

## Message Table Manipulation

The C Plus allows the user to redefine how a received message is displayed. As an example, say that a CIM-2000 encoder/decoder is being used to report the status of a water pump. If the pump is on, an emergency is sent and if the pump is off, a man down is sent. With message table manipulation, the C Plus could be programmed so that when an emergency is received, the display reports PUMP ON and a man down reports PUMP OFF. The message table is also used to assign OUT1/OUT2 activation to particular messages and assign message priorities and sounder characteristics.

### Editing the Message Table:

The C Plus has a default message table programmed into it at the factory. This table can be retrieved, edited and reloaded. Editing is accomplished using a text editor like Notepad or Wordpad. After constructing the table, a last line that only contains a dollar sign (\$) must be added. This is the end of file designator and must be present. Retrieval and reloading is accomplished in program mode with a terminal emulator like Hyperterm. Table entries are defined as follows:

### NNN-NNNN, S, MMMMMMMM, B, O

Where:

- N Seven digit binary Star Code or 111-xxxx where xxxx is a message sequence number for MDC1200<sup>®</sup>. FleetSync<sup>™</sup> PTT ANI use star 000-0001. FleetSync<sup>™</sup> emergency use star 000-0111. FleetSync<sup>™</sup> mandown use star 000-1111.
- S Single character abbreviated message.
- M Eight character message. Can contain any character in the full ASCII set (except a “,” which is used as the field delimiter).
- B Audible alert selection. Messages with B = 2 through 5 are classified as critical messages. The larger the number, the higher the priority.
  - 0 silent
  - 1 single beep of 250ms.
  - 2 short beeps, 250ms on and 100ms off repeated for 5 seconds.
  - 3 long beeps, 500ms on and 500ms off repeated for 5 seconds.
  - 4 short beep, long beep, 250ms on, 250ms off, 500ms on, 500ms off repeated for 5 seconds.
  - 5 continuous tone for 5 seconds
- O Assigns an open collector output to function when the message is received.
  - 0 none
  - 1 Out1 becomes active for 2 seconds
  - 2 Out 2 becomes active for 2 seconds

### **Retrieving a Message Table from the C Plus:**

To retrieve a message table from the C Plus, from the main programming menu, select item 4 "Access the Message Table" and then select *Receive the table from the C Plus*. The C Plus will prompt you to open the file that will capture the output to the terminal emulator. On the Hyperterm menu bar, select *Transfer* and then *Capture Text*. A window opens to allow you to enter the path and name of the file you will capture text to. This should normally be *a:message.txt*. Be sure to have a disk in drive a:. Press *Start*. You will be brought back to Hyperterm. Press "y" to begin the download. When completed, again go to *Transfer – Capture Text* and then select *Stop*. You will be brought back to Hyperterm. Press "\ " to return to the programming menu. Press "\ " again to get to the main menu. Selection "7" returns the C Plus to normal operation.

After retrieval, the a: drive will have a text file titled "*message.txt*". This is the table from the C Plus. Using a text editor, make the desired changes.

### **Reloading the Message table:**

Once the table has been edited, it needs to be reloaded back into the C Plus. Message table access is through the main programming menu selection 4. Then select *Send a table to the C Plus*. Press "y" to continue or "\ " to abort. Wait about 5 seconds and the C Plus prompts "*Please send the Message table now*".

On the Hyperterm Menu bar, select *Transfer* and then *Send Text File*. A window opens to allow you to locate and designate the file to send. Using standard windows convention, find and select the previously created file and then press Open. The file will begin to be loaded into the C Plus.

When completed, the C Plus will report "Message Table built. Press \ to continue." Continue pressing "\ " until you arrive back at the main menu. There, selection "7" returns the C Plus to normal operation.

### **Defining a PTT ANI**

In the message table, any message that has the "M" field (see above) all spaces will be reported as a PTT ANI.

### **Turning off ANI Beep**

You can use the "Beep" field to silence the sounder for PTT ANI messages while still allowing critical messages to have an audible alert. To perform this, assign a beep value of zero (0) to the message that is PTT ANI.

### **Priority assignments:**

The "Beep" field of the Message table assigns the type of audible alert when the message is received. It is also used to assign priority to message types. The larger the number, the higher the priority. A message with a higher priority will be displayed in the place of a lower priority message.

### **Additional Information:**

Refer to the C Plus manual, Appendix A for standard Message table assignments.

### **See Also:**

Status reporting using CIM-2000 and C Plus equipment

Communicating with the C Plus using Hyperterm

External Alarm Activation