SIMPLWINDOWS

NAME:

Polycom VS4000+FX v415 Video Dialing

CATEGORY: Codec
VERSION: 1.0

SUMMARY: Allows video calls to be placed

GENERAL NOTES:

This module is for control of the Polycom VS4000 and ViewStation FX models only. It will work with Polycom Software version 4.15 FX only. Other releases of Polycom software may cause some functions to stop working. You can communicate with these systems over RS232 or over TCP/IP. If using TCP/IP, follow the instructions below:

You must open up a Telnet session with the Polycom system. Therefore, you must have a CNXENET+ card installed in your control system to enable communications.

When programming the system in SimplWindows, you should insert a TCP/IP Client object into the ethernet portion of the control system, in the configuration manager. In the program view, use 24D for the PORT parameter field. When it is desired to establish the Telnet session with the Polycom system, assert the CONNECT input on the TCP/IP Client. When the session has been sucessfully established, the CONNECT-F output will go high. It will then be possible to send commands to the Polycom system. When it is desired to end the Telnet session, de-assert the CONNECT input, and the connection will be dropped.

Commands should only be sent to the TCP/IP Client TX\$ input when the connection is active. Therefore, you should connect the output of this module to the input of a Serial Buffer symbol, which is enabled by the CONNECT-F output of the TCP/IP Client. The output of the Serial Buffer should be connected to the TX\$ input of the TCP/IP Client. See the demo program for an example of this implementation.

Note that before resetting the Crestron system (as happens when you load a new program, power cycle the system, etc), you should end the Telnet session with the Polycom system. If the session is active when the Crestron system resets, the session will not be closed properly, and the Polycom system may need to be rebooted to recover properly.

This module allows video calls to be placed. Phone numbers as well as numeric and alphanumeric IP addresses can be entered and dialed. Therefore, and entire alphabetic keypad is provided to allow the number/name of the site to be entered.

This module does not store presets, however it can be used in conjunction with the "Addressbook With Site Names" or with the "Addressbook" module to implement an addressbook that stores numbers as well as names of up to 100 sites in alphabetical order.

For each call placed, a call speed can be selected. This module provides for 20 different call speeds. Since the Polycom system supports so many different call speeds, parameter fields are provided where you can type in the 20 call speeds you want to use. So for a speed of 384, enter 384 in the parameter field. For a speed of 2x56, enter 2x56 in the parameter field.

The macro allows one or two number calls to be placed manually. Phone numbers are enetered, and dialed as follows:

- 1. Select a call speed.
- 2. Select SELECT-NUM-1, and type in the first phone number
- If there is a second number, select SELECT-NUM-2 and type in the second number.
 Otherwise leave this field blank. You have the option of copying the first number to the second number. You can always reselect either number and re-enter it.
- When both number fields are displaying the correct numbers, press DIAL. Your call will be placed

CRESTRON HARDWARE:

HARDWARE:

CNXENET+, CNMSX, CNXCOM, ST-COM

SETUP OF CRESTRON For TCP/IP:

Install a TCP/IP Client

Use port 23D

Be sure to set up the IP table to specify the IP address of the Polycom system for the IP ID of the TCP/IP Client. You must do a cold reboot of the control system after changing these parameters.

For RS232: Baud Rate - 9600 Parity - None Data Bits - 8 Stop Bits - 1

VENDOR FIRMWARE: Release 4.15 FX

VENDOR SETUP: None

CABLE DIAGRAM: For VS4000 - CNSP-123

For ViewStation FX - T.B.D.

CONTROL:

Select_Number_1	D	Pulse to allow the first number to be entered
Select_Number_2	D	Pulse to allow the second number to be entered
Select_Addressbook_Name	D	Pulse to allow the addressbook name to be entered
Select_None	D	Pulse to deselect all fields for entry
Copy_Num1_Num2	D	Pulse to copy the first number to the second number
Clear_Num1+Num2	D	Pulse to clear both first and second number fields
Speed_1-20	D	Selects any of the 20 speeds that were entered in the corresponding parameter fields
Key_Enter	D	If pressed while Num1 is active, it will select num2. If pulsed while num2 is active, it will dial
Video_Dial	D	Dials the numbers currently entered immediately
Video_Hang_Up	D	Disconnects any currently active video calls

Full alphanumeric keyboard used for entering phone numbers and

addressbook names based on which field

was selected using the Select_* inputs

above

D

S

Α

Used to specify which call speeds are desired. Only enter speeds which your

Polycom system supports. Enter 0 for

any unused fields

FEEDBACK:

Video_Number_2\$

Addressbook_Name\$

Video_Quality

Keyboard_*

Speed-*

Indicates which field has been selected Select_*_Fb D

for entry

Indicates which speed has been selected SPEED_*_FB D

for the call

Serial signal displaying the first number entered. Can be routed to an indirect Video_Number_1\$ S

text field as well as to an addressbook

module for preset storage/recall

Serial signal displaying the second number entered. Can be routed to an

indirect text field as well as to an

addressbook module for preset

storage/recall

Serial signal displaying the addressbook name. Can be routed to an indirect text S

field as well as to an addressbook

module for preset storage/recall

Analog signal indicating which call speed was selected. Can be routed to an

addressbook module for preset

storage/recall

Serial signal to be routed to the Polycom To_Device\$

system

.UPZ FILE USED FOR

5.12.57x.upz, v2.004.cuz **TESTING:**

COMPILER USED FOR

TESTING:

SimplWindows Ver 2.02.11

SAMPLE PROGRAM: Polycom VS4000+FX v40 Demo Program

v415 - Added "Answer" button

REVISION HISTORY: Made Call Speed 1 the default speed

Clear number fields upon startup of the system