

**Partner: Yealink**  
**Model: VC Series**  
**Device Type: Video Conference Codec**



## GENERAL INFORMATION

<b>SIMPLWINDOWS NAME:</b>	Yealink VC Series IP v1.0
<b>CATEGORY:</b>	Conferencing
<b>VERSION:</b>	1.0
<b>SUMMARY:</b>	This module controls IP communication with Yealink VC Series codecs.
<b>GENERAL NOTES:</b>	The module will poll for certain properties every 15 seconds.
<b>CRESTRON HARDWARE REQUIRED:</b>	Crestron 3-Series processor.
<b>SETUP OF CRESTRON HARDWARE:</b>	N/A
<b>VENDOR FIRMWARE:</b>	Tested with firmware 40.20.254.202
<b>VENDOR SETUP:</b>	N/A

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**PARAMETER:**

<b>Instance_ID</b>	Setting to indicate the instance of a particular codec module. Up to 5 separate codec modules may be used in a single program, each one operating independently. This parameter is used to distinguish events between different codecs. Note that if multiple modules are to be used in a single system, they must each have different Instance ID's set.
<b>IP_Address</b>	Setting to indicate the IP address of the codec to control.
<b>IP_Port</b>	Setting to indicate the IP port of the codec to control. (Yealink Default: 6024)

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**CONTROL:**

<b>Initialize</b>	D	Pulse to re-establish communication with the codec. This signal is provided as a convenience should it be desired to reinitialize at any point. Initialization will automatically occur when the program starts.
<b>Volume_Set</b>	A	Set the volume level (Min: 0   Max: 10).
<b>Volume_Up</b>	D	Pulse to raise the volume by 1 step. Hold to raise the volume in 1 step increments until released.
<b>Volume_Down</b>	D	Pulse to lower the volume by 1 step. Hold to lower the volume in 1 step increments until released.
<b>Volume_Mute_On</b>	D	Pulse to mute the volume.
<b>Volume_Mute_Off</b>	D	Pulse to unmute the volume.
<b>Volume_Mute_Toggle</b>	D	Pulse to toggle the volume mute status.
<b>Dial_String_In</b>	S	Serial signal to send the number to be dialed into the module.
<b>Dial_Type_[X]</b>	D	Pulse to switch the current dial type to [X]. If "Manual" dial type is selected, the module will use the manual settings described below when making a call.
<b>Manual_Call_Speed_Set</b>	A	Set the call speed to be used in a manual call. Note: setting this value to 0 will set the manual call speed to "Auto".
<b>Manual_Call_Type_[X]</b>	D	Pulse to switch the current call type to be used in a manual call to [X].
<b>Manual_Call_Protocol_[X]</b>	D	Pulse to switch the current call protocol to be used in a manual call to [X].
<b>Global_DND_On</b>	D	Pulse to turn on the Global DND setting.
<b>Global_DND_Off</b>	D	Pulse to turn off the Global DND setting.
<b>Global_DND_Toggle</b>	D	Pulse to toggle the Global DND status.
<b>Call_DND_On</b>	D	Pulse to turn on the Call DND setting.
<b>Call_DND_Off</b>	D	Pulse to turn off the Call DND setting.
<b>Call_DND_Toggle</b>	D	Pulse to toggle the Call DND status.
<b>Dial_Call</b>	D	Pulse to dial a call using the Dial String that has been passed in. If the Dial String does not contain any spaces, a "local" call will be placed. If the Dial String contains spaces, a "conference" call will be placed to each number in the Dial String (delimited by spaces). In the case of a conference call, the Dial Type will automatically be set to "Auto" as "Manual" conference calls are not allowed.

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**CONTROL *continued:***

<b>Answer_Incoming</b>	D	Pulse to answer an incoming call.
<b>Decline_Incoming</b>	D	Pulse to decline an incoming call
<b>DTMF_On</b>	D	Pulse to turn on the DTMF setting.
<b>DTMF_Off</b>	D	Pulse to turn off the DTMF setting.
<b>DTMF_Toggle</b>	D	Pulse to toggle the DTMF status.
<b>DTMF_[X]</b>	D	Pulse to send a DTMF digit [X] while DTMF is enabled.
<b>Camera_Tilt_Up</b>	D	Pulse to tilt the camera up by 1 step. Hold to ramp camera tilt up until released.
<b>Camera_Tilt_Down</b>	D	Pulse to tilt the camera down by 1 step. Hold to ramp camera tilt down until released.
<b>Camera_Pan_Left</b>	D	Pulse to pan the camera left by 1 step. Hold to ramp camera pan left until released.
<b>Camera_Pan_Right</b>	D	Pulse to pan the camera right by 1 step. Hold to ramp camera pan right until released.
<b>Camera_Zoom_In</b>	D	Pulse to zoom the camera in by 1 step. Hold to ramp camera zoom in until released.
<b>Camera_Zoom_Out</b>	D	Pulse to zoom the camera out by 1 step. Hold to ramp camera zoom out until released.
<b>Preset_Select</b>	A	Set the camera preset to be either recalled or stored (Min: 0   Max: 9).
<b>Preset_Recall</b>	D	Pulse to recall the camera preset that has been selected with Preset_Select.
<b>Preset_Store</b>	D	Pulse to store the camera preset that has been selected with Preset_Select.
<b>Input_[X]</b>	D	Pulse to set the current input to [X].
<b>IR_[X]</b>	D	Pulse to send an IR emulation command for [X].

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**FEEDBACK:**

<b>Is_Initialized</b>	D	High to indicate that the module's internal state variables are now synced with the codec's current state.  <i>Note: Outgoing commands will not be sent to the monitor until the module is initialized. However, heartbeat commands will continue to be sent.</i>
<b>Is_Communicating</b>	D	High to indicate that communication has been established with the codec. Once communication has been established, the module will attempt to initialize automatically.
<b>Volume_Level</b>	A	Value indicating the current volume level (Min: 0   Max: 10).
<b>Volume_Is_Muted</b>	D	High to indicate the volume is currently muted.
<b>Dial_Type_Is_[X]</b>	D	High to indicate the current dial type is set to [X].
<b>Manual_Call_Speed</b>	A	Value indicating the current manual call speed setting.
<b>Manual_Call_Type_Is_[X]</b>	D	High to indicate the current manual call type is set to [X].
<b>Manual_Call_Protocol_Is_[X]</b>	D	High to indicate the current manual call protocol is set to [X].
<b>Global_DND_Is_On</b>	D	High to indicate the Global DND is currently on.
<b>Call_DND_Is_On</b>	D	High to indicate the Call DND is currently on.
<b>Incoming_Call</b>	D	High to indicate an incoming call has been received.
<b>Incoming_Call_Name</b>	S	Serial string indicating the name of the incoming caller.
<b>Incoming_Call_Number</b>	S	Serial string indicating the number of the incoming caller.
<b>DTMF_Is_On</b>	D	High to indicate the DTMF setting is currently on.
<b>Last_Preset_Recalled</b>	A	Value indicating the last camera preset that was recalled.
<b>Last_Preset_Stored</b>	A	Value indicating the last camera preset that was stored.
<b>Input_Is_[X]</b>	D	High to indicate the current input is set to [X].
<b>Has_Storage</b>	D	High to indicate that a USB device has been plugged into the codec and is available for use.
<b>Version_[X]</b>	S	Serial string indicating information from the codec for parameter [X].
<b>Is_Busy</b>	D	High to indicate the module is waiting for a response from the codec. This signal is utilized primarily for operations that may take some time to complete, such as waiting for the Address Book or History entries to fully refresh.

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**TESTING:**

<b>OPS USED FOR TESTING:</b>	CP3: 1.501.0013
<b>SIMPL WINDOWS USED FOR TESTING:</b>	4.03.20.00
<b>CRES DB USED FOR TESTING:</b>	55.00.011.00
<b>DEVICE DATABASE:</b>	73.05.002.00
<b>SYMBOL LIBRARY USED FOR TESTING:</b>	985
<b>SAMPLE PROGRAM:</b>	Yealink VC Series Demo IP CP3
<b>REVISION HISTORY:</b>	v1.0 – Initial Release