

## VS4810 & VS4500 Activation Commands

For the older VS4810 and VS4500 base stations, you can activate devices to play pre-recorded messages, trigger strobes, and send messages to signboards. For the newer VS4820 paging base station, these commands are not needed.

### Activation of Pre-Recorded Messages

To trigger a pre-recorded message stored on the speakers/receivers you will need to send a Generate Message command to an alphanumeric or alpha pager type device ID (usually #300, or #099 for all devices by default.)

The **GM** command format is: **GMTTDVPR**

- **GM**: Generate Message. Needs to be in front of the command, this tells units what type of command it is.
- **TT**: This is the two-digit number of the audio file you wish to play. You can find the built-in audio files on our website in Resources> Audio Samples> Built-In Audio Files. For example, if you want to play the D2 tone, it would be "02".
- **D**: Duration, 1-9. This makes the audio file play again with no delay, and can make certain tones sound longer. I recommend just leaving this set to 1.
- **V**: Volume, 1-4. 1 is 25% volume, 2 = 50%, 3 = 75%, 4 = 100%.
- **P**: Pause, 1-9. How many seconds you would like to pause between repeating the message. 2 seconds is the most common.
- **R**: Repeats, 1-9. How many times you want it to play the message. You can also use the letter A for 20 repeats, B = 60, C = 120, and D = 240.

So, for example, you can use GM021323. It will play audio file #02, (the two-beep tone) with 1 duration, 75% volume. It will play it 3 times, with a 2 second pause between repeats.

Also, with the GM commands, there are two optional digits you can have on the end of that command making it an 8-digit command. Those are used to play a tone before the audio file. For example, if you wanted to play the "evacuation emergency" message, with a two-tone beep in front of the message you would add "21" to the end of the command. The first digit, #2 is the number of the tone it plays, the second digit #1 is for how many times to play the tone. So, the command would be GM04132321. This feature does not work on some older units.

## Activation of Strobe Lights (No Controller)

For strobe lights, you can send a Strobe command. This will be used to activate lights on VNS2620s, VNS2640s, VNS2710s and VNS2720s.

The **ST** command for strobe lights is: **STMCBTTTTTA\***

- **ST**: Strobe Command. Needs to be in front of the command, this tells units what type of command it is.
- **M**: Mode, 0-4, 0 is off, 1 = on, 2 = slow flash, 3 = fast flash, 4 = strobe.
- **C**: Color, 1-9. 1=amber, 2=green, 3=blue, 4=white, 5=red; 6-9 are custom colors that can be programmed with VPS.
- **B**: Brightness, 1-9.
- **TTTT**: Time. How many seconds the lights will stay on for, must be 5 digits.
- **A**: Alert, 0-9. 0 = no alert. Plays a tone when activating the lights.

For example, if you want the strobes to come on and flash red at high brightness, quickly for 2 minutes, the command would be ST258001200\*

**ST0\*** is the command to turn off the strobes.

## Activation of Strobe Lights (Controller)

For the Strobes connected to the VNS22xx Controller units, they get a simple **CD** command that just toggles on or off, and for how long.

The **CD** command format is: **CDMTTTT\***

- **CD**: Needs to be in front of the command, this tells units what type of command it is.
- **M**: Mode, 0 or 1. 0 is off, 1 is on.
- **TTTT**: Timeout. How many seconds the light stays on for. Must be 4 digits, if set to 0000 the strobe has no timeout.

For example, if you want the light to come on for a minute, the command is CD10060\*.

To turn off the lights, the command is **CD00000\***.

## Activation of Corridor Lights

To activate older style Corridor Lights, you use the **VS** command.

The **VS** command format is: **VSSM\***

- **VS**: Needs to be in front of the command, this tells units what type of command it is.
- **S**: Slot number 1-4. Which light is activating. Additionally, “A” for all lights, “B” for top two, “C” for bottom two.
- **M**: Mode, 0-4. 0 is off, 1 is on, 2 is slow flashing, 3 is fast flashing, 4 is strobe.

For example, to turn on the third light and have it flash slowly, the command would be **VS32\***.

To turn off all the lights, the command is **VSA0\***.

There is also an extended version of this command that works with the newer VNS2710 corridor lights, the **VSE** command. These newer units allow for different colors, adjustable brightness, a tone alert, and a timeout.

The **VSE** command format for this is **VSESMCBTTTTTA\***

- **VSE**: Needs to be in front of the command, this tells units what type of command it is.
- **S**: Slot number 1-4. Which light is activating. Additionally, “A” for all lights, “B” for top two, “C” for bottom two.
- **M**: Mode, 0-4. 0 is off, 1 is on, 2 is slow flashing, 3 is fast flashing, 4 is strobe.
- **C**: Color, 1-9. 1=Amber, 2=Green, 3=blue, 4=white, 5=red; 6-9 are custom colors that can be programmed with VPS.
- **B**: Brightness, 1-9. 1 is min brightness, 9 is max brightness.
- **TTTT**: Timeout in seconds. Must be 5 digits, how many seconds the light will be on.
- **A**: Alert, 0-3. 0 = none, 1 = tone, 2 = long tone, 3 = repeating beeps

## Multimedia Commands

Unfortunately, there’s not a good way to do multiple commands at once due to the restriction of how many characters you can type in the message field. There are multimedia commands that can do more than one thing at a time, but once you add a text message into it, you start to run out of space. If you wanted a command to activate an audio message with a pre-tone, strobes, then text, the command format is **MMD-GMxxxxxxx\*STxxxxxxx\*SBxxxxxxx\*Message**. The **SB** command is what goes with text when you send a message. You’ll notice in the view last messages screen after you send something to the signboards that it will have this command before the text.

The format for it is: **SBSSMFPTA\***

- **SB:** Signboard Command. Needs to be in front of the command, this tells units what type of command it is.
- **SS:** Slot number, 00-99. 99 just writes to the next available slot. Default is 00.
- **M:** Mode
- **F:** Format
- **P:** Scroll speed
- **T:** Timeout, 0-9 or A-I. 1-9 is 2 minutes –60 minutes, A-I is 5 seconds – 90 seconds
- **A:** Font, 0-9 and A-Z.

After the \* is whatever text you want it to display. To clear the displays, the command is **SB\*\***.

If you want to do the GM and ST commands together, the format is **MM5-GMxxxxxxx\*STxxxxxxx\***.

For the GM and SB commands, it is **MM9-GMxxxxxxx\*SBxxxxxx\*Text message**.

To send clear multimedia commands which will stop audio, turn off strobes, and clear signboards, the command is **MM0\***. This function may not be compatible with some older units.

It is possible to do multiple commands with the wireless CT devices if you get the receiver to go with them. The way that the panic buttons work is that one button press can be programmed to send out multiple commands. This is the easiest way to get several different types of devices to do everything that you want with the press of a button or the pull of a switch.

## Programming the Timer/Counter

The format for the timer is: **STMAMETTTTTR\***

- **STM:** Needs to be in front of the command, this tells units what type of command it is.
- **A** – Timer action (1-7). 1-Count down, 2-Count up, 3- Pause, 4-Resume down, 5- Resume up, 6-Restart, 7-stop
- **M** – Counter Display mode (0-9). 1-Bold Center, 2-Bold Center, 3-Square Center, 4-Small Center (HHMMSS), 5-Small Bold Center (HHMMSS), 6-Big Bold Round Center, 7-Big Square Center, 8-Double Line Timer, Counter Small on the Right, 9-Double Line Timer, Small Bold Counter on the Right
- **E** – Counter elapsed tone (0-9). 0-No Tone, 1-9 is tone length in seconds
- **TTTTT** – Time to count to/from HH:MM:SS format
- **R** – Repeat Mode (0-9) – 0- no repeat, 9- keep repeating until stop

For example, **STM1810000100\*** would give you a 10 second count down, showing the time on the top and count down on the second line. There would be a 1 second tone at the end of the counter

To stop the counter, the command is **STM7\***