Whelen Command™ CanTrol®WC

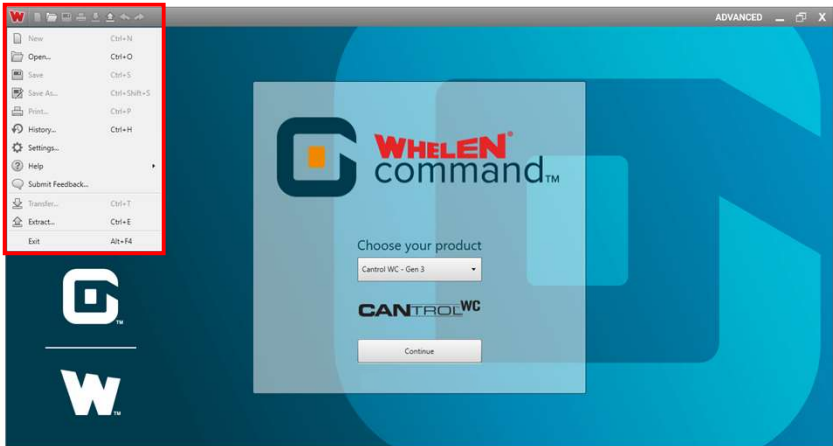## Whelen Command CanTrol®WC

Whelen Command CanTrol®WC

Current Version

Main Menu

On the start page the main menu will allow us to open a configuration, view help information and extract a configuration from a system that is already programmed
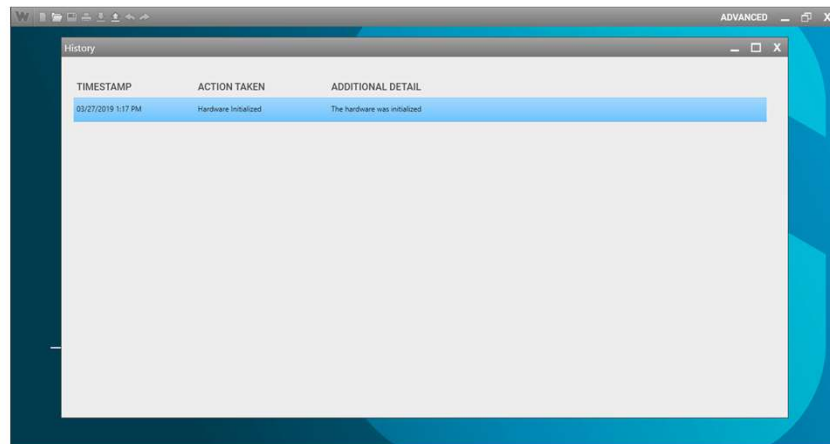
Main Menu

In the **History** window we can view changes made to the configuration since it was opened.
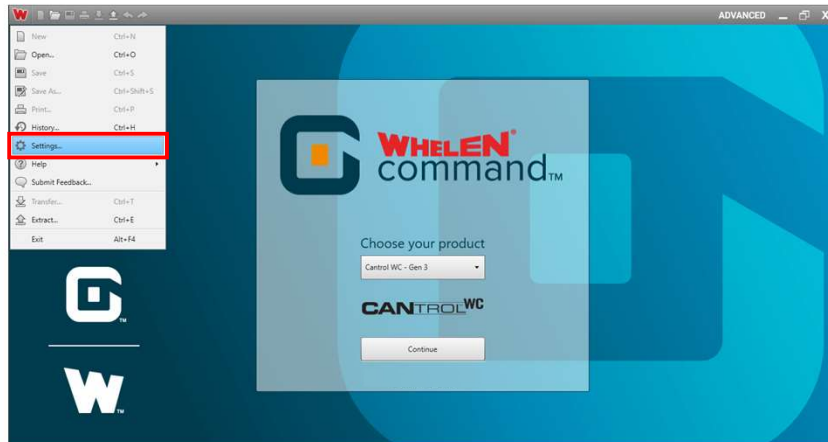
History Viewer

The **History** window will show all changes made to the configuration since we opened it. This will be cleared each time we close a configuration.
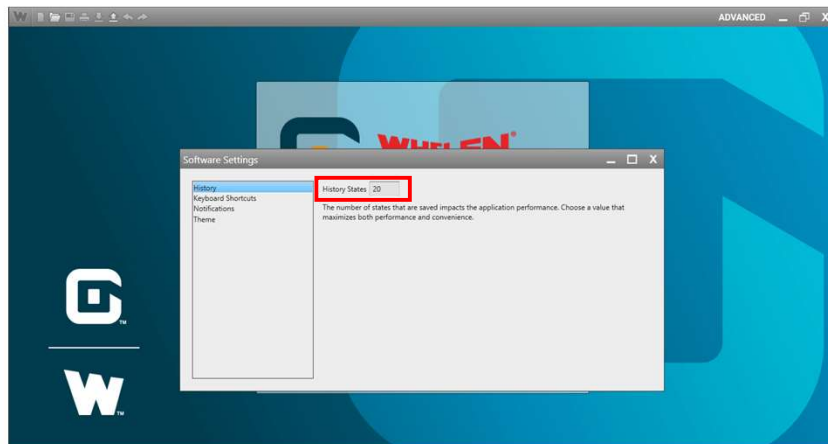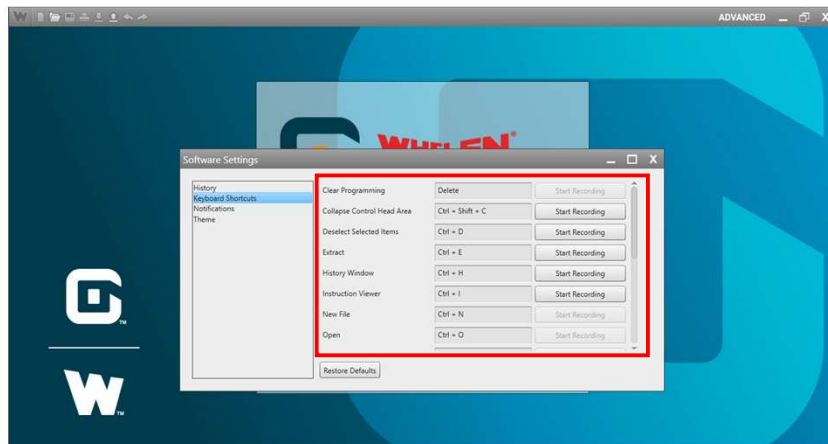
Main Menu

We can change some of the features of Command under **Settings**

Software Settings Window

Under the **History Options** category we can change the number of
program changes we wish to save for the **Undo** Function
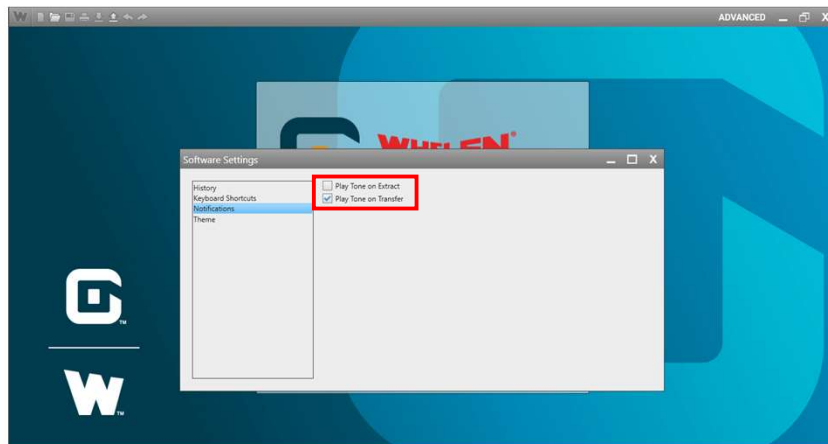
Software Settings Window

Under the **Keyboard Shortcuts** category we can view, change, and create our own keyboard shortcuts to use throughout the Command Software.

Software Settings Window
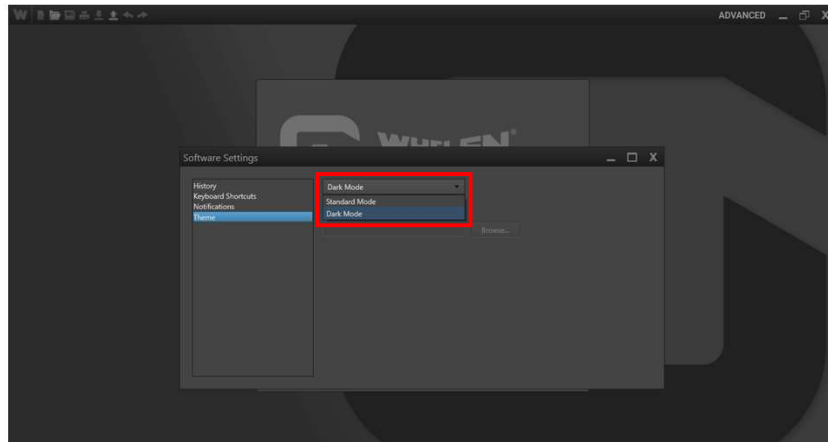

Under the **Notifications** category we can turn on/off tones that will be played upon completion of an Extract or Transfer

Software Settings Window
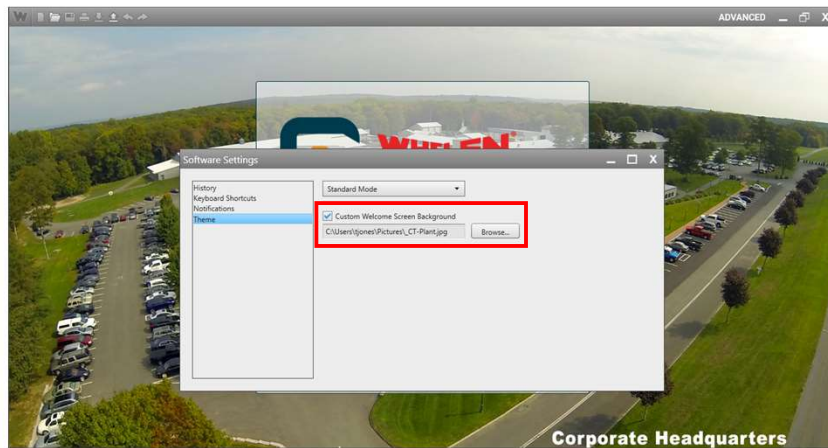

Under the **Theme** category we can change between **Standard Mode** and
Dark Mode

Software Settings Window
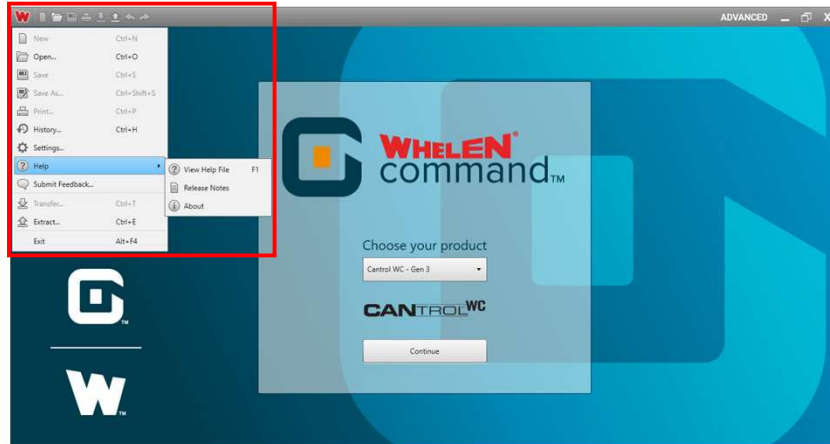

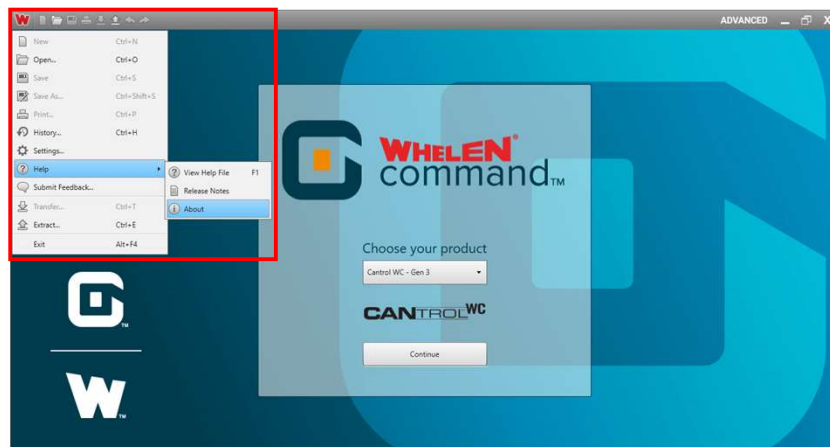Also under Theme we can set a **Custom Welcome Screen**

Main – Help Menu

Under **Help** we can **View Help File** and review the **Release Notes** that get updated when there is an update for Whelen Command
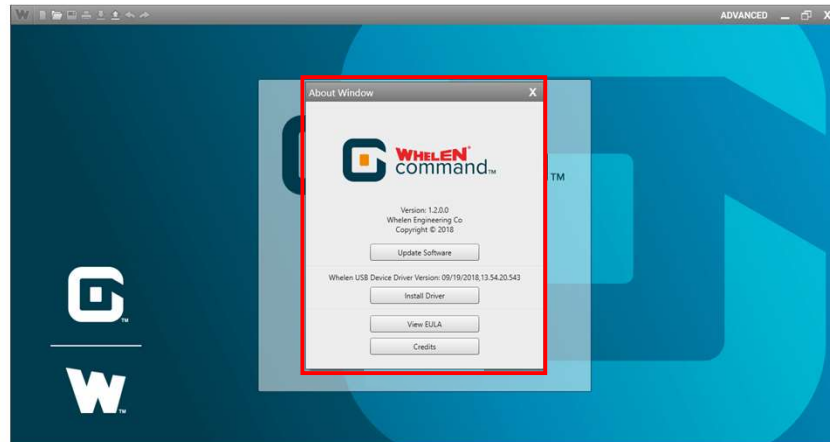
Main – Help Menu

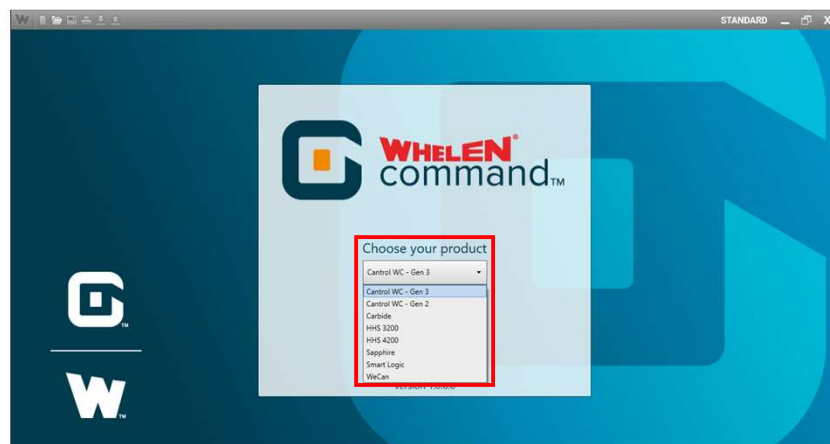Under help selecting **About** will open the **About Window**

About Window

On the **About Window** we can manually check for a software update, install the USB drivers, and view the EULA information

Choose Your Product

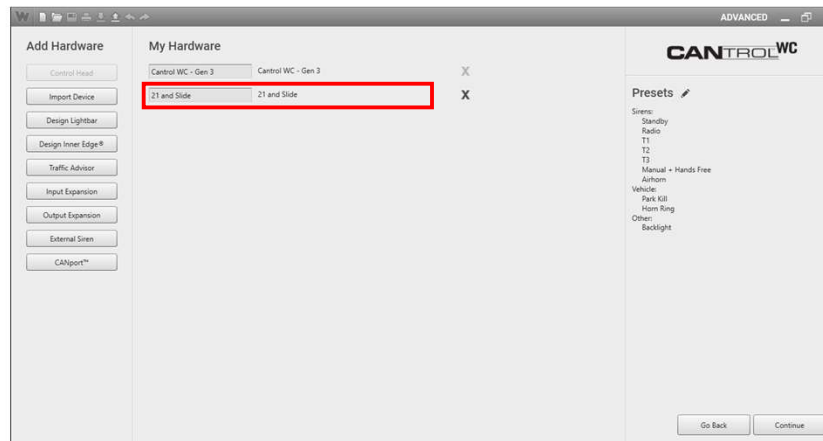In the drop down list we want to select **CanTrol** and then click continue

My Hardware Control Head
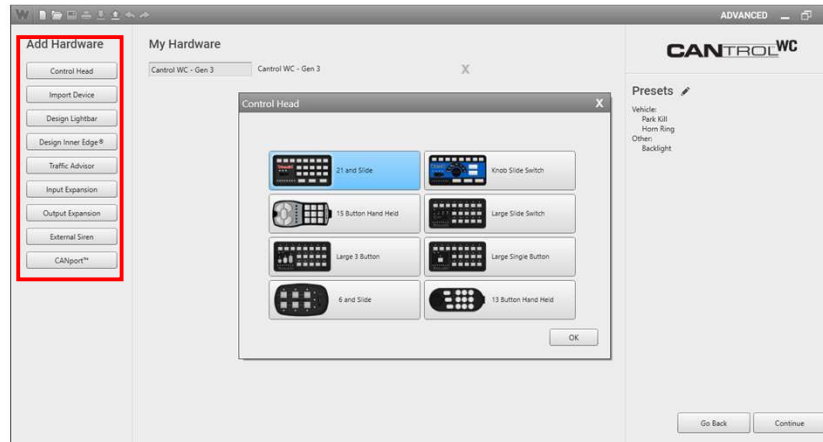
On the **My Hardware** page we can add a **Control Head** to our configuration. Select one from the list and click **Ok**
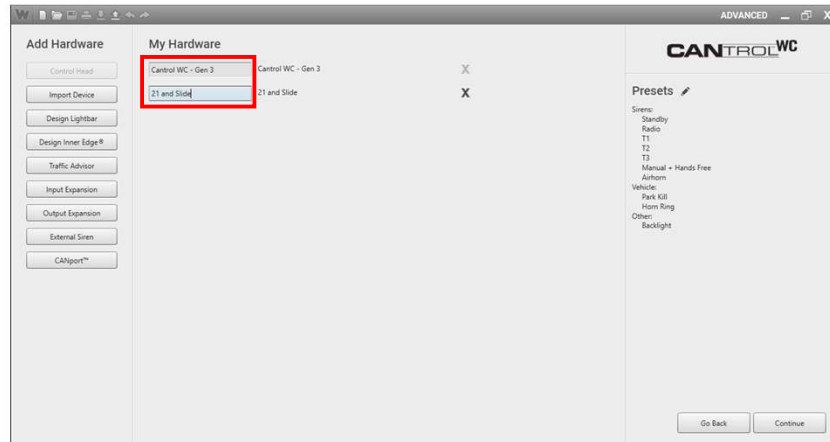
My Hardware Control Head

Once we select our **Control Head** it will be added to the hardware list
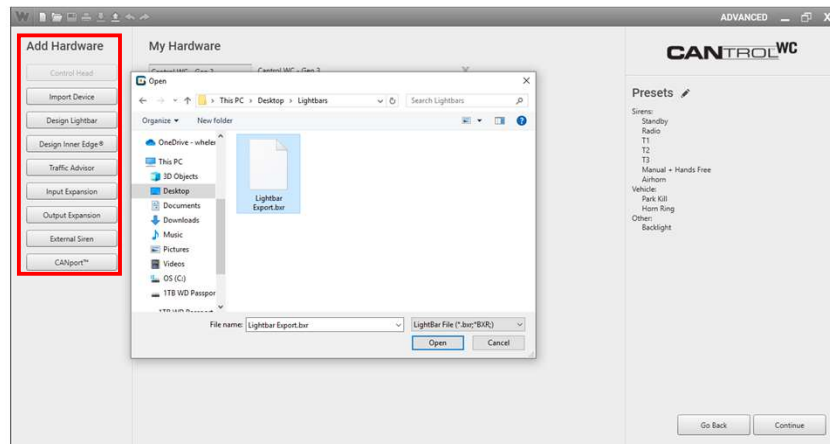
My Hardware Control Head

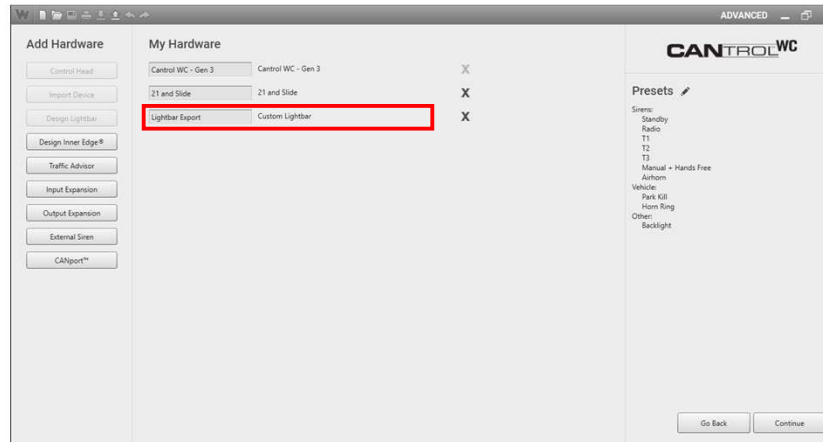We can give all of our hardware a friendly nickname of our choice

My Hardware Import Device

On the **My Hardware** page we can **Import Device** this will allow us to import a custom lightbar .bxr file we have exported from WeCad™
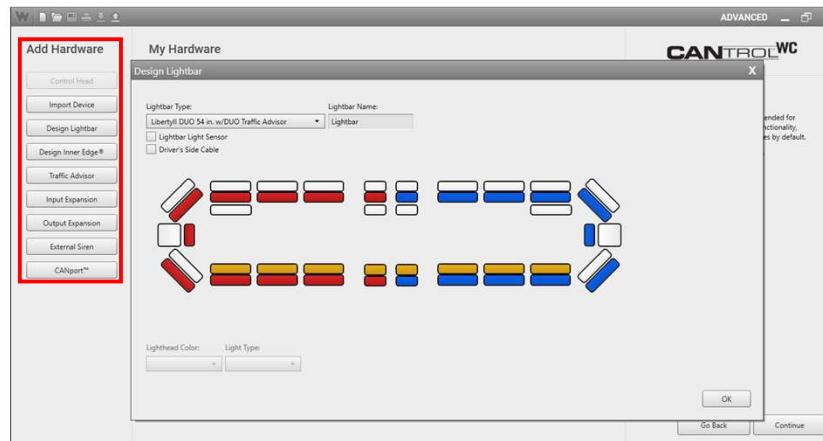
My Hardware Import Device

Once we select our .bxr file it will be added to our hardware list

My Hardware Design Lightbar

On the **My Hardware** page we can use **Design Lightbar** to use the blanket .bxr file that will show every possible module position

My Hardware Design Lightbar

We can give our lightbar a friendly nickname on the **Design Lightbar** window this name will persist over to the **My Hardware** page
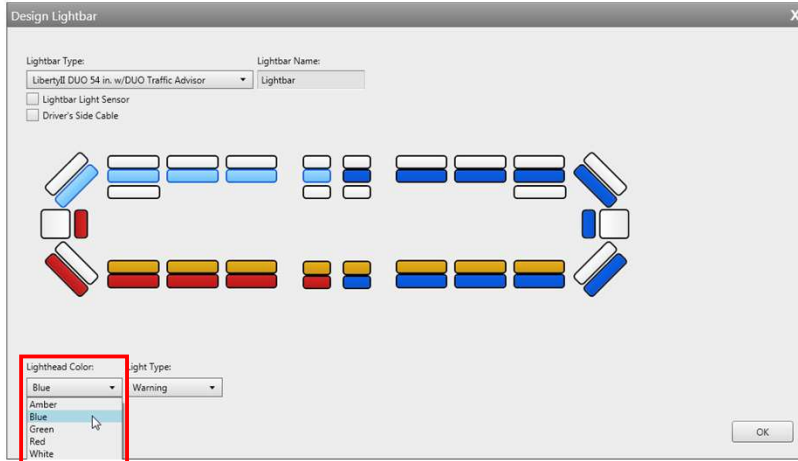

My Hardware Design Lightbar

If we ordered our lightbar with a **Lightbar Light Sensor** or **Driver's Side Cable** we can check each option we ordered

My Hardware Design Lightbar

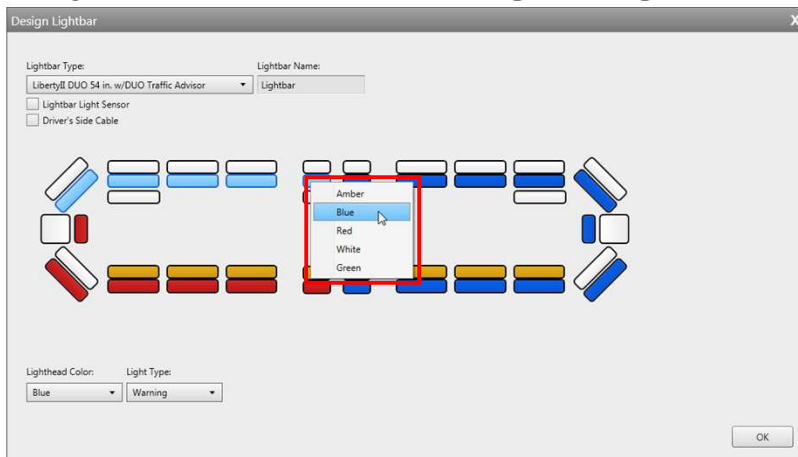We can select multiple modules and use the lighthead color selector to change the color of our modules
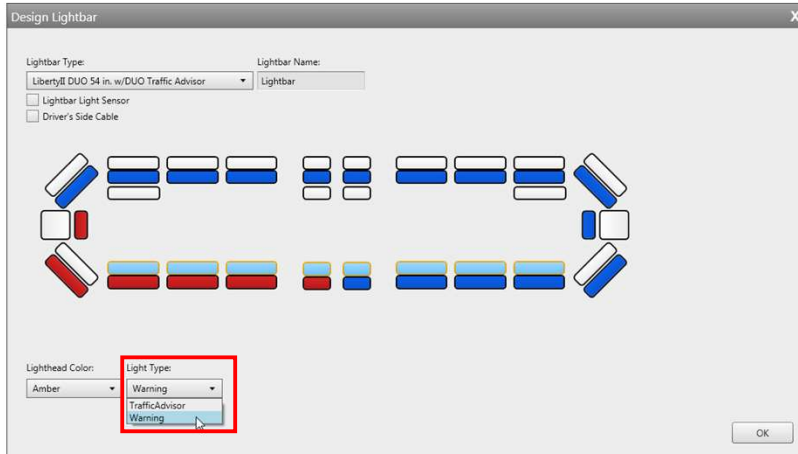

My Hardware Design Lightbar

If we right click on each module we can change the color or we can select multiple modules and then right click to change the color of the selected modules
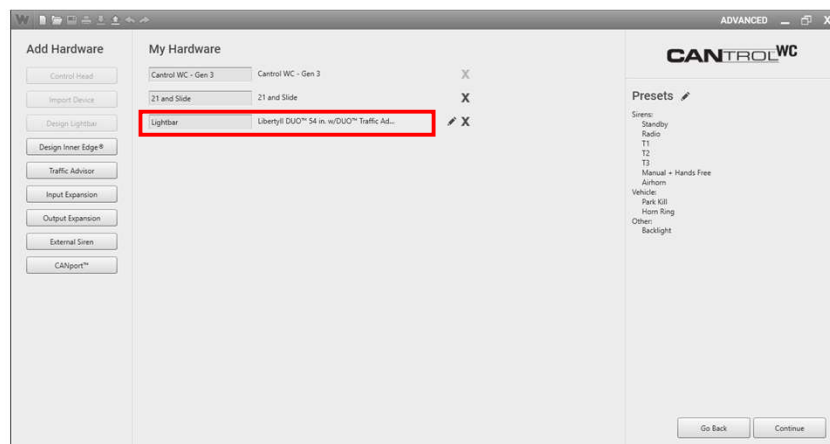
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My Hardware Design Lightbar

We can set the light type of our amber TA modules to **Warning** and the Red and Blue warning modules to **Traffic Advisor** using the **Light Type** drop down list

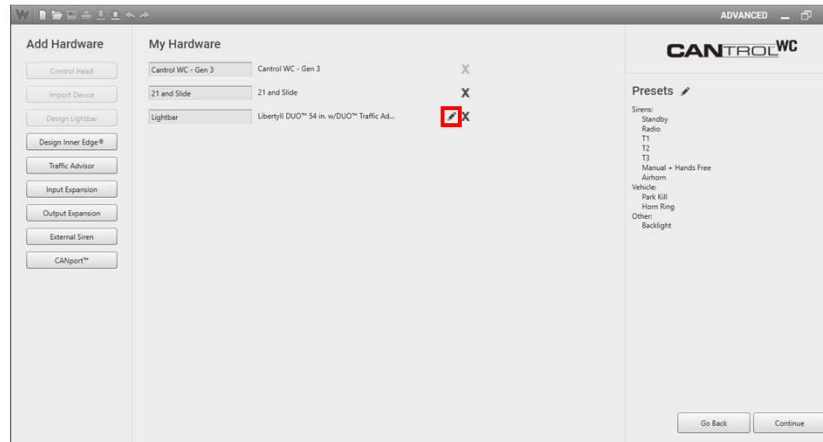# My Hardware Design Lightbar

Once we are done editing our lightbar and we click **Ok** the **Design Lightbar** window will close and our lightbar will be added to our hardware list

My Hardware Design Lightbar

We can **Edit** any lightbar we have added using **Design Lightbar** by selecting **Edit Hardware**
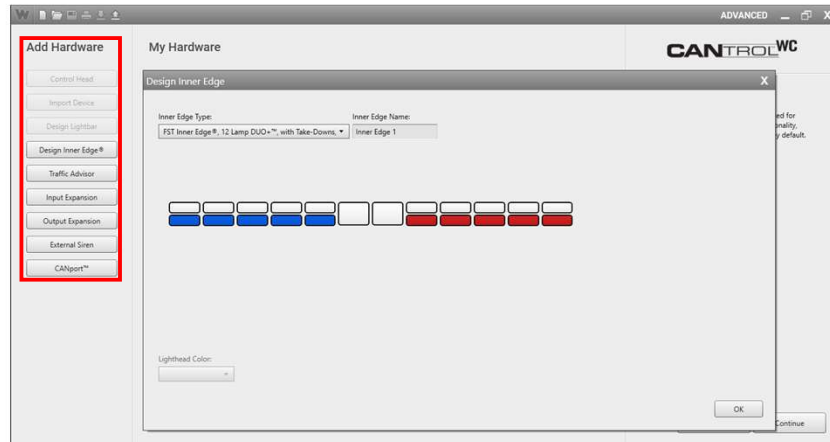
Accessories

With CanTrol®WC can have <u>two</u> accessories the Front and Rear Inner Edge's and the CANEM16 Expansion output module count as accessories you can have any combination of the <u>two</u>.

The lightbar and the External siren amplifier <u>do not</u> count as accessories.
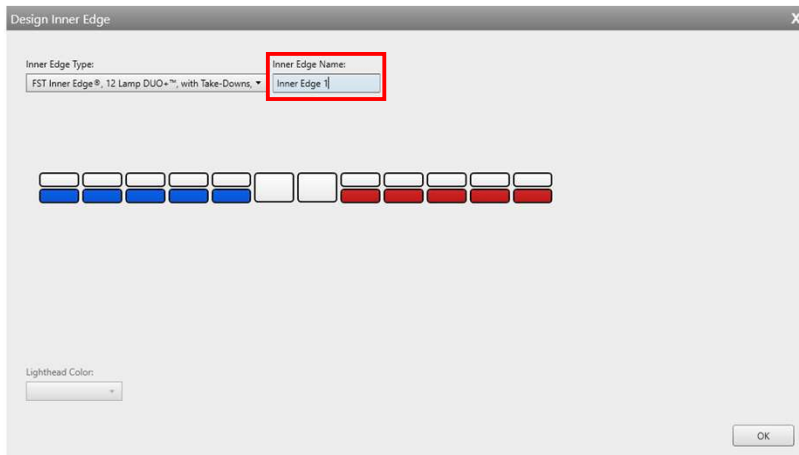
My Hardware Inner Edge®

On the **My Hardware** page we can use **Design Inner Edge** to select and modify the Front or Rear Inner Edge we wish to program
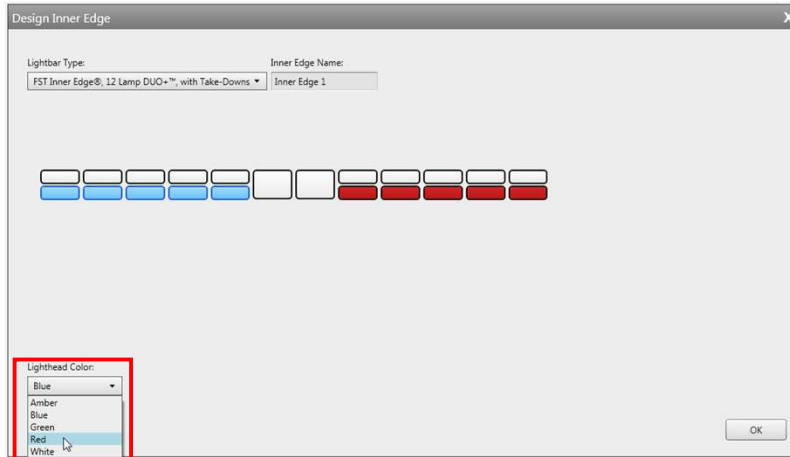

My Hardware Inner Edge®

We can give our Inner Edge a friendly nickname on the **Design Inner Edge** window this name will persist over to the **My Hardware** page

My Hardware Inner Edge®

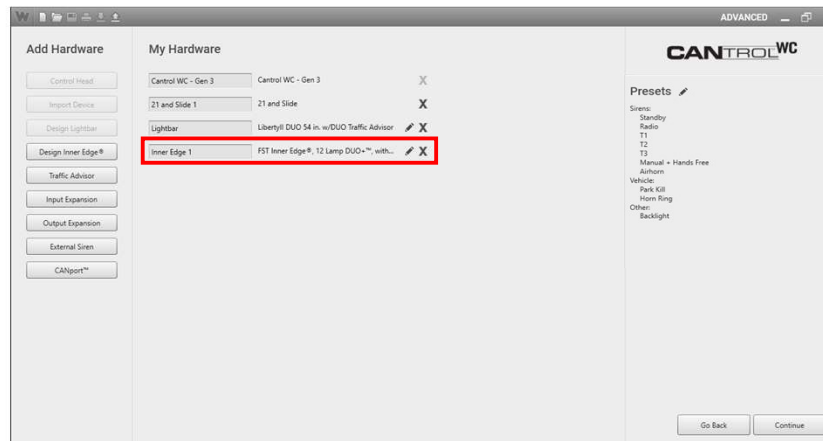We can change lighthead colors in the same ways as in the Design a Lightbar window.
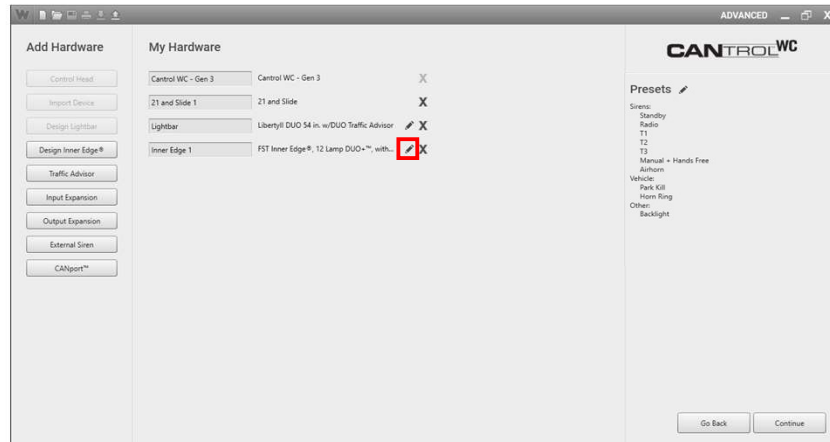
My Hardware Inner Edge®

Once we are done editing our Inner Edge and we click **Ok** the **Design Inner Edge** window will close and our Inner Edge will be added to our hardware list

My Hardware Inner Edge®

We can **Edit** any Inner Edge we have added using **Edit Hardware**
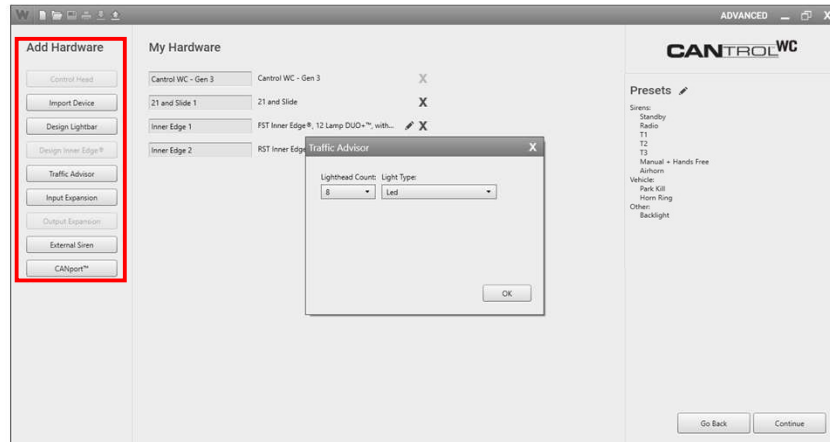
My Hardware Inner Edge®

We can have a **Front Inner Edge** and a **Rear Inner Edge** with CanTrol. Once we add a **Front** we can only add a **Rear** and once we add a **Rear** we can only add a **Front** the software will filter this for us automatically

My Hardware Integrated Traffic Advisor

On the **My Hardware** page we can customize the **Integrated Traffic Advisor**

My Hardware Integrated Traffic Advisor
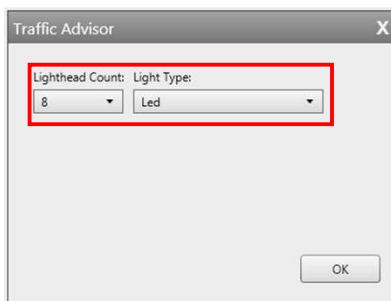
We can set the **Lighthead Count** to 4, 6 or 8 lamps and the **Light Type** to LED or Halogen

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My Hardware Integrated Traffic Advisor

Once we are done editing our **Traffic Advisor** we can click **Ok** and it will be added to our **Hardware** list

My Hardware Input Expansion

On the **My Hardware** page we can add the **Input Expansion** module. This will add 8 more positive or 8 negative switched inputs

My Hardware Input Expansion

Once we select the **Input Expansion** it will be added to our **Hardware List**

LEADING THE WAY IN INNOVATION

My Hardware Input Expansion
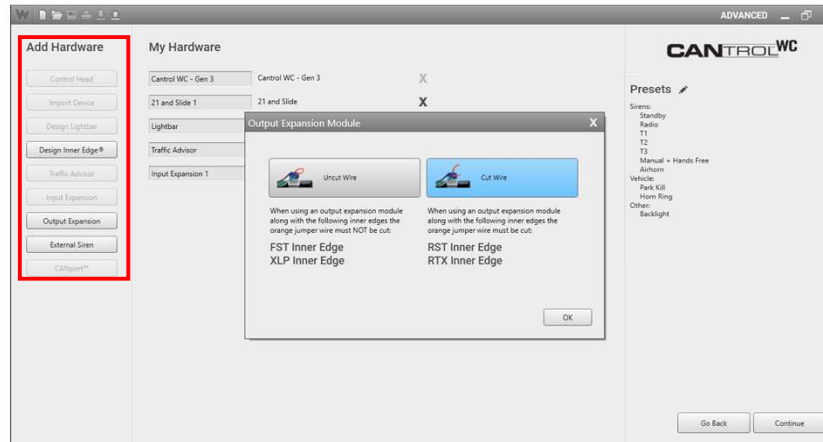

If we ordered our CanTrol™ with the **Input Expansion** once we add it to the hardware list the CANport™ hardware option will be disabled

LEADING THE WAY IN INNOVATION

My Hardware Output Expansion

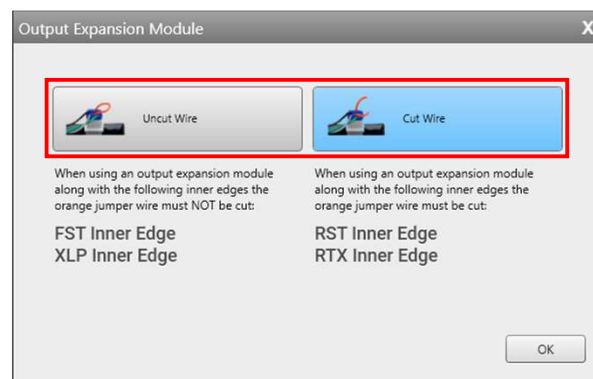

On the **My Hardware** page if we have not filled our two accessory slots we can add **Expansion Output** modules

My Hardware Output Expansion

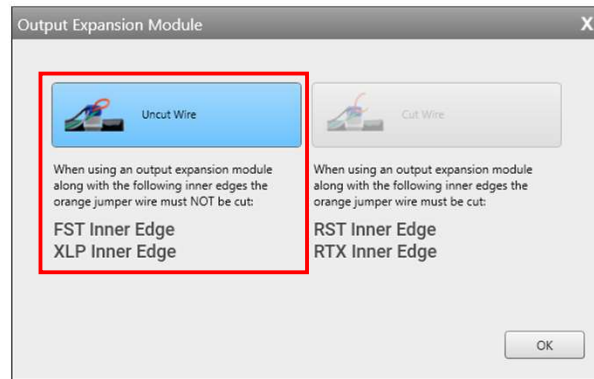
To ensure the proper operation of the **Expansion Output** module pay attention to the orange wire being **Cut** or **Uncut**
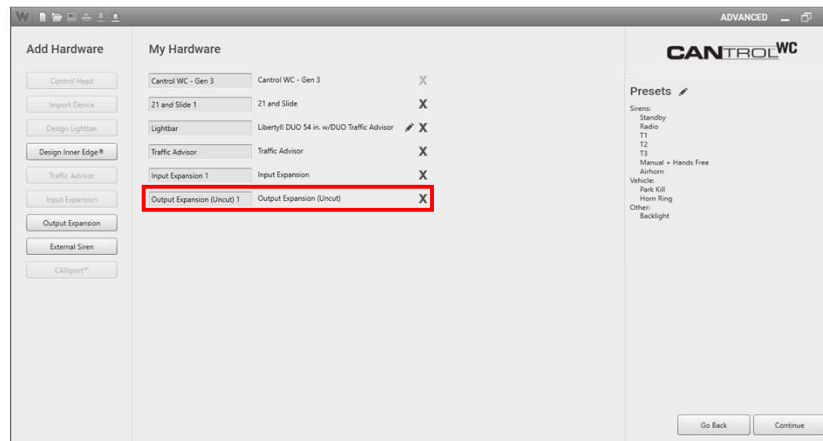
My Hardware Output Expansion

If we have added an **Inner Edge** we will only be able to add one **Expansion Output** module. This selection will be made automatically depending on if the front or rear **Inner Edge** has been added
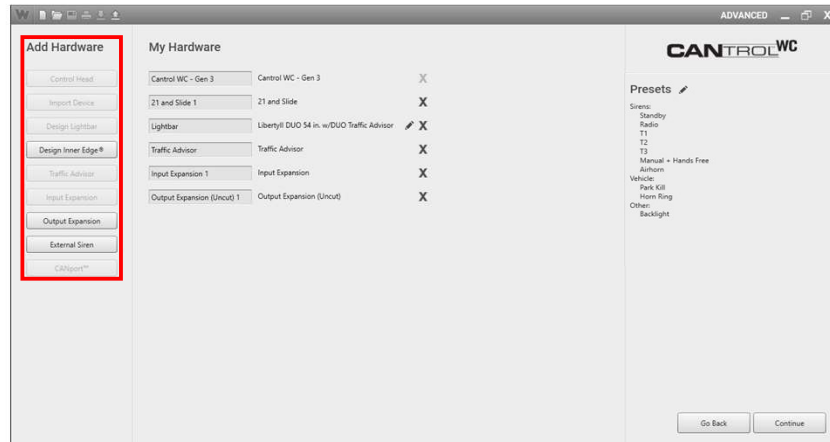
My Hardware Output Expansion

Once we have selected the **Output Expansion** module to add we click **Ok** it will be added to our **Hardware List**
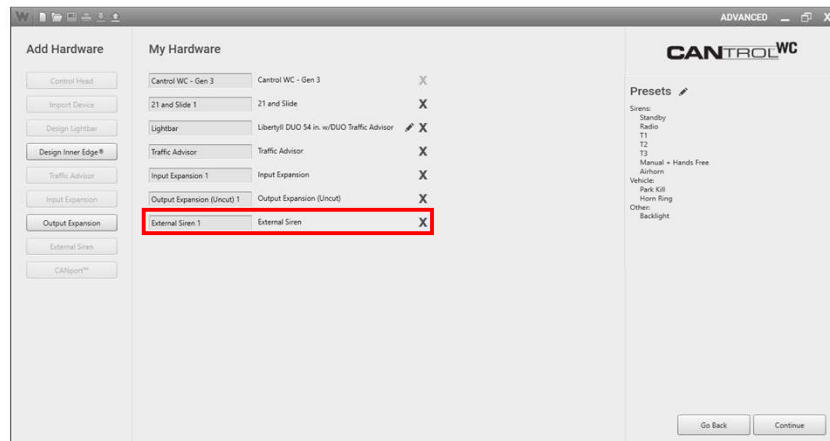
My Hardware External Siren

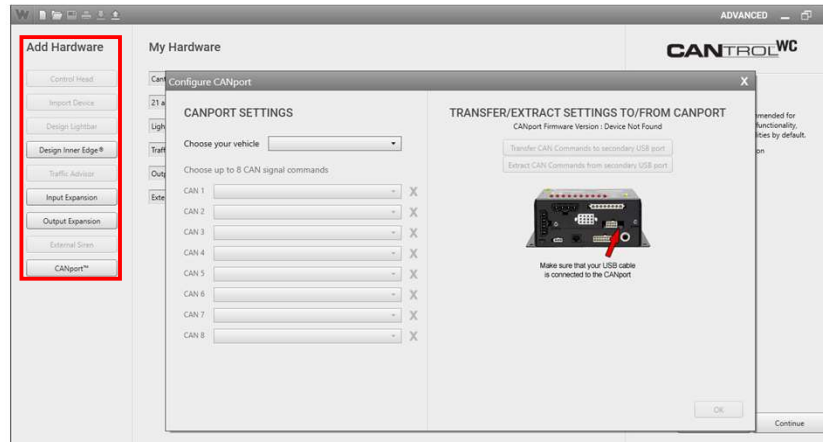On the **My Hardware** page we can add the **External Siren** for dual siren tone functionality

My Hardware External Siren

Once we have selected the **External Siren** amplifier it will be added to our **Hardware List**
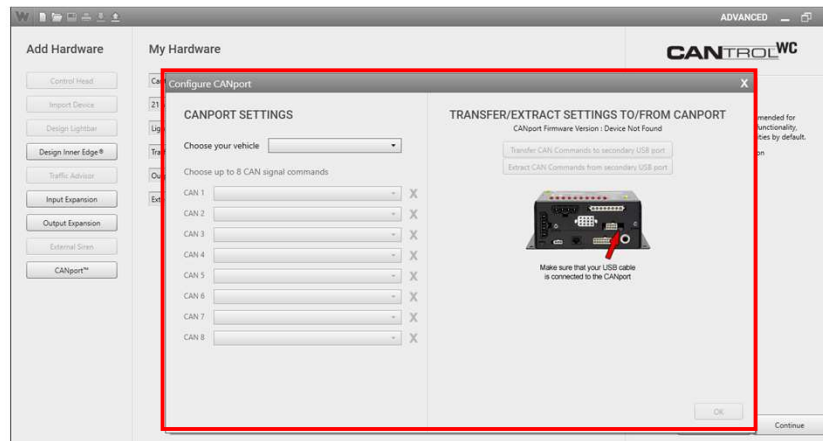
My Hardware CANport™

On the **My Hardware** page if we did not add the **Input Expansion** we can add the **CANport** which will open the **Configure CANport** window
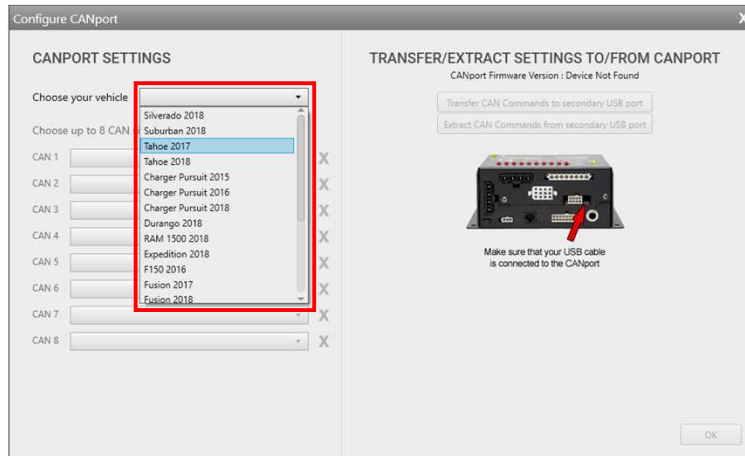
LEADING THE WAY IN INNOVATION

My Hardware CANport™

Once we select **CANport** we will need to configure the **CANport** settings

LEADING THE WAY IN INNOVATION

My Hardware CANport™

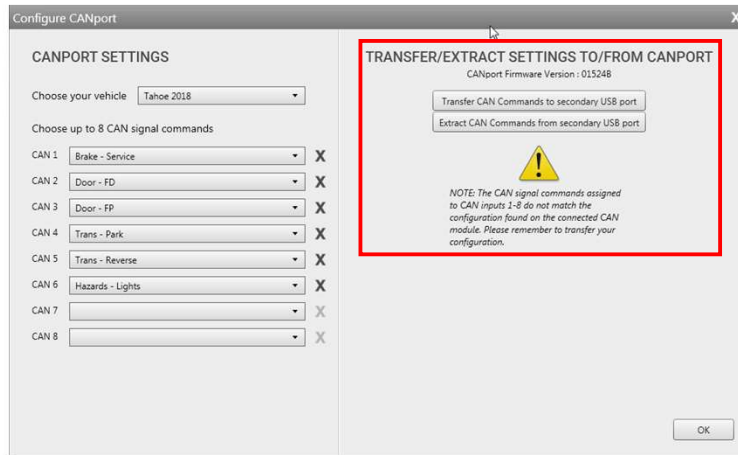First we will need to select the vehicle model and year

My Hardware CANport™
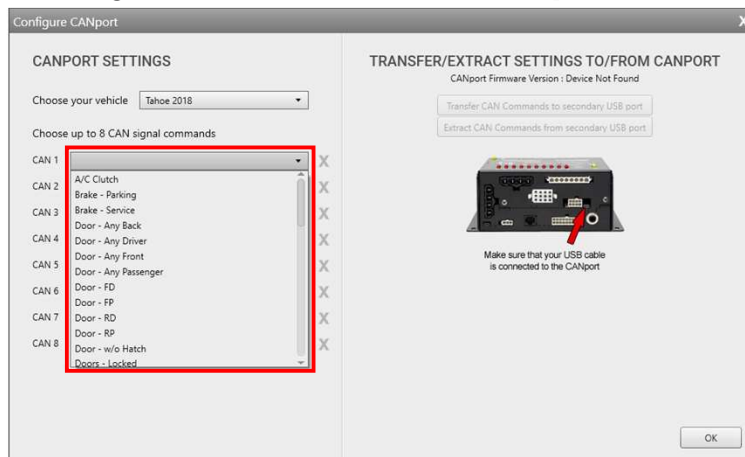
Then we will need to select the signals that we want to read from the vehicle

My Hardware CANport™

Once we have selected all the signals we want to read we can then plug into the USB of the **CANport** chip. The image of CanTrol will disappear and we can now click on Transfer or Extract

My Hardware CANport™
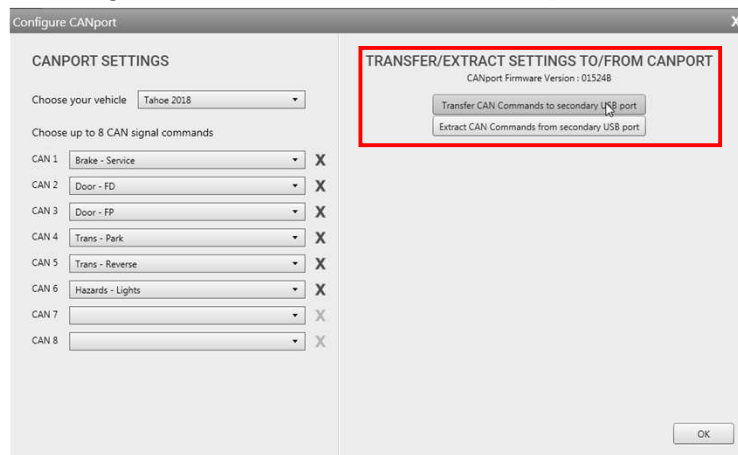
Once we **Transfer** to the **CANport** chip the message advising our signals do not match will disappear

My Hardware CANport™
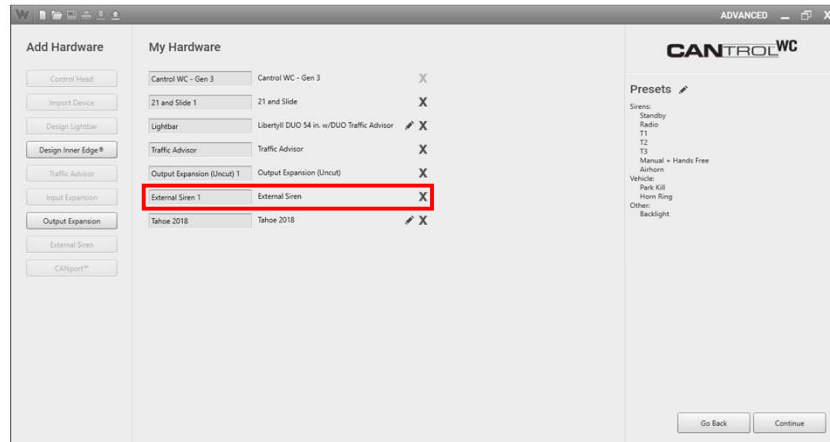
Once we click **Ok** the **CANport** will be added to our **Hardware List**

My Hardware CANport™
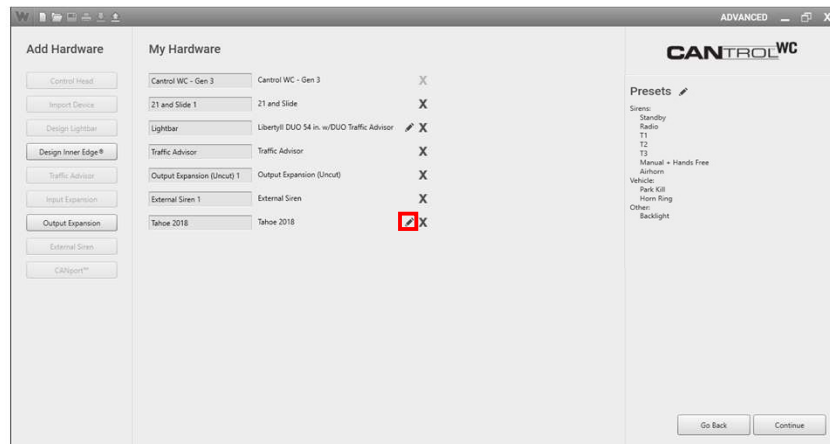
We can **Edit** the **CANport** we have added using **Edit Hardware**
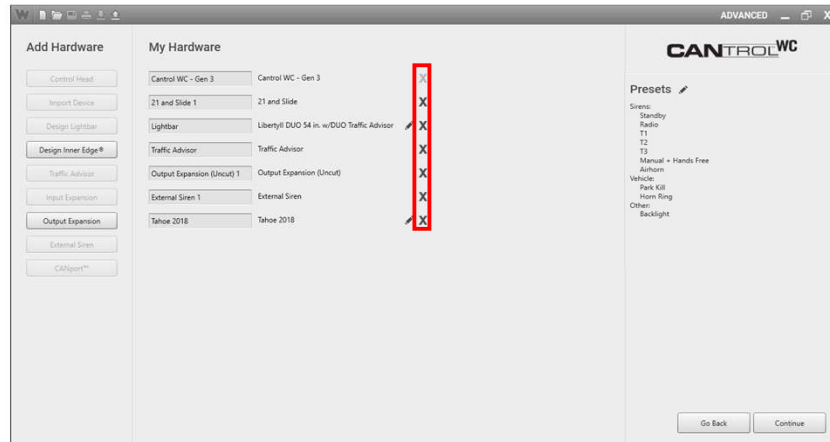
My Hardware

To remove any hardware we have added to our hardware list we can click on the **X** to the right of the hardware's name
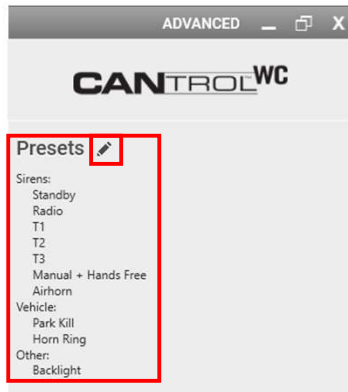

My Hardware Advanced
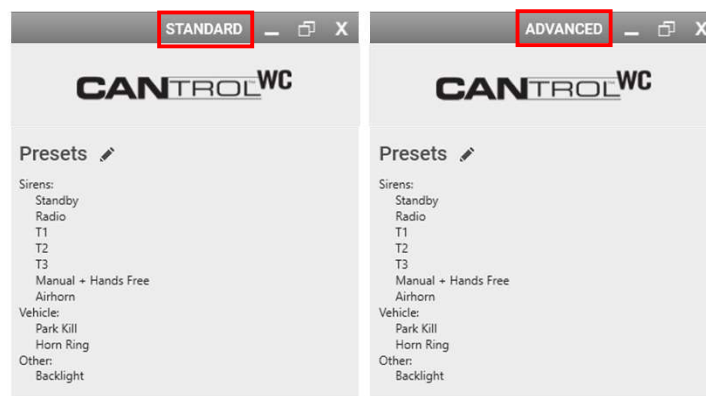
We can toggle between **Standard** and **Advanced** modes. This allows us to simplify some of the options shown throughout the program.

Programming Presets

Once we add a control head some presets will automatically be added. We can edit these and add or delete them.

Programming Presets
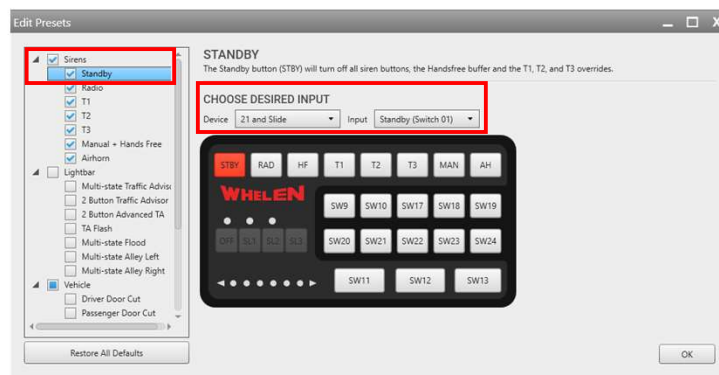
To setup Presets we first select one by checking it, then we select where it will be programmed. In this example, selecting Standby, and placing it on Control Head Switch 01
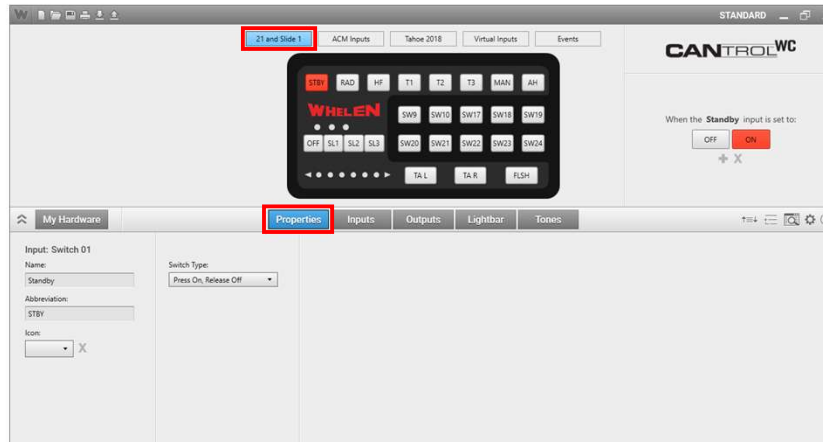
Program View

Once we have configured our hardware and we continue, the program view will load. By default the **Control Head** tab and the **Properties** page are selected

Program View
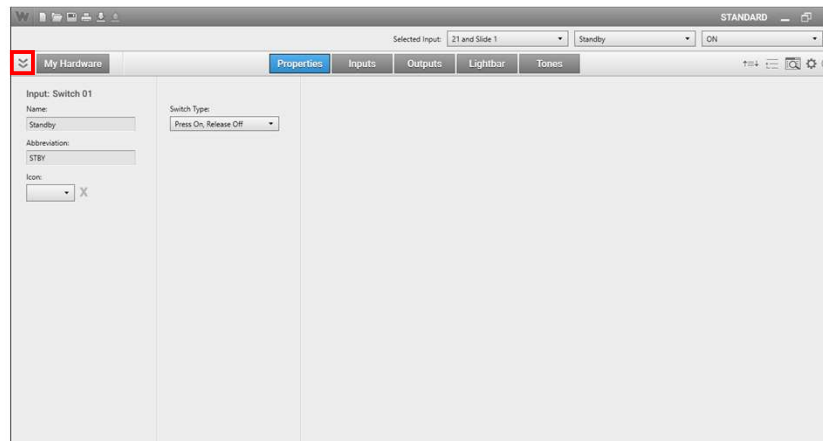
When working with smaller screens we can collapse the program view by clicking on the Expand/Collapse "⌄" control

Program View
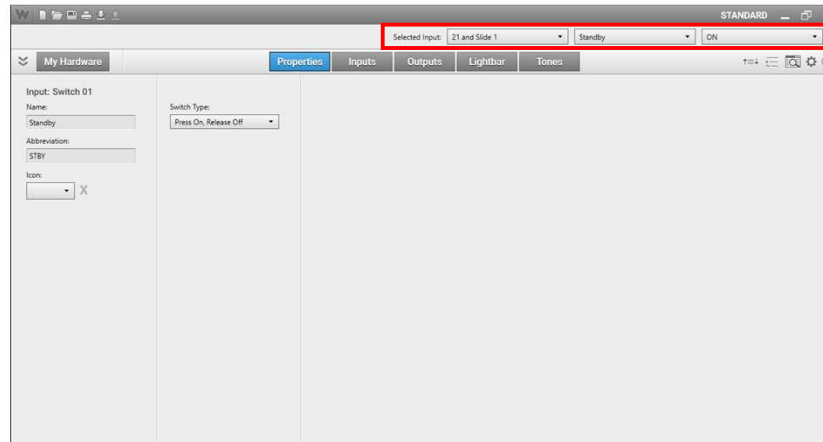
With the **Program View** collapsed we can still see the **Tab** selected the **Input** selected and the **Press/State** we have selected

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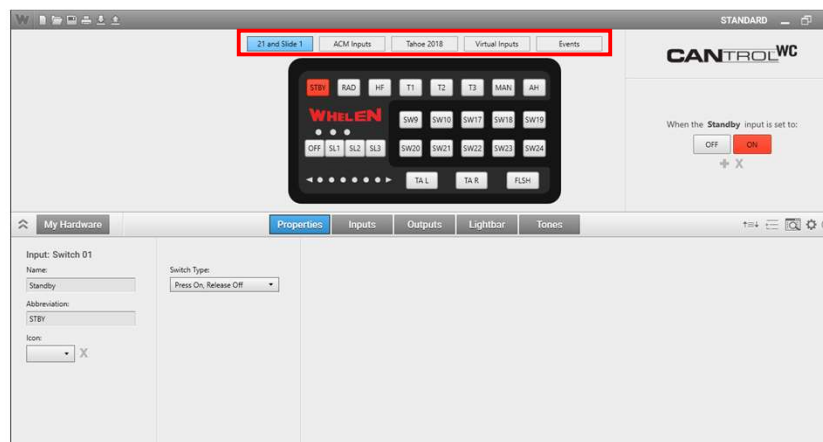
Program View

At the top of the **Program View** we have our tabs for the **Control Head**, **ACM Inputs**, **CANport**, **Virtual Inputs** and **Events**. Depending on our selected hardware the tabs available will change

LEADING THE WAY IN INNOVATION
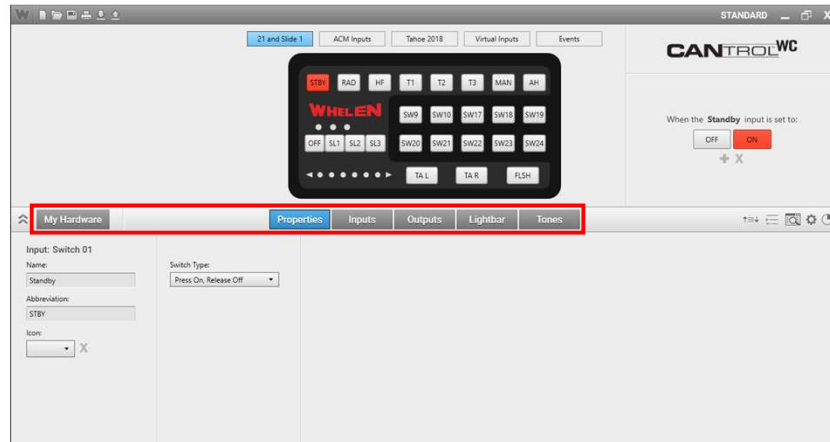
Program View

From the main navigation bar we can go back to **My Hardware**. We can also navigate to the **Properties**, **Inputs**, **Outputs**, **Lightbar** and the **Tones** page

Program View
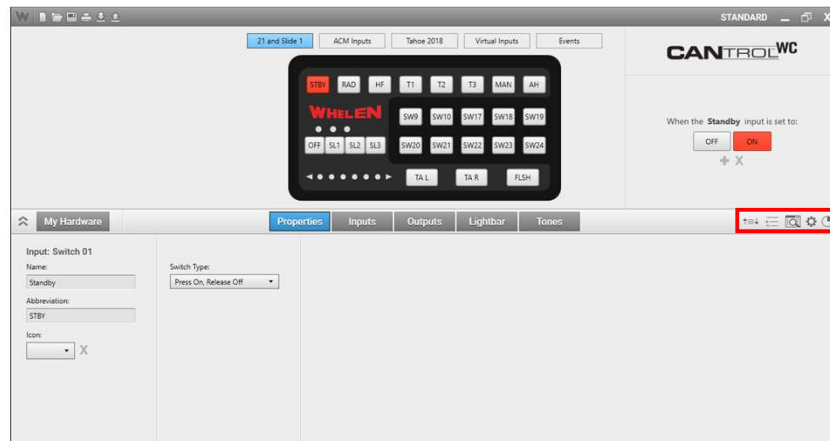
We can also access **Priorities**, the **Events Overview**, the **Instruction Viewer**, **Configuration Settings**, and the **Configuration File Size** from the main navigation bar
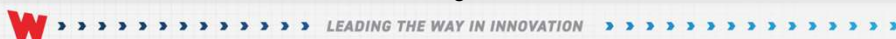
Control Head ACM/Virtual Inputs
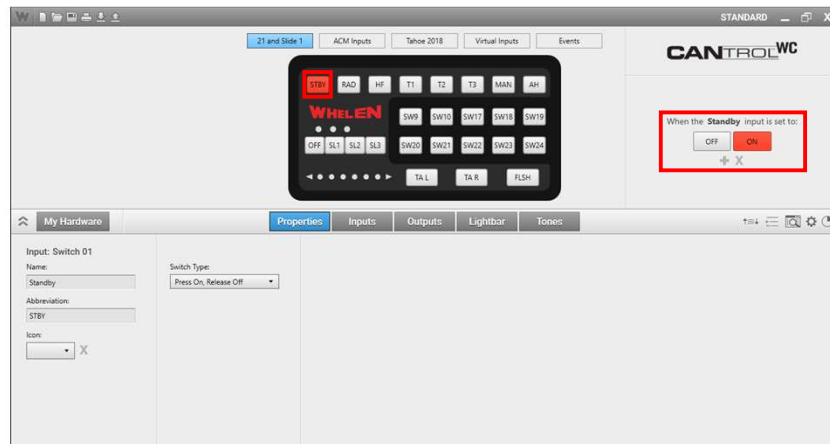
On the **Control Head**, **ACM Inputs** and the **Virtual Inputs** tab we can select the input and the press we want to program

Control Head ACM/Virtual Inputs
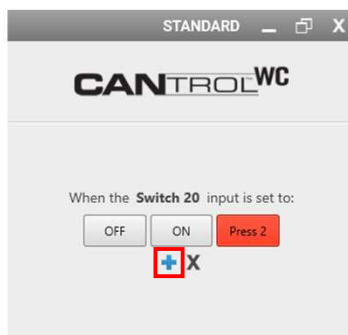
Depending on our **Switch Type** we can add a **Press/State** to the selected input by clicking on the **+** symbol in the state viewer

Control Head ACM/Virtual Inputs
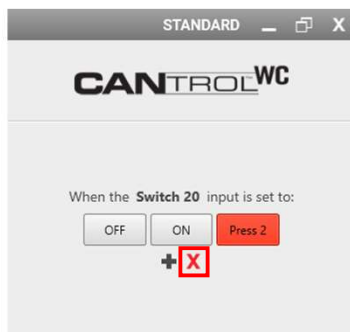
If we have more than one **Press/State** we can remove a **Press/State** by clicking on the **X** in the state viewer

Control Head ACM/Virtual Inputs
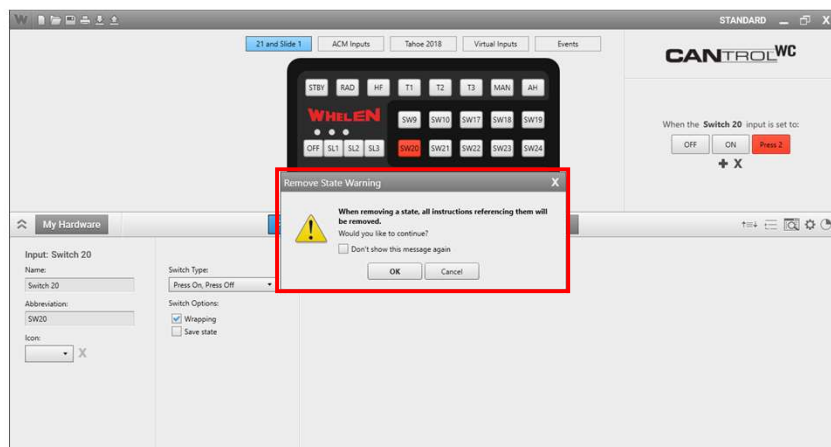
If we remove a **Press/State** we will have the option to **Cancel** the removal of the **Press/State**

Control Head ACM/Virtual Inputs
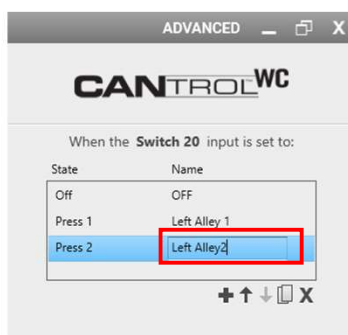
In **Advanced** mode we can change the name of each **Press/State** that we have added to **Control Head** and the **ACM/Virtual** inputs

Control Head ACM/Virtual Inputs
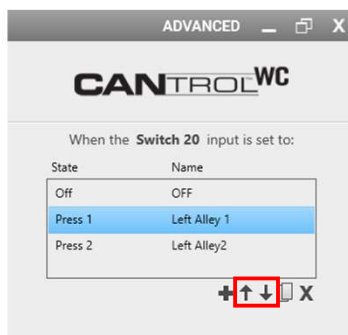
In **Advanced** mode we can move the selected **Press/State** up or down in our **Press/State** list

Control Head ACM/Virtual Inputs
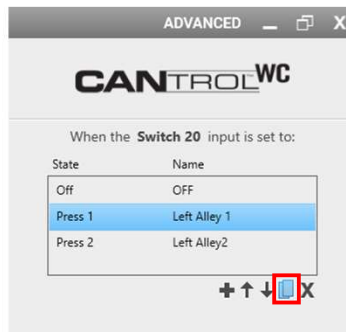
In **Advanced** mode we can duplicate the selected **Press/State**
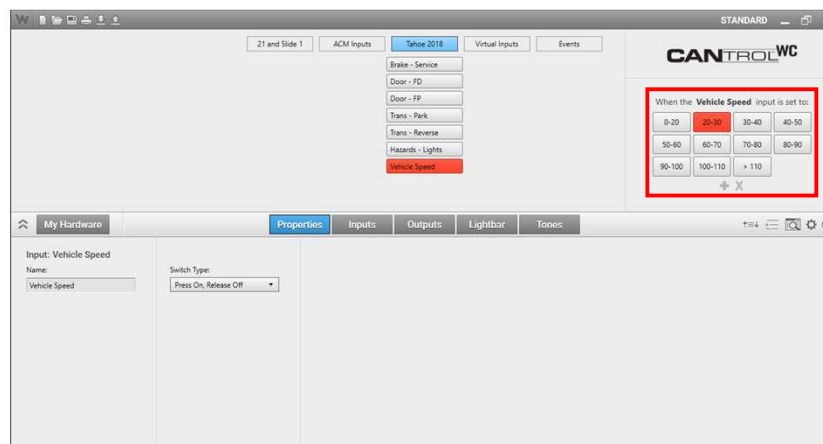
CANport™ Inputs

On the **CANport** tab we can select the signal and the **Press/State** we want to program. Depending on the Signal selected you will have multiple **Presses/States**
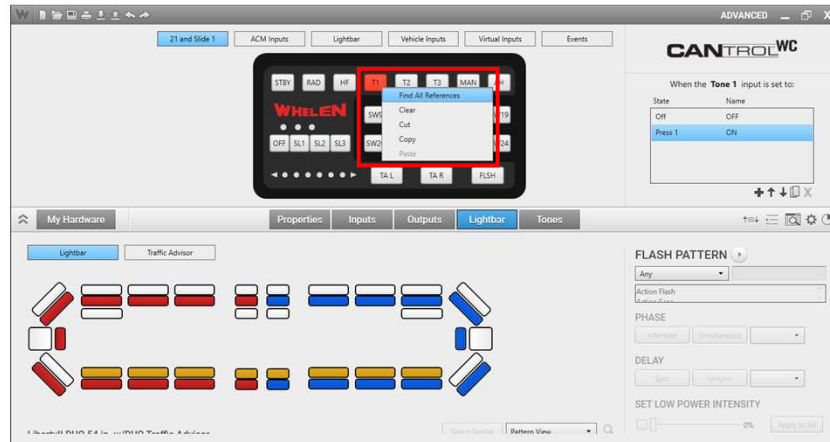
Cut/Copy/Paste

We can **Right Click** on an input and **Find All References** to it. This will open the **Instruction Viewer** and highlight all instructions regarding that input.
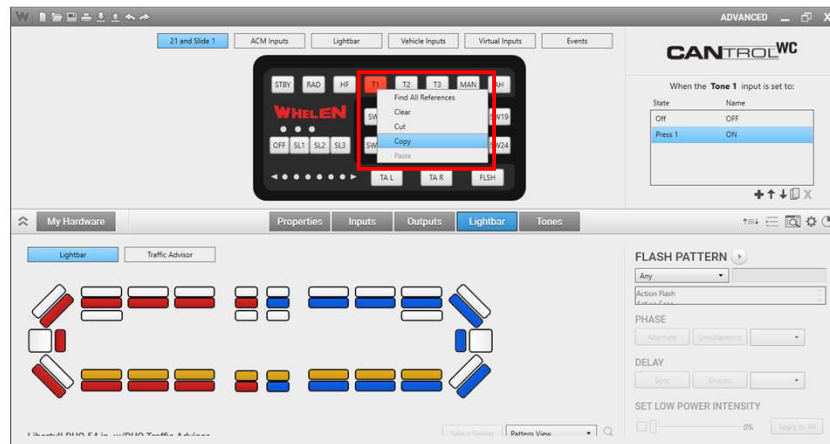
Cut/Copy/Paste

Also in the **Right Click** menu you can **Clear**, **Cut**, or **Copy** the input.
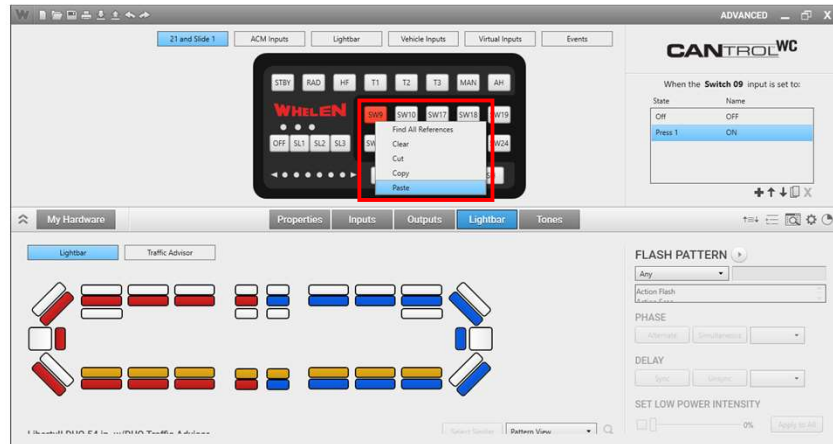
Cut/Copy/Paste

After we Cut or Copy an input, we can **Paste** it. When we Paste an input, it will first clear any programming currently on that input then apply the Cut or Copied programming.

Cut/Copy/Paste
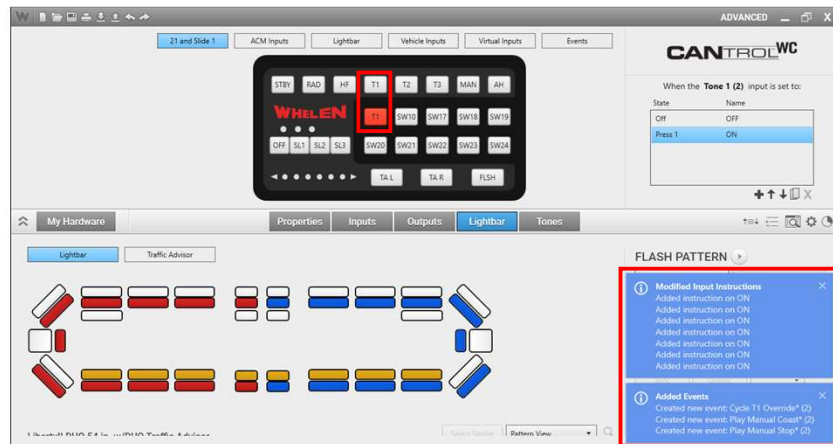
If we Paste an input that has instructions to a Virtual Input or an Event, it will create the new Event and Virtual references and inform you.

Undo/Redo
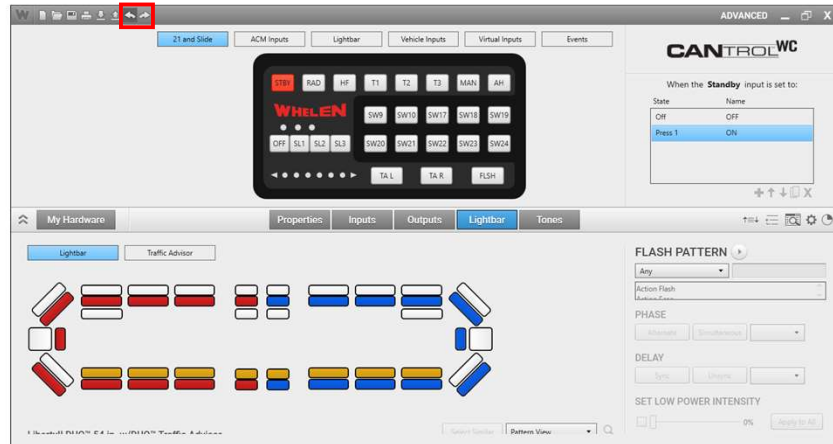
If we make a mistake or decide not to use an action we programmed, we can **Undo** it. If we the decide that we do want it we can **Redo** it.
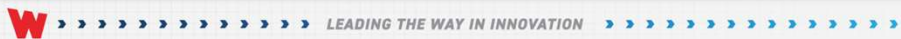
Events
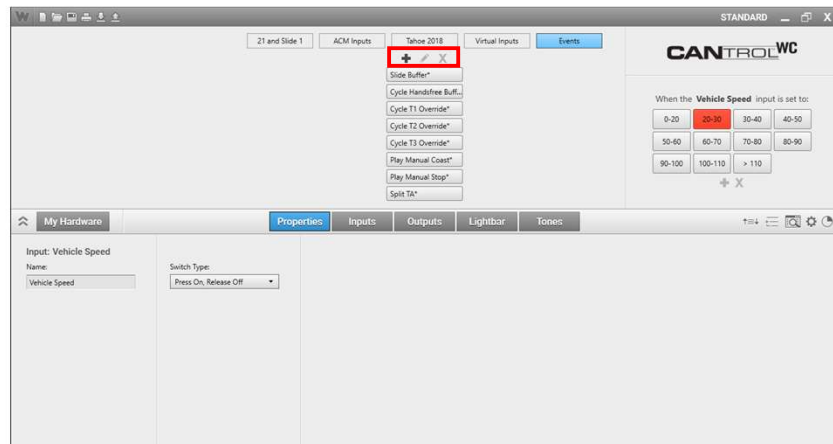
Events allow us to apply conditional logic to our configuration. On the **Events** tab we can **Create** a new event, **Edit** a selected event or **Remove** a selected event

Events
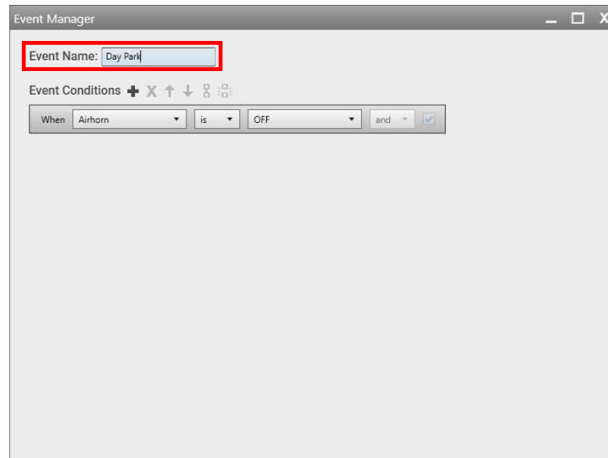
When we create a new event the event manager will open. Here we can give our event a custom name. By default we always have one **Event Condition**
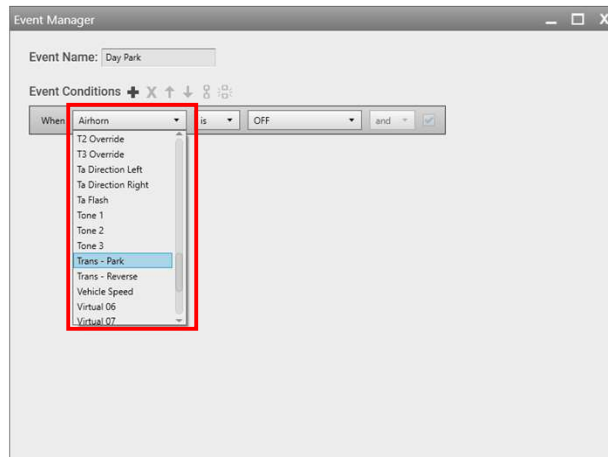
Events

We can modify the **Event Conditions** by selecting from the list of available choices

Events

Here our **Event** will only execute when the vehicle is in **Park**
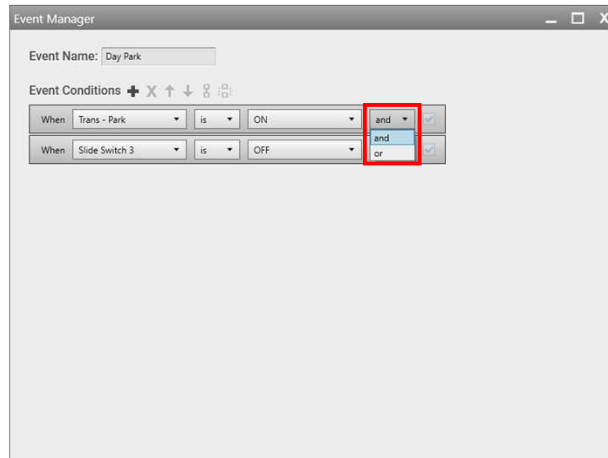
Events

We can add another **Event Condition** by clicking on the **+** in the event controls
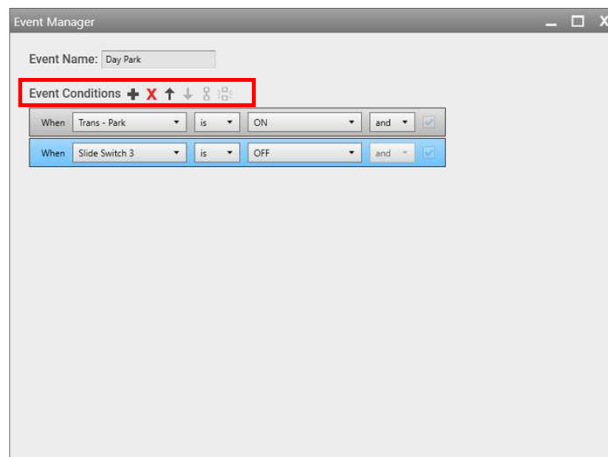
Events

With our new **Event Condition** set we can choose if one or both of the conditions need to be true

Events

To remove a condition we need to select the condition and click on the **X** in the event controls
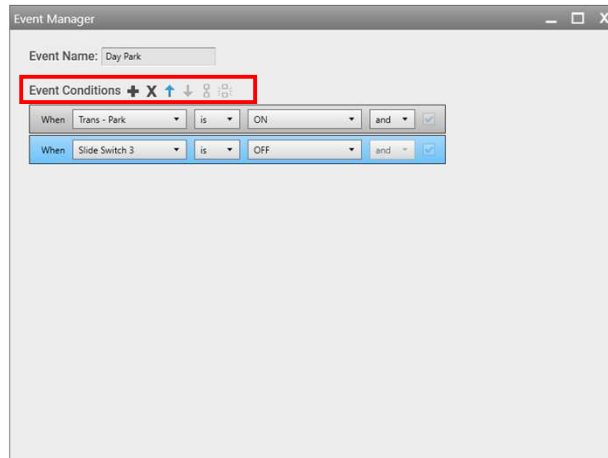
Events

When we have more than one **Event Condition** we can change the order of the conditions using the ↑ or ↓ arrows
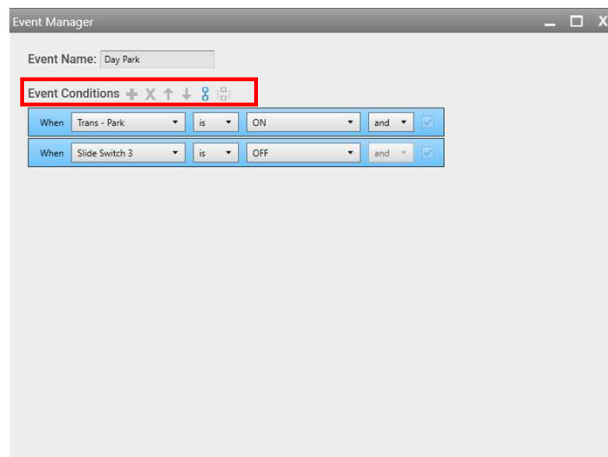
Events

We can select multiple conditions by using **CTRL + LMB** or **SHIFT + LMB** once selected we can then **Link** them by clicking on "⯑" in the event controls

Events

Once linked we will have a color indicator showing our linked conditions. We can always unlink them by selecting them and clicking on "⚏" in the event controls

Events

Multiple linked conditions will have different color indicators. Linked events allow us to have blocks of conditions that need to evaluate to true for our **Event** to trigger
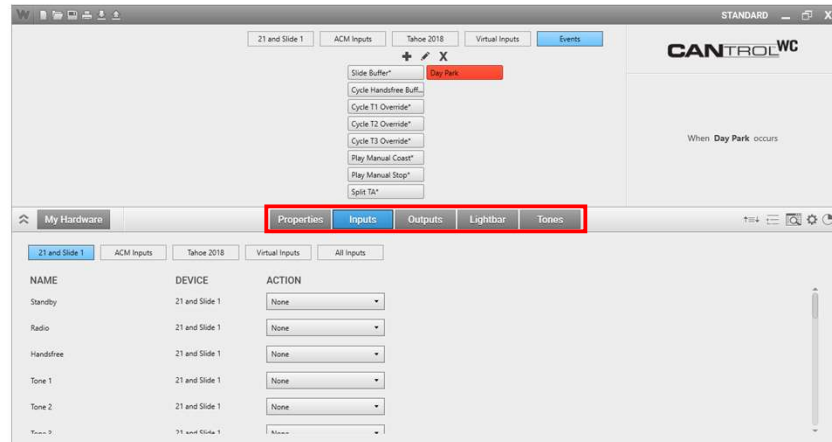
Events

Once we have created our **Event** we can close the **Event Manager** and program what the event will do
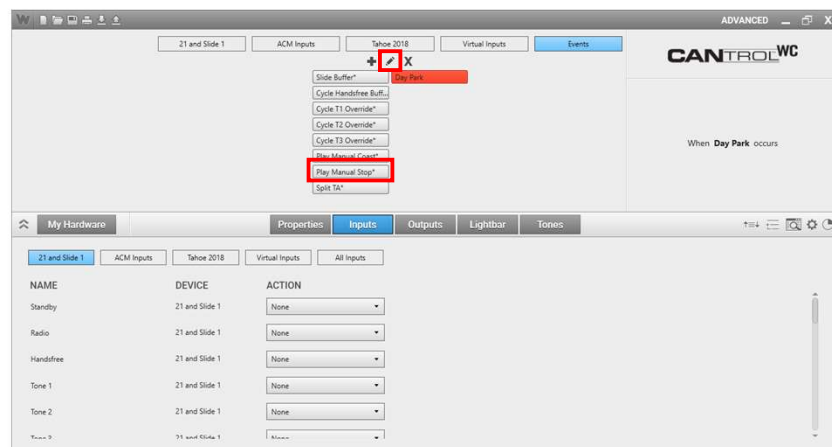
Events

To **Edit** an Event, click on the ✏ icon or Double Click on the event name. Events with a "*****" next to the name can only be edited in **Advanced Mode**
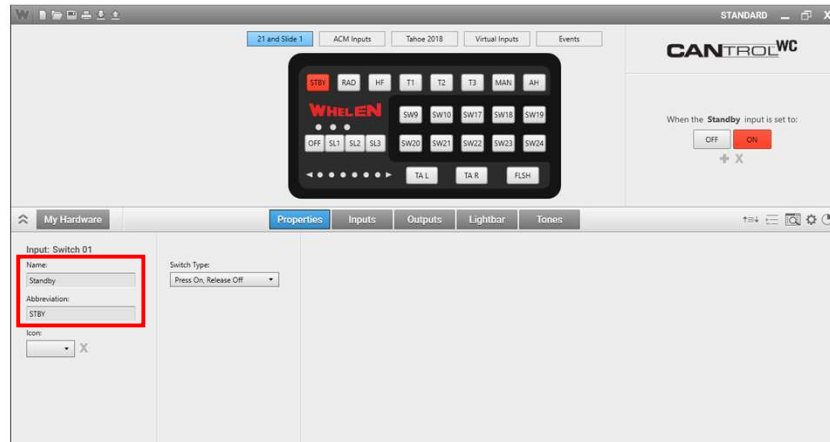
Properties Page

On the **Properties** page we can give each input a custom name up to 24 characters and an abbreviation up to 4 characters
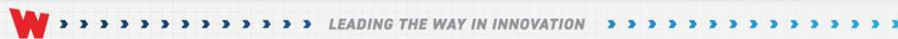
Properties Page
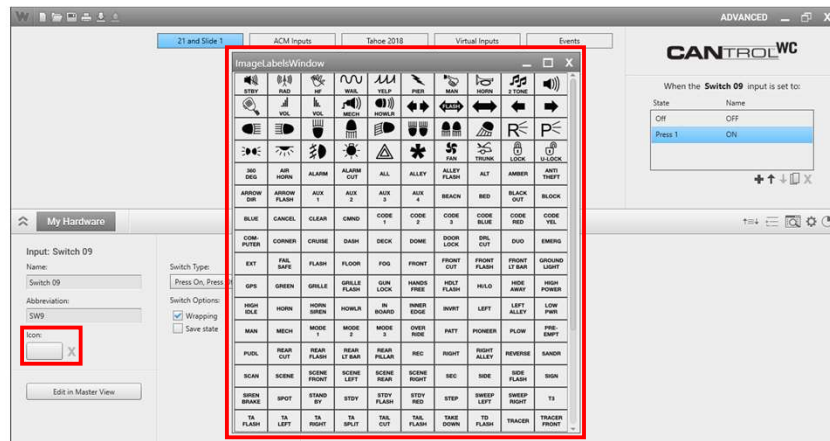
On the **Properties** page we can set the Icon that is displayed on each button of the control head
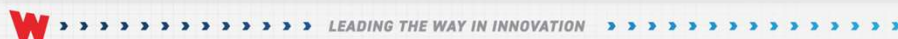
Properties Page
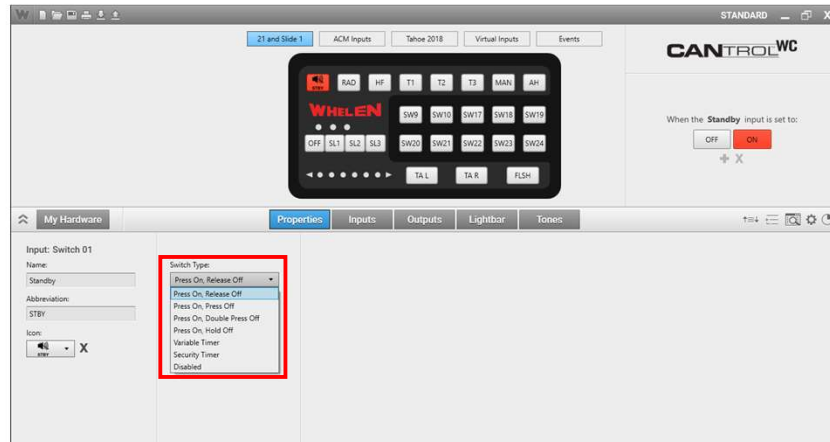
We can change the switch type of each input by selecting a switch type from the drop down list. For more information on switch types see the definitions in the back of this guide
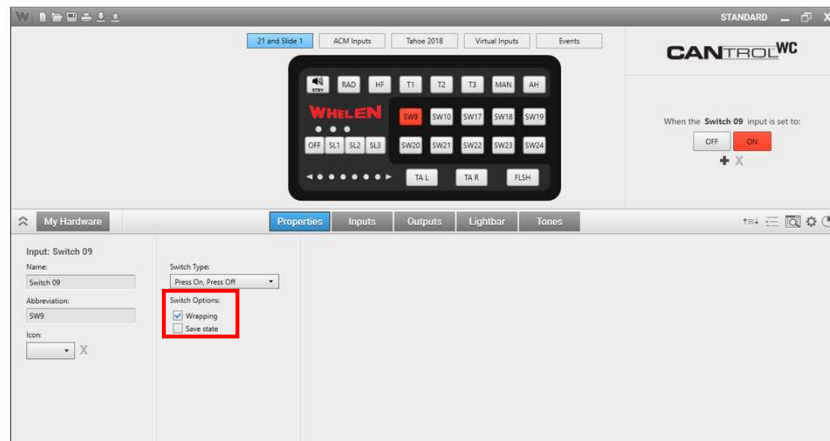
Properties Page

Depending on the switch type selected we will have **Switch Options**. **Wrapping** allows the last press of an input to wrap around to the off **Press/State**
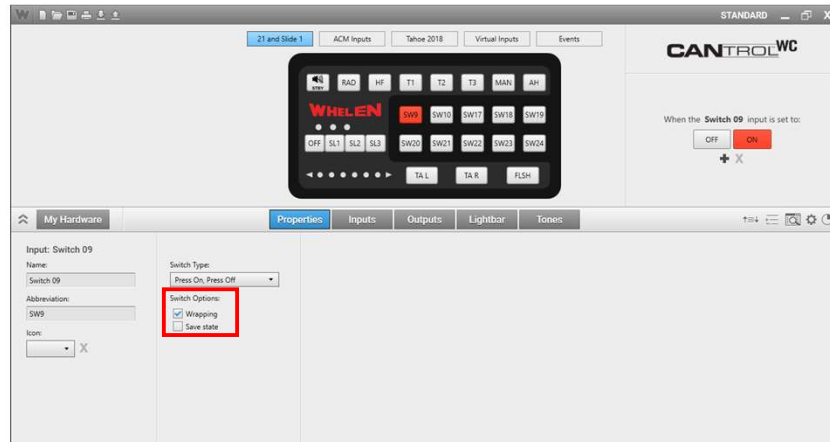
Properties Page

Save State saves the Press/State each input is in when ignition is removed from the system. Once ignition is reapplied the Press/State will resume from the Press/State it was in just before ignition was removed

Properties Page
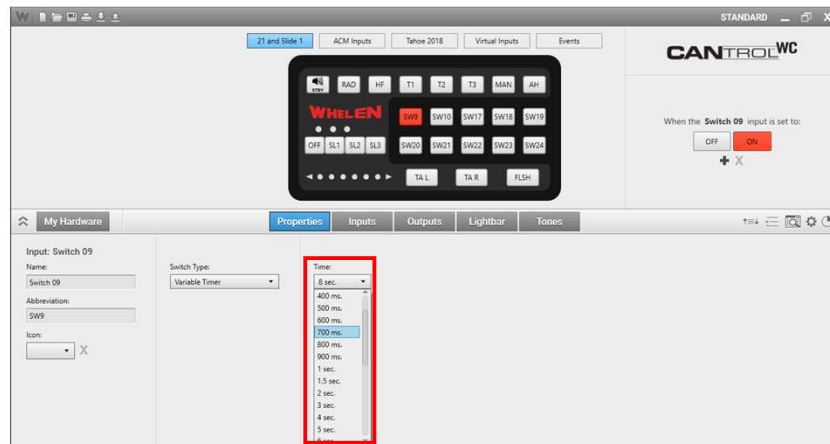
If we select the **Variable Timer** switch type we can set the Time that we want for our timer from 100 milliseconds Up to 60 minutes

Properties Page Analog Inputs
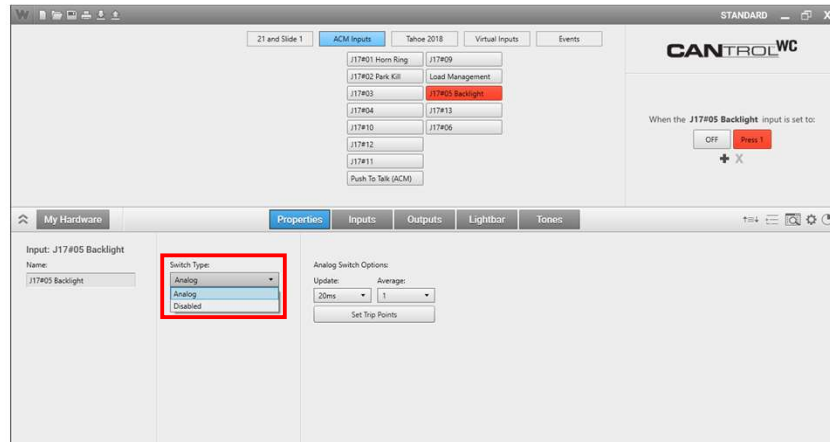
If we select an Input that is an **Analog** input, on the properties page the switch type can only be **Analog** or **Disabled**

Properties Page Analog Inputs
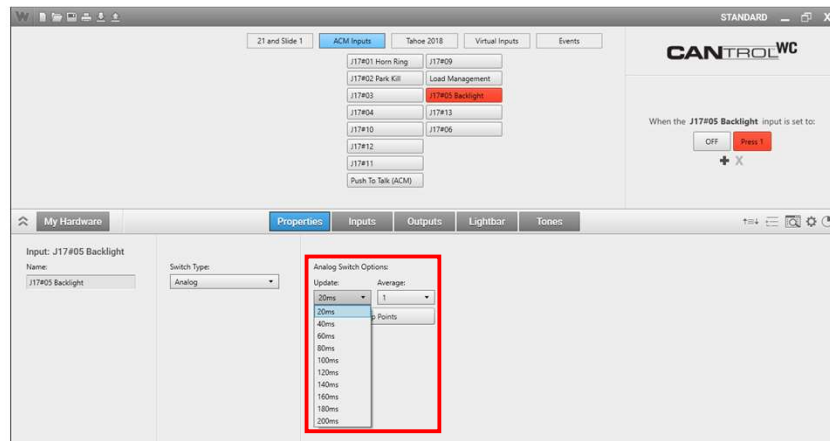
Under switch options we can set the **Update** in increments of 20 from 20ms up to 200ms and the **Average** from 1 to 10

Properties Page Analog Inputs
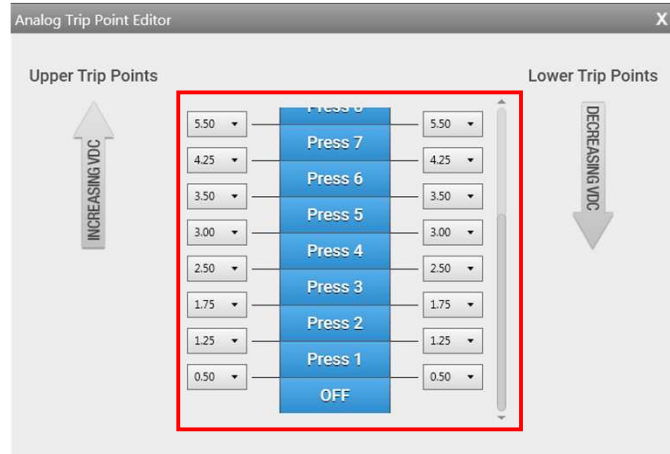
Selecting **Set Trip Points** will open the **Analog Trip Point Editor** where we can set the increasing/decreasing voltage range for each press/state of the analog input
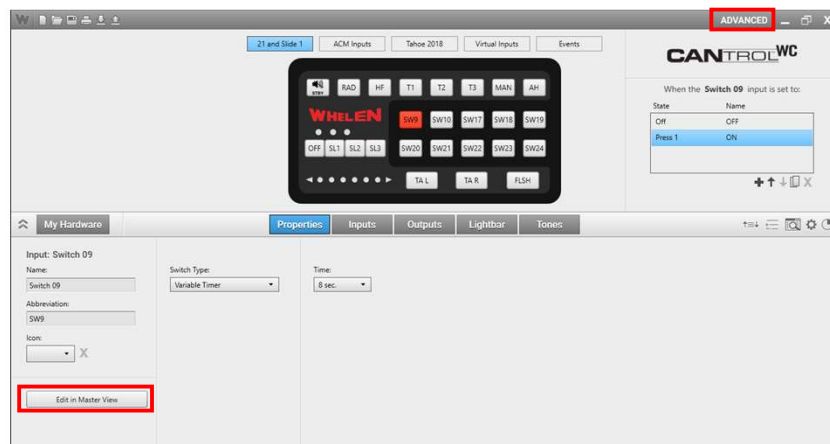
Properties Page

In **Advanced** mode we can select **Edit in Master View**

Properties Page

This will allow us to edit the properties for all of our buttons and inputs at one time without having to select them individually

Properties Page

In **Master View** we can view the **Control Head**, **ACM Inputs**, **Virtual Inputs** or we can view **All Inputs**

Properties Page

In **Master View** we can also **Filter** our control head and inputs by their name
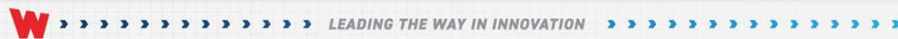
Inputs Page

On the **Inputs** page we can view the **Control Head**, **ACM Inputs**, **Virtual Inputs**, **CANport™** or we can view **All Inputs**
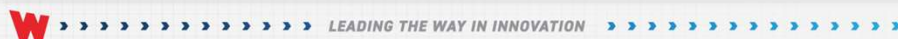
Inputs Page
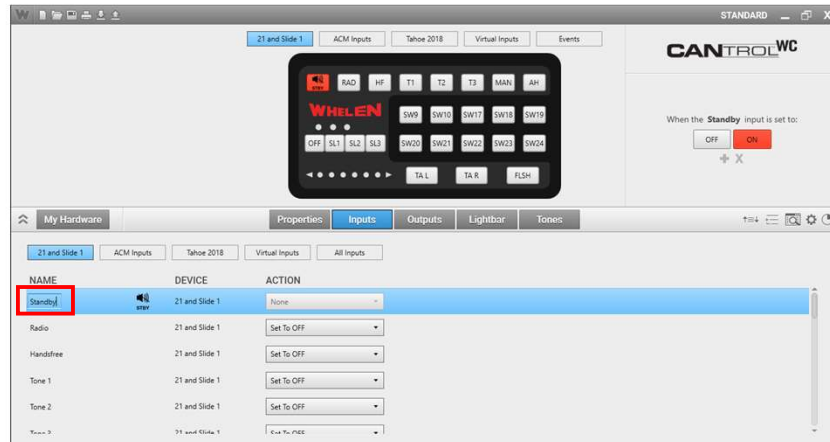
We can modify any input's name, once we select another input the name will be saved and will persist throughout our configuration
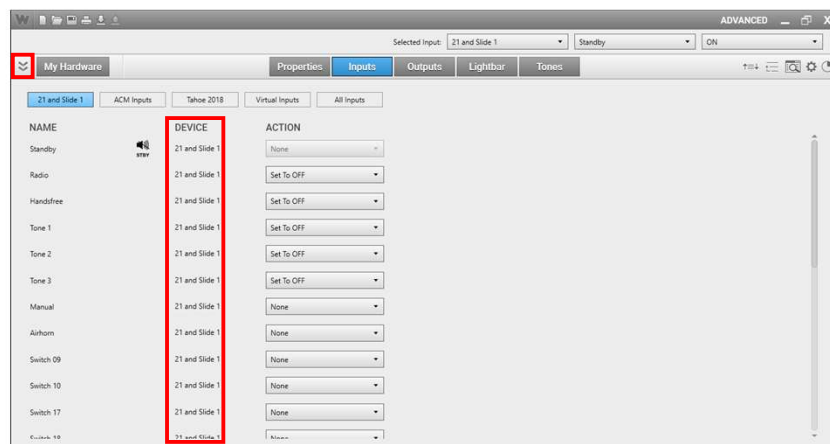
Inputs Page

If we have given our device a custom nickname that nickname will be displayed in the **Device** column
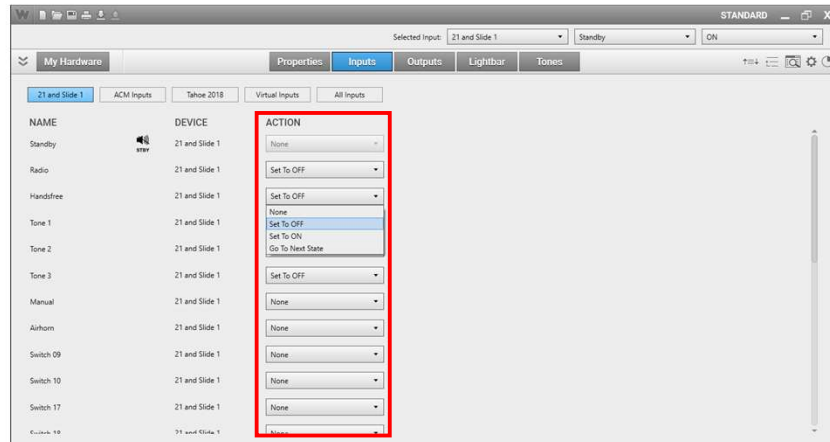
Inputs Page

We can **Turn On** or **Off** any of our inputs by selecting **Set to ON** or **Set to OFF** from the **Action** drop down list
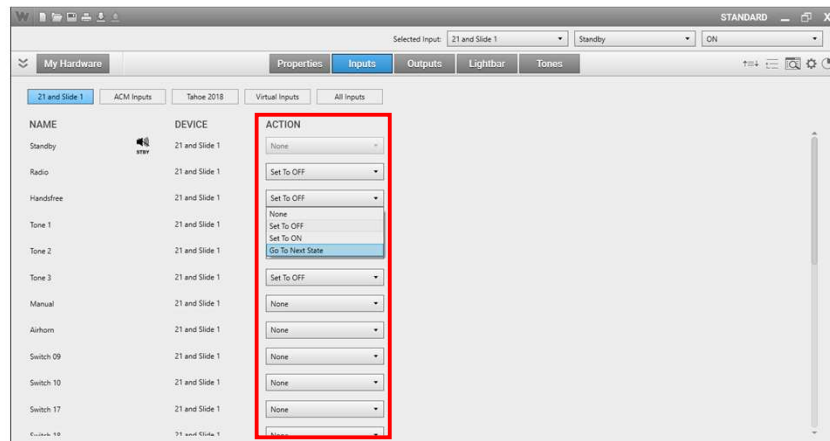
Inputs Page

Go To Next State is the replacement action for **Simulate Pressing** it will step our inputs through their **Press/States** and allow our timers to countdown
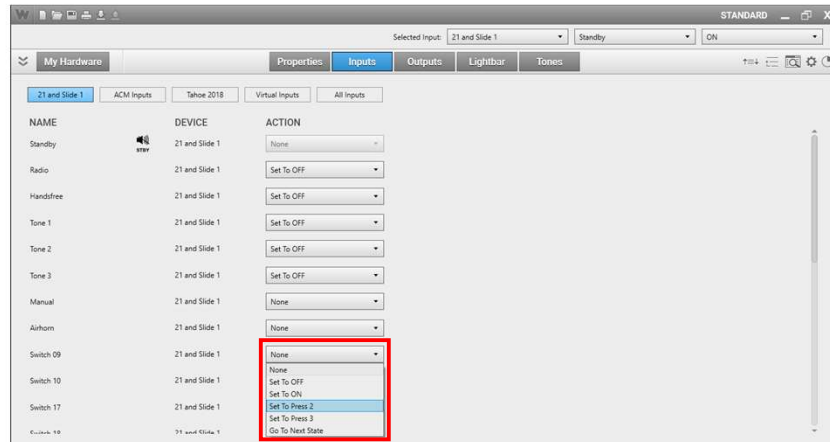
Inputs Page

If an input has more that one **Press/State** the action drop down list will display each **Press/State** that has been added
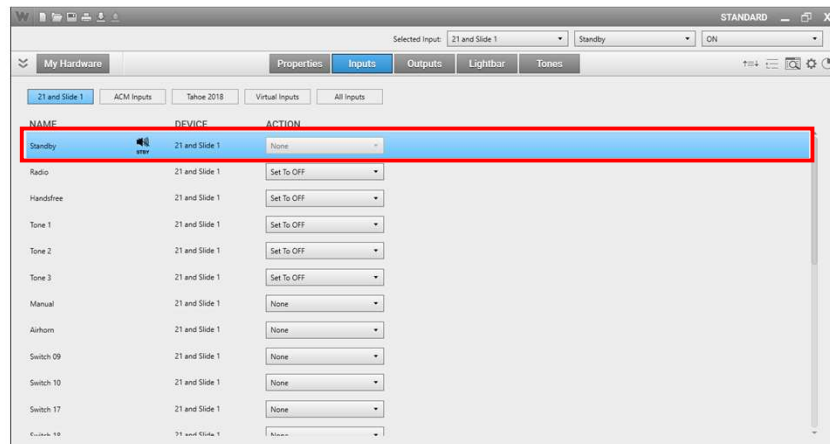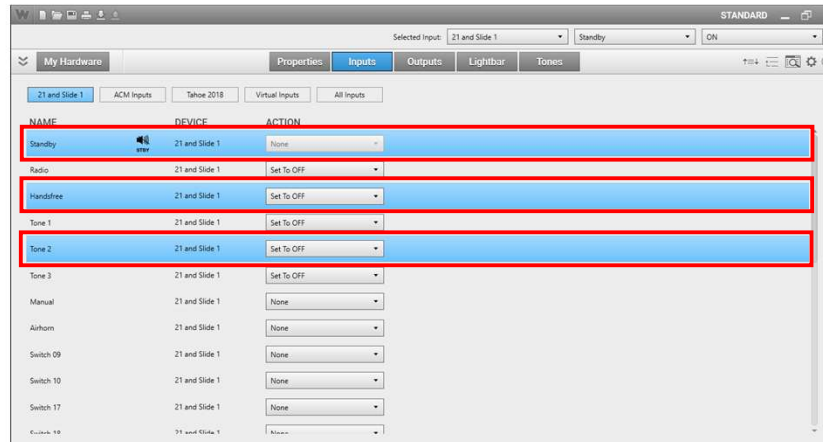
Inputs Page

We can highlight an input by clicking on it's row
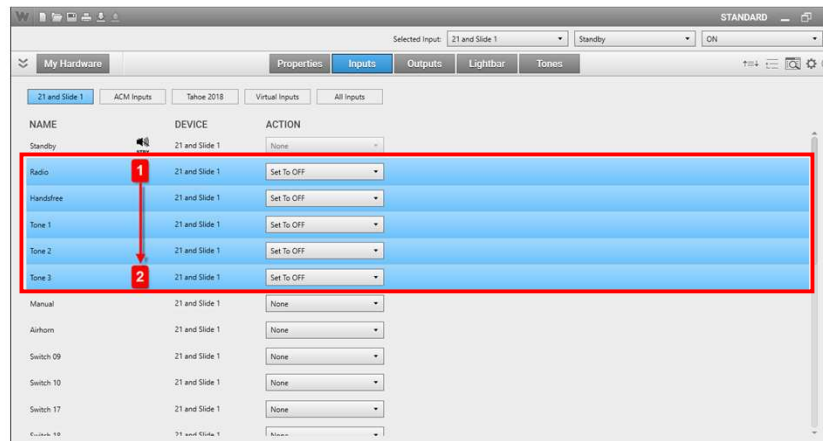
Inputs Page

If we use **CRTL + LMB Click** we can select multiple inputs this will allow us to change the **Action** for all of the selected inputs
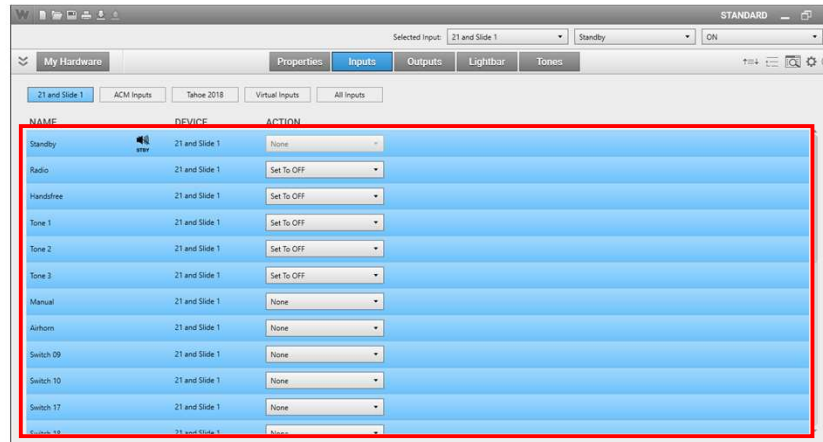
Inputs Page

If we select one input then **SHIFT + LMB Click** another input all the inputs between click **1** and **2** will be selected
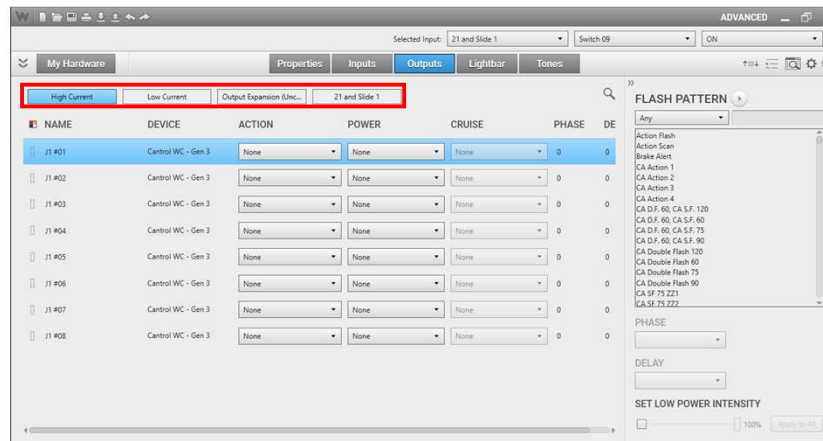
Inputs Page

If we select an input and use **CTRL + A** we will select all the rows on that page **CTRL + D** or **ESC** will deselect all selected rows

LEADING THE WAY IN INNOVATION

Outputs Page

On the **Outputs** page we can choose to view just the **ACM Outputs** sorted by High/Low Current, the **Output Expansion** or all of our outputs. Tabs will change depending on our hardware

LEADING THE WAY IN INNOVATION
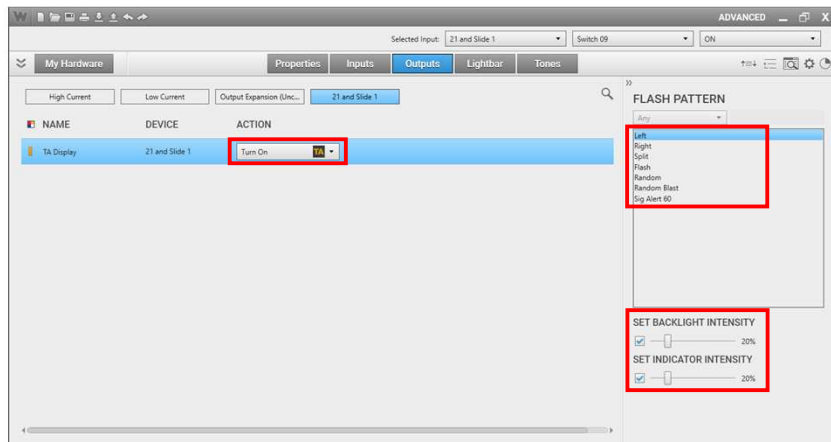
Outputs Page

If the control head has a Traffic Advisor indicator, we can set its display from the control head's tab under Outputs. This is also where we can set the Backlight and Indicator Intensities.
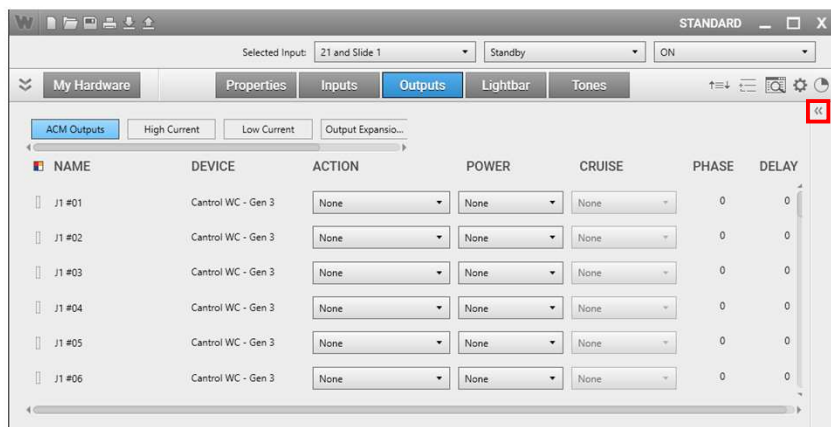
Outputs Page

When using a smaller screen we can collapse the **Flash Pattern** selector by clicking on the Expand/Collapse "»" control
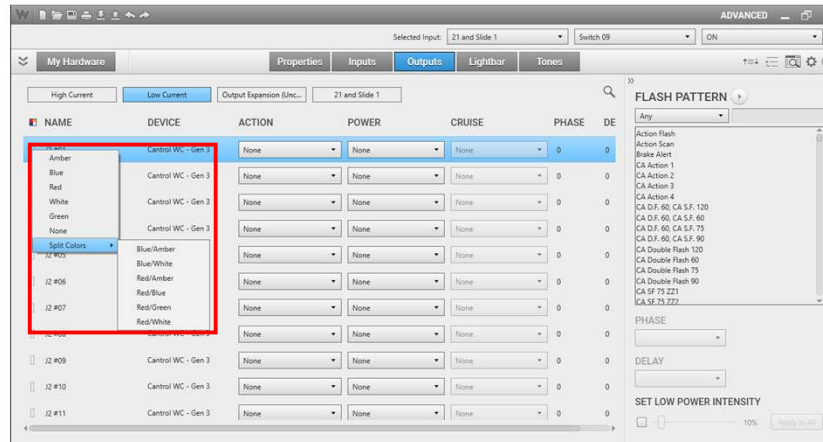
Outputs Page

We can set the color of each output by right clicking on the **Color Control** and selecting a color from the list

LEADING THE WAY IN INNOVATION
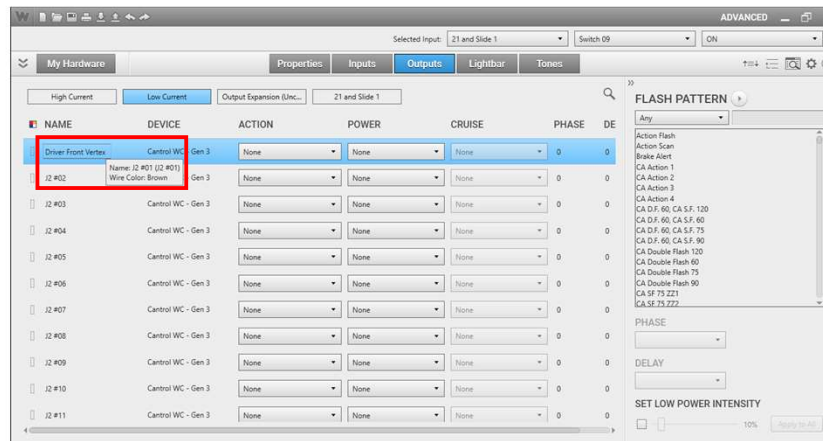
Outputs Page

We can customize the names of our outputs up to a maximum of 24 characters. You will also see a tooltip that provides the Output's **Default Name**, and **Wire Color**.

LEADING THE WAY IN INNOVATION
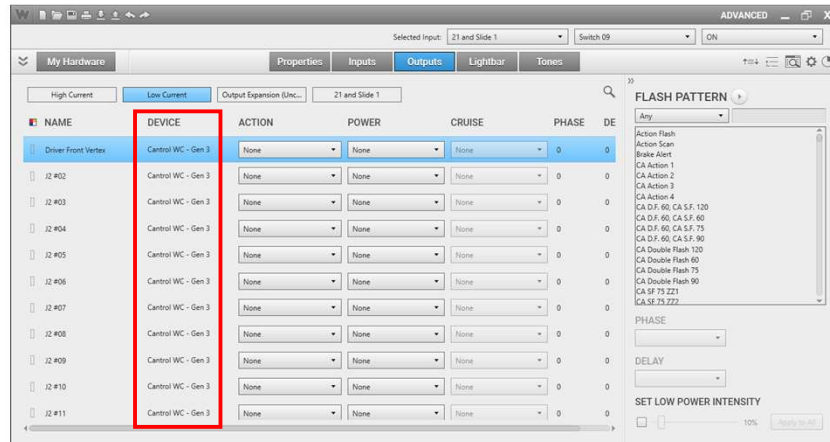
Outputs Page

We can see what device we are programing in the **Device** list. This will change depending on the tab selected
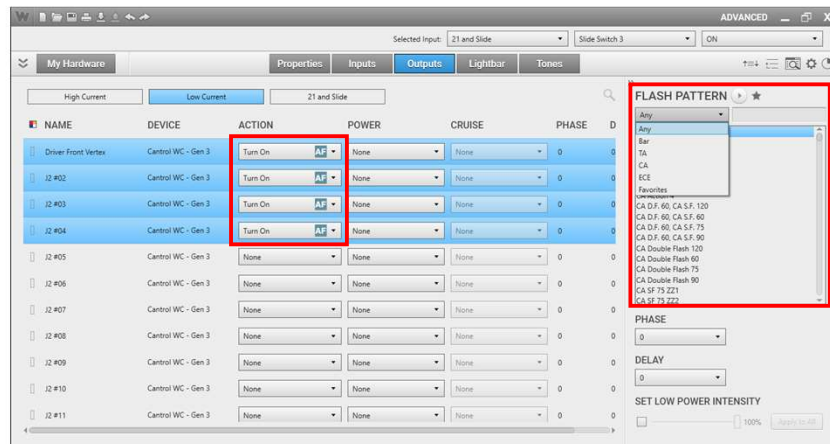
Outputs Page

Once we have selected outputs we can set a flash pattern from the flash pattern list. This will set the default **Action** to **Turn On.** We can also filter the pattern list.
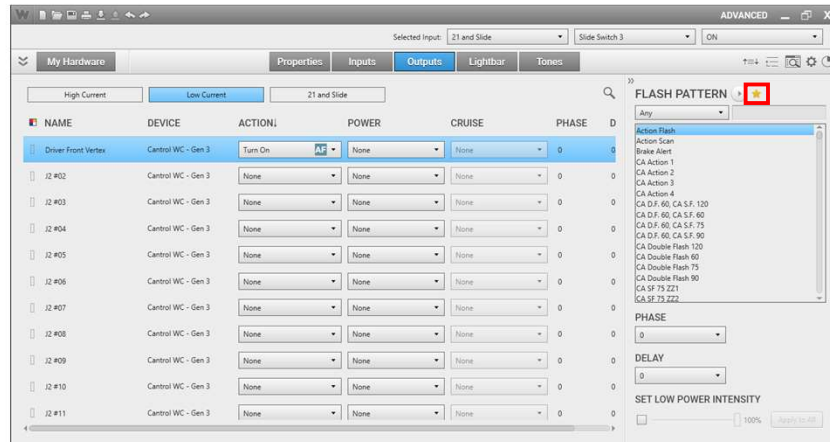
Outputs Page

To add a pattern to our **Favorites** list, first select it, then click the small star above the pattern list.
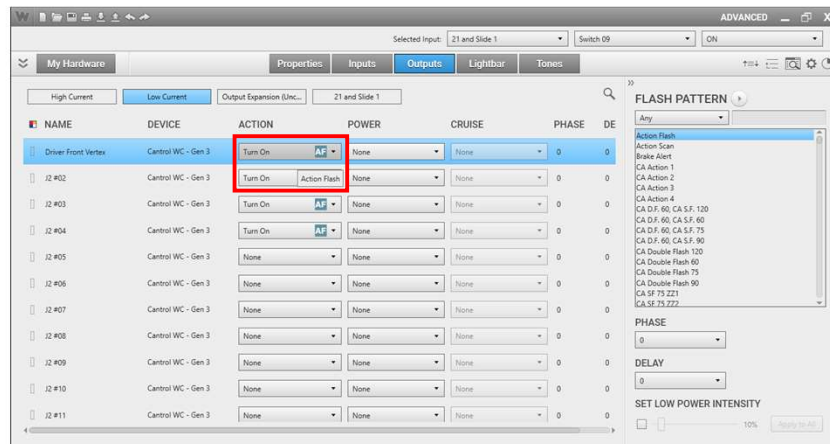
Outputs Page

When your cursor is over an **Action** with a **Flash Pattern** set, you will see a tooltip telling you what **Flash Pattern** is set
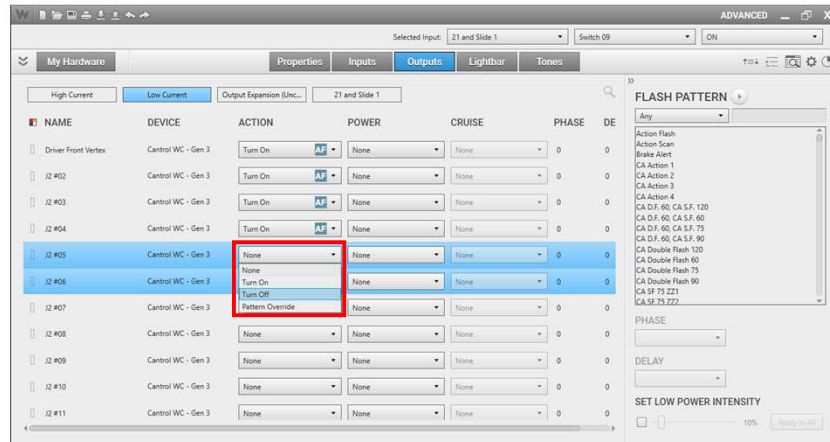
Outputs Page

We can select Outputs in all of the same ways we can select Inputs.To turn off outputs we will select our outputs and set the **Action** to **Turn Off**
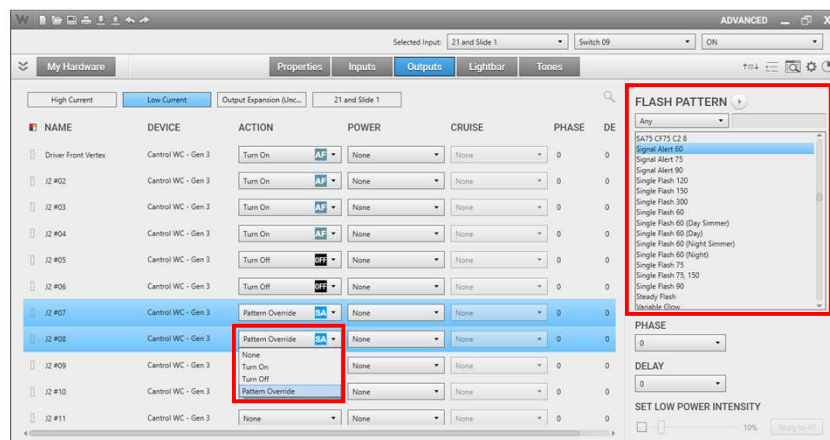
Outputs Page

If we want to set a **Pattern Override** we will set the **Action** to **Pattern Override** and then we will select a flash pattern from the flash pattern list. See definitions for more on **Pattern Override**
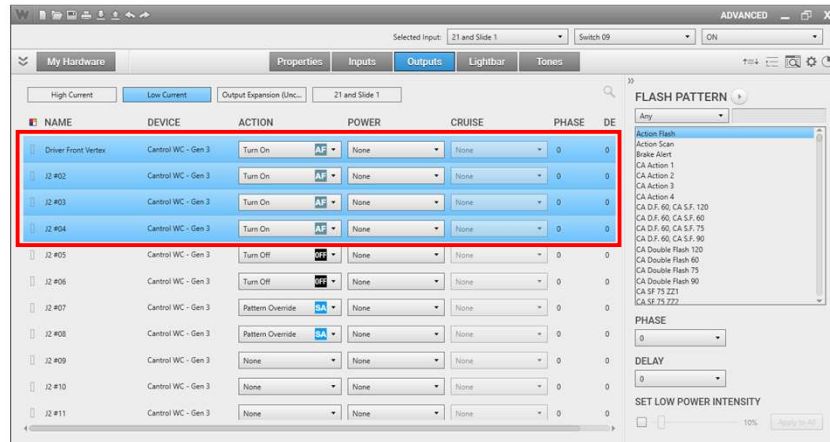
Outputs Page

We can set the **Action** for multiple outputs by selecting the outputs and then setting the action

Outputs Page
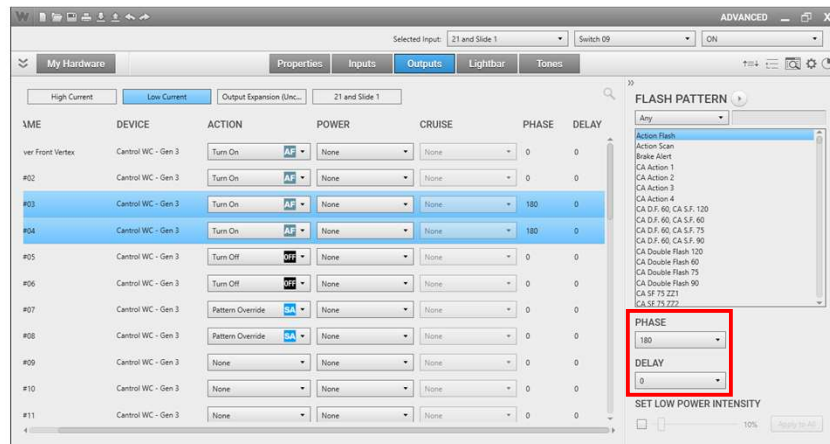
Once we have set our flash pattern we can set the **Phase** and the **Delay** of our outputs

Outputs Page
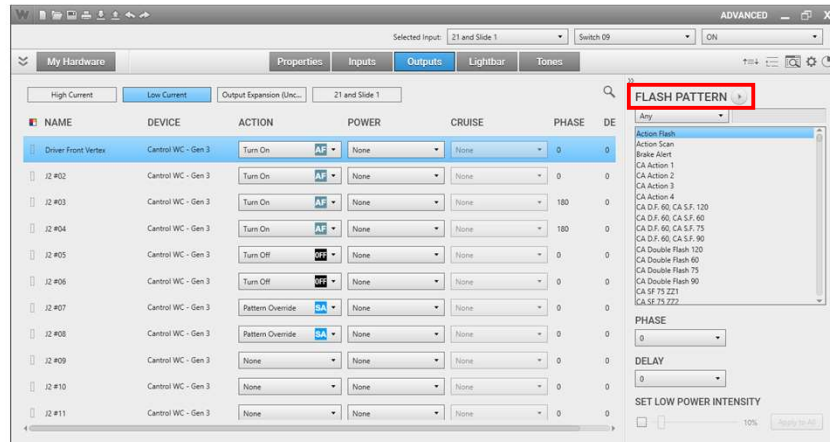
We can preview the flash pattern we set using the simulate control

Outputs Page
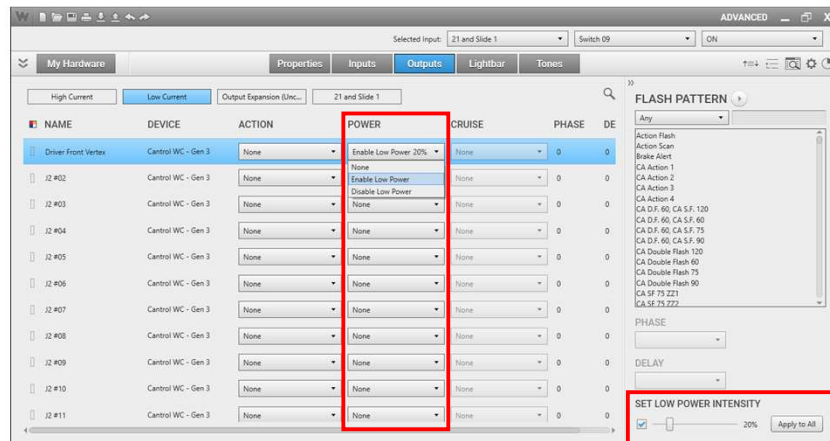
Under **Power** we can **Enable Low Power** and **Disable Low Power.**

Outputs Page
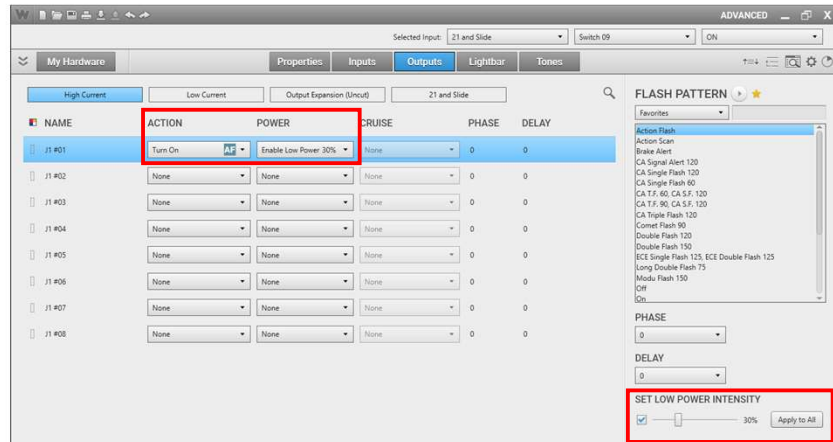
The **Low Power Intensity** can be set independently on different inputs or states. You can only set a custom intensity if an **Action** is selected for that output or lighthead.
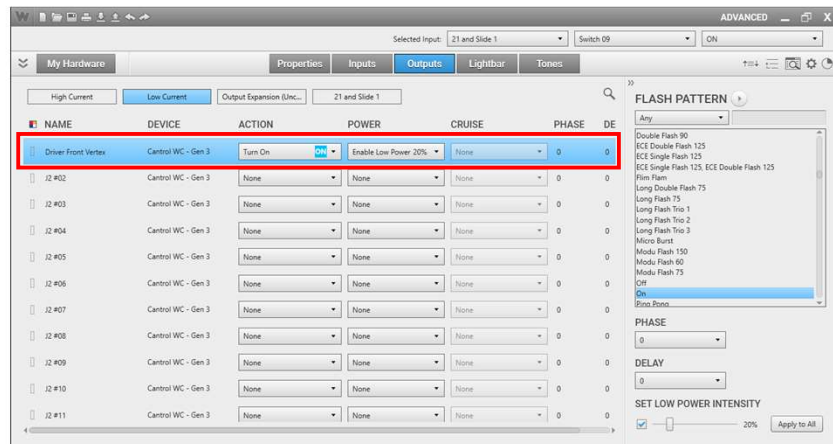
Outputs Page

To set **Cruise** lighting on an ACM output, on the button we are using for **Cruise** we need to set the action to **Turn ON** and **Enable Low Power**

Outputs Page
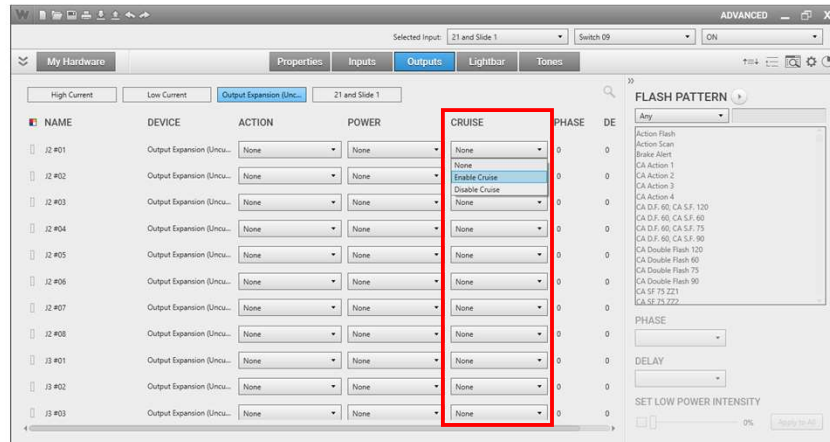
When using the **Output Expansion** we can **Enable** or **Disable** Cruise under the **Cruise** selection

Lightbar Page
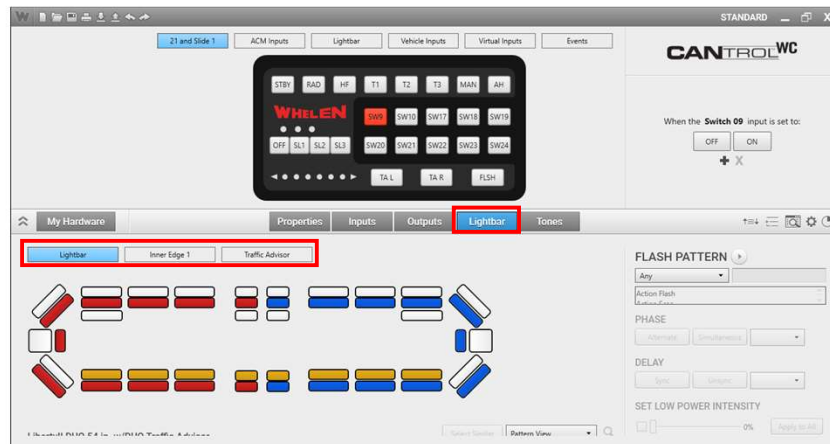
On the **Lightbar Page** we can view the **Lightbar**, the **Inner Edge** or the ACM **Traffic Advisor**

Lightbar Page
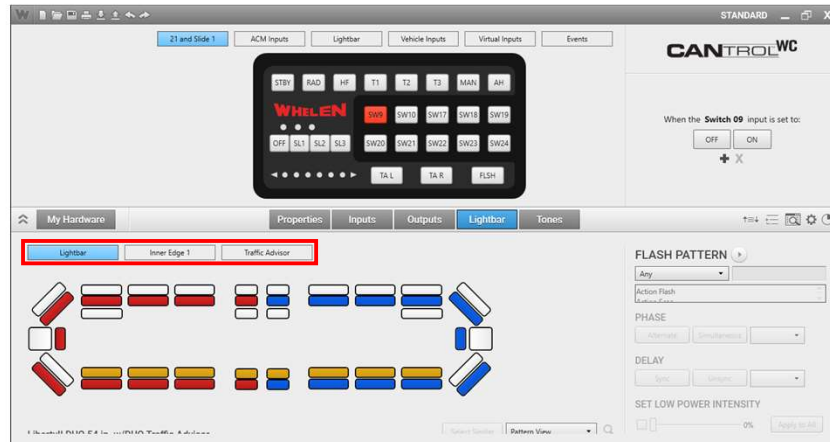
If we have given our **Lightbar**, **Inner Edge** or our ACM **Traffic Advisor** a custom nickname that nickname will be displayed on the tab

Lightbar Page
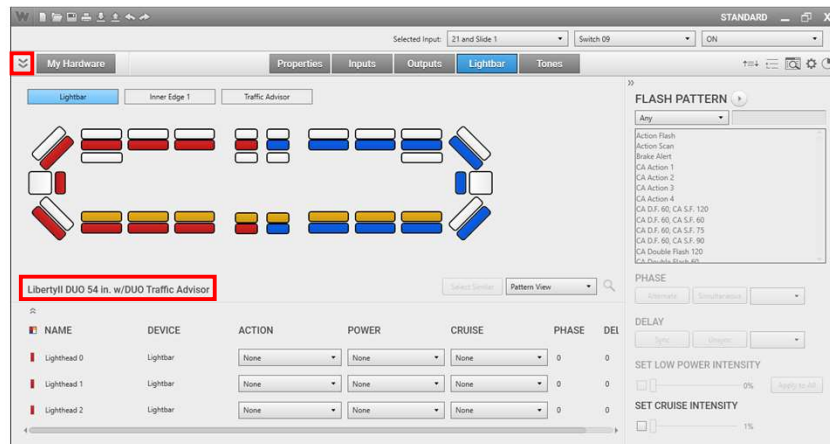
If we imported a .bxr file under the tab it would say **Custom Lightbar** but if we used **Design Lightbar** we will see the name of the lightbar we selected

Lightbar Page
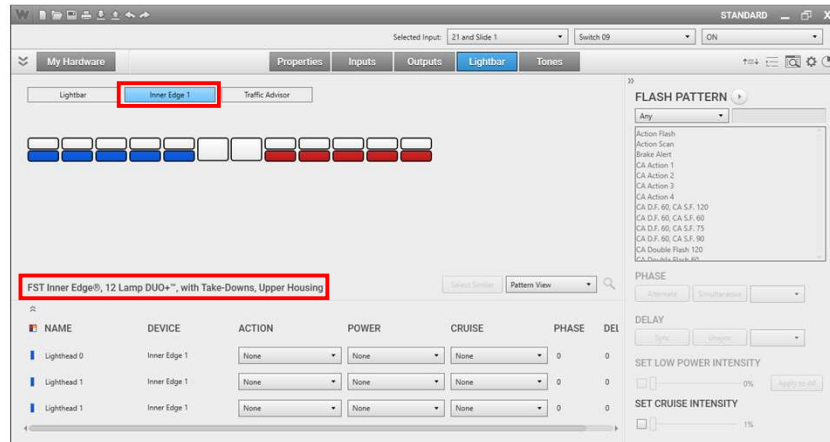
On the **Inner Edge** tab we will see the name of the **Inner Edge** we selected
and on the **Traffic Advisor** tab the name will be **Traffic Advisor**

Lightbar Page Traffic Advisor
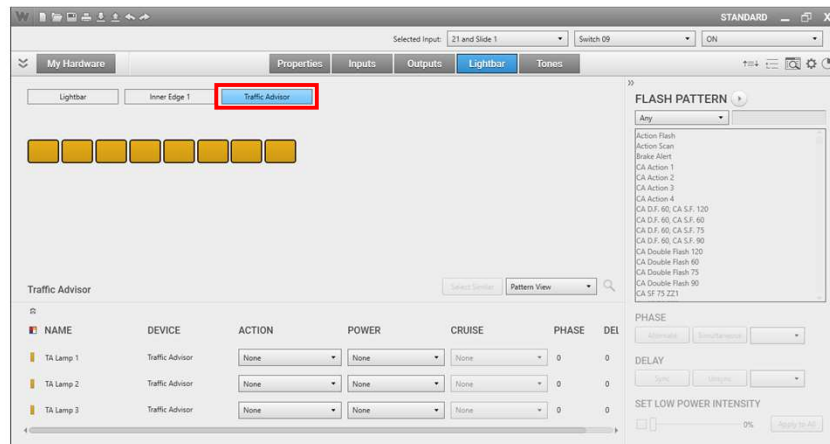
On the Traffic Advisor page we can program a remote Traffic Advisor or we
can program the Traffic Advisor outputs to flash as standard outputs

Lightbar Page
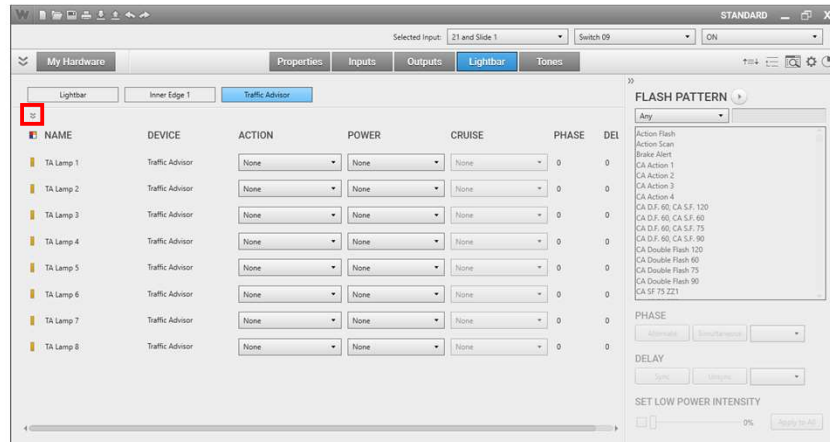
We can collapse the lightbar by clicking on the Expand/Collapse "⌄" control

Lightbar Page
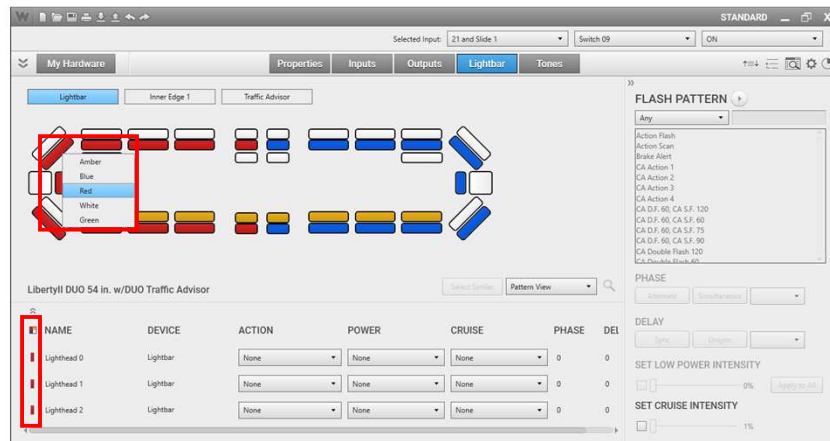
To customize the color of the modules in the lightbar we can right click on any module in the lightbar or on the color control next to the lighthead's name
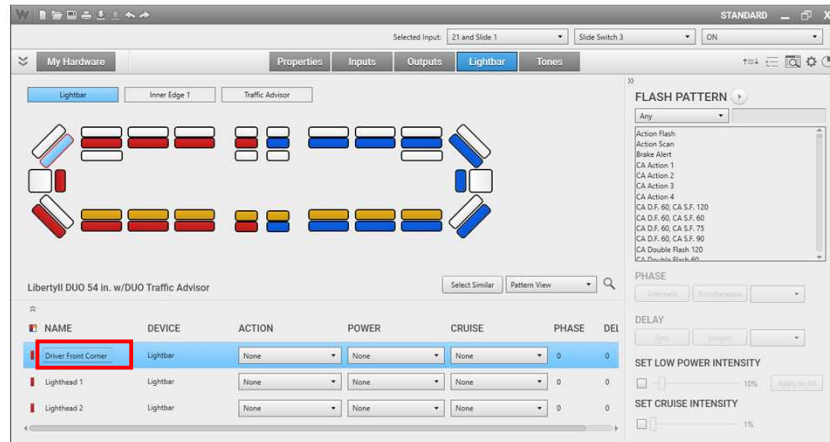
Lightbar Page

If desired we can give each module in the lightbar a custom name

Lightbar Page
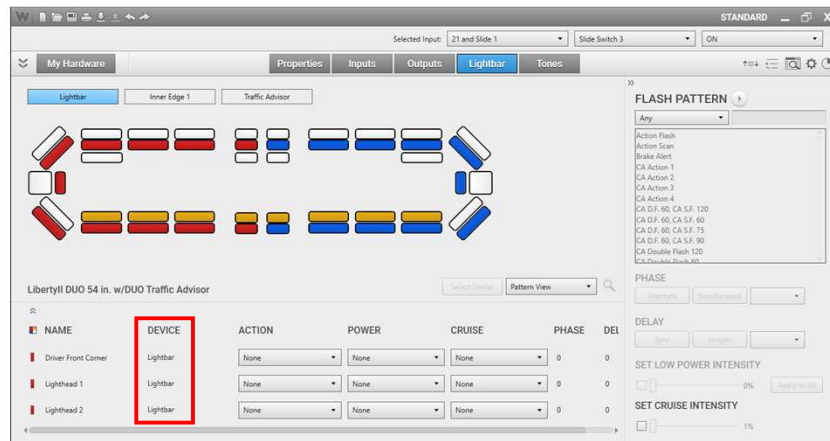
If we have given our **Lightbar**, **Inner Edge** or **Traffic Advisor** a custom nickname that nickname will be displayed in the **Device** column

Lightbar Page
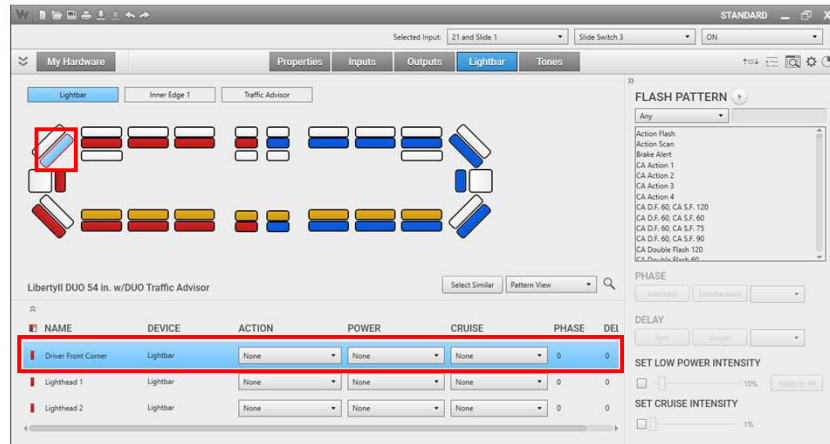
If we select a module on the lightbar the corresponding Lighthead row will be selected in the list below

Lightbar Page
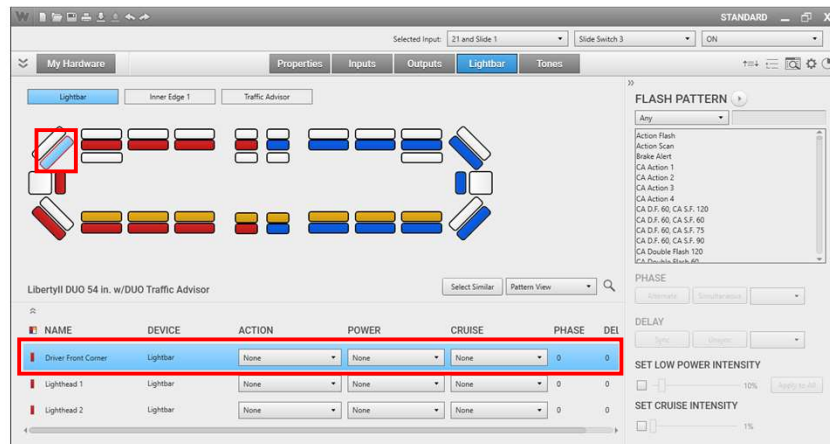
If we select a lighthead in the list below the corresponding module in the lightbar will be selected above

Lightbar Page
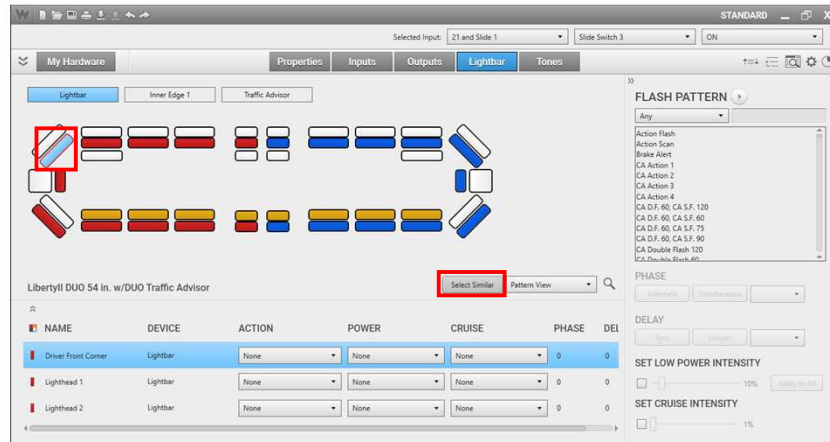
After we select a lighthead, we can click **Select Similar** which will select all lightheads of the same color.

Lightbar Page
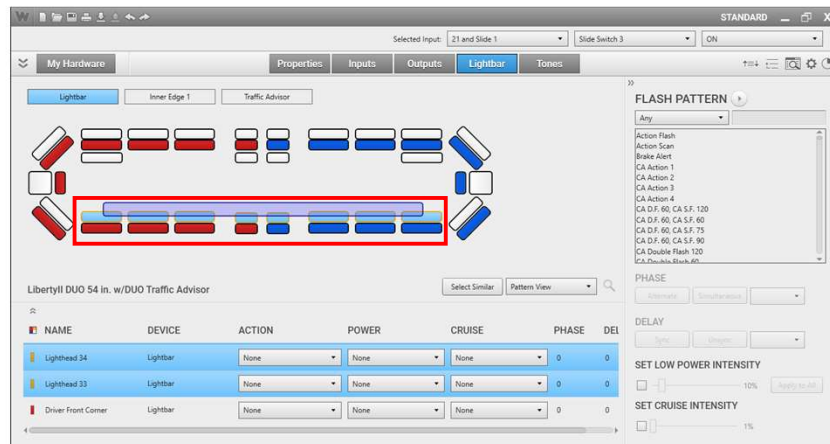
If we hold the LMB we can use the drag select to select groups of modules in the lightbar

Lightbar Page

The selected modules will always be filtered to the top of the **Lighthead** list. We can also select modules from the list in any of the ways we select inputs and outputs.

Lightbar Page Pattern View

Once we have selected modules we can set flash patterns and phasing from the flash pattern control area the same as we do with Outputs.

Lightbar Page Pattern View
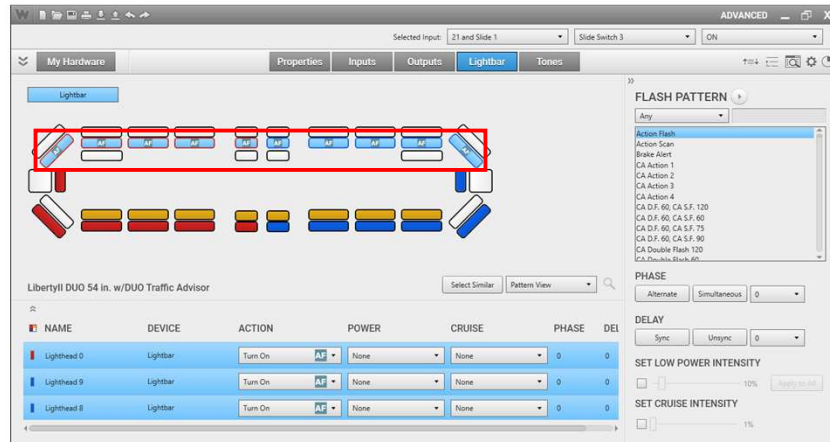
Once we select a flash pattern the pattern symbol will be applied to the selected modules the phase will default to "Phase 1" **0**° degrees and the delay set to **0**ms.

LEADING THE WAY IN INNOVATION

Lightbar Page Pattern View
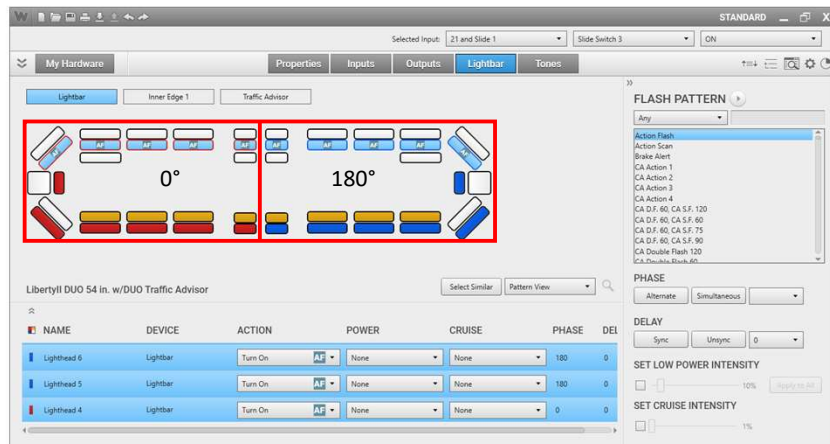
By clicking on the **Alternate** button we set all the selected modules on the driver side of the lightbar to "Phase 1" **0**° and the passenger side to "Phase 2" **180**°

LEADING THE WAY IN INNOVATION

Lightbar Page Pattern View

In the lightbar module list we can see the **Phase** and **Delay** set on each module
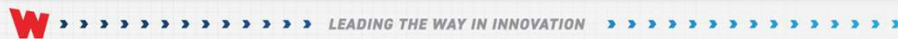
Lightbar Page Pattern View

Once we have set the **Flash Pattern**, **Phase** and or the **Delay** we can press the **Simulate** button to preview our flash pattern settings
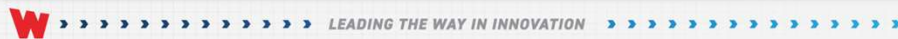
Lightbar Page Power View
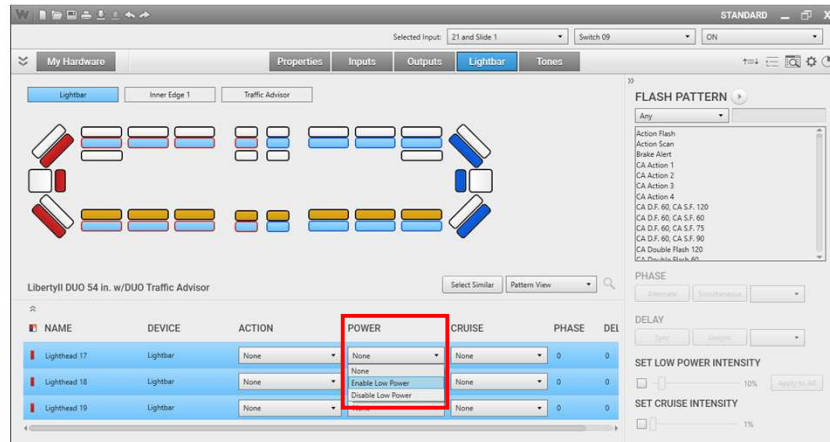
To **Enable** or **Disable** low power under the **Power** selection we can select the desired action

Lightbar Page Power View
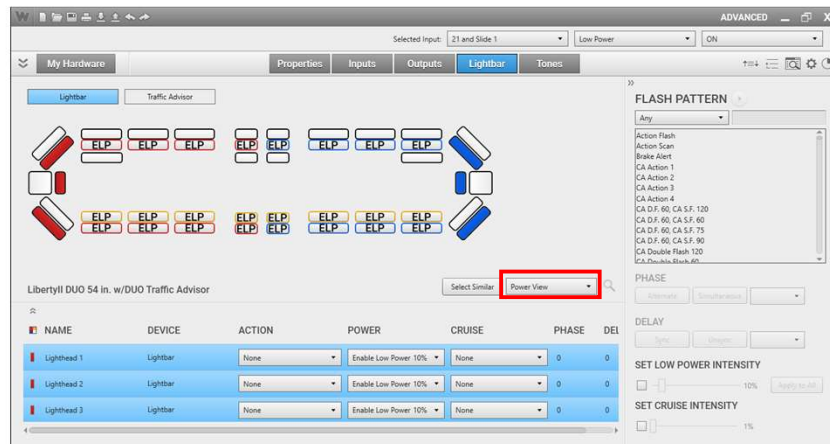
Once a selection has been made the proper symbol will be applied to the selected modules and **Power View** will automatically be selected from the list

Lightbar Page Power View
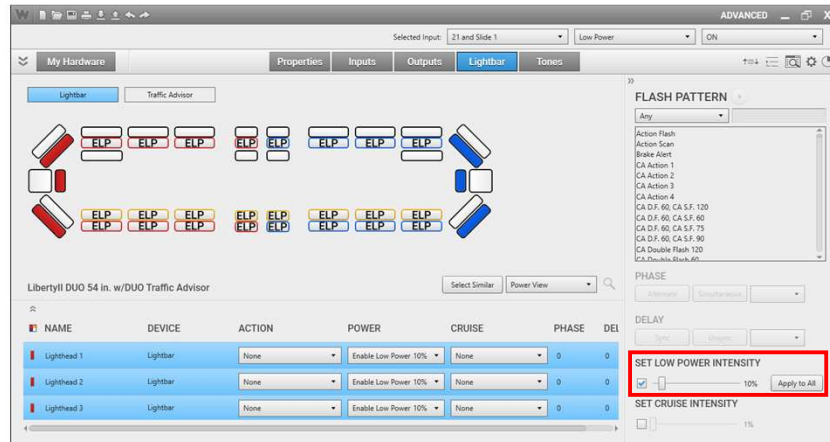
We can set a custom **Low Power Intensity** which we can Apply to each lighthead individually or **Apply to All**

Lightbar Page Cruise View
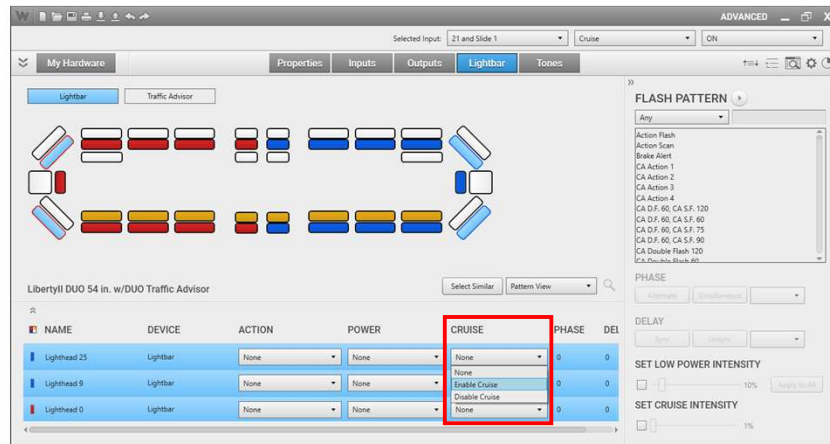
To **Enable** or **Disable** Cruise lighting under the **Cruise** selection we can select the desired action

Lightbar Page Cruise View
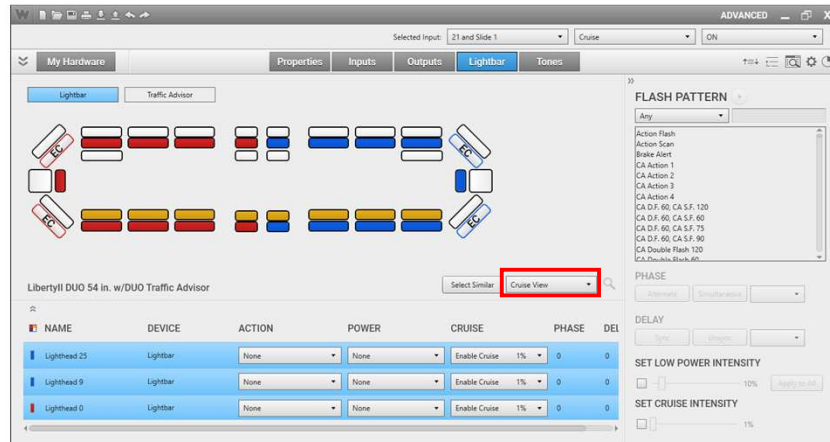
Once a selection has been made the proper symbol will be applied to the selected modules and **Cruise View** will automatically be selected from the list

LEADING THE WAY IN INNOVATION

Lightbar Page Cruise View
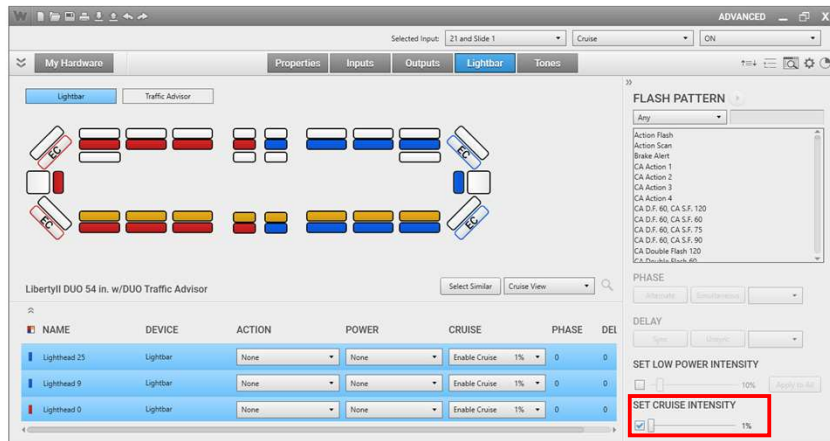
Once a selection has been made we can set a custom **Cruise Intensity**

LEADING THE WAY IN INNOVATION

Tones Page
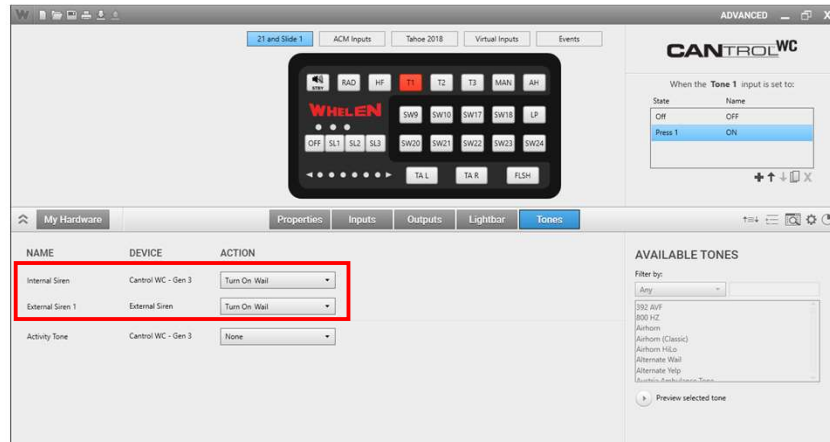
On the **Tones** page we can set the siren tone for the **Internal** and the **External** siren amplifiers
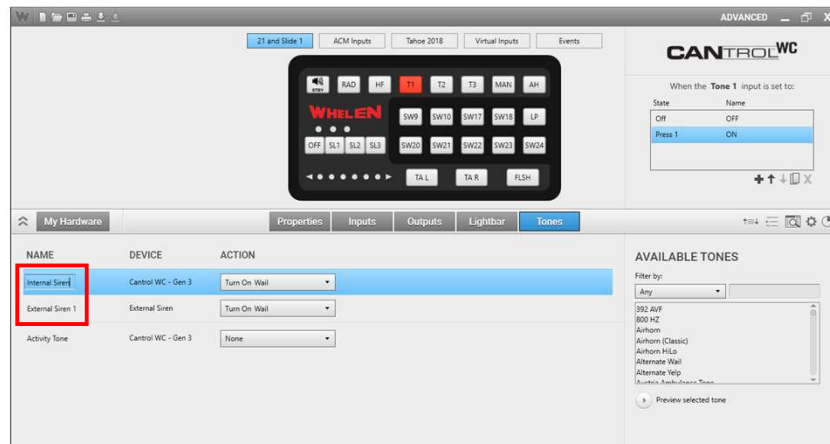
Tones Page

Under **Name** we can give our siren amplifiers custom nicknames
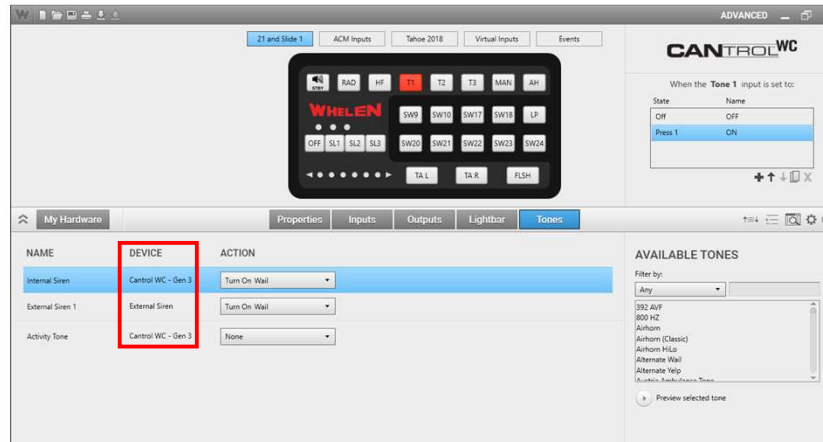
Tones Page

If we have given our **Devices** a custom nickname on the **My Hardware** page the nickname would be displayed in the **Device** column
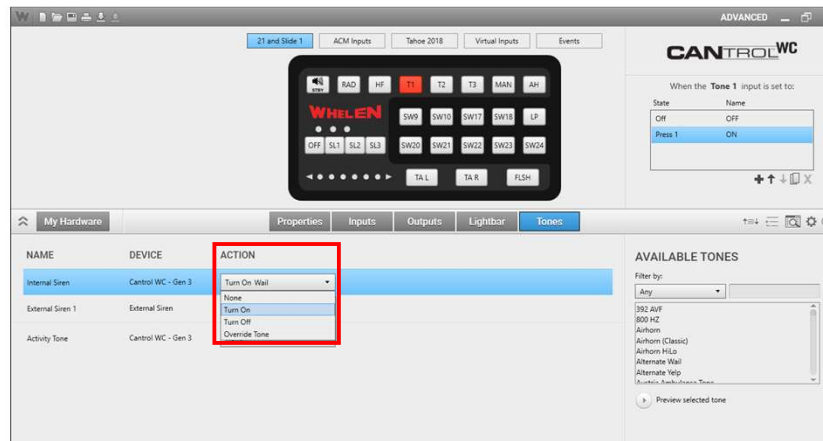
Tones Page

We can set the **Action** to **Turn ON**, **Turn OFF** or to **Override Tone**

Tones Page

Once we have selected which Siren Amplifier we want to use, we can select a tone from the list of **Available Tones**, this will set the default **Action** to **Turn On**

Tones Page

We can filter our siren tones by compliancy

Tones Page

Or we can filter our tones by typing the name of the siren tone that we are looking to play

Tones Page

If we want to notify the user that an input is active we can set the **Activity Tone** to **Turn ON** and every few seconds an audible beep will sound from the control head. You can set the interval at which the tone occurs.
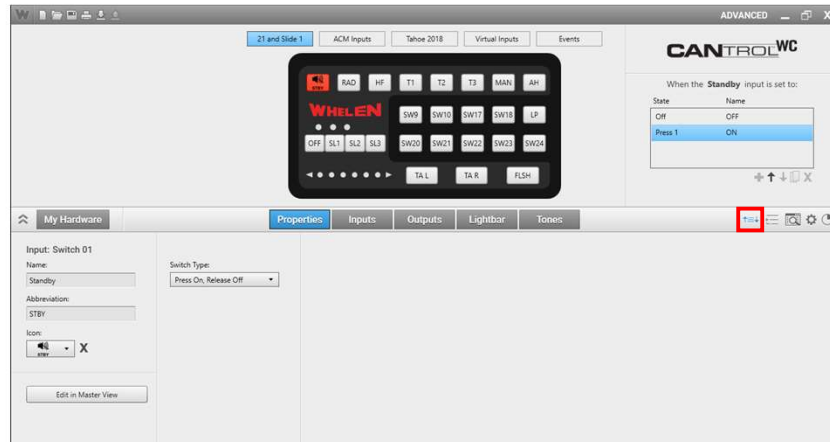
Priorities

On the main navigation bar we can click on the **Priorities** control to open the **Priorities** window

Priorities
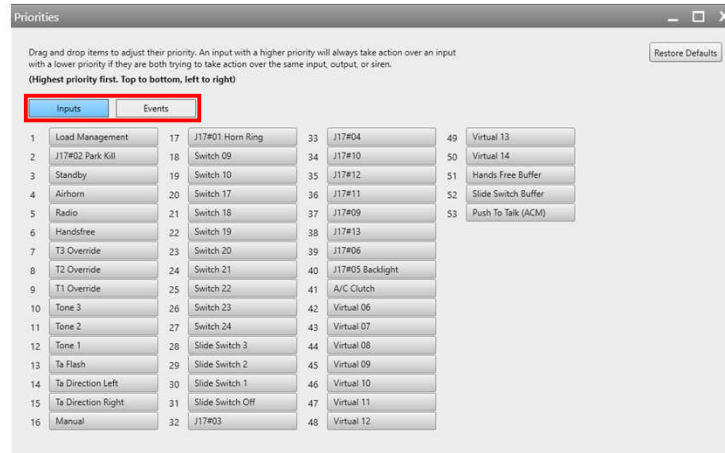
Priorities allow us to control what flash pattern/Siren tone we want to see/hear if two inputs are active at the same time. We can also set the priority level of our **Events**

Priorities
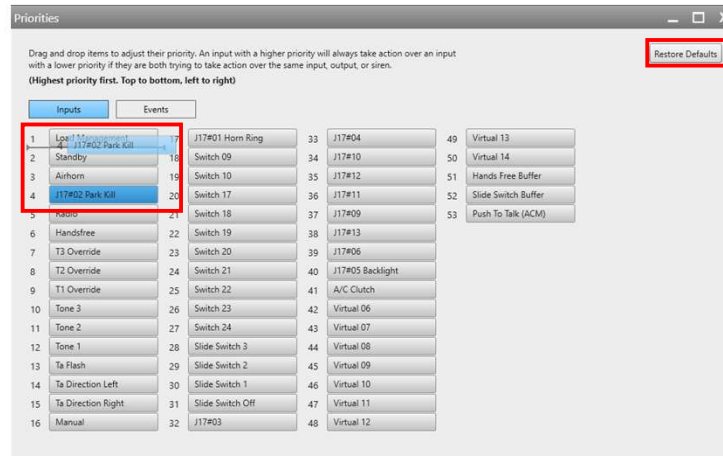
If we **LMB** click and hold we can drag and customize the priority list. If needed we can reset the priorities to their default by clicking on the **Restore Defaults** button

Events Overview
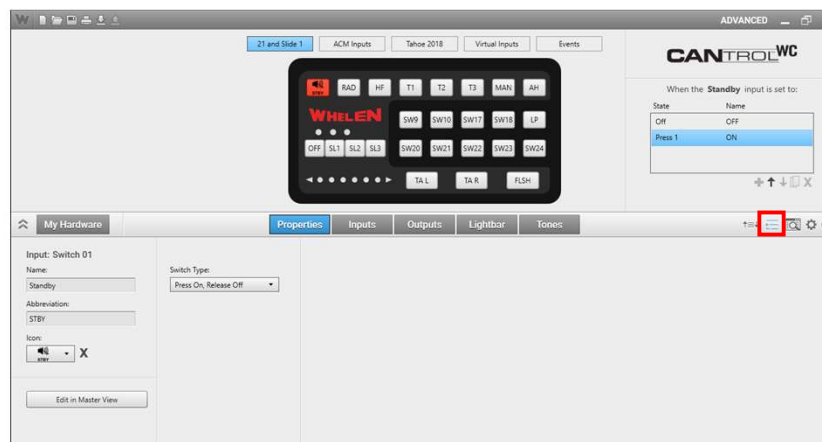
On the main navigation bar we can click on the **Events Overview** control to open the **Events Overview** window

Events Overview
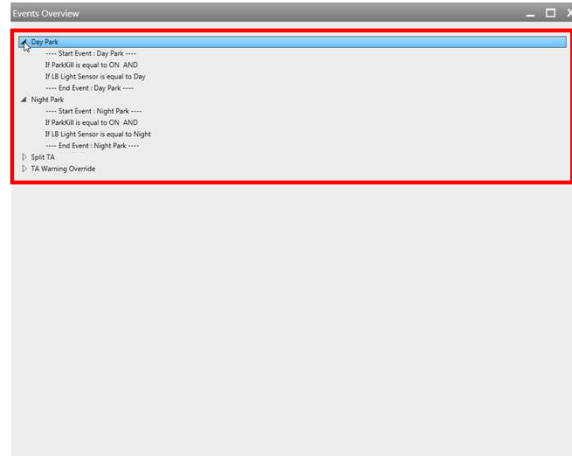
We can expand each **Event** and view the conditions we set in the **Events Manager**

Instruction Viewer
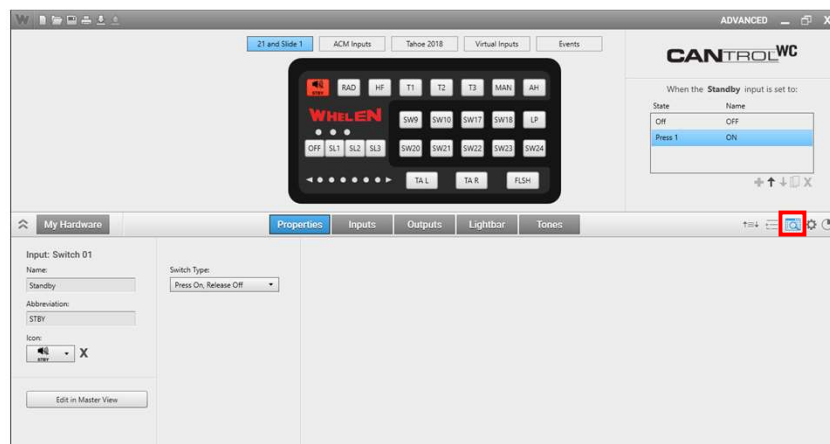
On the main navigation bar we can click on the **Instruction Viewer** control to open the **Instructions Viewer** window

Instruction Viewer
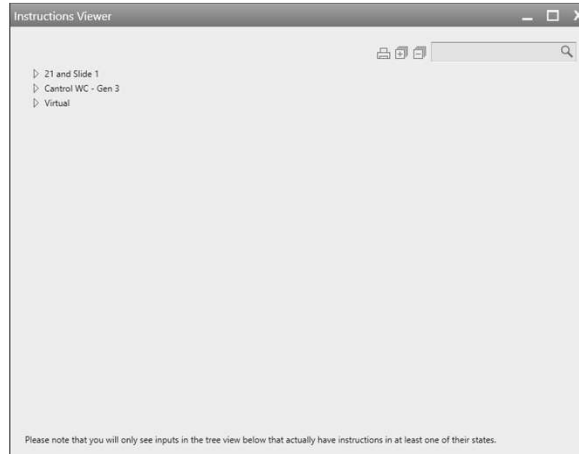
The **Instruction Viewer** allows us to see what we have programmed on each press/state of each input.

Instruction Viewer

Once we expand an input we can expand each state and view the instructions we have programmed

Instruction Viewer

We can **Print** out all instructions, **Expand All** or **Collapse All** of our instructions, or **Search** for an Instruction

Instruction Viewer
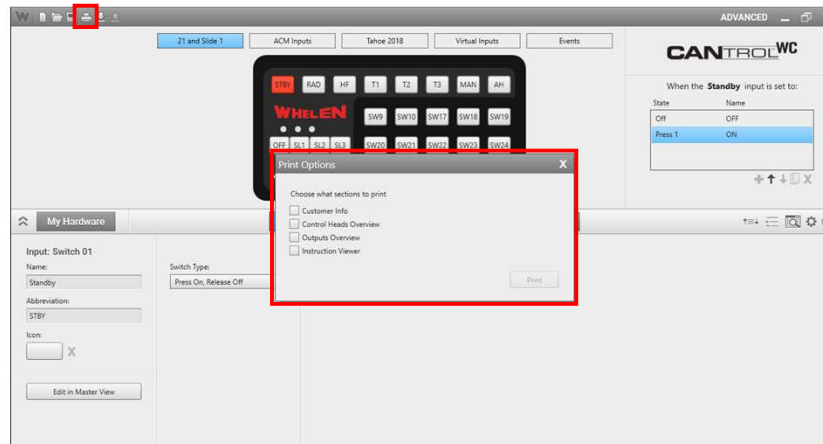
Clicking on the **Print** icon will open the **Print Options** window where we can select what information we would like to print.

Configuration Settings
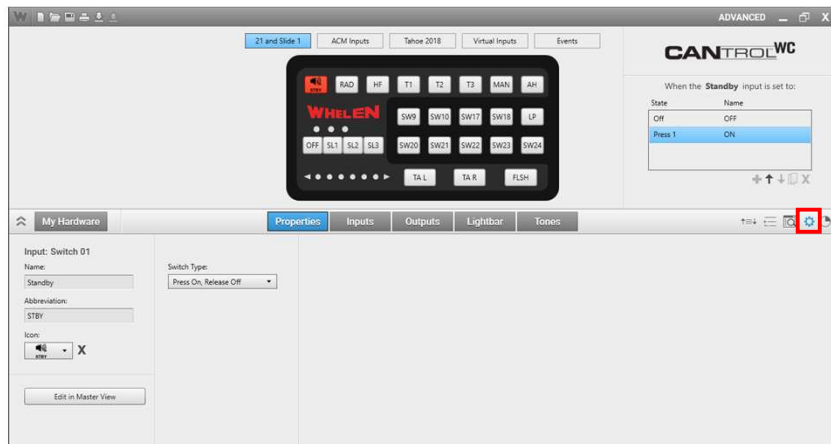
On the main navigation bar we can click on the **Configuration Settings** control to open the **Configuration Settings** window

Configuration Settings

On **Customer Info** we can enter our customers information

Configuration Settings
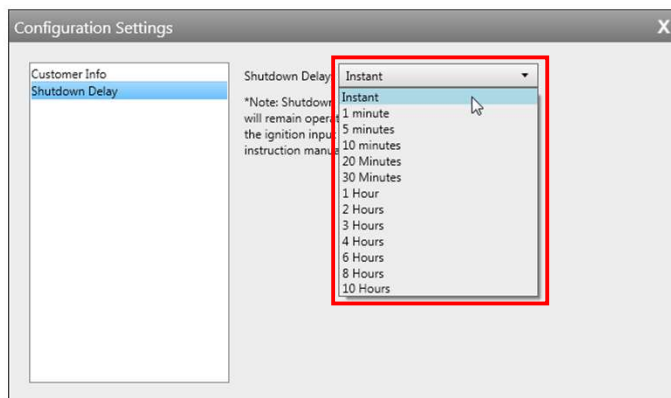
On **Shutdown Delay** we can set the shutdown delay from Instant up to 4 hours

Configuration Size
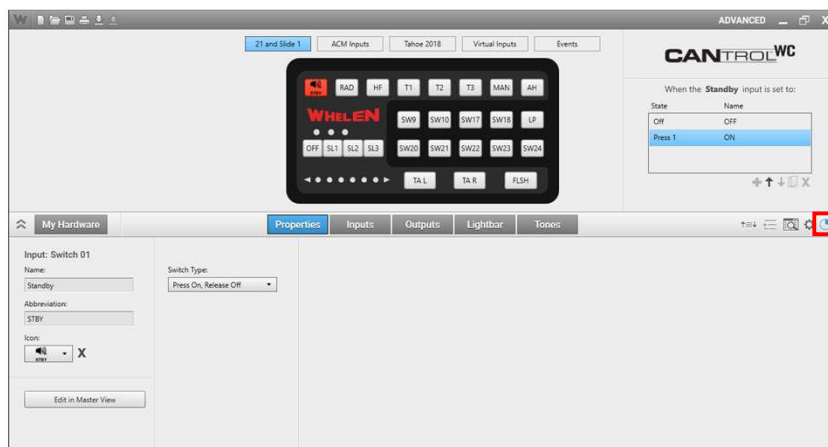
On the main navigation bar we can view our **Configuration File Size**

Configuration Size

Configuration File Size   X

You are currently using **43%** of the available space for your configuration.
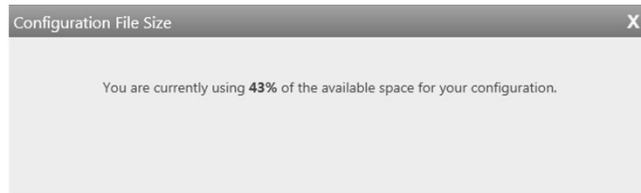
Current hardware only allows the configuration file to be a specific size

Configuration Size

Configuration File Size   X

You are currently using **104%** of the available space for your configuration.

Consider reducing the complexity of your configuration to reduce file size.
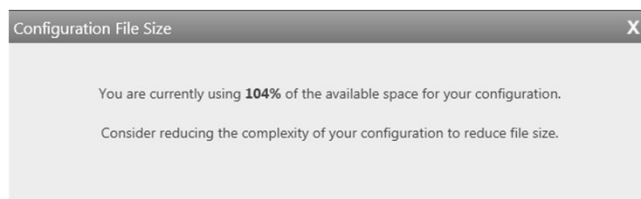
Once the maximum file size has been reached the configuration will not **Transfer** and you will be prompted to reduce your configurations complexity

Configuration Recovery
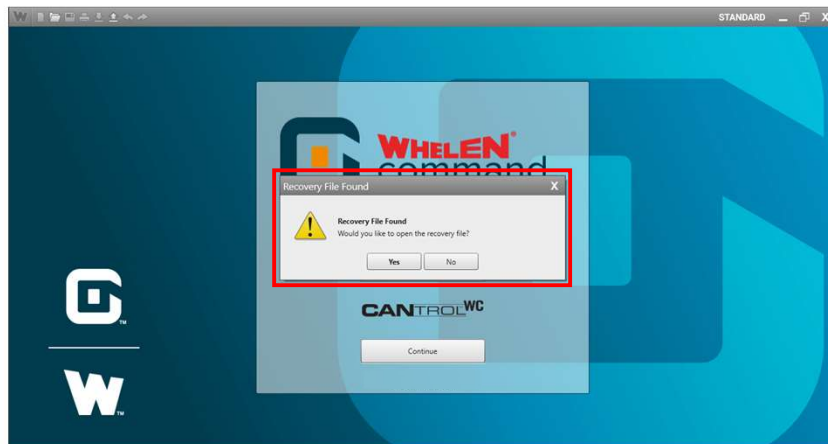
If for some reason the Command software crashes, the configuration you were working on can be recovered once the program is launched again.

Transfer
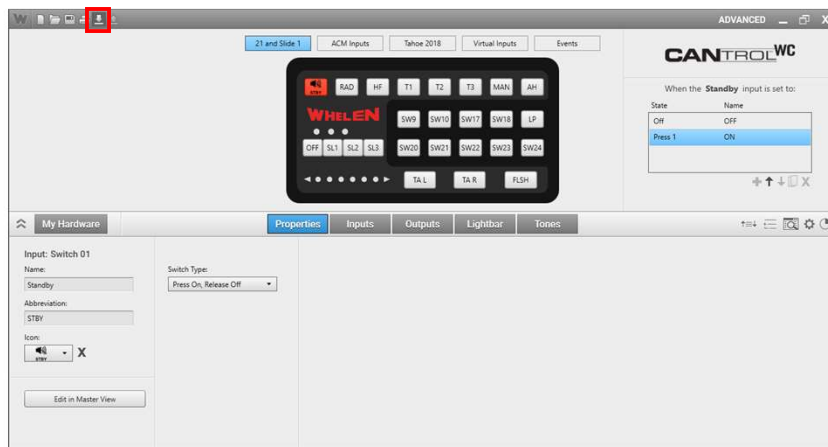
Once our configuration is complete we can transfer it to the CanTrol ACM by clicking on the **Transfer** control or by using the shortcut **CTRL + T**
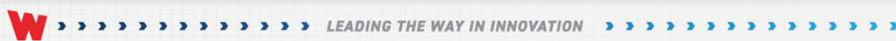
Transfer

This will open the **Transfer Manager** where we can see all of our detected devices.
If we have more than one USB cord we can transfer to multiple devices
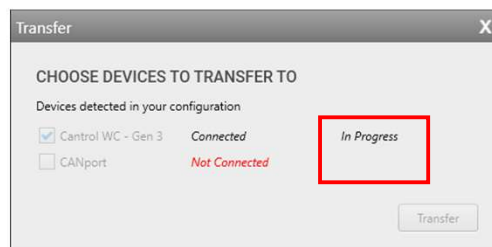
Transfer

Once we click on **Transfer** we will see the status of our **Transfer**

Transfer

Once all of our **Transfers** are complete the status will show **Success** and the checkbox for our device's will be unchecked

Transfer

To **Transfer** to another device plug in the device and check the device's checkbox and click **Transfer**
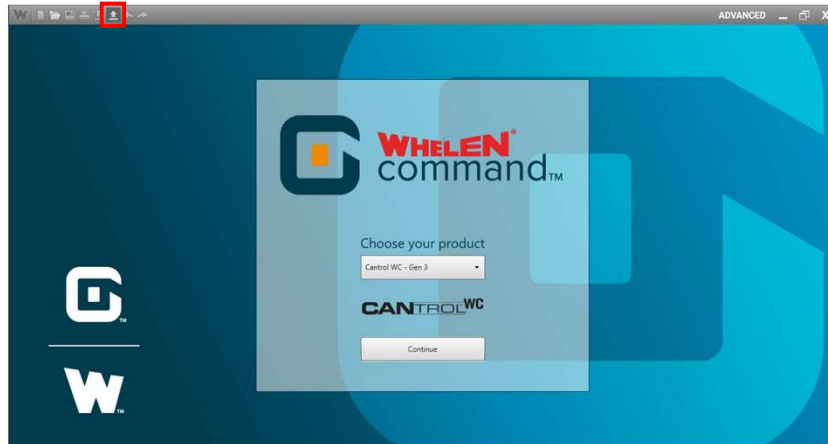
Extract

If we want to read a configuration from a CanTrol that is already installed we can click on the **Extract** control or use the shortcut **CTRL + E**
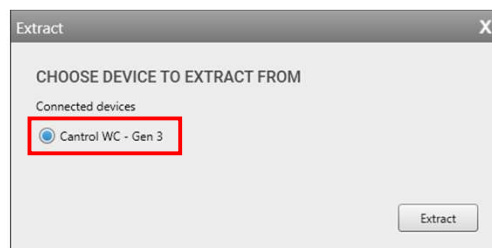
Extract

The **Extract** window will open and we can select the device that we want to **Extract** from

Extract

Once we click on **Extract** we will see the status of our **Extraction**
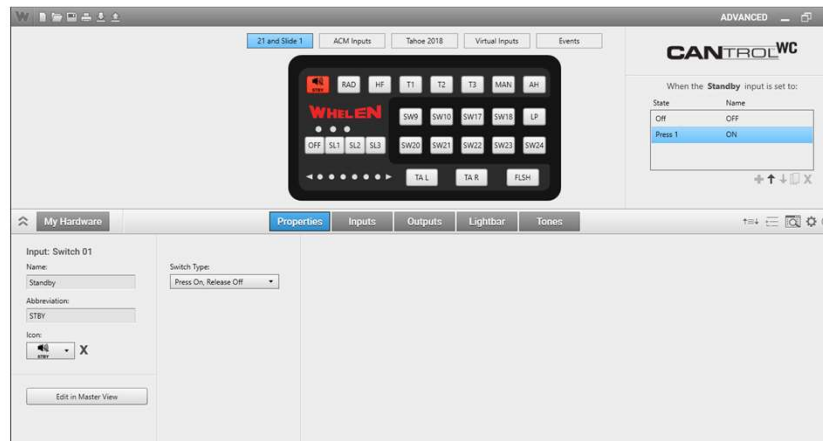
Extract

Once the **Extraction** is complete the configuration will displayed allowing us to make any changes that are necessary

Definition: Phasing
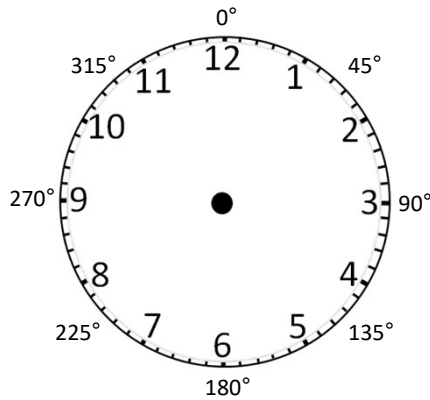
Flashing starts at Phase one 0°degrees. Phase one 0° degrees and phase two 180°degrees alternate with each other. Setting eight modules from 0°degrees to 315°degrees on our clock would allow our flash pattern to rotate clockwise.

Definition: Delay

Lets say our flash pattern flashes once per second
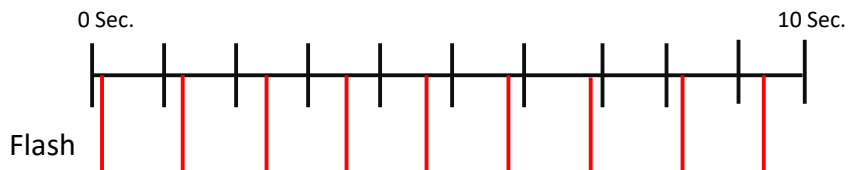
Here we have set a 10ms delay on the lighthead. The lower red lines are when the module flashes. We can see that the module does not start flashing at 0 but at 10ms. The module is delayed another 10ms during every flash. Over time, the module will catch back up and flash at the 10ms mark. If you were to set all the modules with a different delay you would create an asynchronous(out of sync) pattern.

Definition: Pattern Override

Standard Flash Pattern

AF: On Instruction

A standard flash pattern has an "On" instruction, so when you turn the flash pattern on with a button or input, it starts flashing immediately until the button or input is turned off.

Override Flash Pattern

MF: No "On" Instruction

An override pattern has no "On" instruction. If you were to turn on only the button or input that has override patterns programmed, the outputs or modules will not flash. To get the override pattern to be displayed, another button or input needs to have an active flash pattern providing the "On" instruction.

LEADING THE WAY IN INNOVATION

Switch Type Definitions

- Press On/Release Off
  - Press and hold the button to turn on, as soon as it is released it will turn off
- Press On/Press Off
  - Press the button once to turn on, press it again to turn off
- Press On/Double Press Off
  - Press the button once to turn on, double press the button to turn off

LEADING THE WAY IN INNOVATION

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Switch Type Definitions

- Press On/Hold Off
  - Press the button once to turn on, press and hold the button to turn it off
- Variable Timer
  - Press the button to start a timer, the time can be set from 100 Milliseconds up to 60 Minutes
- Security Timer
  - Double press to turn the button on, the time can be set from 100 Milliseconds up to 60 Minutes
- Disabled
  - The button will not react to being pressed

LEADING THE WAY IN INNOVATION

Keyboard Shortcuts

Listed below are the Keyboard Shortcuts for Command some are standard Window's shortcuts

- CTRL + LMB Click
  - Select Rows of Inputs, Outputs or Modules. Will also deselect already selected rows
- CTRL + A
  - Select all rows on a page
- CTRL + D
  - Deselect all rows on a page

LEADING THE WAY IN INNOVATION

Keyboard Shortcuts

- SHIFT + LMB Click + LMB Click
  - Select all rows between point "A" and point "B"
- CTRL + C
  - COPY
- CTRL + V
  - Paste
- CTRL + S
  - Save
- CTRL + O
  - Open

Keyboard Shortcuts

- DELETE
  - Clears all programming on the selected outputs or modules in the lightbar(Name and Color will not be affected).
- CTRL + T
  - Open Transfer Manager
- CTRL + E
  - Extract a configuration from a device

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