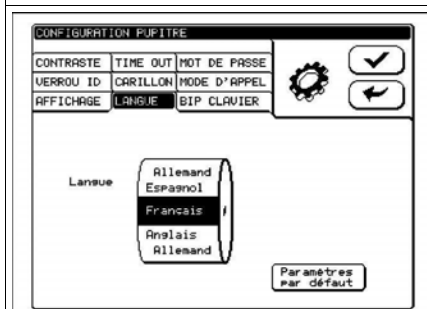
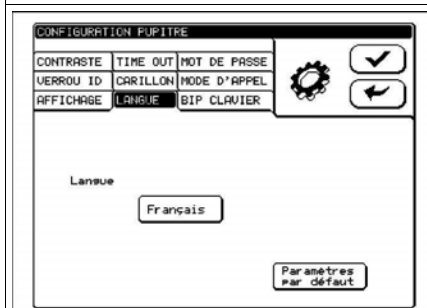
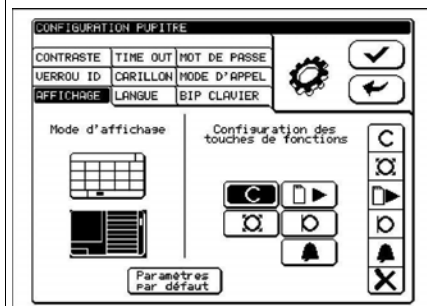
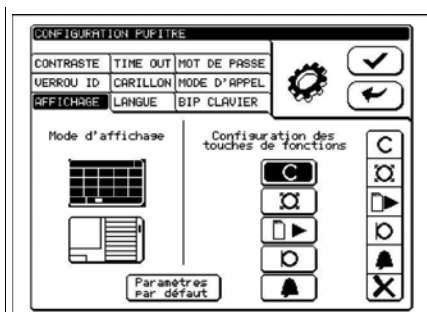


The PASSWORD Tab

The third tab allows the user to change the password. The password must be made up of 4 characters. The password is used to protect access to the

Console , Key , Message  and  System menus. The password is left empty by default (input either 4 spaces or leave blank). **A password recovery procedure is available should the password be forgotten.**



Contact Bouyer for further information.









The DISPLAY Tab

The fourth tab is used to change the style in which the zone selection screens are displayed. Use this to switch between display modes 1 and 2, as well as select and arrange the function keys in each mode.

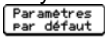
Display mode :

Press on the display mode button  to switch to mode 1 or on display mode button  to switch to mode 2.

Configuring the function keys:

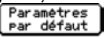
The 5 function keys may be configured in either display mode. Each key may be assigned one of five functions (Cancel , General Announcement , Play message , Microphone announcement  or Chime , or the key's function may be deactivated . In this case the operator can only see and may only use those functions that have been programmed.

Thus there may be anything from 0 to 5 keys visible, and each key programmed with one of any of 5 possible functions.

The Default Setting key  sets the display to use display mode 2 with all 5 functions available.

The LANGUAGE Tab


The console interface language may be set using the Language tab. There are 4 languages to choose from: English, French, German and Spanish.

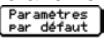
Pressing the Default Setting key  sets the console to French.

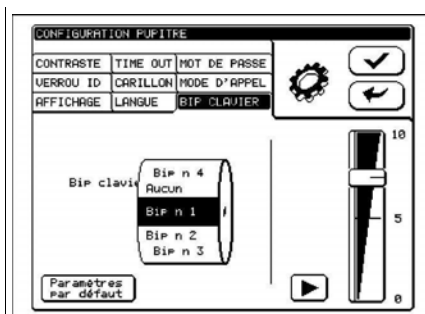
Pressing on the Language box displays a selection dial showing the different languages available.

The AUDIBLE KEY Tab

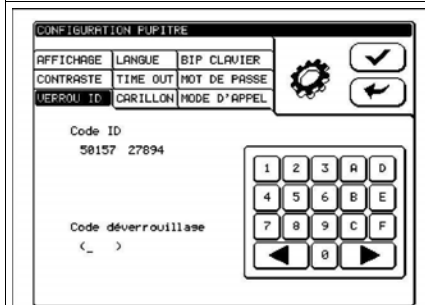
The sixth tab is used to select the sound emitted to indicate a key press has been registered by the touch screen. There are 6 possible options: None, Beep n°1, Beep n°2, Beep n°3, Beep n°4 and Beep n°5.

Beep n°5 is in fact the console's built-in buzzer, while the sounds produced by Beeps 1 to 4 are played back on the monitoring loudspeaker. The audible key volume can be adjusted using the slider on the right of the screen. Press Play  to listen to the selected sound and volume.

Pressing the Default Setting key  sets the audible key sound to beep n°2.



Pressing on the Audible Key box displays a selection dial showing the different options.

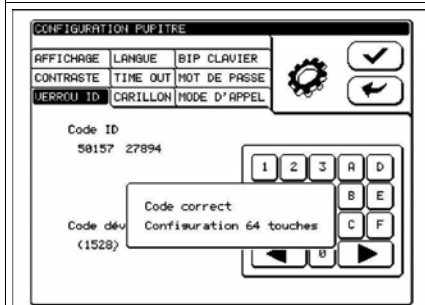


The ID LOCK Tab

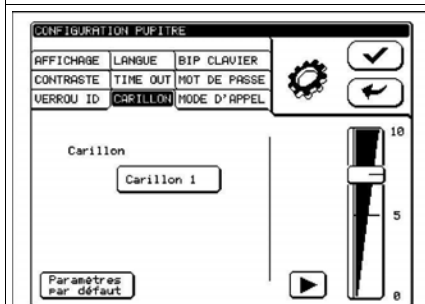
The seventh tab is used to unlock the console's features. There are 4 possible operating modes: 16, 32, 48 and 64 programmable soft keys. Each console is given its own unique identification code (or ID Code). Each ID code has its own unlock code, giving access to the corresponding operating mode.

To switch to a more recent version requires a code that can be supplied to order.

Contact Bouyer for further information.




The unlock code consists of 4 characters. These may be input using the hexadecimal keypad to the right. In all cases the operator is notified whether the code is correct or incorrect by a message window which also displays which configuration is being accessed.

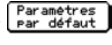


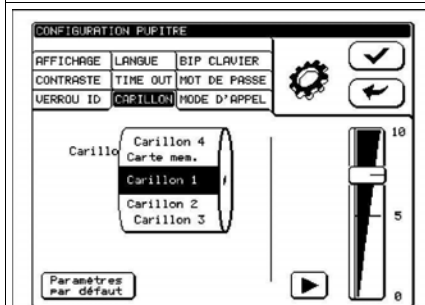
The CHIME Tab

The eighth tab is used to select a chime to precede a microphone announcement.

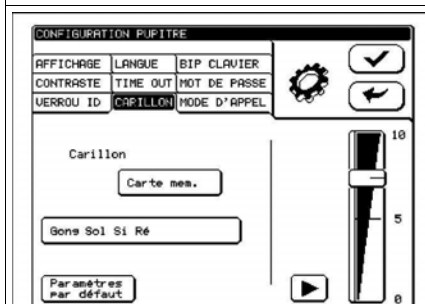
Four different console chimes are supplied by default (chime numbers 1 to 4), with chime n°4 being client-specific and protected by an unlock code. A chime may also be replaced by a sound file stored on the memory card.

Use the Play key  to listen to the chime on the monitoring loudspeaker and use the volume slider to adjust the console's volume (to adjust the chime broadcast volume, refer to the VOLUME menu).

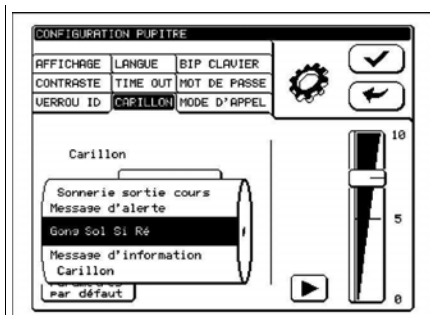
Pressing the Default Setting key  sets the chime automatically to Chime n°1.



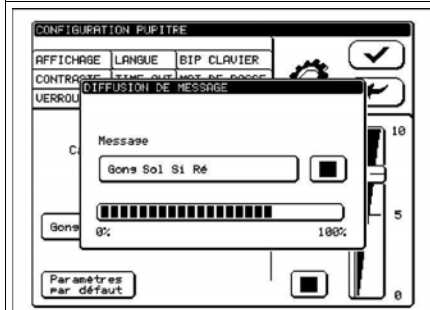
Pressing the Chime selection box displays a selection dial showing the different chime settings.





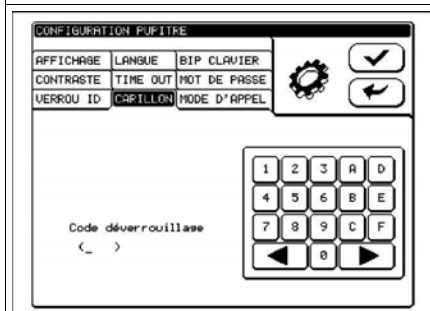
Selecting the Memory card option on the Chime screen displays a new selection zone containing the audio files that are stored on the memory card.



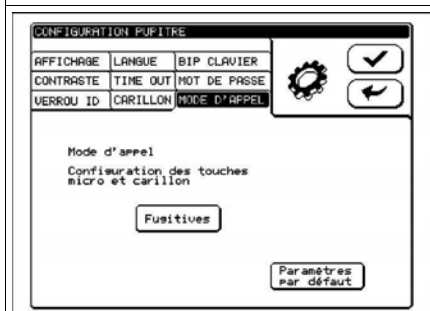
Pressing on the Files box displays a selection dial showing the different audio files available.



Pressing the Play key  opens the Broadcast message window so that the message can be listened to locally on the monitoring loudspeaker. Use this screen to view playback progress of the message selected; press Stop  to stop playback. The progress bar shows how far through the announcement the playback is.





Chime n° 4 is client-specific and protected by an unlock code. Selecting Chime 4 in the Chime screen displays a new window in which the 4 character unlock code can be entered. Use the hexadecimal keypad to the right to enter the unlock code. **Contact Bouyer for further information.**







The PA MODE Tab


The ninth tab is used to configure the way the Microphone and Chime keys work. The keys may be either:

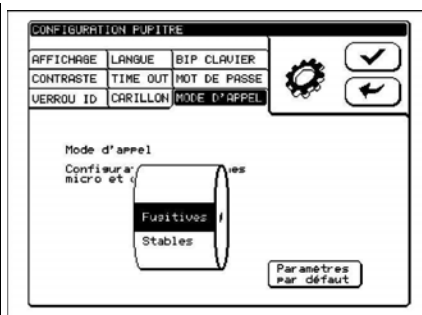
- non-latching:

- to make a simple public announcement using the microphone, the operator holds the Microphone key  down while making the announcement,
- when making a chime + announcement broadcast using the microphone, the operator holds the Chime key  down during the whole of the chime and microphone broadcast (the microphone comes on automatically after the chime broadcast has ended);

- latching:

- to make a simple public announcement using the microphone, the operator presses the Mic key  once at the beginning of the announcement, and a second time at the end.
- when making a chime + announcement broadcast using the microphone, the operator presses the Chime key  momentarily. The microphone will then come on automatically after the chime broadcast has ended, meaning the operator only has to press either the Mic  or the Chime  key momentarily at the end of the microphone broadcast;

Pressing the Default Setting key  sets the PA mode to non-latching.



Pressing on the PA Mode box displays a selection dial showing the different options.

Using the selection dial: Values may be changed by flicking the relevant box to scroll through the various possible options. The dial will automatically disappear, saving the selection, if the touch screen is then left alone.

Press the key to save any changes you have made in the *CONSOLE* menu and exit.

Press the key to exit the menu without saving any changes you may have made.

Warning: After 20 seconds of inactivity the console will return back to the zone selection screen and any changes you may have made will be discarded.

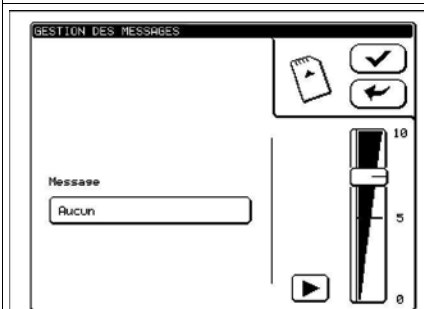
6.1.8 The MESSAGE Menu



Access to the Message management menu is password-protected; the 4 character password must be entered using the keyboard. The password is left empty by default (input either 4 spaces or leave blank).

Press the key to confirm the password and access the Console menu. Should an error occur, the screen defaults back to the zone selection screen.

Press the key to return straight away to the zone selection screen. The console will in any case automatically return back to the zone selection screen after 20 seconds of inactivity.

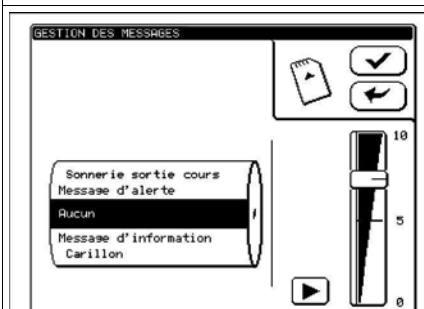


Use the Message menu to list and listen to messages stored on the memory card prior to broadcasting them.

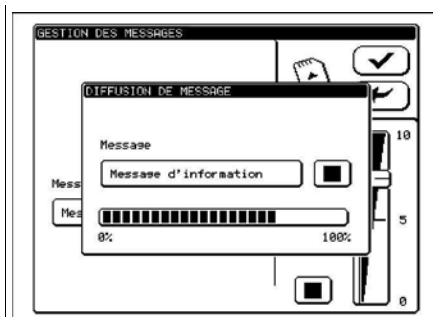
Messages must be in the format .wav, 44100 Hz, 16 bit mono.



The console has 2 memory card slots, one inside the console, the second accessible from the outside. The external reader has priority. Only FAT32 formatted SD cards may be used and audio files must be stored in the root directory as the console is unable to access sub-directories.

Use the Play key to listen to the selected message on the monitoring loudspeaker and use the volume slider to adjust the console's volume (to adjust the message broadcast volume, refer to the VOLUME/CHIME menu).





Pressing on the Files box displays a selection dial showing the different audio files available.



Pressing the Play key  opens the Broadcast message window so that the message can be listened to locally on the monitoring loudspeaker. Use this screen to view playback progress of the message selected; press Stop  to stop playback. The progress bar shows how far through the announcement the playback is.

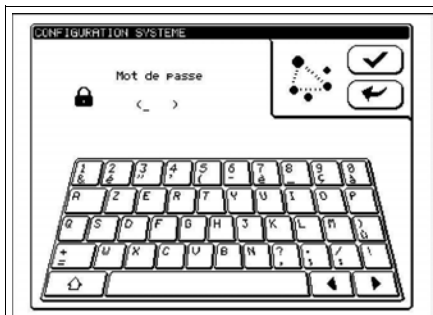
Using the selection dial: Values may be changed by flicking the relevant box to scroll through the various possible options. The dial will automatically disappear, saving the selection, if the touch screen is then left alone.

Press the  key to save any changes you have made in the menu and exit.


Press the  key to exit the menu without saving any changes you may have made.


Warning: After 20 seconds of inactivity the console will return back to the zone selection screen and any changes you may have made will be discarded.

6.1.9 The SYSTEM Menu

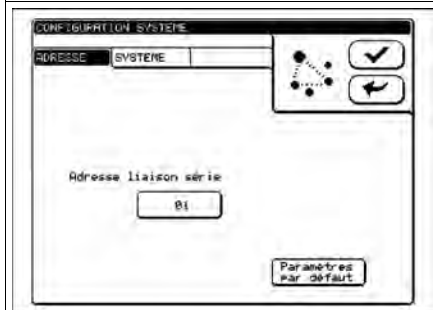


Access to the System configuration menu is password-protected; the 4 character password must be entered using the keyboard. The password is left empty by default (input either 4 spaces or leave blank).

Press the  key to confirm the password and access the Console menu. Should an error occur, the screen defaults back to the zone selection screen.

Press the  key to return straight away back to the zone selection screen.

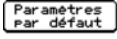
The console will in any case automatically return back to the zone selection screen after 20 seconds of inactivity.

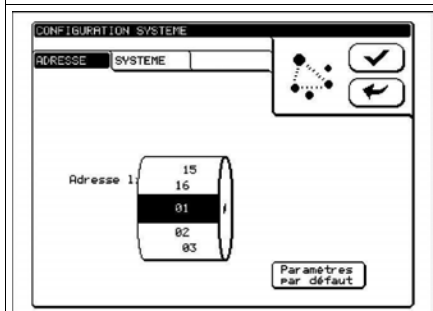


The ADDRESS Tab

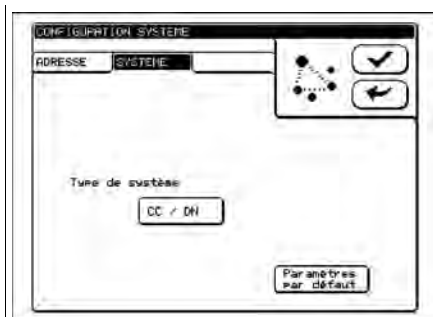
Click on the first tab to set the serial link address to enable the different parts of the host system to communicate.

The address value may be set to any value between 1 and 16.

Pressing the Default Setting key  sets the address automatically to 1.



Pressing on the Serial Link Address box displays a selection dial showing the different possible addresses.

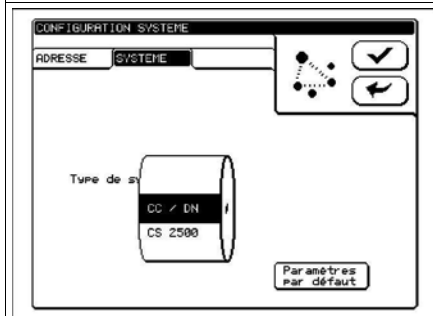


The **SYSTEM** Tab

The second tab is used to select the type of system the console is to be used with.


There are two possible platforms: the CC/DN 3816 matrix and the CS 2500 safety sound system.


Pressing the Default Setting key **Paramètres par défaut** sets the system automatically to CC/DN 3816.



Pressing on the System Type box displays a selection dial showing the different options.

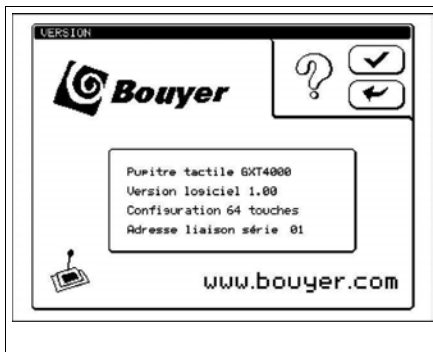
Using the selection dial: Values may be changed by flicking the relevant box to scroll through the various possible options. The dial will automatically disappear, saving the selection, if the touch screen is then left alone.

Press the  key to save any changes you have made in the **SYSTEM** menu and exit.

Press the  key to exit the menu without saving any changes you may have made.

Warning: After 20 seconds of inactivity the console will return back to the zone selection screen and any changes you may have made will be discarded.

6.1.10 The **VERSION** Menu



The **VERSION** menu is used to view the main settings the console has been configured to use, i.e.:

- console model,
- current software version,
- the current key configuration (*refer to the ID LOCK tab in the CONSOLE menu*),
- the serial communication link address being used.

Press either  or  to exit the menu.

After 20 seconds of inactivity the console will return back to the zone selection screen automatically.

6.1.11 Standby Screen



After one minute of inactivity the console will switch to standby, and display the Bouyer logo and the current time.

Tapping the touch screen or activity on the bus (such as another source grabbing a zone, for example) will cause the console to return to its zone selection screen.

6.2 Normal operation

Keys 1 to 64 (according to the actual configuration) and the General Announcement key are keys that can be programmed for:

- selecting zones (depending on how the CC 3816, DN 3816 or CS 2500 is programmed),
- selecting groups of zones (depending on how the CC 3816, DN 3816 or CS 2500 is programmed),
- broadcasting messages.

The Cancel key may be used to cancel the current selection.

Indicator status:





Indicator	Permanently off	Flashing	Permanently on
Keys 1 to 64 + General Announcement	Zone free or zone group free or the function is not activated	Zone or group of zones occupied by another source	Zone or group of zones occupied by this console or the function is active

A zone or zones may be picked up by pressing one or several programmed keys. The request is then sent to the host system which switches the zones and then sends the state of the respective keys back to the console.





Where:

- the zone is free or occupied by a lower priority source, the zone will be assigned to the console;
- a console on the same bus has picked up the zones, the other consoles on that bus are unable to switch zones and the message **Audio bus unavailable** is displayed if this attempts to issue a request.

Once one or more zones have been assigned to the console, then:

- a simple microphone announcement may be broadcast:
 - in non-latching mode by holding down  (indicator comes on permanently) to activate the microphone and broadcast a spoken announcement within the selected zones. Releasing the key stops the broadcast and the indicator goes out,
 - in latching mode by pressing key  once (causing the indicator to come on) to activate the microphone and broadcast a spoken announcement within the selected zones, until the same key is pressed a second time to switch off the microphone and extinguish the indicator;
- a chime followed by a microphone announcement may be broadcast:
 - in non-latching mode by holding down  (the indicator comes on permanently) to activate the preset chime. When the chime finishes the chime indicator goes out and the microphone indicator lights to show a spoken announcement can now be made in the selected zones up until the key is released (and the indicator extinguishes),
 - in latching mode by pressing key  once (indicator lights) to activate the preset chime. When the chime finishes the chime indicator goes out and the microphone indicator lights to show a spoken announcement can now be made in the selected zones up until either of the two keys is pressed once more to switch off the microphone (and extinguish the indicator);


In all the above cases, releasing the key or pressing it a second time will interrupt the sequence.

- a message stored on the memory card may be broadcast:
 - pressing  opens the Broadcast message window and causes the indicator to come on permanently. This screen is used to select one of the messages on the memory card, broadcast it by pressing Play , stop it by pressing Stop  and exit by pressing .

The progress bar shows how far through the announcement the playback is.

Where a key's program combines the selection of one or more zones and the broadcasting of a message, the console first cancels the assignment of any zones it has assigned, issues a request to switch the zones programmed into the soft key and, if the request is accepted, broadcasts the configured message .

7 RECOMMENDATION

 *Dear Customer,*
At the end of your product's life and where it is located within France's territorial limits, please contact BOUYER to arrange for its destruction in accordance with the DEEE directive pertaining to the disposal of waste electrical and electronic equipment.
Where the equipment is located in another country, please follow your country's legislation regarding the safe, environmentally-friendly disposal of this equipment.