VistaMax™ RMXdigital PR&E

VMConnect™ Envoy VMReact™ PR&E

PROGRAMMABLE USB PANELS
Quick Guide
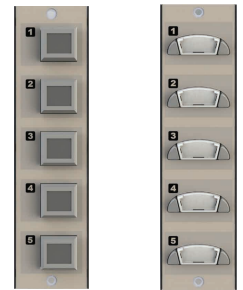
RACK-MOUNT PANELS

TURRET PANELS

PRE99-1533 10-BUTTON eLEGEND PANEL (1RU)

PRE99-1535 16-BUTTON STATIC LEGEND PANEL (1RU)

PRE99-1532   PRE99-1534

OVERVIEW

Programmable Button Panels are USB devices used with RMX*digital* consoles or other VistaMax audio management system devices for remote control and/or system status indication. They are compatible with any VistaMax system running 600-series or later operating system code on 9G20-based single board computers (SBCs).

Four programmable panels are available: two 1RU rack-mount panels, with either ten eLegend buttons or 16 static legend buttons; and two 6-inch turret panels with either five eLegend buttons or five static legend buttons (all shown above). A turret panel can be used in a host turret, a cabinet plate, or within an RMX*digital* console when a Divider Kit option is installed.

Each programmable panel includes a fifteen-foot USB A (male USB Hub connector) to a USB mini-B plug (which plugs into a USB jack on the rear of the programmable panel). Panel power is supplied over the USB cable. When a single panel is hosted by a VistaMax device the USB cable is plugged directly into the USB connector on the device. When multiple Programmable panels are hosted by a single VistaMax device, a **powered USB hub must be used** to both connect and provide power to the panels.

CONFIGURATION

Each programmable panel, and each button on each panel, are configured independently. For panels hosted by RMX*digital* consoles and VistaMax card frames, this configuration is done within the VistaMax Control Center app (VMCC 2.2 or later is required) using the Macros & Sessions tab, Key Panel Setup screen (shown below). Note that panels hosted by a VMReact must still be manually configured at this time.

Each programmable panel has a serial number, assigned at the factory, listed on a sticker on the panel's rear cover. The serial number is also broadcast over the serial port from the host device. Enter this number into the Serial Number entry box in VMCC. The type of panel is set using the drop down selector adjacent to the Serial Number entry box.

How each button [1] functions is set in the Key Configurations tabs. The buttons (keys) are numbered from left to right on the rack version and from top to bottom on the turret panels.

Each key press can initiate one or two actions: when a button is pressed an Actuate Macro can be triggered; on the button release a Release Macro can be triggered.

eLegend buttons can display text, entered in the Legend entry box (text size is set by the number of characters entered). Button color is set by the R, G, and B settings (Background Color). Both static and eLegend buttons can be set to be unlit, lit solid (Steady), Wink, Blink, or Flash. The drop down list Background Animation sets this initial condition.
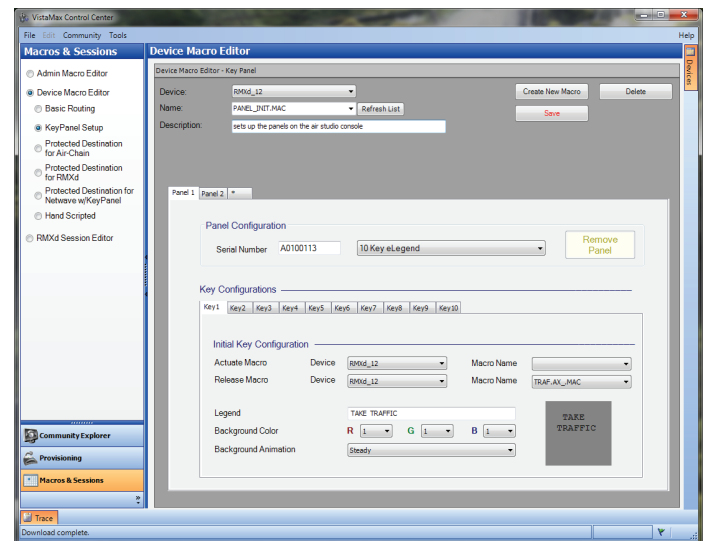
APPLICATIONS

Programmable panels are most often used to control the routing to VistaMax Protected Destinations (PDs) and, in turn, display the PD status through the button's color and/or animation. A Protected Destination is a VistaMax system output that connects to a shared 4-wire device (like a codec, hybrid, ISDN, or 2-way radio) or to a common shared destination (like a system output feeding an air chain).

Programmable panels allow multiple rooms to instantly see the status of a shared output and to easily identify if that output is available or is currently in-use. The panel button can then be pressed to request control from the current user, who can then either grant or deny the request.

THIS DOCUMENT APPLIES TO PRE99-1532,-1533,-1534,-1535	TITLE QUICK GUIDE, PROGRAMMABLE USB CONTROL PANELS

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PROGRAMMABLE PANELS WITH LCD BUTTONS
Quick Guide

CREATING THE PANEL_INIT.MAC FILE

VMCC 2.2 has an editor to create the panel_init.mac file that configures programmable panels hosted by RMX*digital* consoles or VistaMax, Envoy, or VMConnect card frames. If a Programmable panel is hosted on a VMReact, the panel_init.mac file will have to be manually created, using Notepad, since that device is not yet supported in VMCC 2.2.

An example of a panel_init.mac file for two panels is shown at right. The [KeyPanel_Config] section lists all of the panels hosted on the device running the macro. Each panel is assigned a number and listed by its serial number. Up to 64 panels can be hosted by any one device (highly unlikely though it may be). Each panel is listed in numeric sequence using this syntax: "SerialNumber_x=serial number,x" where the x is a sequential number starting from 1. Each programmable panel has a unique serial number. The name after the semicolon is for reference so anyone unfamiliar with the macro can identify each panel.

The panel config example shows the entries for a PRE99-1534 5-button Static Legend panel (Bus Assign) and a PRE99-1532 5-button eLegend panel (Sports panel).

Each [KeyConfig_x_y] section sets the initial configuration for one key. The x identifies the panel by its number from the KeyPanel_Config section. The y identifies the key (keys are numbered from left to right on rack panels and top to bottom on turret panels).

Each key can have an Actuate= command, to set which macro is taken when the key is pressed, and/or a Release= command, to set which macro is taken when the key is released. If only one action is required set it to occur at the key Release. Hence, most keys have a "Release=xxx.mac" entry. When the key is pressed and released, the macro file called by the Release=xxx.mac entry is taken.

The [KeyConfig_x_y] sections also set how each key is lit (the RGB=a,b,c,steady|wink|blink|flash entries) and, if it is an eLegend panel, the Legend= entry set the text shown on the key.

Since key panel 1 is a static legend panel, all five of its keys are initially set for no LED illumination (RGB = 0,0,0, steady). To light up a static legend key the entry would be RGB=1,1,1, steady. Typically the macro that is called (like S1On.mac) has a Key Config section in it that lights the button and also sets what macro runs when the button is again pressed:

```
[KeyConfig_1_1]
Release=S1Off.mac
RGB=1,1,1,steady
```

When button 1 is lit up and then pressed, the S1Off.mac macro is run:

```
[KeyConfig_1_1]
Release=S1On.mac
RGB=0,0,0,steady
```

which turns off the key's LEDs and sets it ready to take the S1On macro when the key is again pressed and released.

Key panel 2 is an eLegend panel which means each key can be set to any one of 64 colors by the "RGB" settings, each of which can be 0, 1, 2, or 3. When "RGB=0,0,0, steady" the key is unlit. When "RGB=3,3,3,steady" the key is set to bright white. A setting of "RGB=0,3,0,steady", as used with keys 3 and 5, sets those two keys to bright green. Adding ",steady" sets the LEDs to be lit solid. Add ",wink", ",blink", or "'flash" adds animation to the key lighting.

The Legend= entry line sets what's displayed on the button. The text is surrounded by quotes. Add spaces to center words or to put words on separate lines. The text size automatically scales when more than 16 characters are entered, decreasing the size of the text to fit it onto the button. For example, to get the text shown on the button at right, which fires off the "20 after Sounder", the macro entry is: Legend="   20   SOUND ". Use all uppercase for ease of reading the key legends.

Panel_init.mac File Example

```
[KeyPanel_Config]
SerialNumber_1=A0100110,1; Bus Assign
SerialNumber_2=A0100128,2; Sports panel
; --------------------------------------
; Bus assign Panel Initial Configuration

[KeyConfig_1_1]
Release=S1On.mac
RGB=0,0,0,steady

[KeyConfig_1_2]
Release=P1On.mac
RGB=0,0,0,steady

[KeyConfig_1_3]
Release=P2On.mac
RGB=0,0,0,steady

[KeyConfig_1_4]
Release=P3On.mac
RGB=0,0,0,steady

[KeyConfig_1_5]
Release=P4On.mac
RGB=0,0,0,steady

[KeyConfig_2_1]
Release=SPORT_SPLIT.mac
Legend=" NORMAL    MODE"
RGB=0,0,3,steady

[KeyConfig_2_2]
Release=ISDN1.MAC
Legend=" ISDN 1 READY"
RGB=1,1,1,steady

[KeyConfig_2_3]
actuate=SPORT_LEGAL.mac
release=SPORT_LEGAL_2.mac
Legend="  LEGAL     ID"
RGB=0,3,0,steady

[KeyConfig_2_5]
actuate=SPORT_EOG.mac
release=SPORT_EOG_2.mac
Legend=" END OF   GAME"
RGB=0,3,0,steady
```
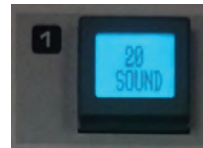
For more information on configuring the programmable panels see the GatesAir customer doc 71-2011 VMCC 2.2 Quick Guide.

For technical support questions, contact GatesAir technical support by phone (217.222.8200) or by e-mail (tsupport@gatesair.com).

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