



Whelen Command Carbide

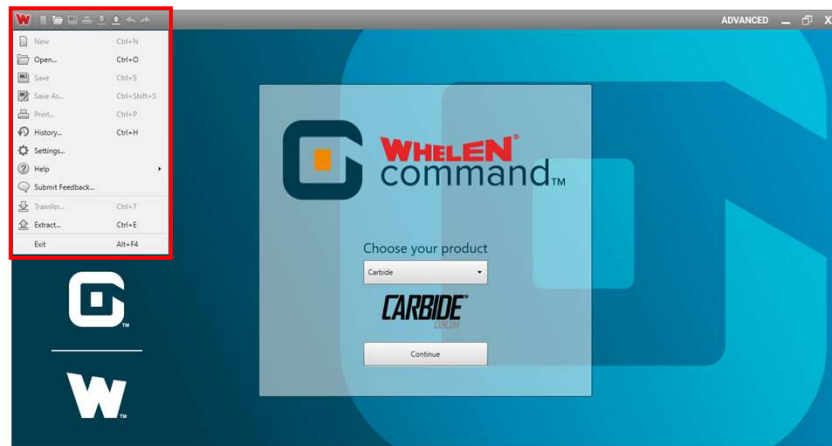


Current Version



LEADING THE WAY IN INNOVATION

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



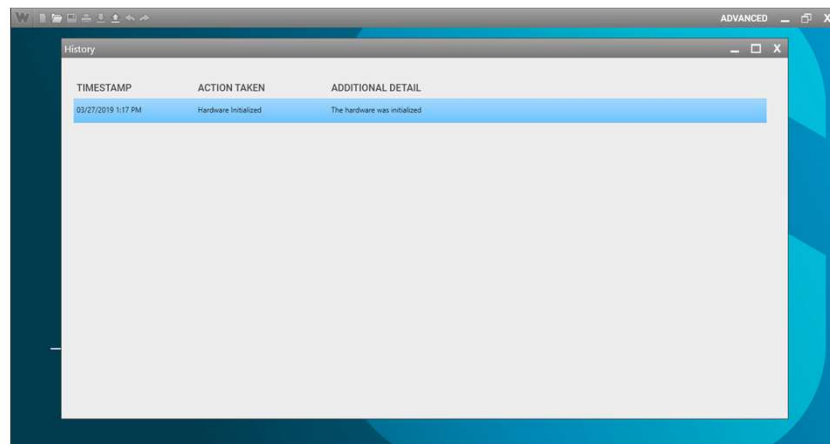
LEADING THE WAY IN INNOVATION

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

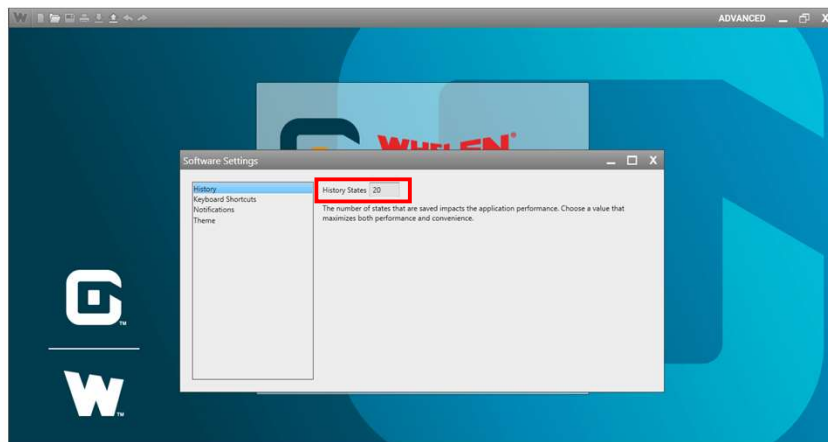


We can change some of the features of Command under **Settings**



LEADING THE WAY IN INNOVATION

Software Settings Window

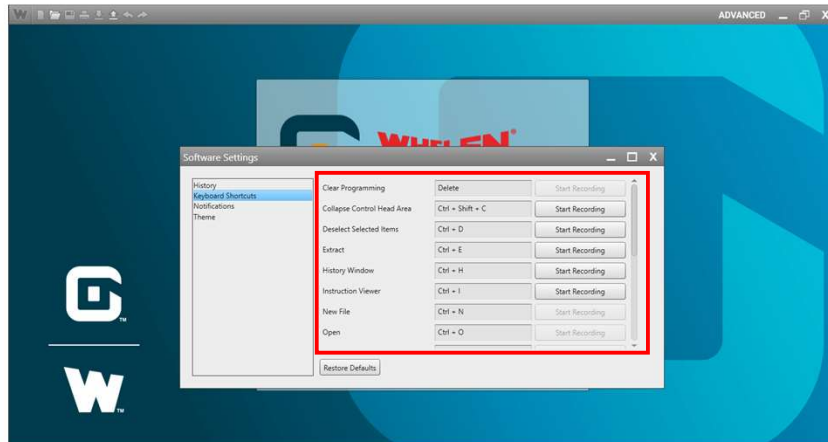


Under the **History** options category we can change the number of program changes we wish to save for the **Undo** Function



LEADING THE WAY IN INNOVATION

Software Settings Window

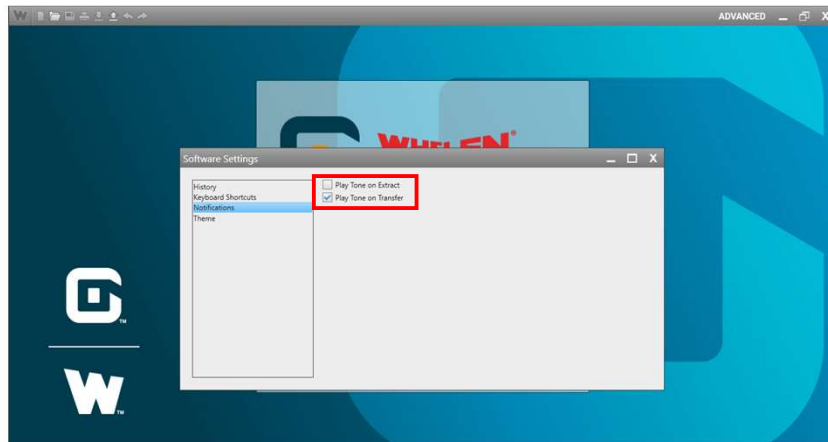


Under the **Keyboard Shortcuts** category we can view, change, and create our own keyboard shortcuts to use throughout the Command Software.



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

Software Settings Window

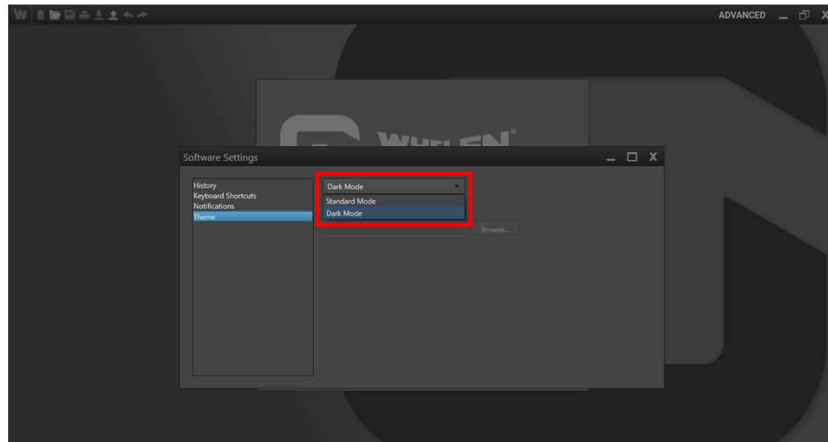


Under the **Notifications** category we can turn on/off tones that will be played upon completion of an Extract or Transfer



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

Software Settings Window

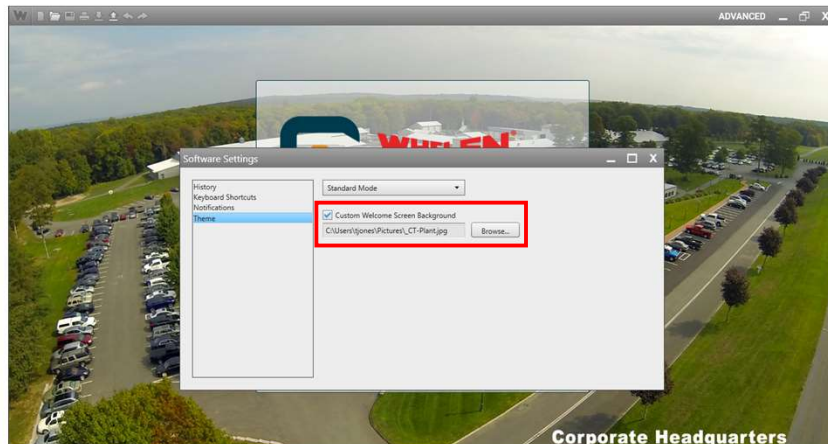


Under the **Theme** category we can change between **Standard Mode** and **Dark Mode**



LEADING THE WAY IN INNOVATION

Software Settings Window

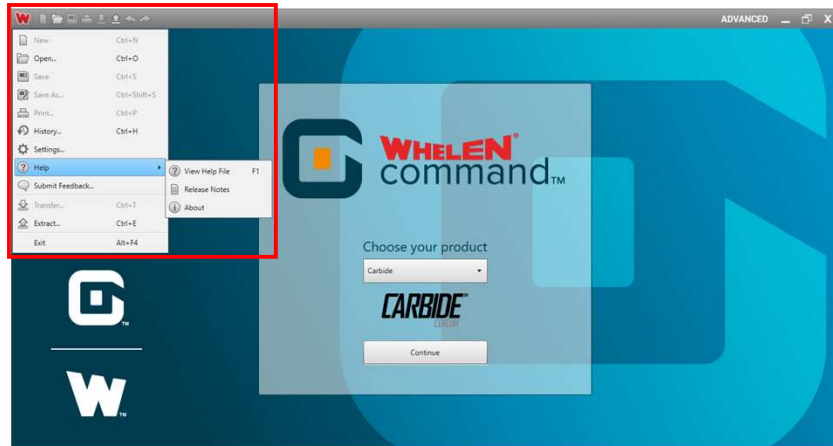


Also under Theme we can set a **Custom Welcome Screen**



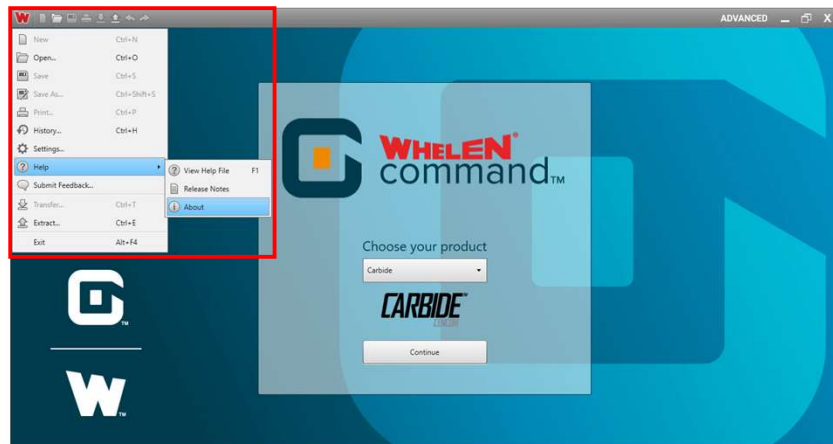
LEADING THE WAY IN INNOVATION

File Menu Help About



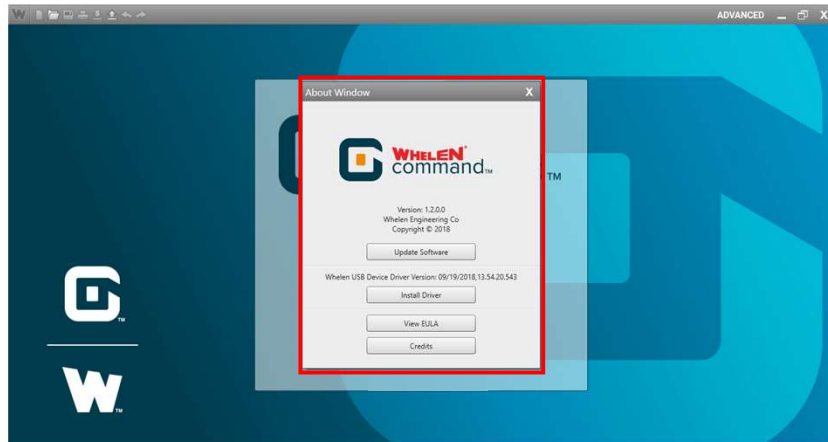
Under **Help** we can **View Help File** and review the **Release Notes** that get updated when there is an update for Whelen Command

File Menu Help About



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

About Window

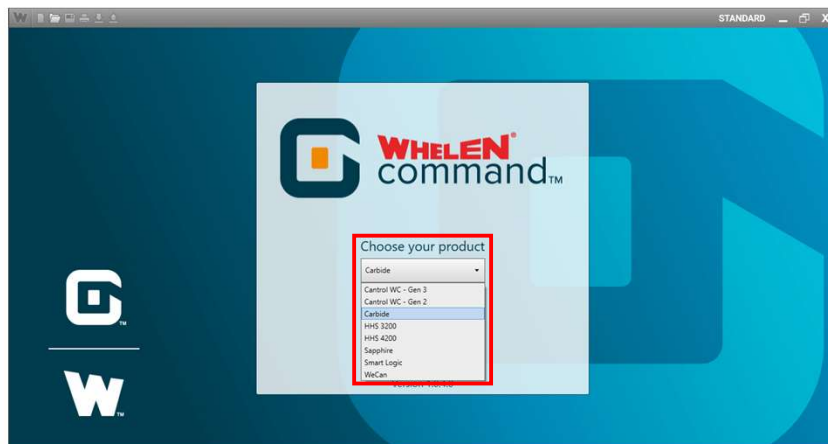


On the **About Window** we can manually check for a software update, install the USB drivers, and view the EULA information



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

Choose Your Product



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



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

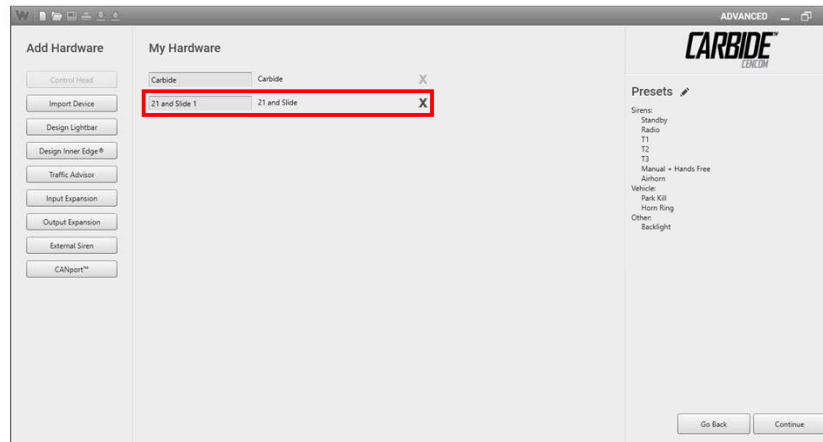
My Hardware Control Head



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



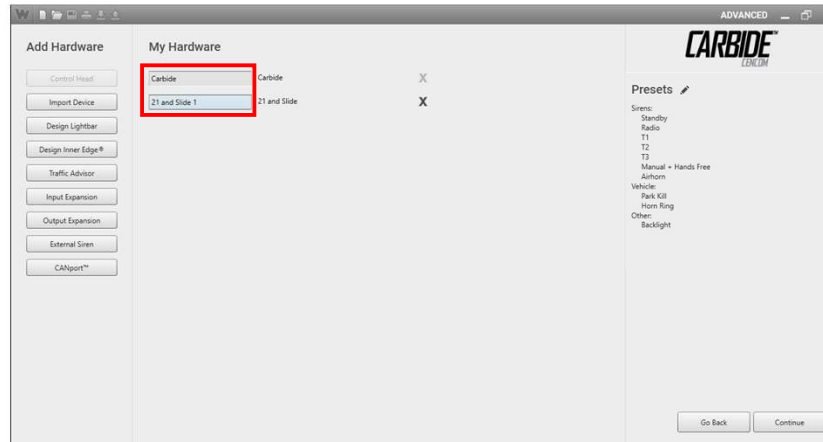
My Hardware Control Head



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



My Hardware Control Head

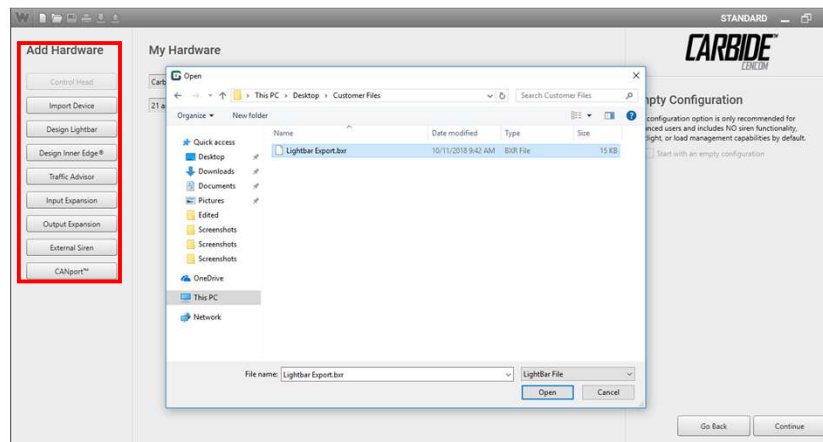


We can give all of our hardware a friendly nickname of our choice



LEADING THE WAY IN INNOVATION

My Hardware Import Device

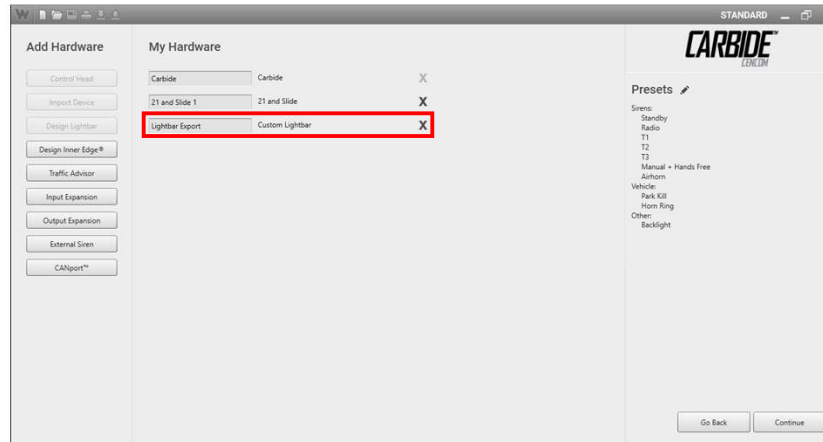


On the **My Hardware** page we can **Import Device** this will allow us to import a custom lightbar .bxr file we have exported from WeCad™



LEADING THE WAY IN INNOVATION

My Hardware Import Device

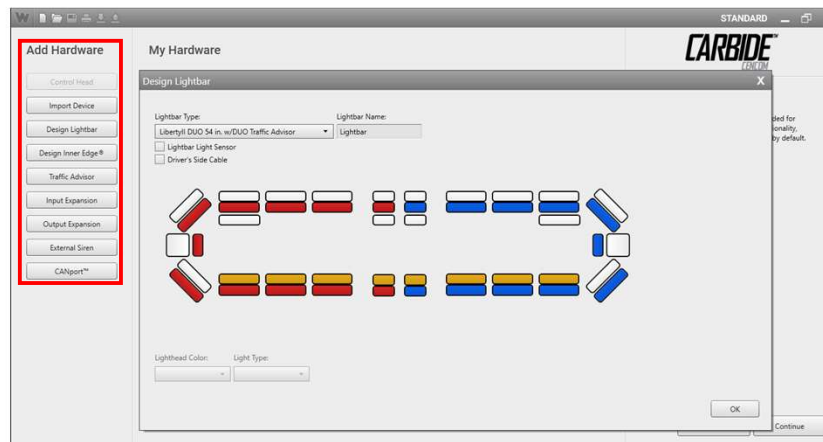


Once we select our .bxx file it will be added to our hardware list



LEADING THE WAY IN INNOVATION

My Hardware Design Lightbar



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



LEADING THE WAY IN INNOVATION

My Hardware Design Lightbar

Design Lightbar

Lightbar Type: LibertyII DUO 54 in. w/ DUO Traffic Advisor

Lightbar Name: Lightbar

☐ Lightbar Light Sensor

☐ Driver's Side Cable

Lighthouse Color: Light Type:

OK

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



LEADING THE WAY IN INNOVATION

My Hardware Design Lightbar

Design Lightbar

Lightbar Type: LibertyII DUO 54 in. w/ DUO Traffic Advisor

Lightbar Name: Lightbar

☒ Lightbar Light Sensor

☐ Driver's Side Cable

Lighthouse Color: Light Type:

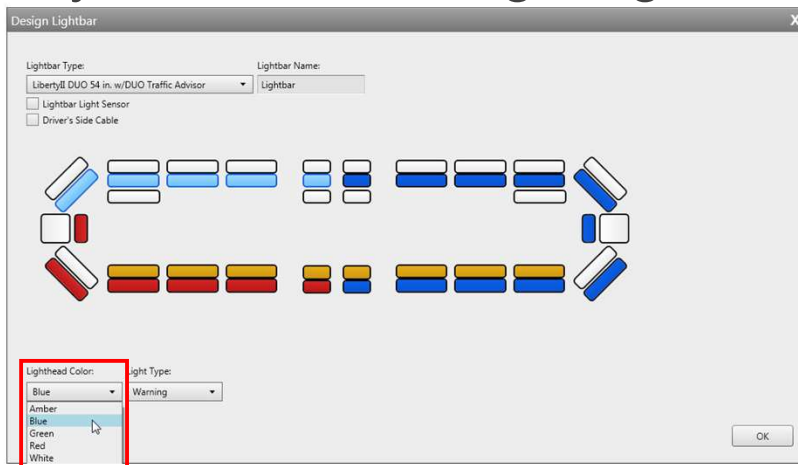
OK

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



LEADING THE WAY IN INNOVATION

My Hardware Design Lightbar

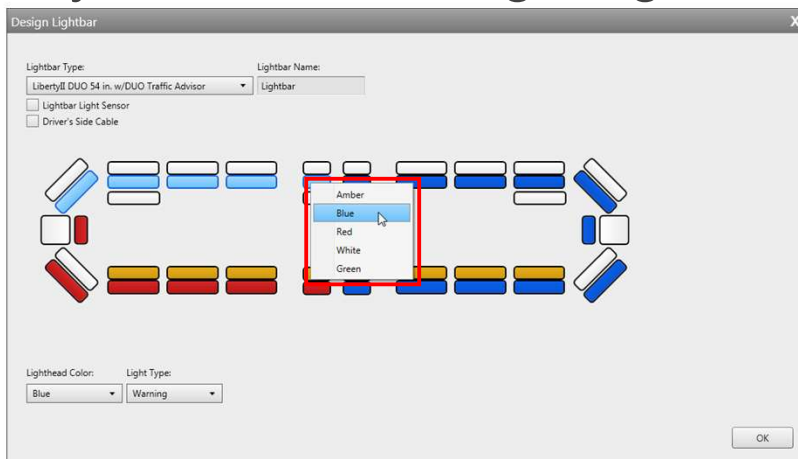


We can select multiple modules and use the lighthouse color selector to change the color of our modules



LEADING THE WAY IN INNOVATION

My Hardware Design Lightbar

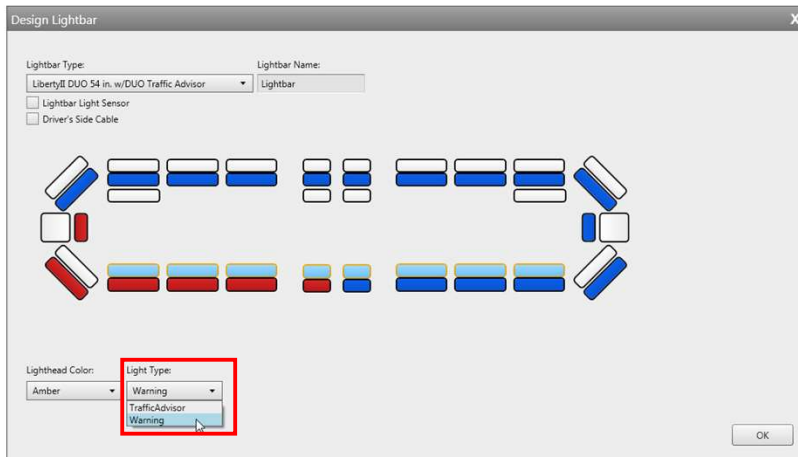


If we right click on each module we can change the color or we can select multiple modules and then right click to change the color of the selected modules



LEADING THE WAY IN INNOVATION

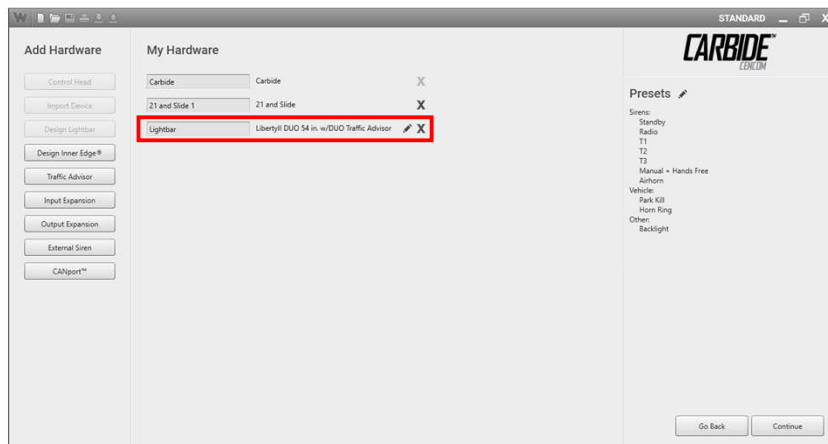
My Hardware Design Lightbar



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



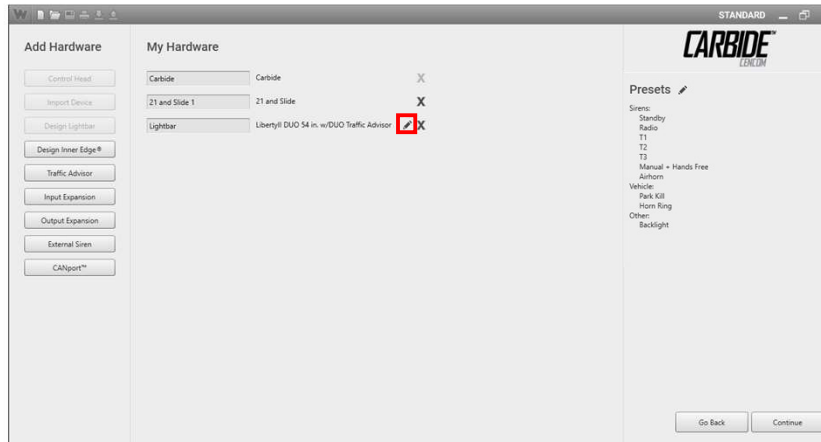
My Hardware Design Lightbar



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**



LEADING THE WAY IN INNOVATION

Accessories

With Carbide™ can have two accessories the Front and Rear Inner Edge's and the CANEM16 Expansion output module count as accessories you can have any combination of the two.

The lightbar and the External siren amplifier do not count as accessories.



LEADING THE WAY IN INNOVATION

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



LEADING THE WAY IN INNOVATION

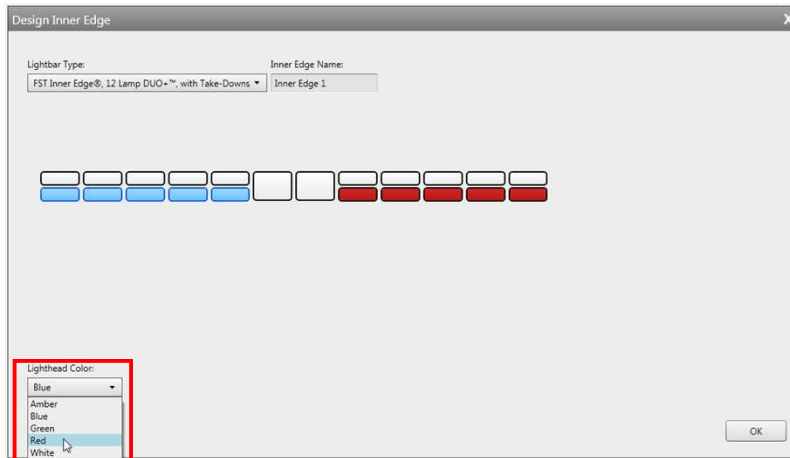
My Hardware Inner Edge®

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



LEADING THE WAY IN INNOVATION

My Hardware Inner Edge®

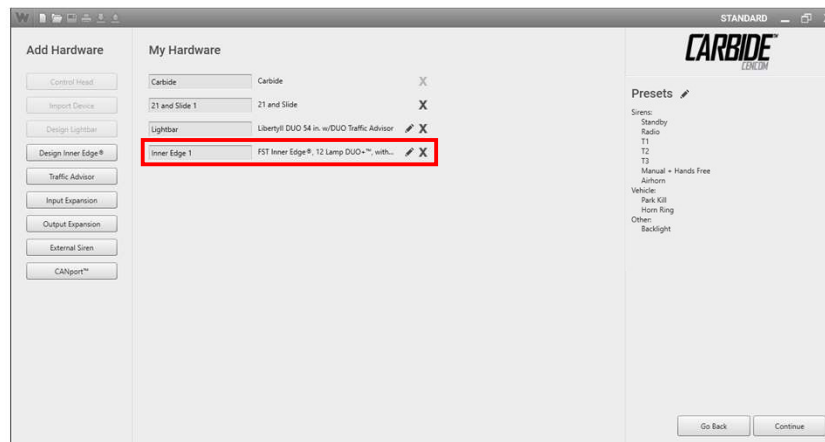


We can change lighthouse colors in the same way we do in the Design Lightbar page



LEADING THE WAY IN INNOVATION

My Hardware Inner Edge®

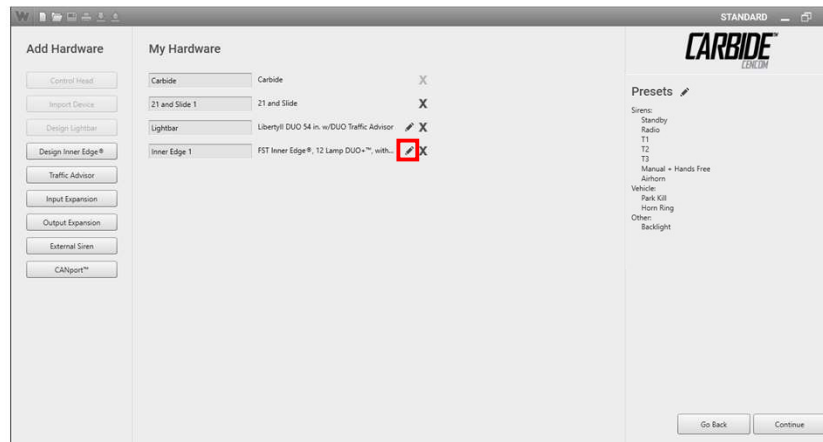


Once we are done editing our Inner Edge and we click **Ok** the **Design Inner Edge** window will close and our Inner Edge will be added to our hardware list



LEADING THE WAY IN INNOVATION

My Hardware Inner Edge®

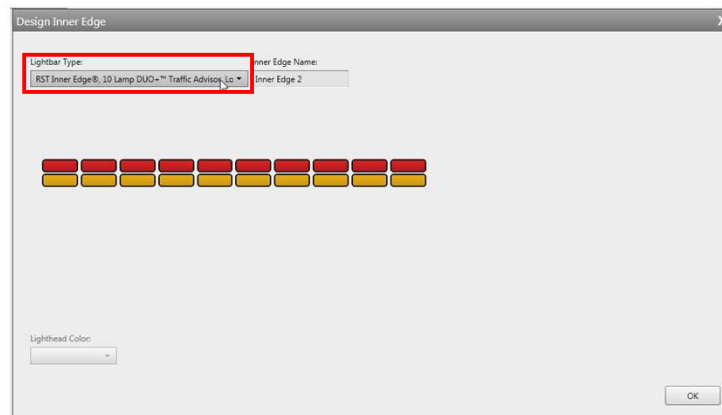


We can **Edit** any Inner Edge we have added using **Edit Hardware**



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My Hardware Inner Edge®

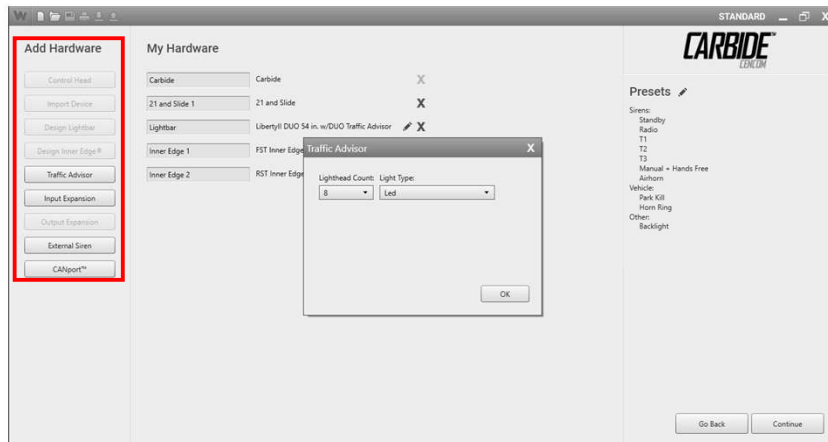


We can have a **Front Inner Edge** and a **Rear Inner Edge** with Carbide. Once we add a **Front** we can only add a **Rear** and once we add a **Rear** we can only add a **Front** the software will filter this for us automatically



LEADING THE WAY IN INNOVATION

My Hardware Integrated Traffic Advisor

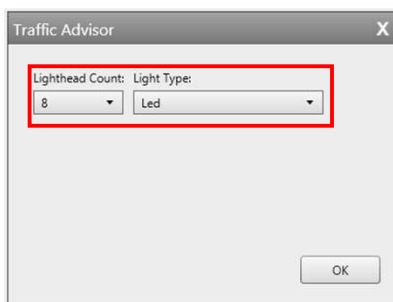


On the **My Hardware** page we can customize the **Integrated Traffic Advisor**



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My Hardware Integrated Traffic Advisor

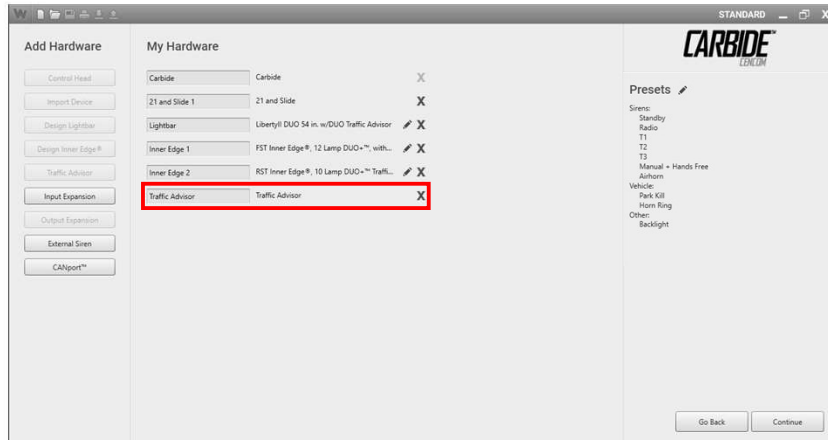


We can set the **Lighthouse Count** to 4, 6 or 8 lamps and the **Light Type** to LED or Halogen



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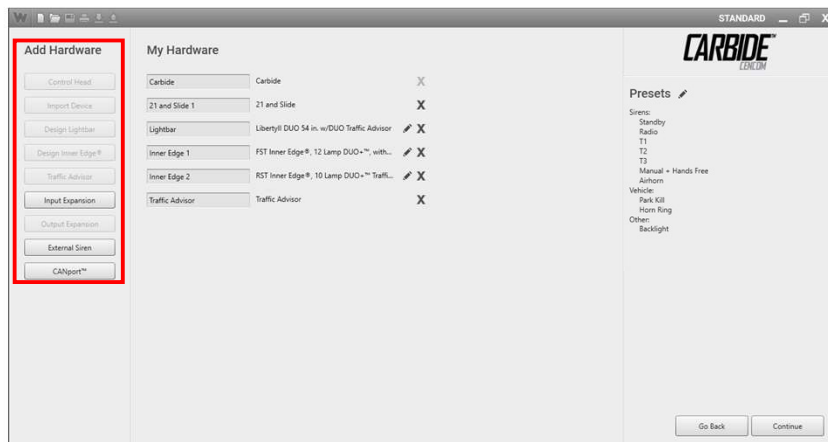
My Hardware Integrated Traffic Advisor



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

The screenshot shows the 'My Hardware' section of the Carbide™ software. On the left, there is a sidebar with 'Add Hardware' buttons: Control Head, Import Device, Design Lightbar, Design Inner Edge®, Traffic Advisor, Input Expansion, Output Expansion, External Siren, and CANport™. The main area displays a table of hardware components:

Hardware Component	Selection Status
Carbide	X
21 and Slide 1	X
Lightbar	X
Inner Edge 1	X
Inner Edge 2	X
Traffic Advisor	X
Input Expansion 1	X

On the right, there is a 'Presets' section with a list of options: Siren, Standby, Radio, T1, T2, T3, Manual + Hands Free, Airhorn, Vehicle, Park Kit, Horn Ring, Other, Backlight. At the bottom right, there are 'Go Back' and 'Continue' buttons.

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



LEADING THE WAY IN INNOVATION

My Hardware Input Expansion

The screenshot shows the 'My Hardware' section of the Carbide™ software. On the left, there is a sidebar with 'Add Hardware' buttons: Control Head, Import Device, Design Lightbar, Design Inner Edge®, Traffic Advisor, Input Expansion, Output Expansion, External Siren, and **CANport™**. The main area displays a table of hardware components:

Hardware Component	Selection Status
Carbide	X
21 and Slide 1	X
Lightbar	X
Inner Edge 1	X
Inner Edge 2	X
Traffic Advisor	X
Input Expansion 1	X

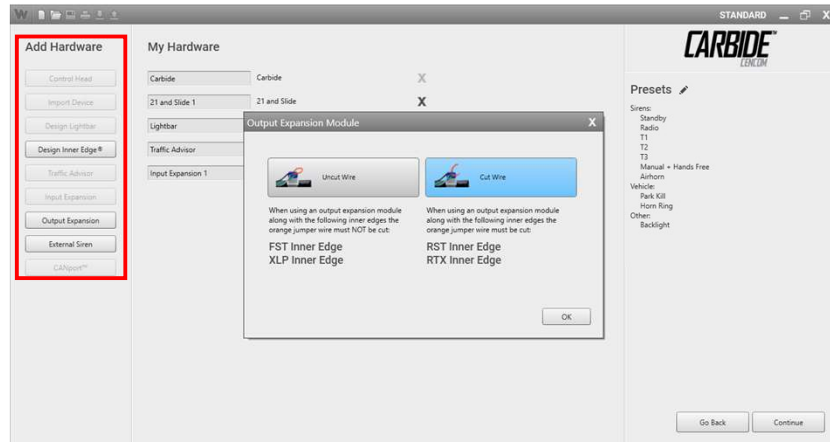
On the right, there is a 'Presets' section with a list of options: Siren, Standby, Radio, T1, T2, T3, Manual + Hands Free, Airhorn, Vehicle, Park Kit, Horn Ring, Other, Backlight. At the bottom right, there are 'Go Back' and 'Continue' buttons.

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



LEADING THE WAY IN INNOVATION

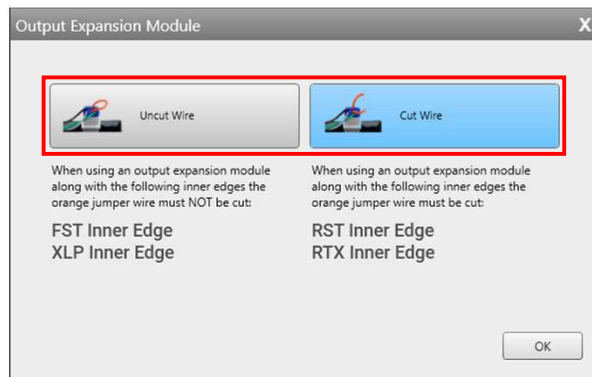
My Hardware Output Expansion



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



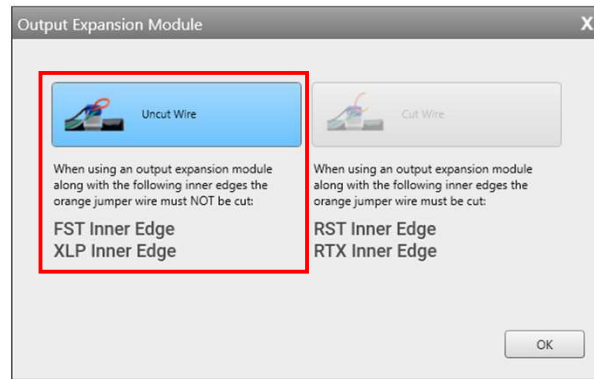
My Hardware Output Expansion



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



My Hardware Output Expansion

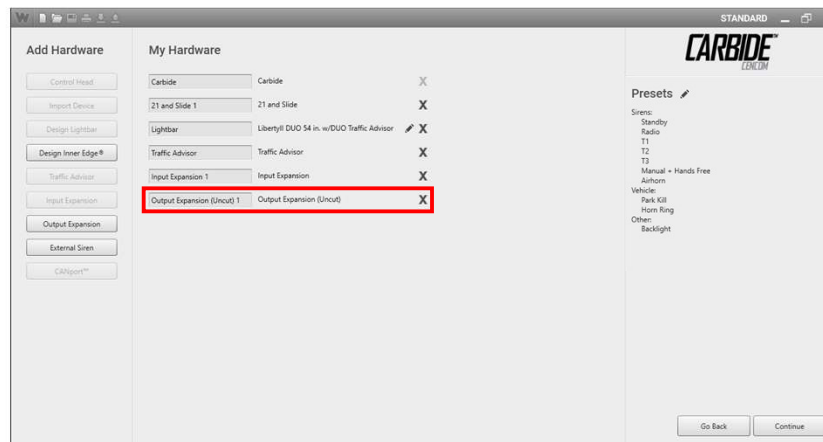


If we have added an **Inner Edge** we will only be able to add one **Expansion Output** module. This selection will be made automatically depending on if the front or rear **Inner Edge** has been added



LEADING THE WAY IN INNOVATION

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**



LEADING THE WAY IN INNOVATION

My Hardware External Siren

My Hardware		
Carbide	Carbide	X
21 and Slide 1	21 and Slide	X
Lightbar	LibertyII DUO 54 in. w/ DUO Traffic Advisor	X
Traffic Advisor	Traffic Advisor	X
Input Expansion 1	Input Expansion	X

Presets

- Sirens:
 - Standby
 - Radio
 - T1
 - T2
 - T3
 - Manual + Hands Free
- Airhorn
- Vehicle:
 - Park Kill
 - Horn Ring
- Other:
 - Backlight

Go Back Continue

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



LEADING THE WAY IN INNOVATION

My Hardware External Siren

My Hardware		
Carbide	Carbide	X
21 and Slide 1	21 and Slide	X
Lightbar	LibertyII DUO 54 in. w/ DUO Traffic Advisor	X
Traffic Advisor	Traffic Advisor	X
Input Expansion 1	Input Expansion	X
External Siren 1	External Siren	X

Presets

- Sirens:
 - Standby
 - Radio
 - T1
 - T2
 - T3
 - Manual + Hands Free
- Airhorn
- Vehicle:
 - Park Kill
 - Horn Ring
- Other:
 - Backlight

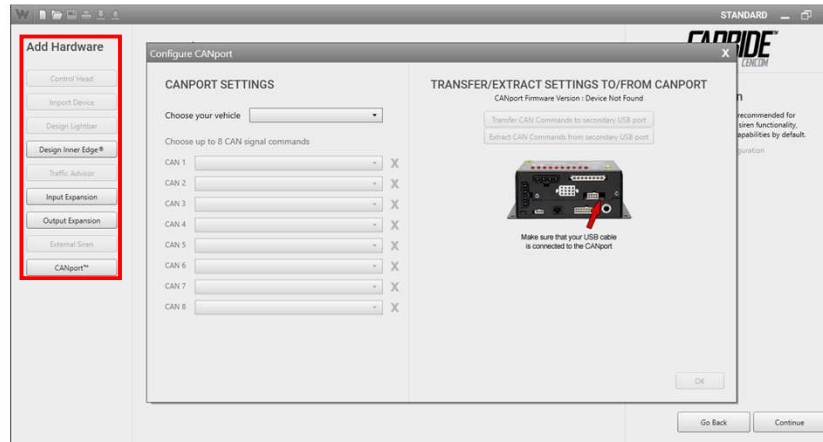
Go Back Continue

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



LEADING THE WAY IN INNOVATION

My Hardware CANport™

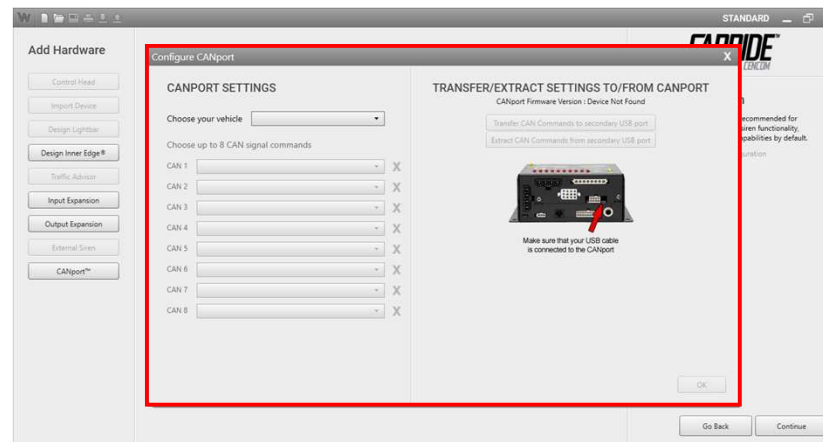


On the **My Hardware** page if we did not add the **Input Expansion** we can add the **CANport** which will open the **Configure CANport** window



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My Hardware CANport™



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



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

My Hardware CANport™

Configure CANport

CANPORT SETTINGS

Choose your vehicle

Choose up to 8 CAN

CAN 1

CAN 2

CAN 3

CAN 4

CAN 5

CAN 6

CAN 7

CAN 8

Silverado 2018

Suburban 2018

Tahoe 2017

Tahoe 2018

Charger Pursuit 2015

Charger Pursuit 2016

Charger Pursuit 2018

Durango 2018

RAM 1500 2018

Expedition 2018

F150 2016

Fusion 2017

Fusion 2018

TRANSFER/EXTRACT SETTINGS TO/FROM CANPORT

CANport Firmware Version : Device Not Found

Transfer CAN Commands to secondary USB port

Extract CAN Commands from secondary USB port

Make sure that your USB cable is connected to the CANport

OK

First we will need to select the vehicle model and year



LEADING THE WAY IN INNOVATION

My Hardware CANport™

Configure CANport

CANPORT SETTINGS

Choose your vehicle

Choose up to 8 CAN signal commands

CAN 1

CAN 2

CAN 3

CAN 4

CAN 5

CAN 6

CAN 7

CAN 8

A/C Clutch

Brake - Parking

Brake - Service

Door - Any Back

Door - Any Front

Door - Any Passenger

Door - FD

Door - FP

Door - RD

Door - RP

Door - w/o Hatch

Doors - Locked

TRANSFER/EXTRACT SETTINGS TO/FROM CANPORT

CANport Firmware Version : Device Not Found

Transfer CAN Commands to secondary USB port

Extract CAN Commands from secondary USB port

Make sure that your USB cable is connected to the CANport

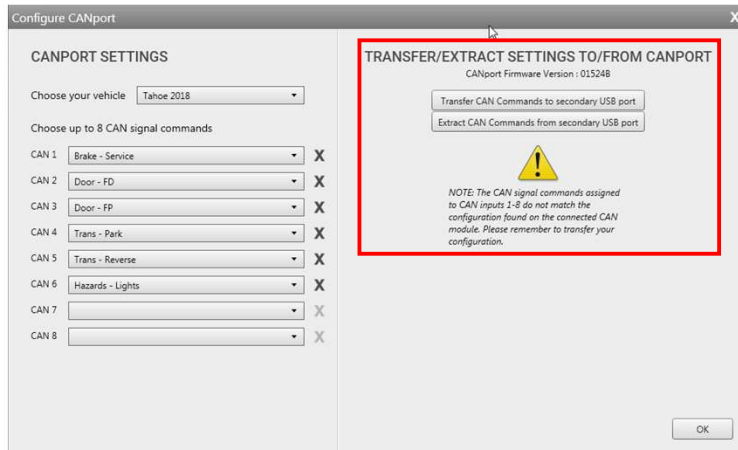
OK

Then we will need to select the signals that we want to read from the vehicle



LEADING THE WAY IN INNOVATION

My Hardware CANport™

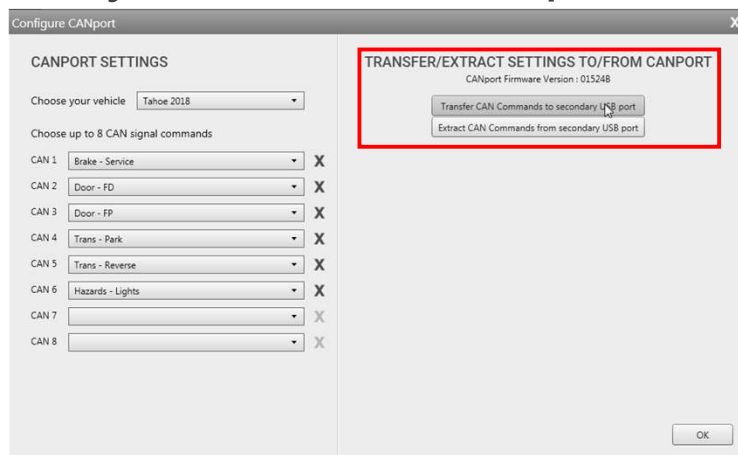


Once we have selected all the signals we want to read we can then plug into the USB of the **CANport** chip. The image of Carbide will disappear and we can now click on Transfer or Extract



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

My Hardware CANport™



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



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

My Hardware CANport™

The screenshot shows the 'My Hardware' window with the 'Add Hardware' panel on the left and the 'My Hardware' list in the center. The 'Tahoe 2018' entry is highlighted with a red box. The 'Presets' panel on the right is also visible.

Hardware	Model	Action
Carbide	Carbide	X
21 and Slide 1	21 and Slide	X
Lightbar	Liberty DUO S4 in w/DOU Traffic Advisor	X
Traffic Advisor	Traffic Advisor	X
External Siren 1	External Siren	X
Tahoe 2018	Tahoe 2018	X

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



LEADING THE WAY IN INNOVATION

My Hardware CANport™

The screenshot shows the 'My Hardware' window with the 'Add Hardware' panel on the left and the 'My Hardware' list in the center. The 'Tahoe 2018' entry is highlighted with a red box. The 'Edit Hardware' button is visible next to the 'Tahoe 2018' entry.

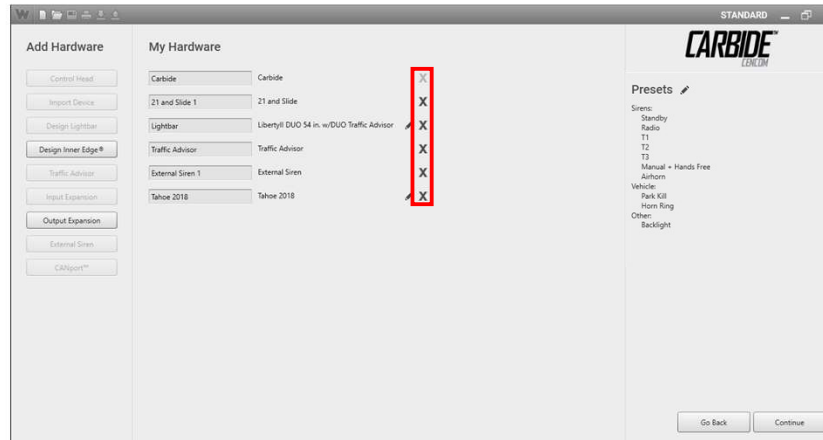
Hardware	Model	Action
Carbide	Carbide	X
21 and Slide 1	21 and Slide	X
Lightbar	Liberty DUO S4 in w/DOU Traffic Advisor	X
Traffic Advisor	Traffic Advisor	X
External Siren 1	External Siren	X
Tahoe 2018	Tahoe 2018	X

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



LEADING THE WAY IN INNOVATION

My Hardware

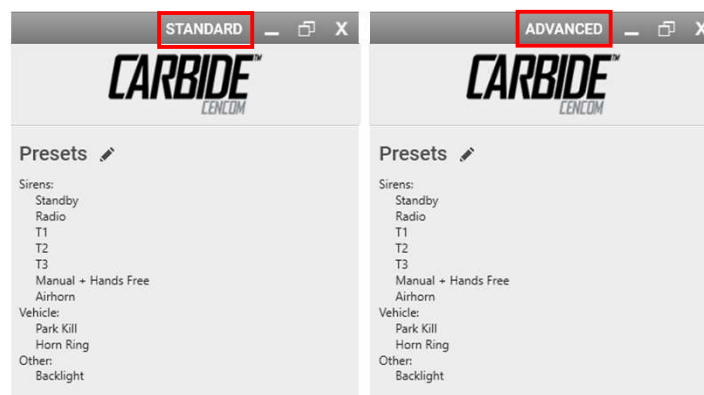


To remove any hardware we have added to our hardware list we can click on the **X** to the right of the hardware's name



LEADING THE WAY IN INNOVATION

My Hardware Advanced

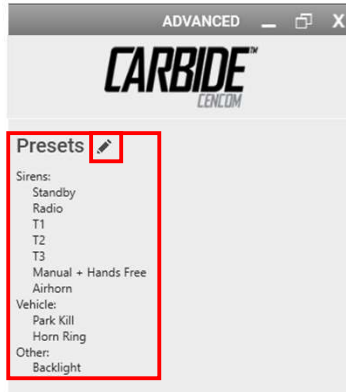


We can toggle between **Standard** and **Advanced** modes. This allows us to simplify some of the options shown throughout the program.



LEADING THE WAY IN INNOVATION

Programming Presets



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



LEADING THE WAY IN INNOVATION

Programming Presets

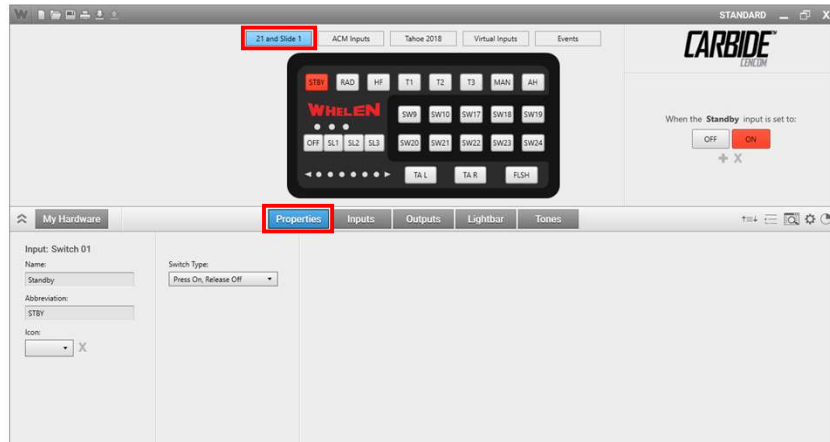


To setup Presets we first select one by checking it, then we select where it will be programmed. In this example, selecting Standby, and placing it on Control Head Switch 01



LEADING THE WAY IN INNOVATION

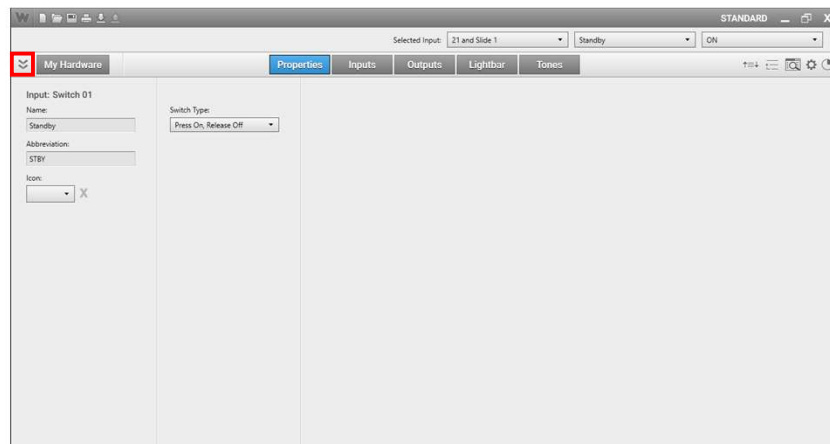
Program View



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



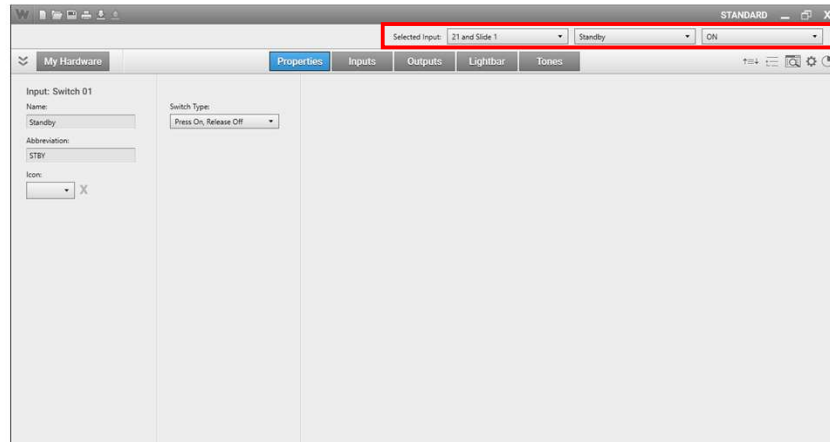
Program View



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



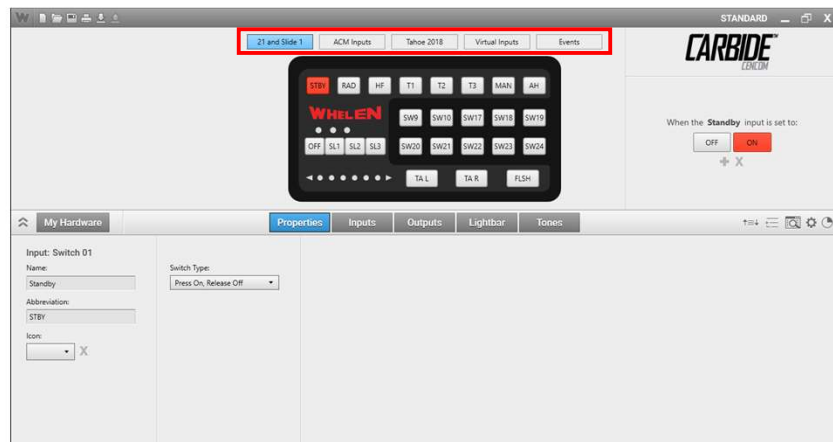
Program View



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



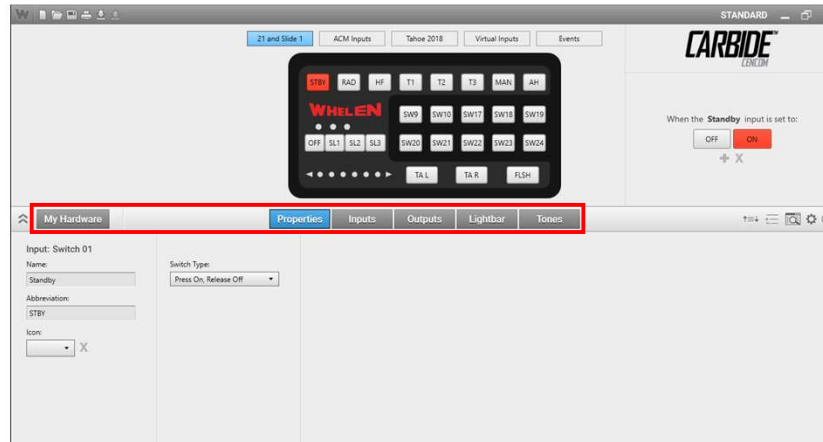
Program View



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



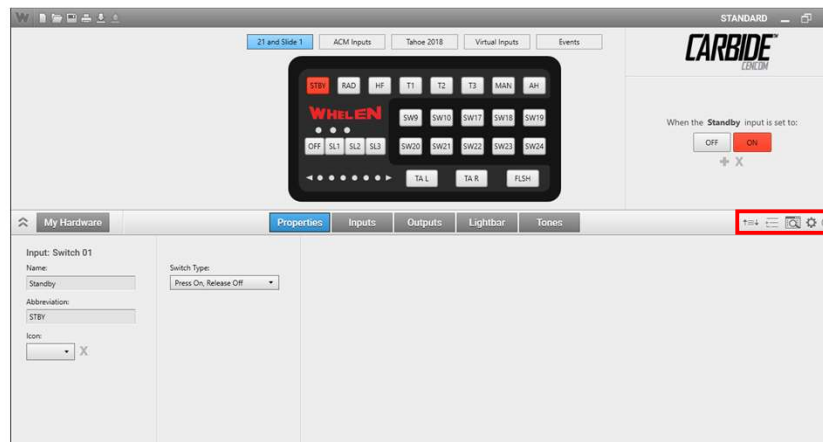
Program View



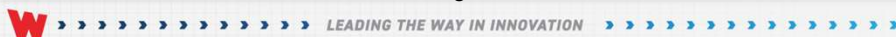
From the main navigation bar we can go back to **My Hardware**. We can also navigate to the **Properties**, **Inputs**, **Outputs**, **Lightbar** and the **Tones** page



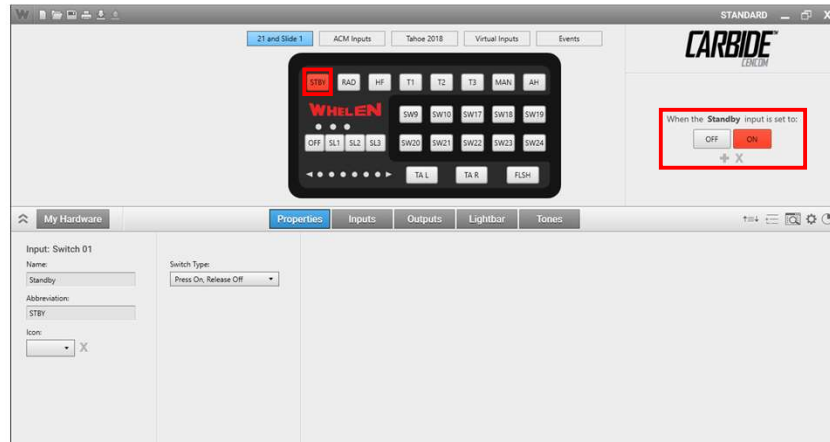
Program View



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

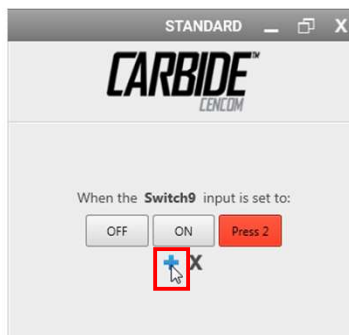


On the **Control Head**, **ACM Inputs** and the **Virtual Inputs** tab we can select the input and the press we want to program



LEADING THE WAY IN INNOVATION

Control Head ACM/Virtual Inputs

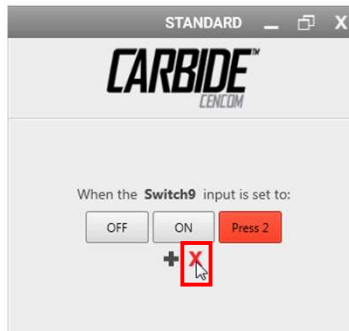


Depending on our **Switch Type** we can add a **Press/State** to the selected input by clicking on the + symbol in the state viewer



LEADING THE WAY IN INNOVATION

Control Head ACM/Virtual Inputs

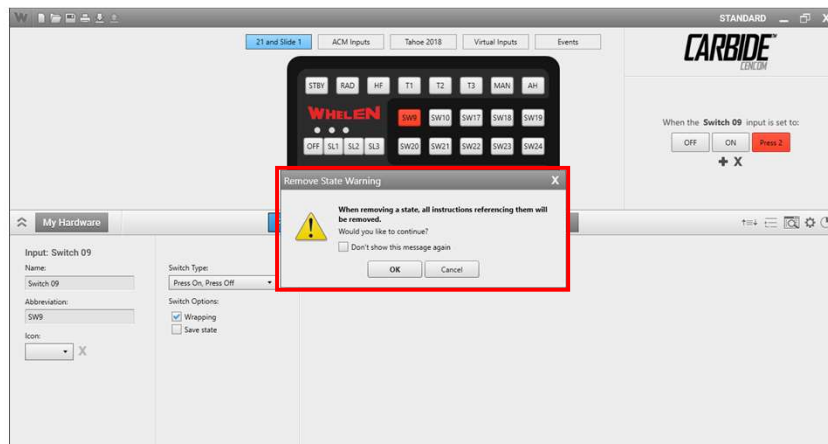


If we have more than one **Press/State** we can remove a **Press/State** by clicking on the **X** in the state viewer



LEADING THE WAY IN INNOVATION

Control Head ACM/Virtual Inputs



If we remove a **Press/State** we will have the option to **Cancel** the removal of the **Press/State**



LEADING THE WAY IN INNOVATION

Control Head ACM/Virtual Inputs

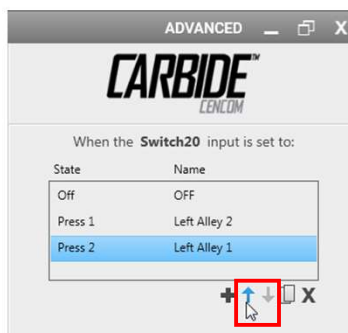


In **Advanced** mode we can change the name of each **Press/State** that we have added to **Control Head** and the **ACM/Virtual** inputs



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

Control Head ACM/Virtual Inputs

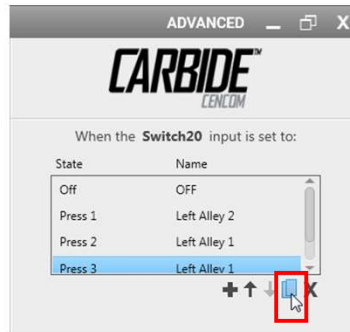


In **Advanced** mode we can move the selected **Press/State** up or down in our **Press/State** list



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

Control Head ACM/Virtual Inputs

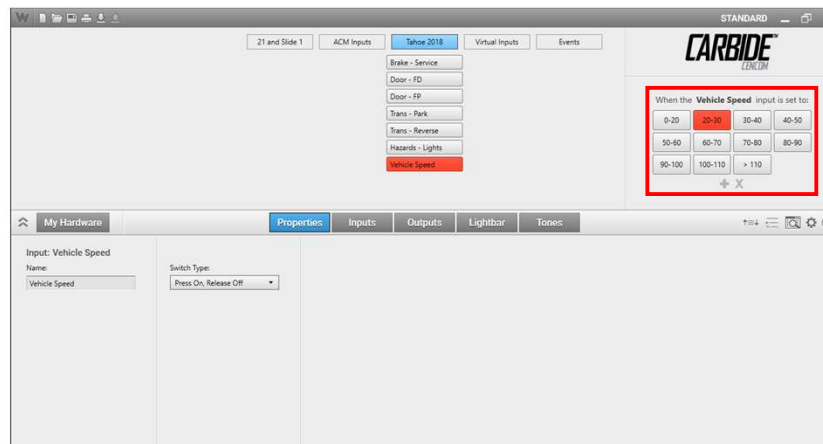


In **Advanced** mode we can duplicate the selected **Press/State**



LEADING THE WAY IN INNOVATION

CANport™ Inputs

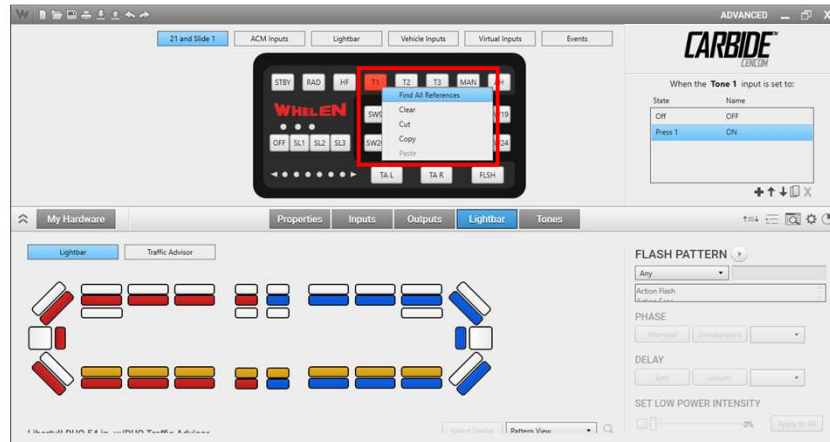


On the **CANport** tab we can select the signal and the **Press/State** we want to program. Depending on the Signal selected you will have multiple **Presses/States**



LEADING THE WAY IN INNOVATION

Cut/Copy/Paste

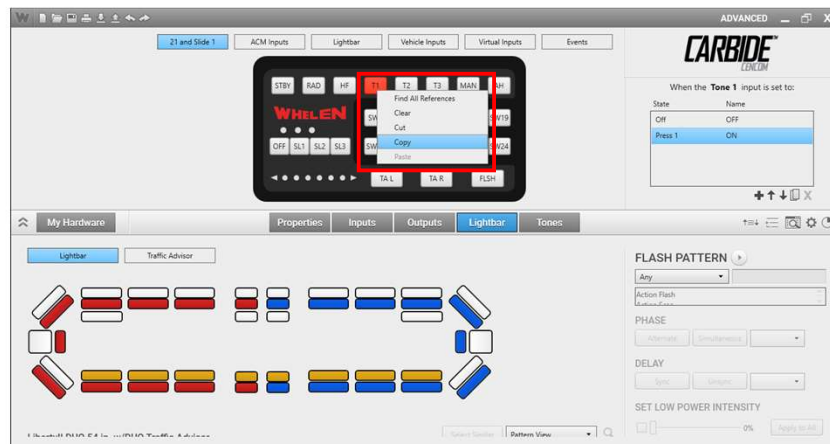


We can **Right Click** on an input and **Find All References** to it. This will open the **Instruction Viewer** and highlight all instructions regarding that input.



LEADING THE WAY IN INNOVATION

Cut/Copy/Paste

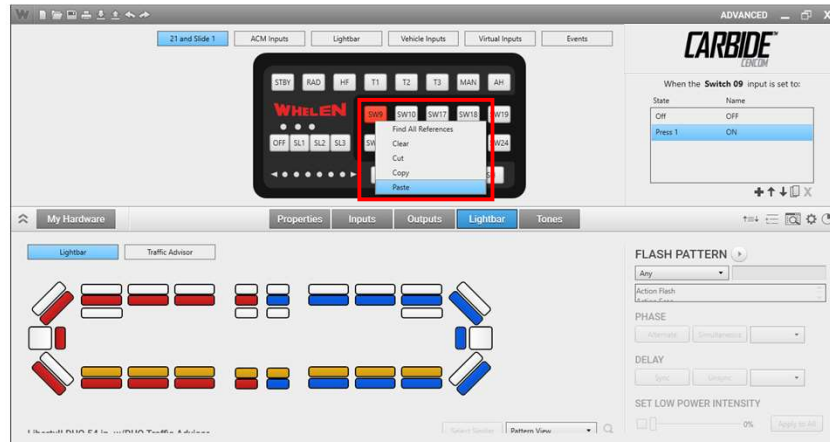


Also in the **Right Click** menu you can **Clear**, **Cut**, or **Copy** the input.



LEADING THE WAY IN INNOVATION

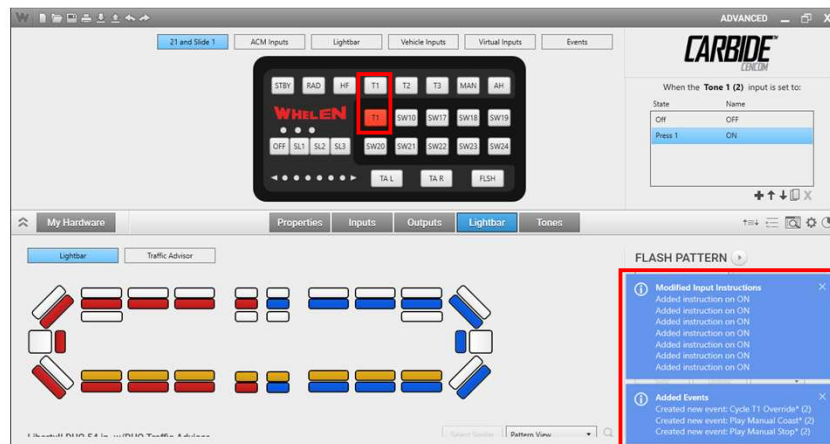
Cut/Copy/Paste



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.



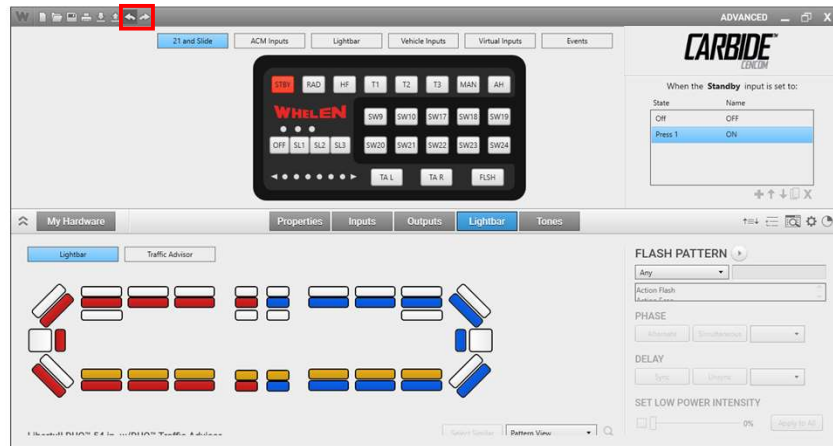
Cut/Copy/Paste



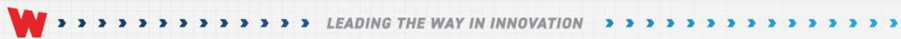
If we Paste an input that has instructions to a Virtual Input or an Event, it will create the new Event and Virtual references and inform you.



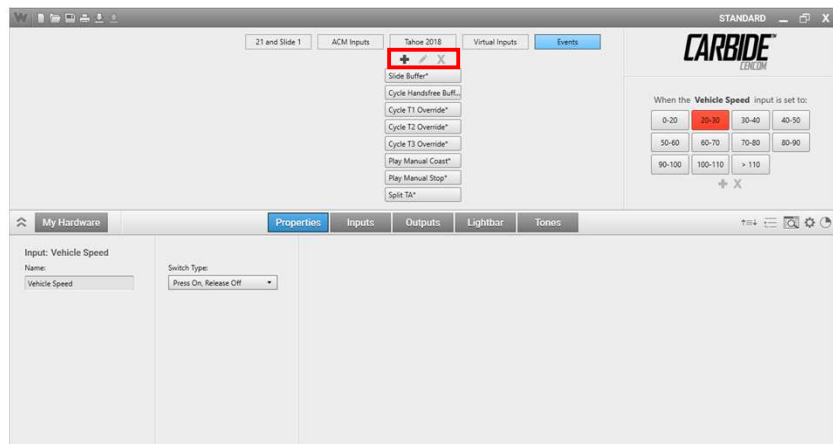
Undo/Redo



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.



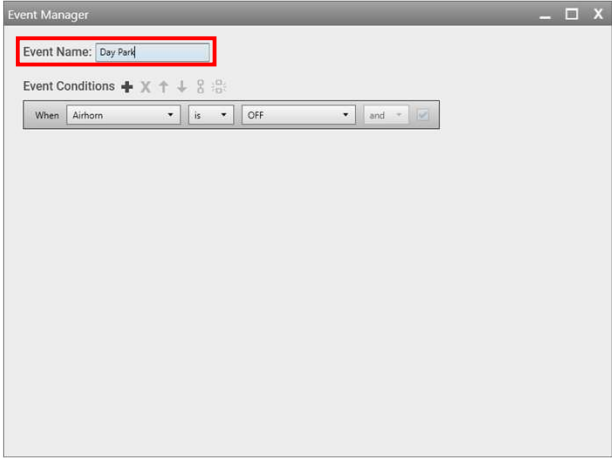
Events



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

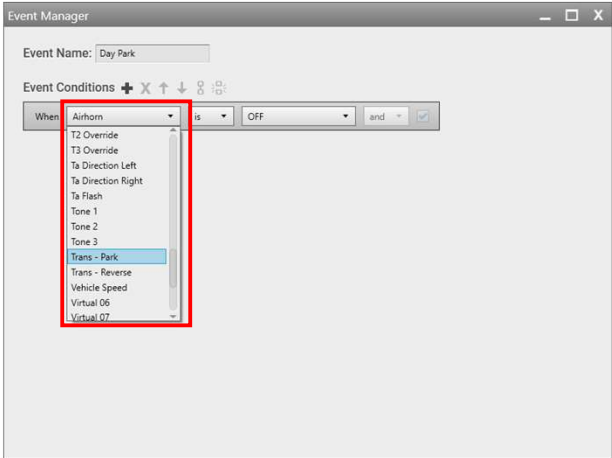


When we create a new event the event manager will open. Here we can give our event a custom name. By default we always have one **Event Condition**



LEADING THE WAY IN INNOVATION

Events



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



LEADING THE WAY IN INNOVATION

Events

The screenshot shows the 'Event Manager' window with the title bar containing standard window controls. Below the title bar, there is a text field for 'Event Name' containing 'Day Park'. Underneath, the 'Event Conditions' section is highlighted with a red rectangle. It contains a single condition: 'When Trans - Park is ON and'. The 'and' button has a checkmark icon. Above the condition, there are icons for adding (+), deleting (X), moving up/down (arrows), and a refresh/clear icon.

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



LEADING THE WAY IN INNOVATION

Events

The screenshot shows the 'Event Manager' window with the title bar containing standard window controls. Below the title bar, there is a text field for 'Event Name' containing 'Day Park'. Underneath, the 'Event Conditions' section is highlighted with a red rectangle. It contains two conditions stacked vertically: 'When Trans - Park is ON and' and 'When Airhorn is OFF and'. Each 'and' button has a checkmark icon. Above the conditions, there are icons for adding (+), deleting (X), moving up/down (arrows), and a refresh/clear icon.

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



LEADING THE WAY IN INNOVATION

Events

Event Manager

Event Name: Day Park

Event Conditions + X ↑ ↓

When	Trans - Park	is	ON	and	<input checked="" type="checkbox"/>
When	Slide Switch 3	is	OFF	and or	<input checked="" type="checkbox"/>

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



LEADING THE WAY IN INNOVATION

Events

Event Manager

Event Name: Day Park

Event Conditions + X ↑ ↓

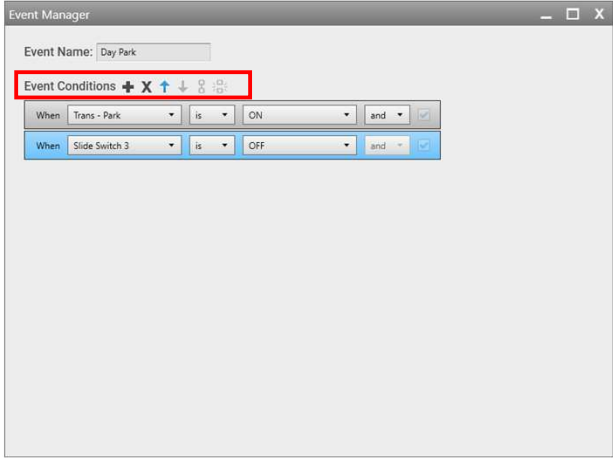
When	Trans - Park	is	ON	and	<input checked="" type="checkbox"/>
When	Slide Switch 3	is	OFF	and	<input checked="" type="checkbox"/>

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



LEADING THE WAY IN INNOVATION

Events

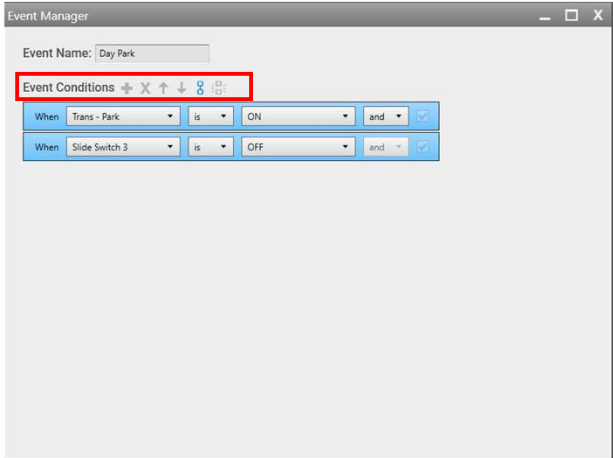



When we have more than one **Event Condition** we can change the order of the conditions using the \uparrow or \downarrow arrows



LEADING THE WAY IN INNOVATION

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



LEADING THE WAY IN INNOVATION

Events

Event Manager

Event Name:

Event Conditions

When

Trans - Park

is

ON

and

When

Slide Switch 3

is

OFF

and

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








LEADING THE WAY IN INNOVATION

Events

Event Manager

Event Name:

Event Conditions     

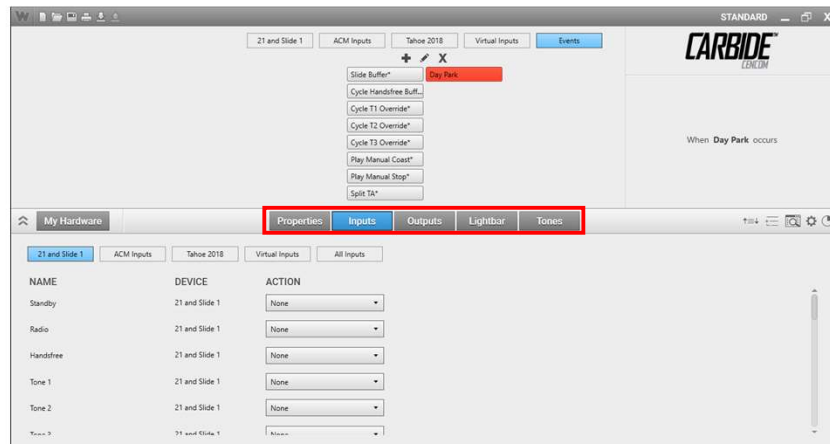
When	<input type="text" value="Trans - Park"/>	is	<input type="text" value="ON"/>	and	<input checked="" type="checkbox"/>
When	<input type="text" value="Slide Switch 3"/>	is	<input type="text" value="ON"/>	or	<input checked="" type="checkbox"/>
When	<input type="text" value="Virtual 06"/>	is	<input type="text" value="OFF"/>	and	<input checked="" type="checkbox"/>
When	<input type="text" value="Virtual 07"/>	is	<input type="text" value="OFF"/>	and	<input checked="" type="checkbox"/>

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



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

Events

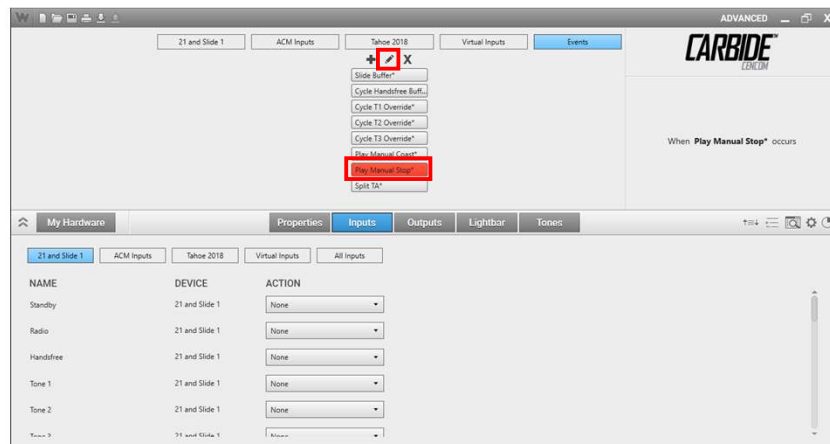


Once we have created our **Event** we can close the **Event Manager** and program what the event will do



LEADING THE WAY IN INNOVATION

Events

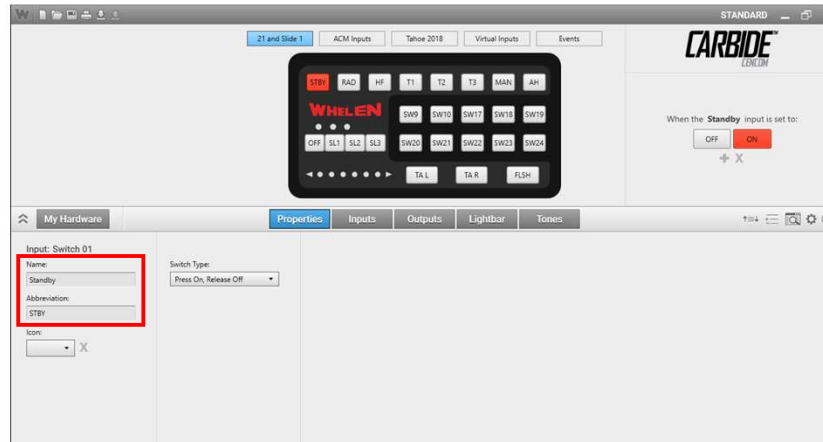


To **Edit** an Event, click on the icon or Double Click on the event name. Events with a "*" next to the name can only be edited in **Advanced Mode**



LEADING THE WAY IN INNOVATION

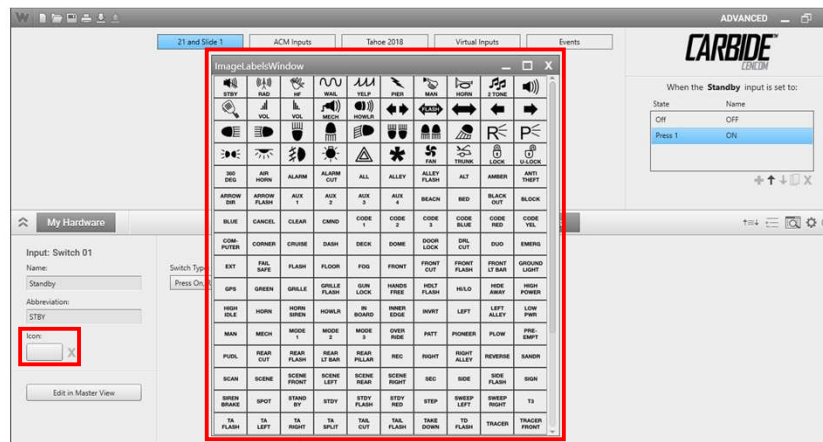
Properties Page



On the **Properties** page we can give each input a custom name up to 24 characters and an abbreviation up to 4 characters



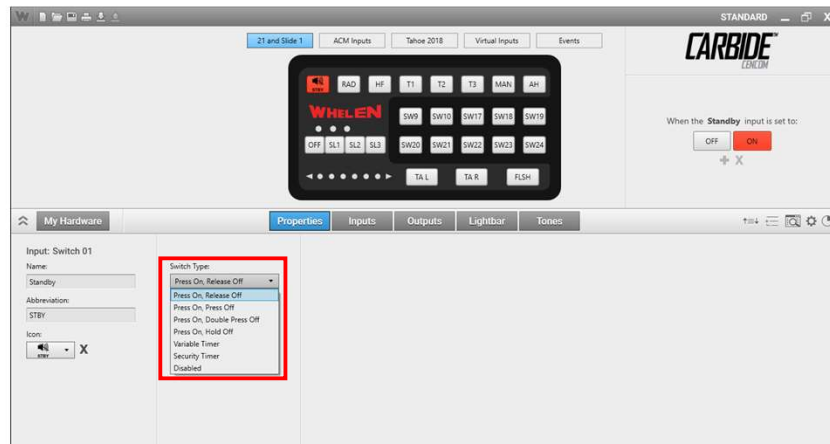
Properties Page



On the **Properties** page we can set the Icon that is displayed on each button of the control head



Properties Page

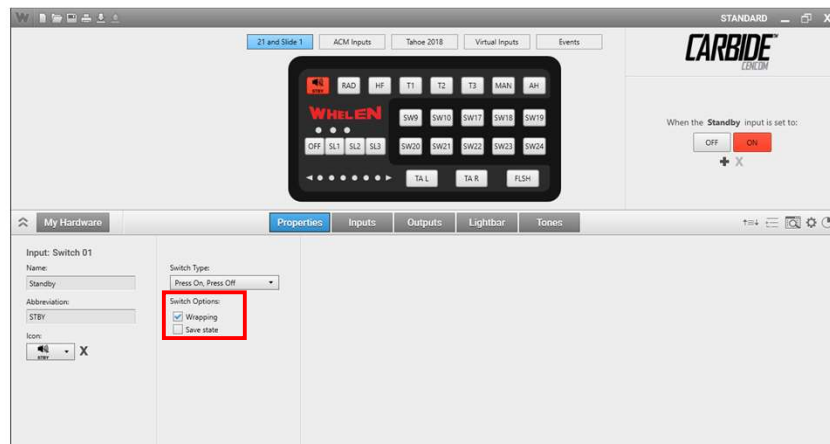


We can change the switch type of each input by selecting a switch type from the drop down list. For more information on switch types see the definitions in the back of this guide



LEADING THE WAY IN INNOVATION

Properties Page

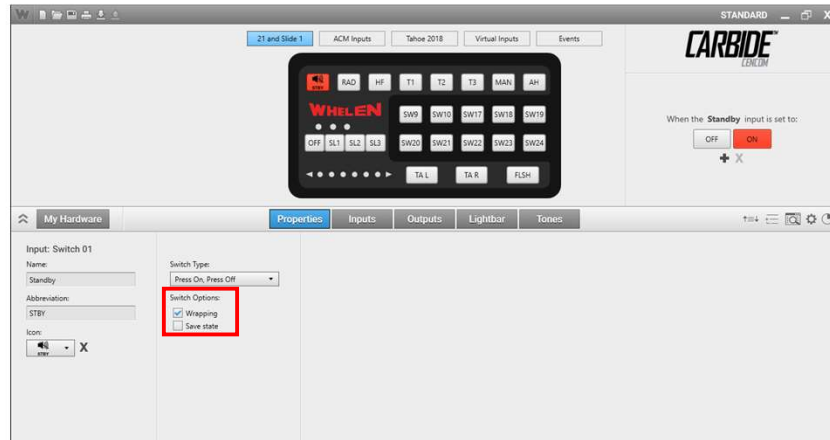


Depending on the switch type selected we will have **Switch Options**. **Wrapping** allows the last press of an input to wrap around to the off **Press/State**



LEADING THE WAY IN INNOVATION

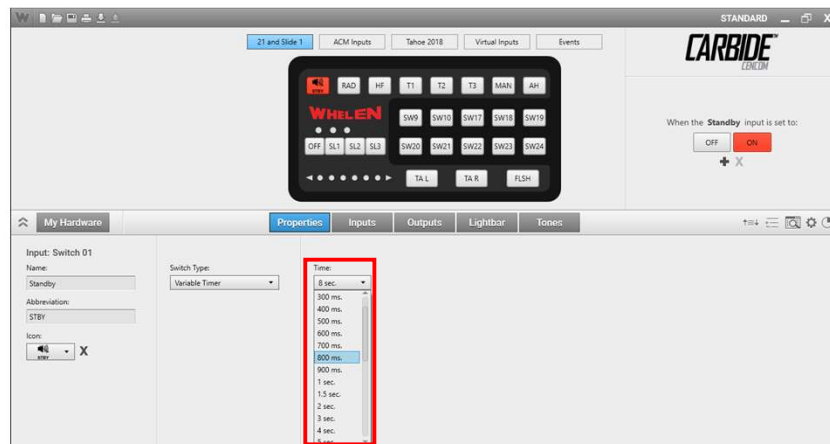
Properties Page



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



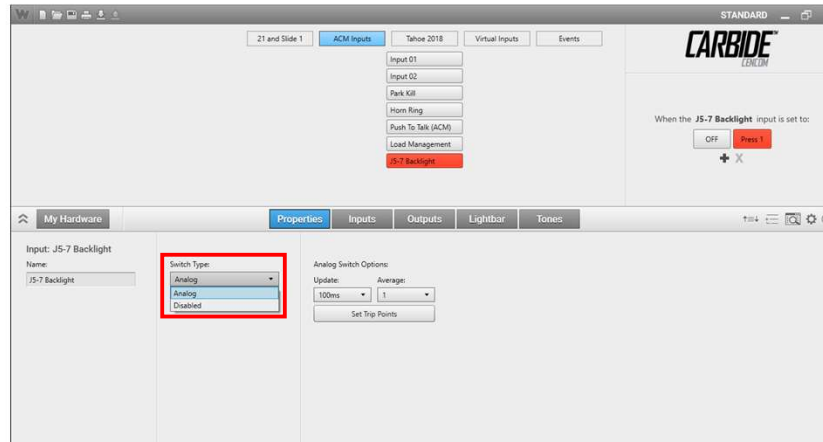
Properties Page



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

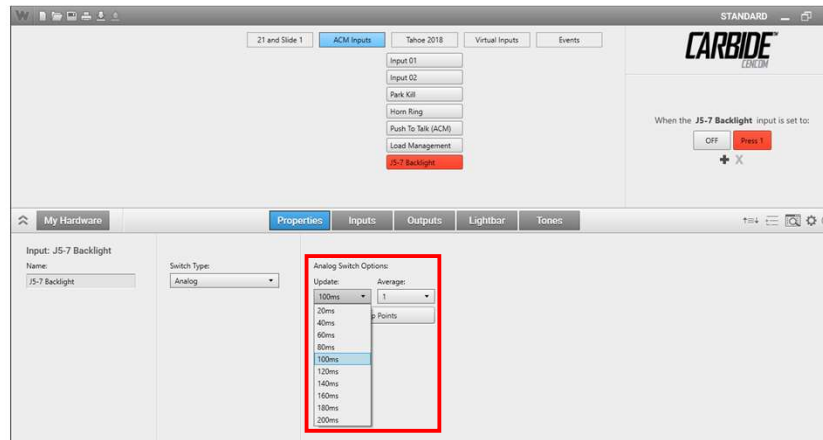


If we select an Input that is an **Analog** input, on the properties page the switch type can only be **Analog** or **Disabled**



LEADING THE WAY IN INNOVATION

Properties Page Analog Inputs

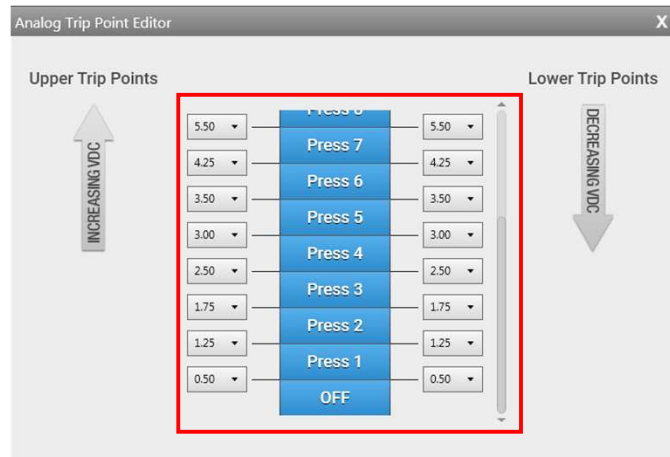


Under switch options we can set the **Update** in increments of 20 from 20ms up to 200ms and the **Average** from 1 to 10



LEADING THE WAY IN INNOVATION

Properties Page Analog Inputs

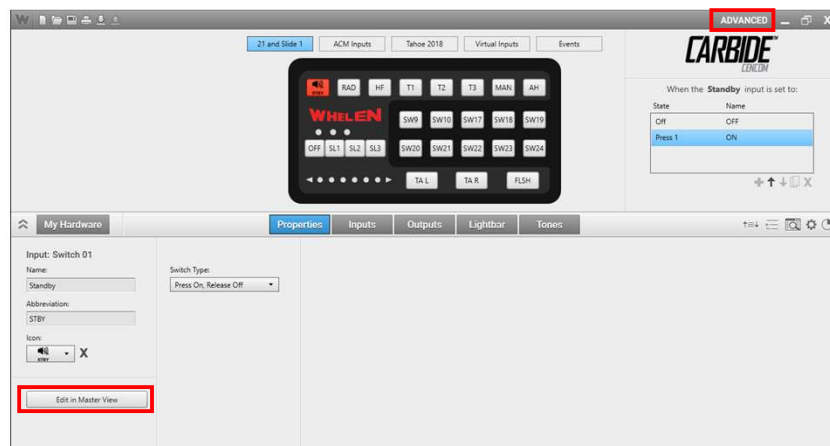


Selecting **Set Trip Points** will open the **Analog Trip Point Editor** where we can set the increasing/decreasing voltage range for each press/state of the analog input



LEADING THE WAY IN INNOVATION

Properties Page



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



LEADING THE WAY IN INNOVATION

Properties Page

Properties Master View

Filter:

NAME	ABBR	ICON	SWITCH TYPE	GROUP	INPUT	WRAPPING	SAVE STATE	ELEC. CONNECTION	UPDATE	AVG	TRIP POINTS	TIME
Standby	STBY		Press On, Release Off	21 and Slide	Standby	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Radio	RAD		Press On, Press Off	21 and Slide	Radio	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Handfree	HF		Press On, Press Off	21 and Slide	Handfree	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Wail	WAIL		Press On, Press Off	21 and Slide	Wail	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Yelp	YELP		Press On, Press Off	21 and Slide	Yelp	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
T3	T3		Press On, Press Off	21 and Slide	T3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Manual	MAN		Press On, Release Off	21 and Slide	Manual	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Airhorn	AH		Press On, Release Off	21 and Slide	Airhorn	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Switch9	SW9		Press On, Release Off	21 and Slide	Switch9	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Switch10	SW10		Press On, Press Off	21 and Slide	Switch10	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
TaDirectionLeft	TA.L		Press On, Press Off	21 and Slide	TaDirectionLeft	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
TaDirectionRight	TA.R		Press On, Press Off	21 and Slide	TaDirectionRight	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
TaFlash	FLASH		Press On, Press Off	21 and Slide	TaFlash	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
SlideSwitch1	SL1		Press On, Release Off	21 and Slide	SlideSwitch1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
SlideSwitch2	SL2		Press On, Release Off	21 and Slide	SlideSwitch2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>

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



LEADING THE WAY IN INNOVATION

Properties Page

Properties Master View

Filter:

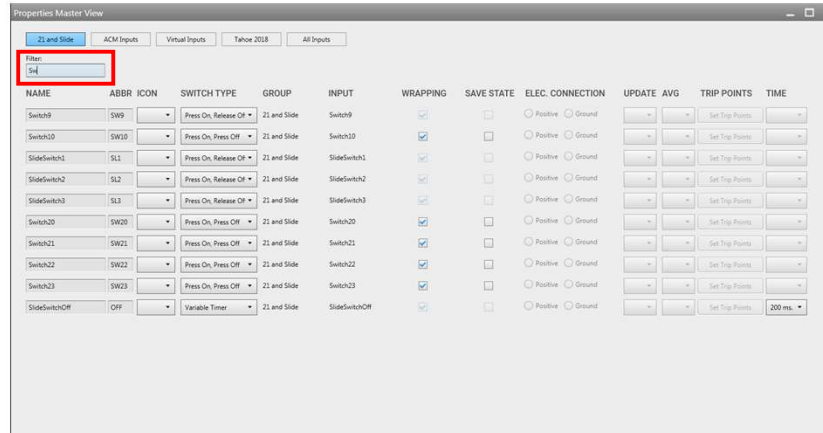
NAME	ABBR	ICON	SWITCH TYPE	GROUP	INPUT	WRAPPING	SAVE STATE	ELEC. CONNECTION	UPDATE	AVG	TRIP POINTS	TIME
Standby	STBY		Press On, Release Off	21 and Slide	Standby	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Radio	RAD		Press On, Press Off	21 and Slide	Radio	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Handfree	HF		Press On, Press Off	21 and Slide	Handfree	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Wail	WAIL		Press On, Press Off	21 and Slide	Wail	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Yelp	YELP		Press On, Press Off	21 and Slide	Yelp	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
T3	T3		Press On, Press Off	21 and Slide	T3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Manual	MAN		Press On, Release Off	21 and Slide	Manual	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Airhorn	AH		Press On, Release Off	21 and Slide	Airhorn	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Switch9	SW9		Press On, Release Off	21 and Slide	Switch9	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
Switch10	SW10		Press On, Press Off	21 and Slide	Switch10	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
TaDirectionLeft	TA.L		Press On, Press Off	21 and Slide	TaDirectionLeft	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
TaDirectionRight	TA.R		Press On, Press Off	21 and Slide	TaDirectionRight	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
TaFlash	FLASH		Press On, Press Off	21 and Slide	TaFlash	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
SlideSwitch1	SL1		Press On, Release Off	21 and Slide	SlideSwitch1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>
SlideSwitch2	SL2		Press On, Release Off	21 and Slide	SlideSwitch2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>	<input type="button" value="Set Trip Points"/>

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



LEADING THE WAY IN INNOVATION

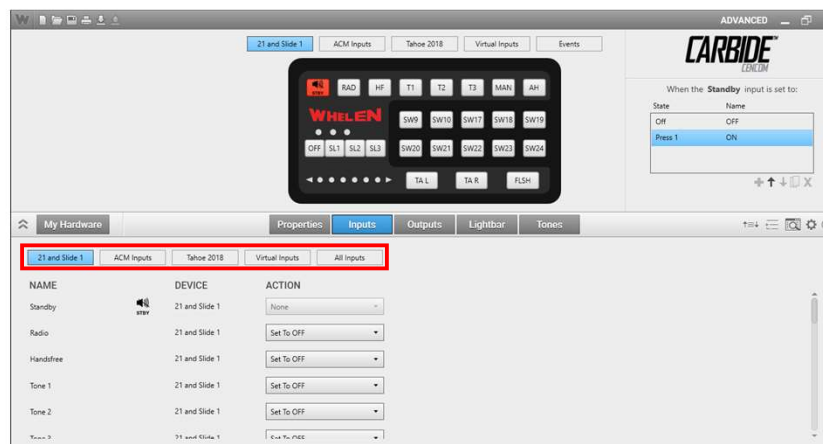
Properties Page



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



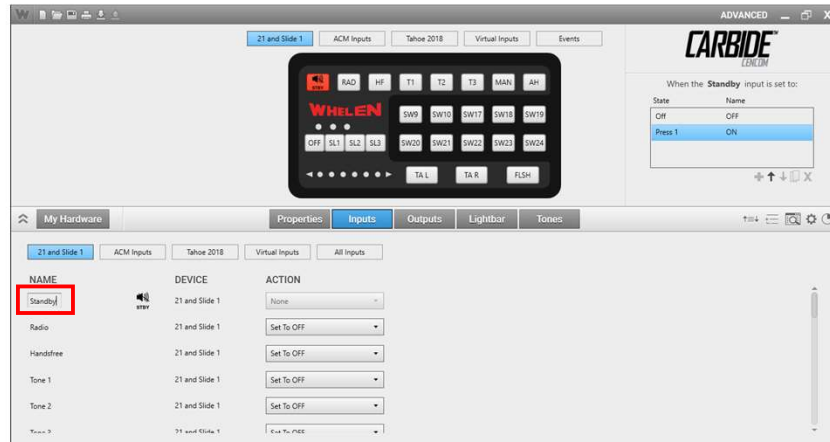
Inputs Page



On the **Inputs** page we can view the **Control Head**, **ACM Inputs**, **Virtual Inputs**, **CANport™** or we can view **All Inputs**



Inputs Page

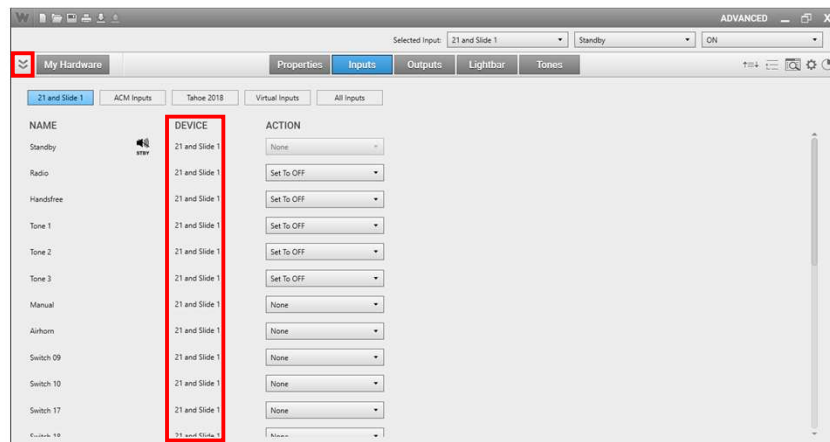


We can modify any input's name, once we select another input the name will be saved and will persist throughout our configuration



LEADING THE WAY IN INNOVATION

Inputs Page

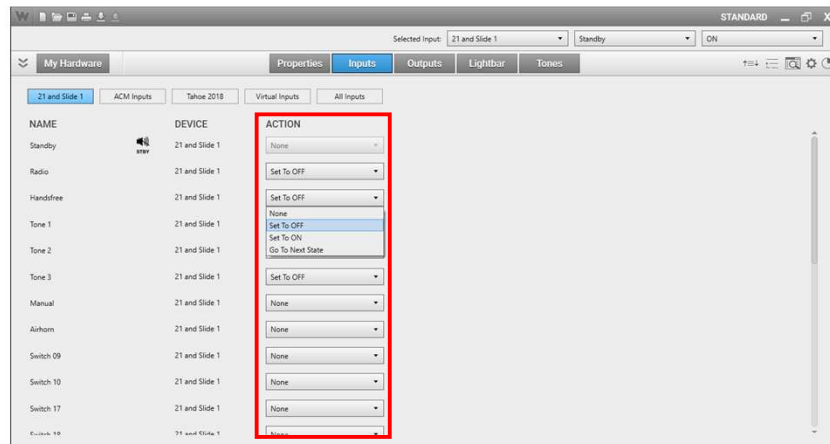


If we have given our device a custom nickname that nickname will be displayed in the **Device** column



LEADING THE WAY IN INNOVATION

Inputs Page

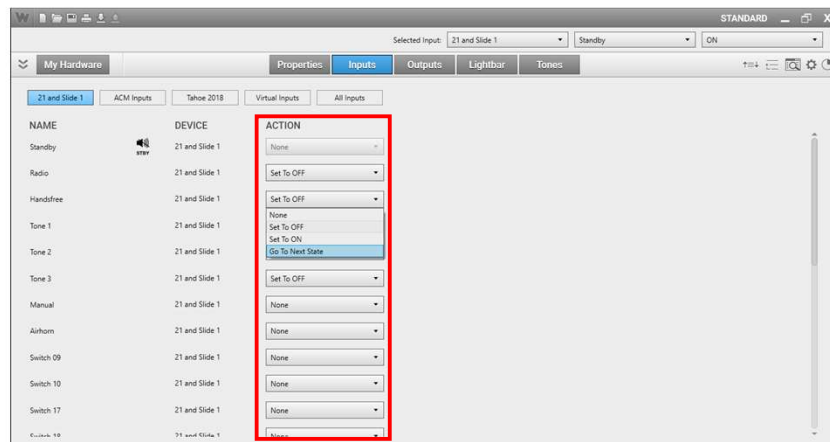


We can **Turn On** or **Off** any of our inputs by selecting **Set to ON** or **Set to OFF** from the **Action** drop down list



LEADING THE WAY IN INNOVATION

Inputs Page

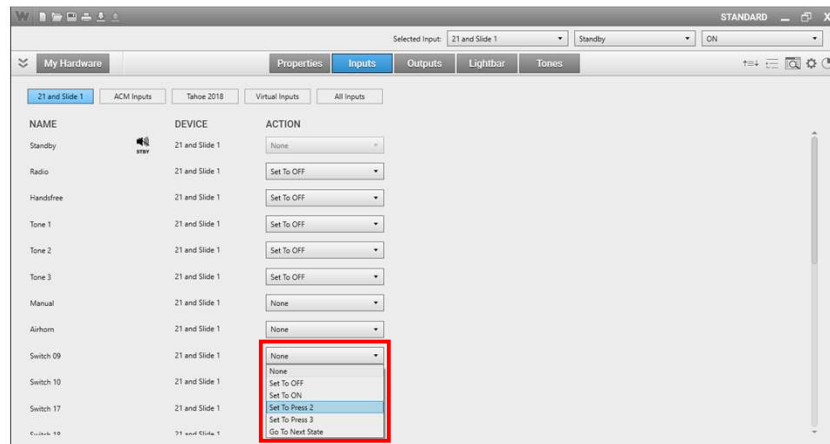


Go To Next State is the replacement action for **Simulate Pressing** it will step our inputs through their **Press/States** and allow our timers to countdown



LEADING THE WAY IN INNOVATION

Inputs Page

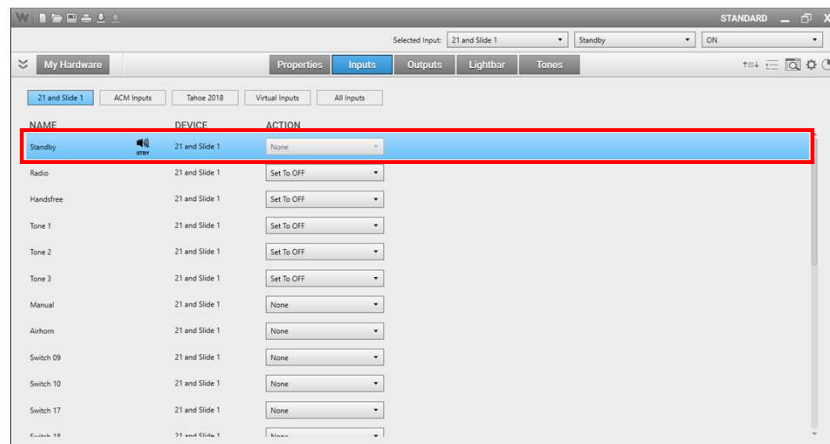


If an input has more that one **Press/State** the action drop down list will display each **Press/State** that has been added



LEADING THE WAY IN INNOVATION

Inputs Page

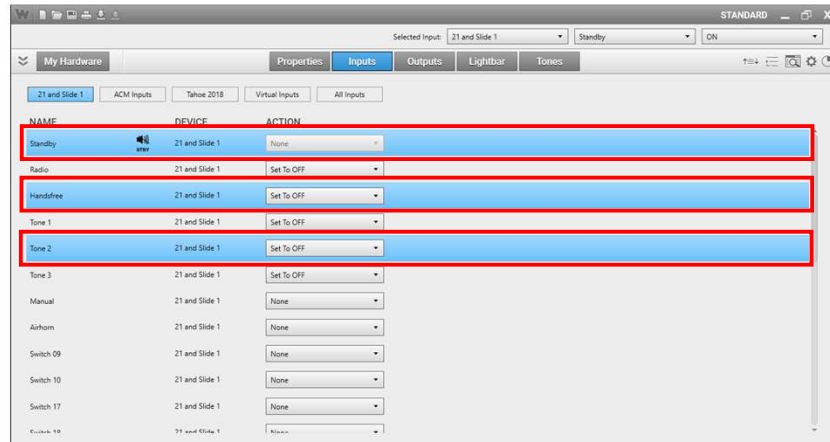


We can highlight an input by clicking on it's row



LEADING THE WAY IN INNOVATION

Inputs Page



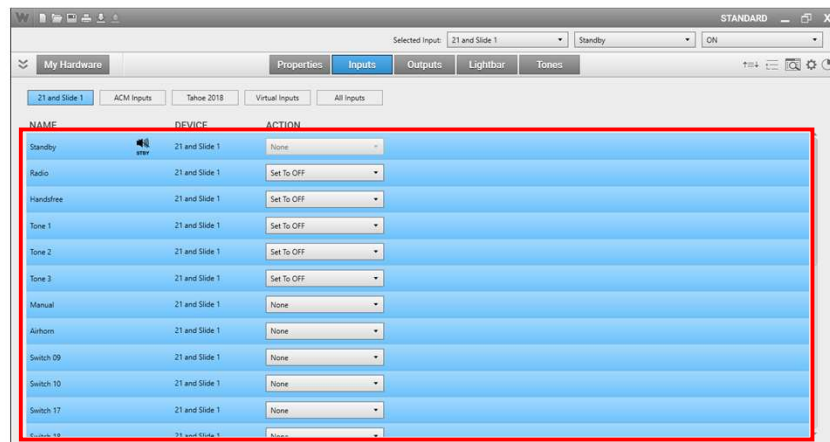
NAME	DEVICE	ACTION
Standby	21 and Slide 1	None
Radio	21 and Slide 1	Set To OFF
Handsfree	21 and Slide 1	Set To OFF
Tone 1	21 and Slide 1	Set To OFF
Tone 2	21 and Slide 1	Set To OFF
Tone 3	21 and Slide 1	Set To OFF
Manual	21 and Slide 1	None
Airhorn	21 and Slide 1	None
Switch 09	21 and Slide 1	None
Switch 10	21 and Slide 1	None
Switch 17	21 and Slide 1	None
Emergency 18	21 and Slide 1	None

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



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

Inputs Page



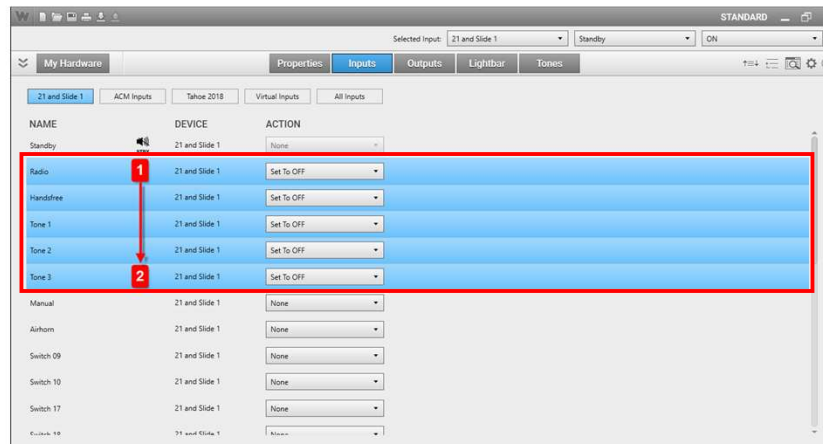
NAME	DEVICE	ACTION
Standby	21 and Slide 1	None
Radio	21 and Slide 1	Set To OFF
Handsfree	21 and Slide 1	Set To OFF
Tone 1	21 and Slide 1	Set To OFF
Tone 2	21 and Slide 1	Set To OFF
Tone 3	21 and Slide 1	Set To OFF
Manual	21 and Slide 1	None
Airhorn	21 and Slide 1	None
Switch 09	21 and Slide 1	None
Switch 10	21 and Slide 1	None
Switch 17	21 and Slide 1	None
Emergency 18	21 and Slide 1	None

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 » » » » » » » » » »

Inputs Page

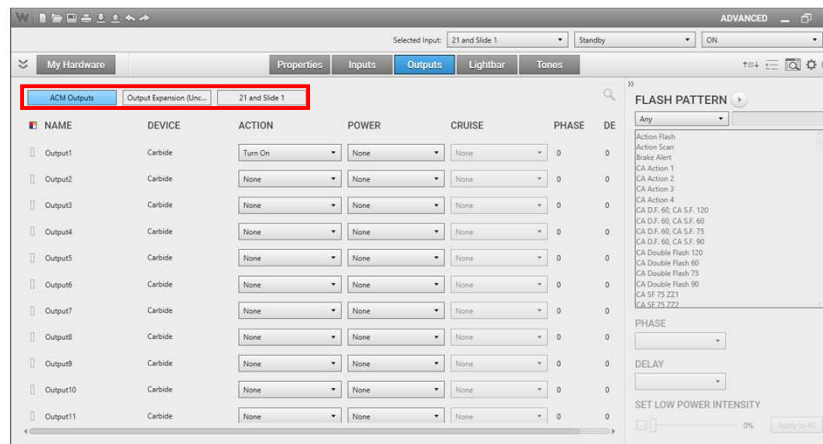


If we select one input then **SHIFT + LMB Click** another input all the inputs between click 1 and 2 will be selected



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

Outputs Page

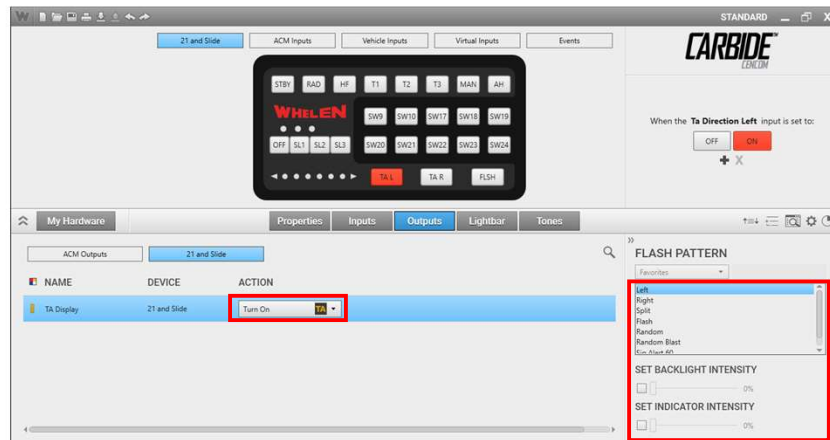


On the **Outputs** page we can choose to view just the **ACM Outputs**, the **Output Expansion** or the **Control Head**. Tabs will change depending on our hardware



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

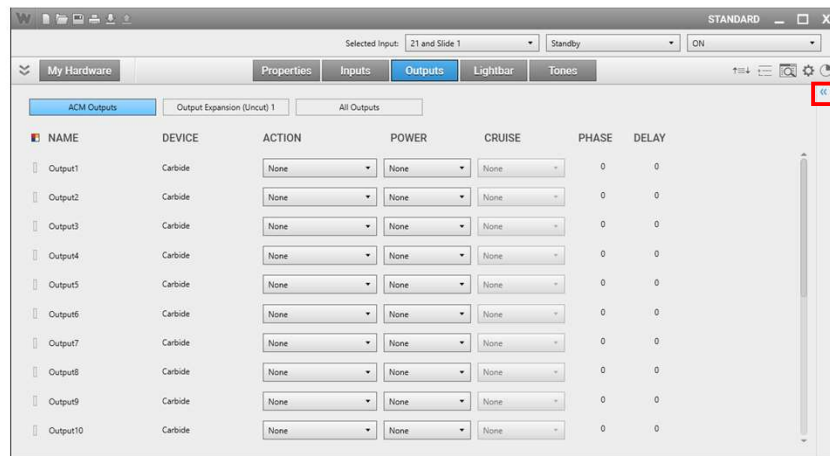
Outputs Page



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 will set out Backlight and Indicator Intensity.



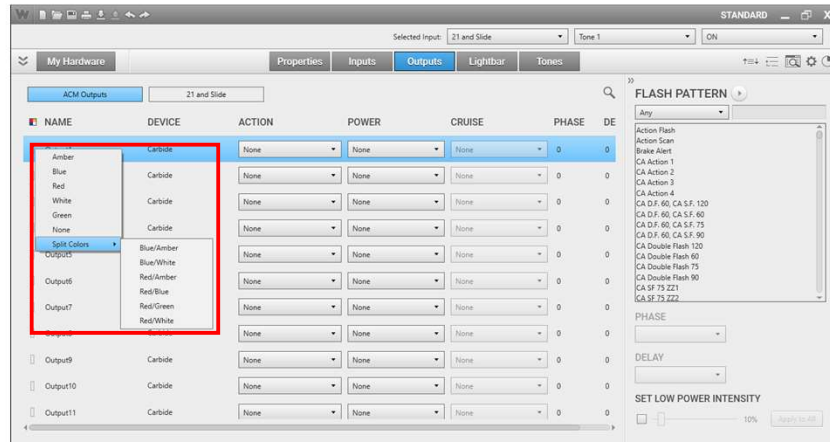
Outputs Page



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



Outputs Page

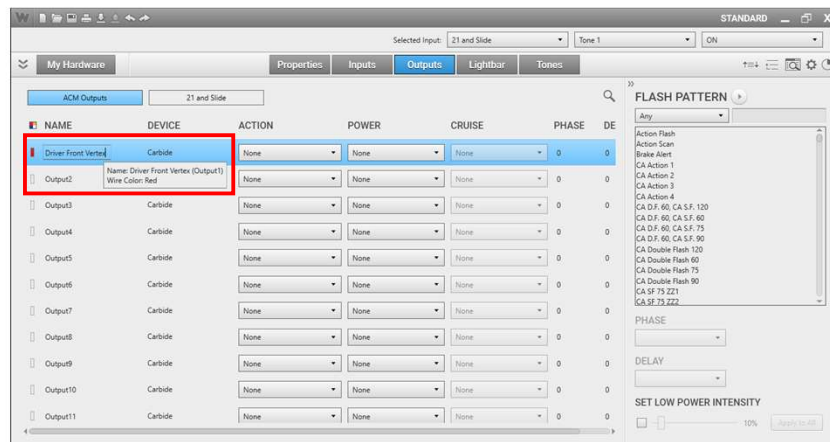


We can set the color of each output by right clicking on the **Color Control** and selecting a color from the list



LEADING THE WAY IN INNOVATION

Outputs Page

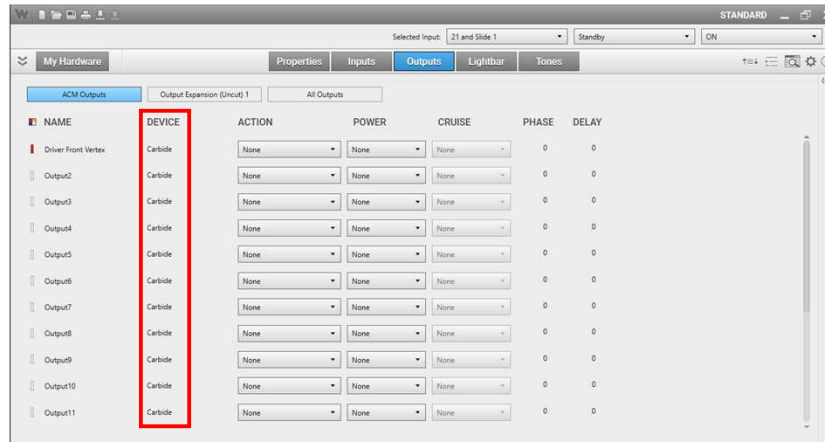


We can customize the names of our outputs up to a maximum of 24 characters. You will also see a tooltip that provides the Output's **Default Name**, and **Wire Color**.



LEADING THE WAY IN INNOVATION

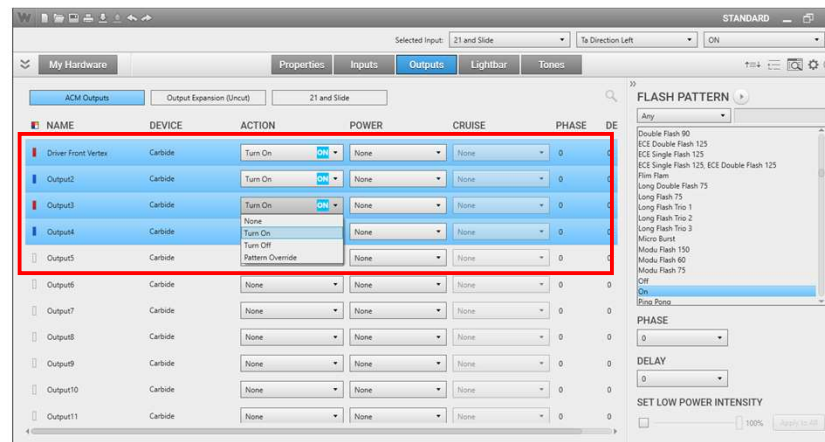
Outputs Page



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



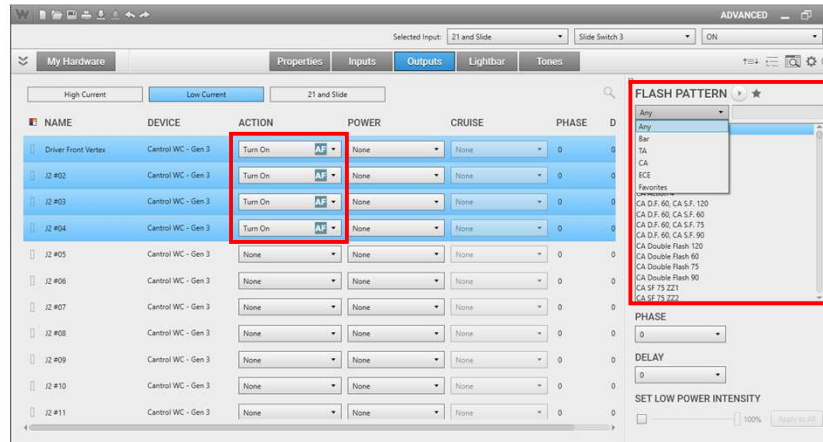
Outputs Page



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



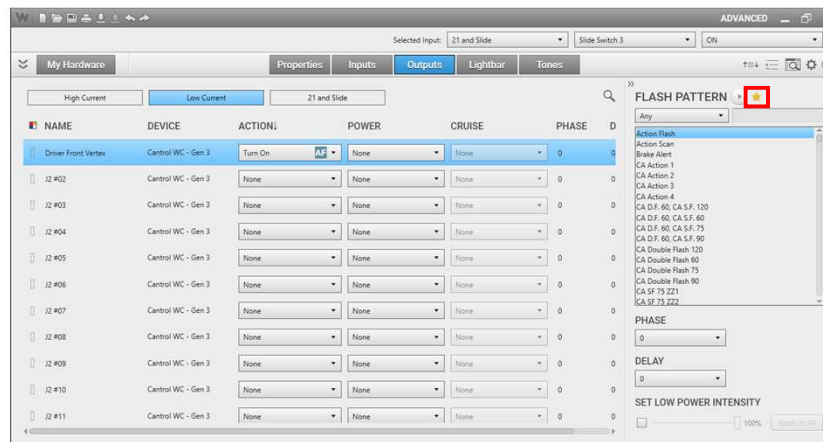
Outputs Page



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.



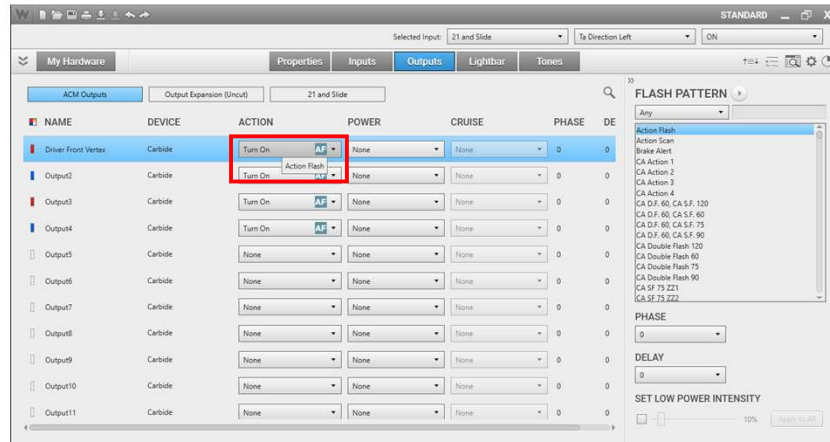
Outputs Page



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



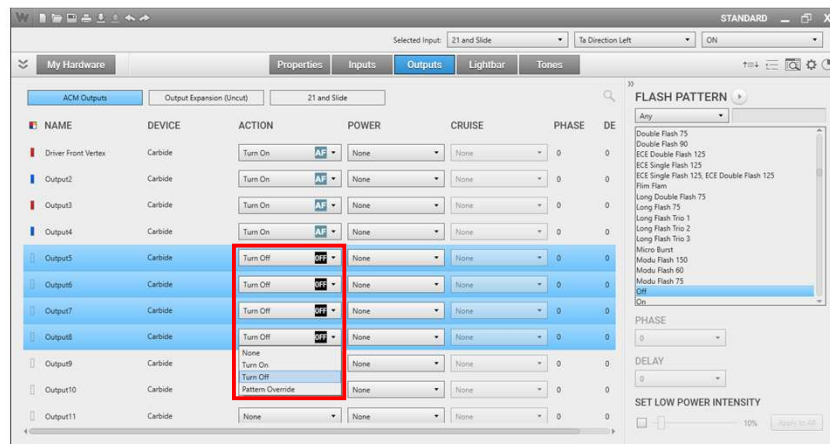
Outputs Page



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



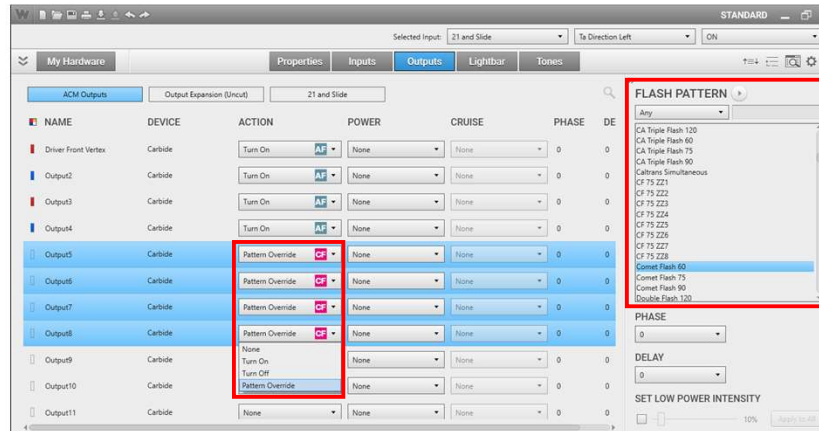
Outputs Page



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

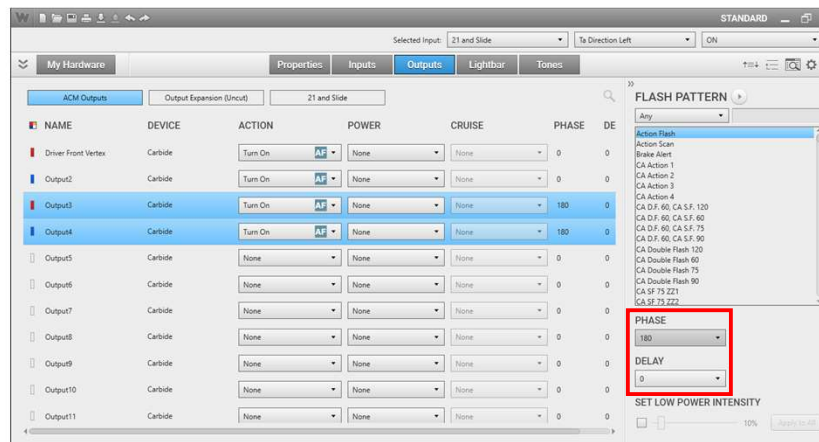


If we want to set a **Pattern Override** we will set the **Action** to **Pattern Override** and then we will select a flash pattern from the flash pattern list. See definitions for more on **Pattern Override**



LEADING THE WAY IN INNOVATION

Outputs Page

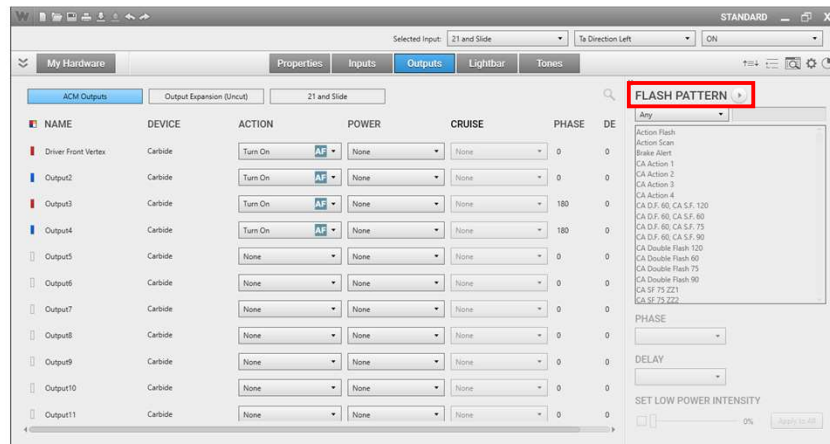


Once we have set our flash pattern we can set the **Phase** and the **Delay** of our outputs



LEADING THE WAY IN INNOVATION

Outputs Page

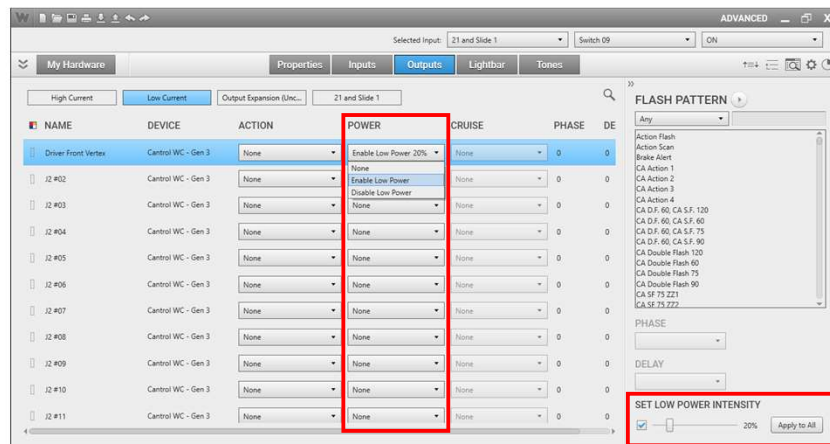


We can preview the flash pattern we set using the simulate control



LEADING THE WAY IN INNOVATION

Outputs Page

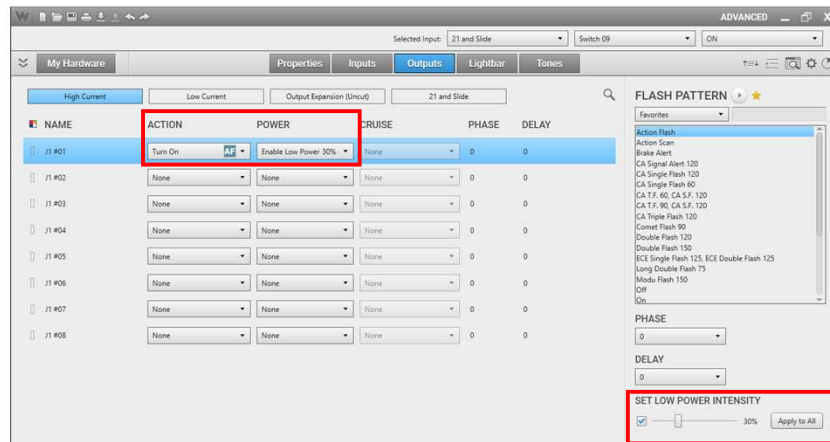


Under **Power** we can **Enable Low Power** and **Disable Low Power**.



LEADING THE WAY IN INNOVATION

Outputs Page

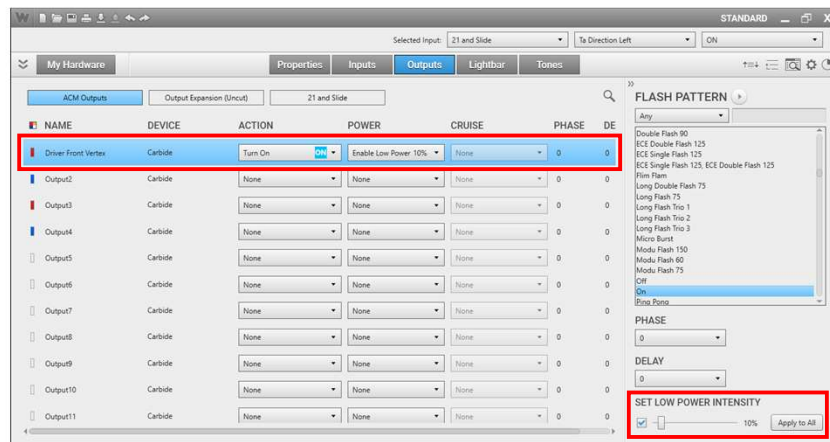


The **Low Power Intensity** can be set independently on different inputs or states. You can only set a custom intensity if an **Action** is selected for that output or lighthead.



LEADING THE WAY IN INNOVATION

Outputs Page

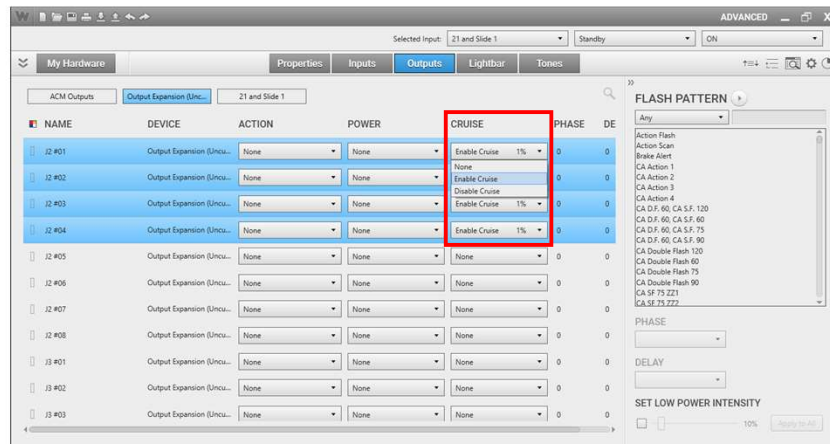


To set **Cruse** lighting on an ACM output, on the button we are using for **Cruse** we need to set the action to **Turn ON** and **Enable Low Power**



LEADING THE WAY IN INNOVATION

Outputs Page

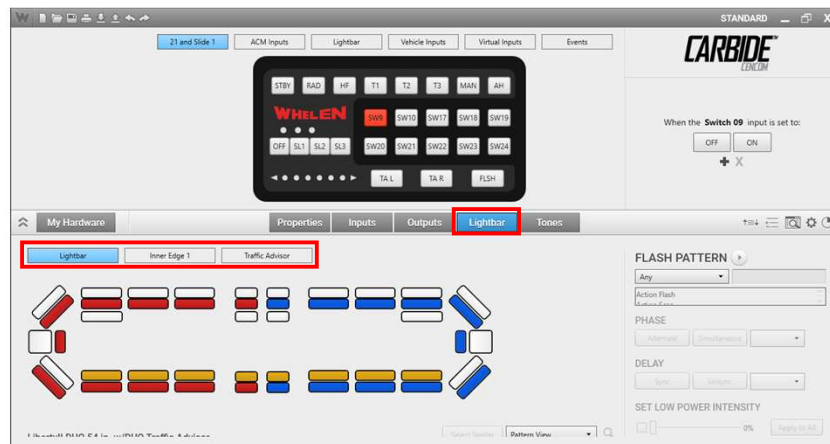


When using the **Output Expansion** we can **Enable** or **Disable** Cruise under the **Cruise** selection



LEADING THE WAY IN INNOVATION

Lightbar Page

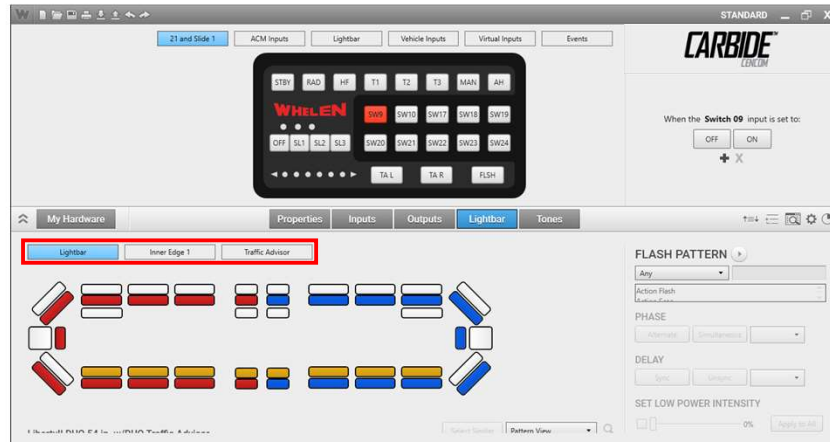


On the **Lightbar Page** we can view the **Lightbar**, the **Inner Edge** or the **ACM Traffic Advisor**



LEADING THE WAY IN INNOVATION

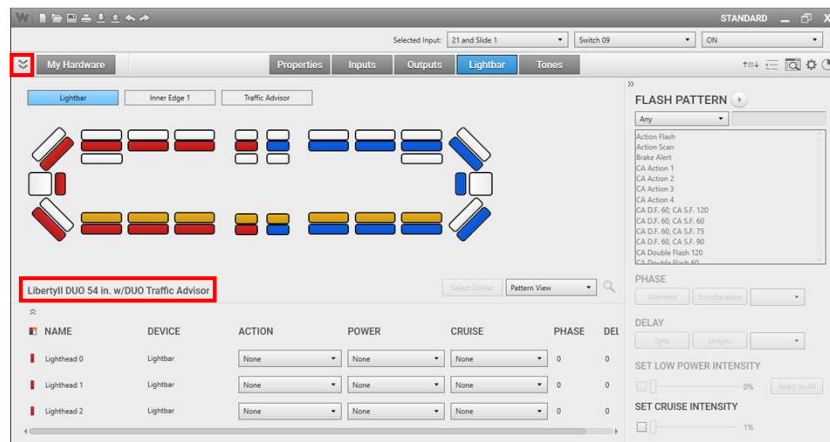
Lightbar Page



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

NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Lighthouse 0	Inner Edge 1	None	None	None	0	0
Lighthouse 1	Inner Edge 1	None	None	None	0	0
Lighthouse 1	Inner Edge 1	None	None	None	0	0

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**



LEADING THE WAY IN INNOVATION

Lightbar Page Traffic Advisor

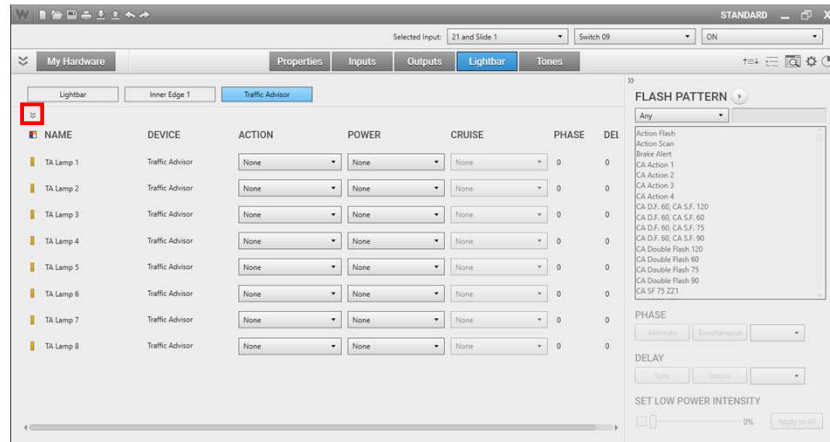
NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
TA Lamp 1	Traffic Advisor	None	None	None	0	0
TA Lamp 2	Traffic Advisor	None	None	None	0	0
TA Lamp 3	Traffic Advisor	None	None	None	0	0

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



LEADING THE WAY IN INNOVATION

Lightbar Page

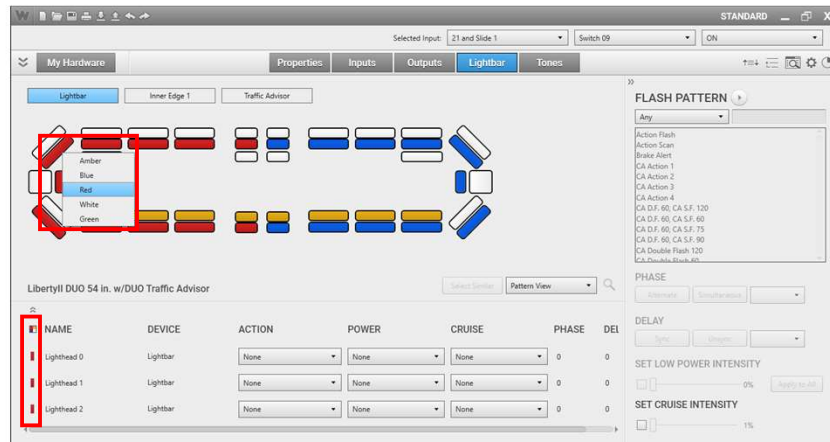


We can collapse the lightbar by clicking on the Expand/Collapse “↕” control



LEADING THE WAY IN INNOVATION

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 lighthouse's name



LEADING THE WAY IN INNOVATION

Lightbar Page

NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Driver Front Corner	Lightbar	None	None	None	0	0
Lighthead 1	Lightbar	None	None	None	0	0
Lighthead 2	Lightbar	None	None	None	0	0

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



LEADING THE WAY IN INNOVATION

Lightbar Page

NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Driver Front Corner	Lightbar	None	None	None	0	0
Lighthead 1	Lightbar	None	None	None	0	0
Lighthead 2	Lightbar	None	None	None	0	0

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



LEADING THE WAY IN INNOVATION

Lightbar Page

NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Driver Front Corner	Lightbar	None	None	None	0	0
Lighthouse 1	Lightbar	None	None	None	0	0
Lighthouse 2	Lightbar	None	None	None	0	0

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



LEADING THE WAY IN INNOVATION

Lightbar Page

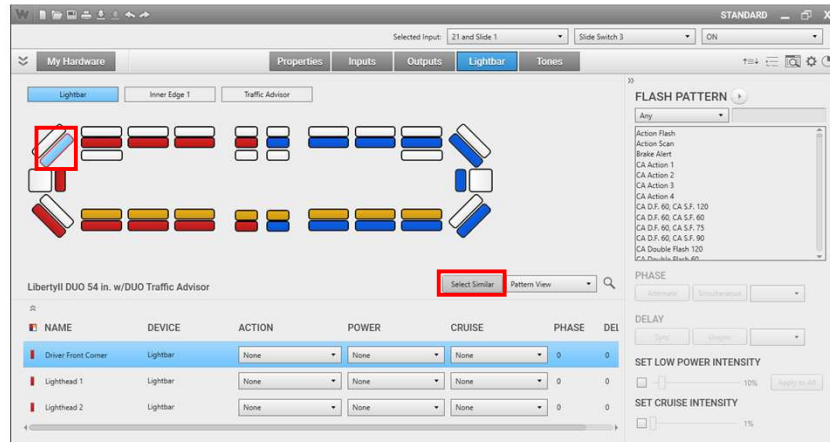
NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Driver Front Corner	Lightbar	None	None	None	0	0
Lighthouse 1	Lightbar	None	None	None	0	0
Lighthouse 2	Lightbar	None	None	None	0	0

If we select a lighthouse in the list below the corresponding module in the lightbar will be selected above



LEADING THE WAY IN INNOVATION

Lightbar Page

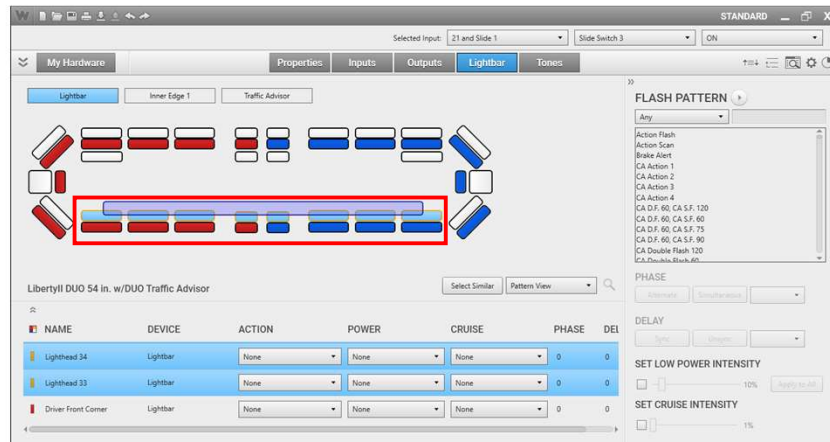


After we select a lighthouse, we can click **Select Similar** which will select all lighthouses of the same color.



LEADING THE WAY IN INNOVATION

Lightbar Page



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



LEADING THE WAY IN INNOVATION

Lightbar Page

NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Lighthouse 34	Lightbar	None	None	None	0	0
Lighthouse 33	Lightbar	None	None	None	0	0
Driver Front Corner	Lightbar	None	None	None	0	0

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



LEADING THE WAY IN INNOVATION

Lightbar Page Pattern View

FLASH PATTERN

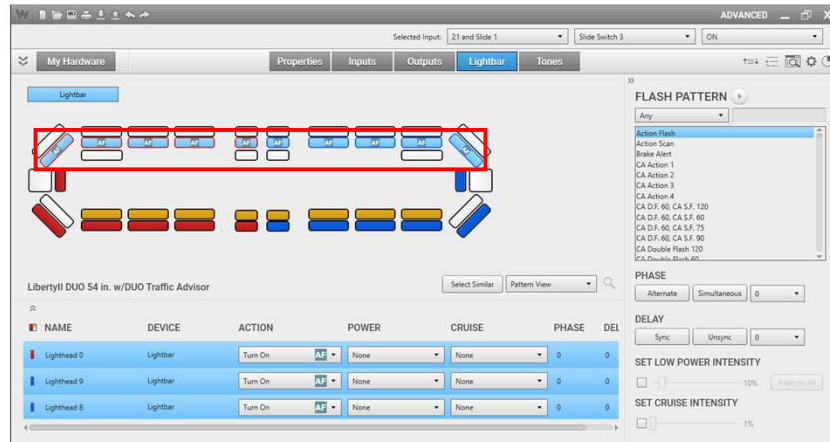
- Any
- Any
- Bar
- TL
- CA
- ECE
- Unimetry
- CA Action 4
- CA D.F. 60, CA S.F. 120
- CA D.F. 60, CA S.F. 60
- CA D.F. 60, CA S.F. 75
- CA D.F. 60, CA S.F. 90
- CA Double Flash 120
- CA Double Flash 60

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.



LEADING THE WAY IN INNOVATION

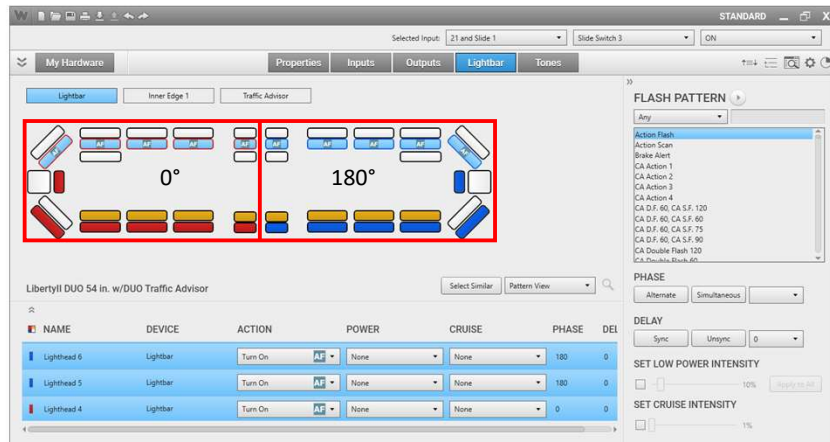
Lightbar Page Pattern View



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 0ms.



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°



Lightbar Page Pattern View

NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Lighthouse 9	Lightbar	Turn On	None	None	180	0
Lighthouse 8	Lightbar	Turn On	None	None	180	0
Lighthouse 7	Lightbar	Turn On	None	None	180	0
Lighthouse 6	Lightbar	Turn On	None	None	180	0
Lighthouse 5	Lightbar	Turn On	None	None	180	0
Lighthouse 4	Lightbar	Turn On	None	None	0	0
Lighthouse 3	Lightbar	Turn On	None	None	0	0
Lighthouse 2	Lightbar	Turn On	None	None	0	0
Lighthouse 1	Lightbar	Turn On	None	None	0	0
Driver Front Corner	Lightbar	Turn On	None	None	0	0

In the lightbar module list we can see the **Phase** and **Delay** set on each module



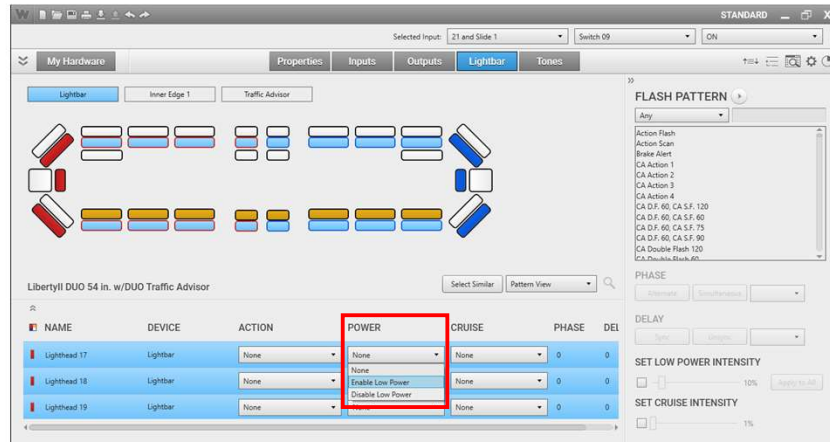
Lightbar Page Pattern View

NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Lighthouse 10	Lightbar	None	None	None	0	0
Lighthouse 11	Lightbar	None	None	None	0	0
Lighthouse 12	Lightbar	None	None	None	0	0

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



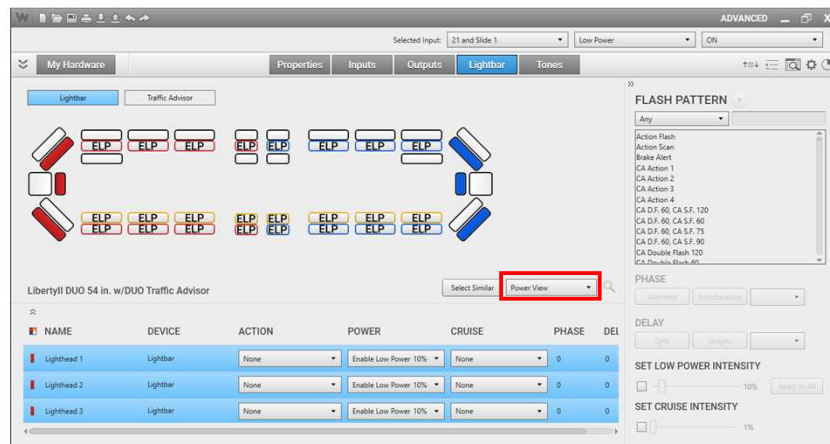
NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Lighthouse 17	Lightbar	None	None	None	0	0
Lighthouse 18	Lightbar	None	Enable Low Power	None	0	0
Lighthouse 19	Lightbar	None	Disable Low Power	None	0	0

To **Enable** or **Disable** low power under the **Power** selection we can select the desired action



LEADING THE WAY IN INNOVATION

Lightbar Page Power View



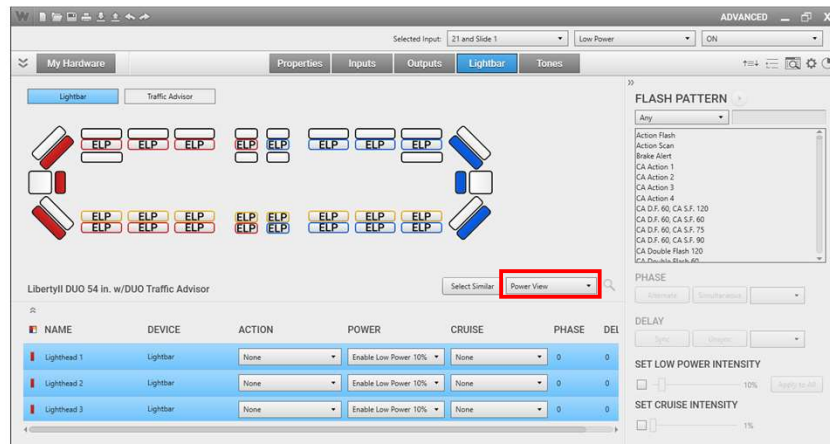
NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Lighthouse 1	Lightbar	None	Enable Low Power 10%	None	0	0
Lighthouse 2	Lightbar	None	Enable Low Power 10%	None	0	0
Lighthouse 3	Lightbar	None	Enable Low Power 10%	None	0	0

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



LEADING THE WAY IN INNOVATION

Lightbar Page Power View

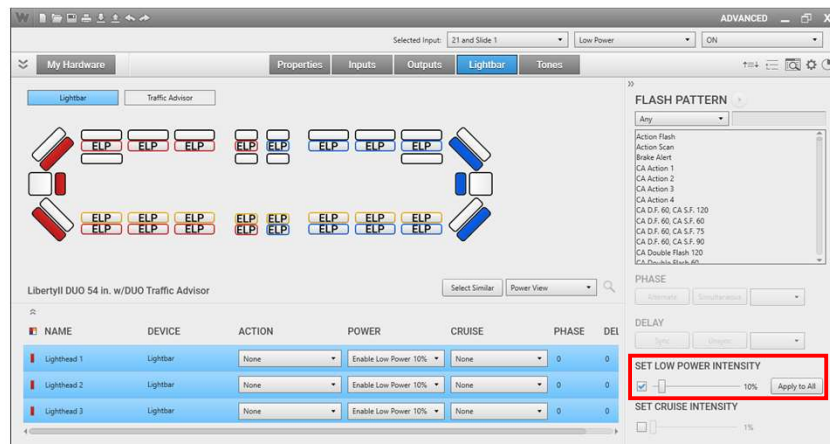


Once a selection has been made the proper symbol will be applied to the selected modules and **Power View** will automatically be selected from the list



LEADING THE WAY IN INNOVATION

Lightbar Page Power View

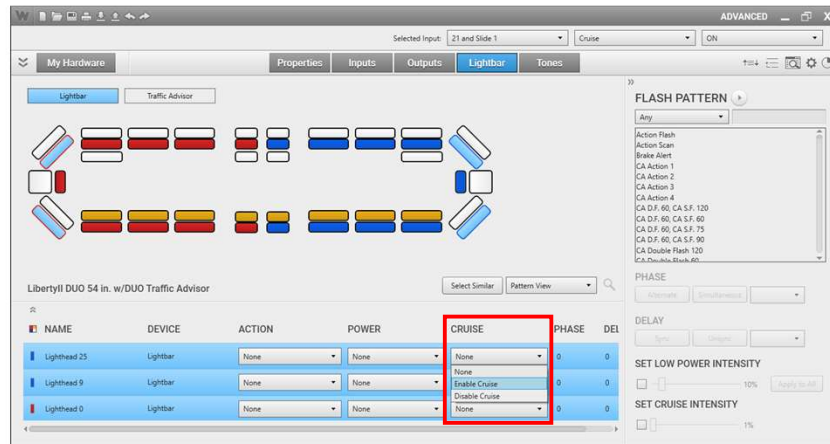


We can set a custom **Low Power Intensity** which we can Apply to each lighthouse individually or **Apply to All**



LEADING THE WAY IN INNOVATION

Lightbar Page Cruise View

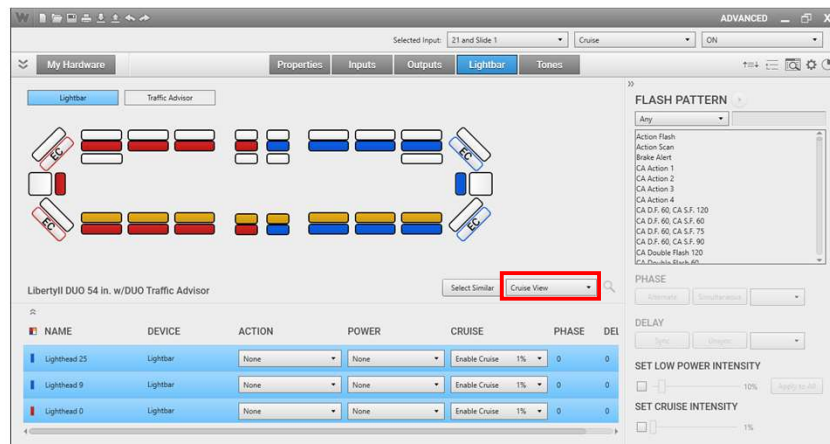


To **Enable** or **Disable** Cruise lighting under the **Cruise** selection we can select the desired action



LEADING THE WAY IN INNOVATION

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

NAME	DEVICE	ACTION	POWER	CRUISE	PHASE	DEL
Lighthead 25	Lightbar	None	None	Enable Cruise	1%	0
Lighthead 9	Lightbar	None	None	Enable Cruise	1%	0
Lighthead 0	Lightbar	None	None	Enable Cruise	1%	0

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



LEADING THE WAY IN INNOVATION

Tones Page

NAME	DEVICE	ACTION
Internal Siren	Carbide	None
External Siren 1	External Siren	None
Activity Tone	Carbide	None

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



LEADING THE WAY IN INNOVATION

Tones Page

NAME	DEVICE	ACTION
Internal Siren	Carbide	None
External Siren 1	External Siren	None
Activity Tone	Carbide	None

AVAILABLE TONES

Filter by: Any

- 392 A/F
- 800 HZ
- Airhorn
- Airhorn (Classic)
- Airhorn H/L
- Alternate Wail
- Alternate Yelp
- U.S. Coast Guard (3-Tone)

Preview selected tone

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

Tones Page

NAME	DEVICE	ACTION
Internal Siren	Carbide	Turn On Wail
External Siren 1	External Siren	Turn On Wail
Activity Tone	Carbide	None

AVAILABLE TONES

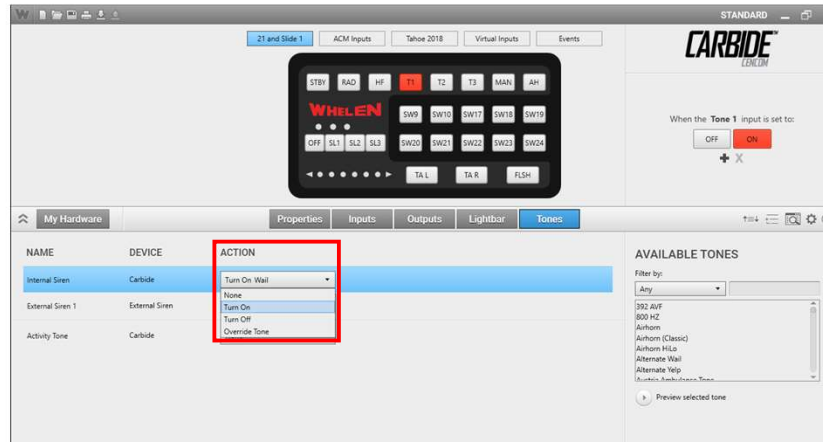
Filter by: Any

- 392 A/F
- 800 HZ
- Airhorn
- Airhorn (Classic)
- Airhorn H/L
- Alternate Wail
- Alternate Yelp
- U.S. Coast Guard (3-Tone)

Preview selected tone

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

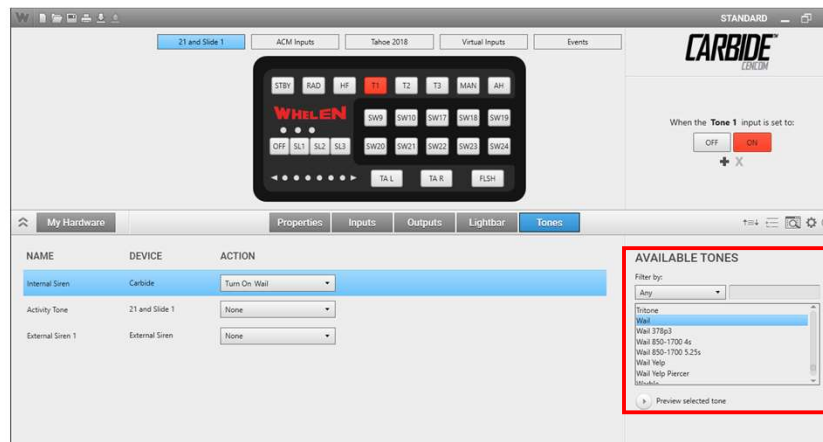


We can set the **Action** to **Turn ON**, **Turn OFF** or to **Override Tone**



LEADING THE WAY IN INNOVATION

Tones Page

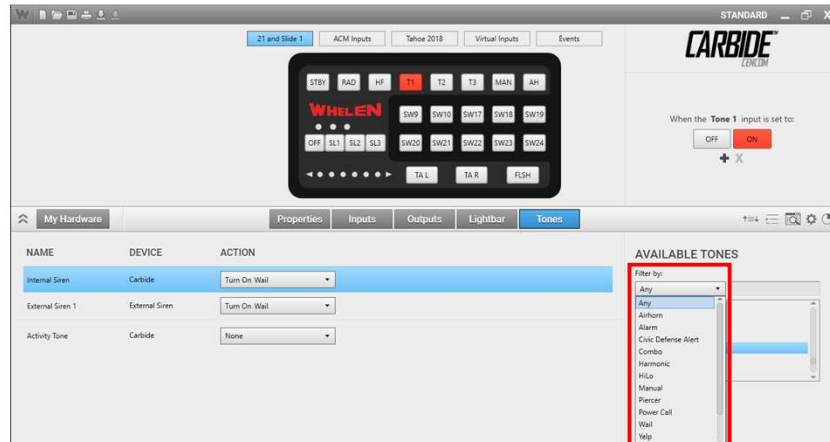


Once we have selected which Siren Amplifier we want to use, we can select a tone from the list of **Available Tones**, this will set the default **Action** to **Turn On**



LEADING THE WAY IN INNOVATION

Tones Page

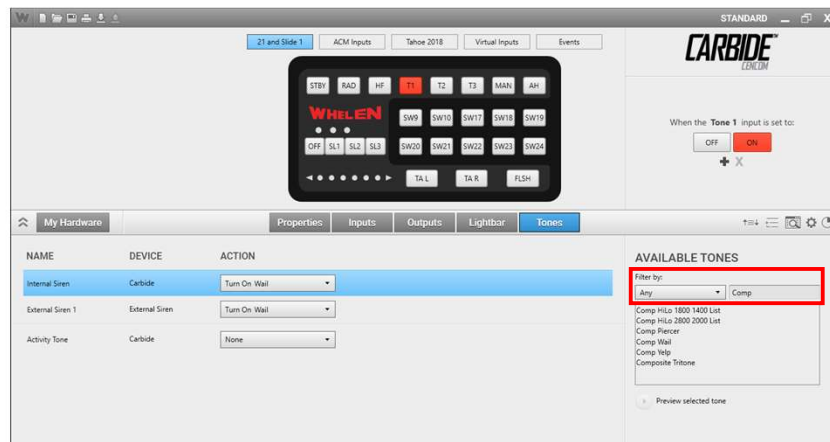


We can filter our siren tones by compliancy



LEADING THE WAY IN INNOVATION

Tones Page

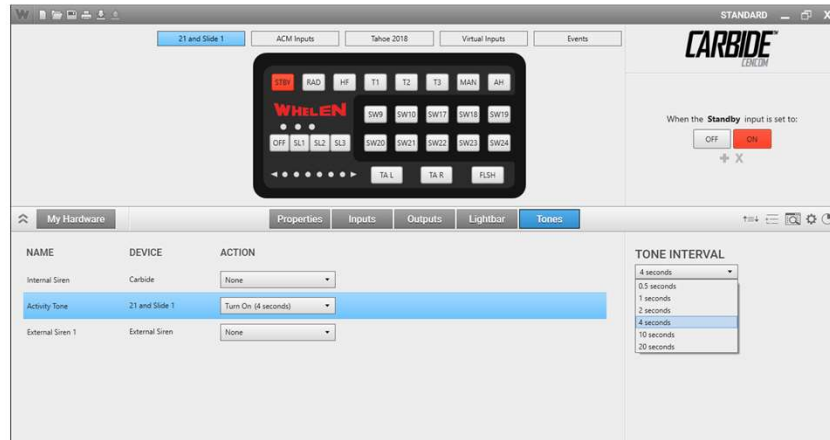


Or we can filter our tones by typing the name of the siren tone that we are looking to play



LEADING THE WAY IN INNOVATION

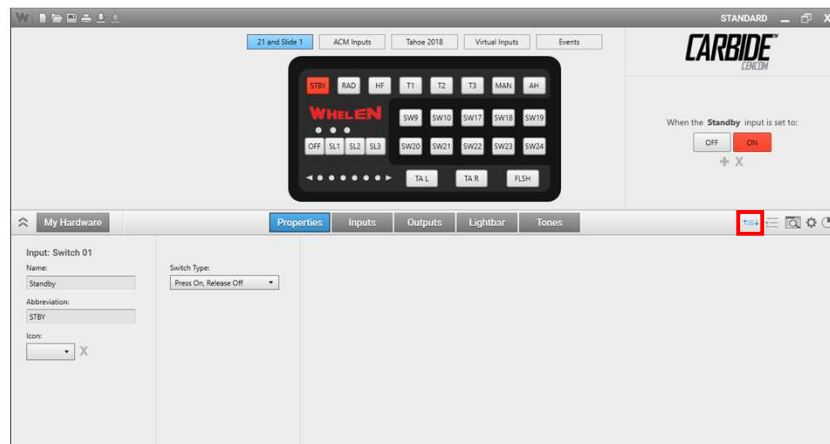
Tones Page



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.



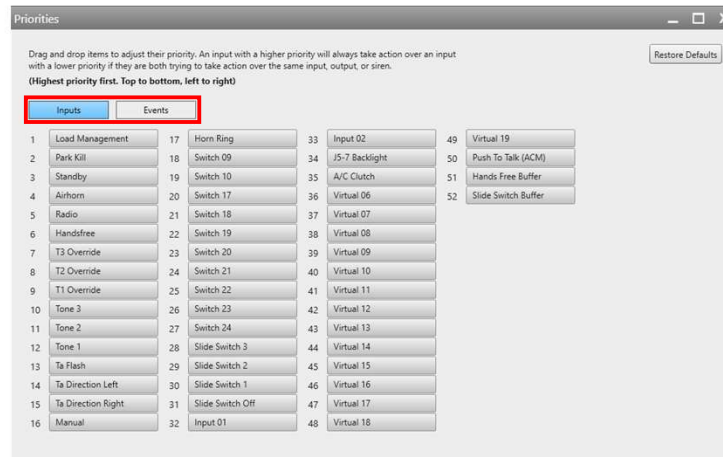
Priorities



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



Priorities

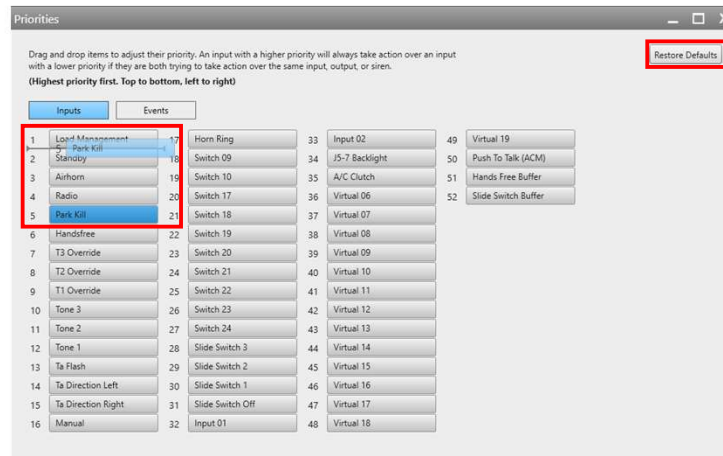


Priorities allow us to control what flash pattern/Siren tone we want to see/hear if two inputs are active at the same time. We can also set the priority level of our **Events**



LEADING THE WAY IN INNOVATION

Priorities

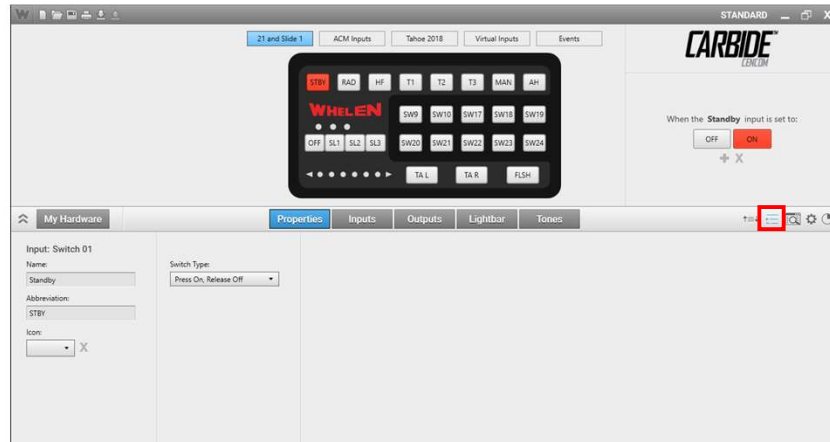


If we **LMB** click and hold we can drag and customize the priority list. If needed we can reset the priorities to their default by clicking on the **Restore Defaults** button



LEADING THE WAY IN INNOVATION

Events Overview

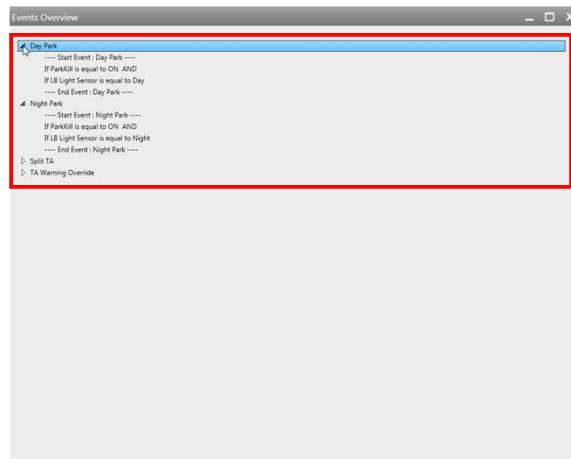


On the main navigation bar we can click on the **Events Overview** control to open the **Events Overview** window



LEADING THE WAY IN INNOVATION

Events Overview

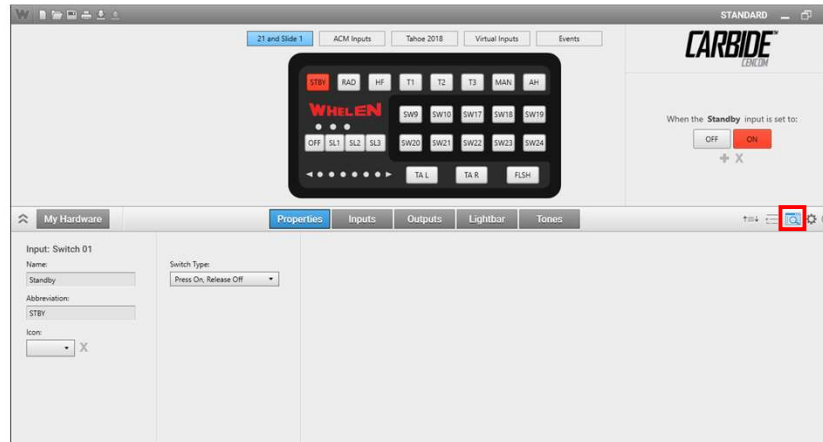


We can expand each **Event** and view the conditions we set in the **Events Manager**



LEADING THE WAY IN INNOVATION

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

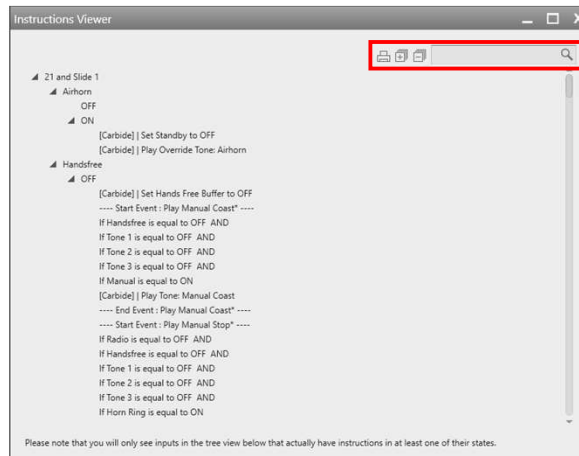


Once we expand an input we can expand each state and view the instructions we have programmed



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Instruction Viewer

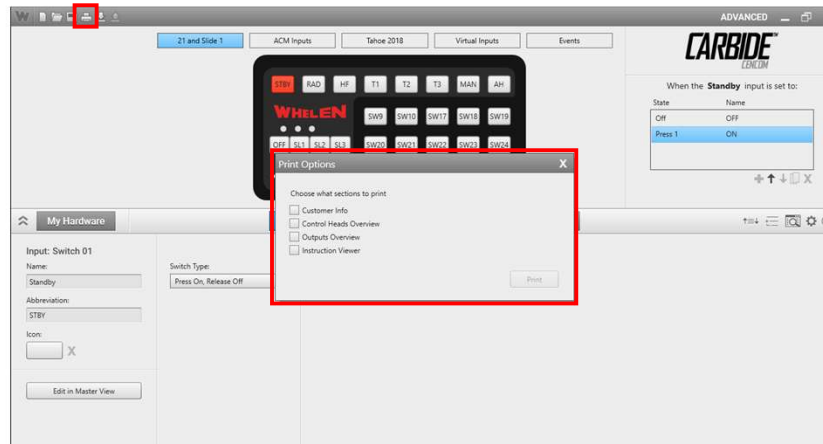


We can **Print** out all instructions, **Expand All** or **Collapse All** of our instructions, or **Search** for an Instruction



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Instruction Viewer

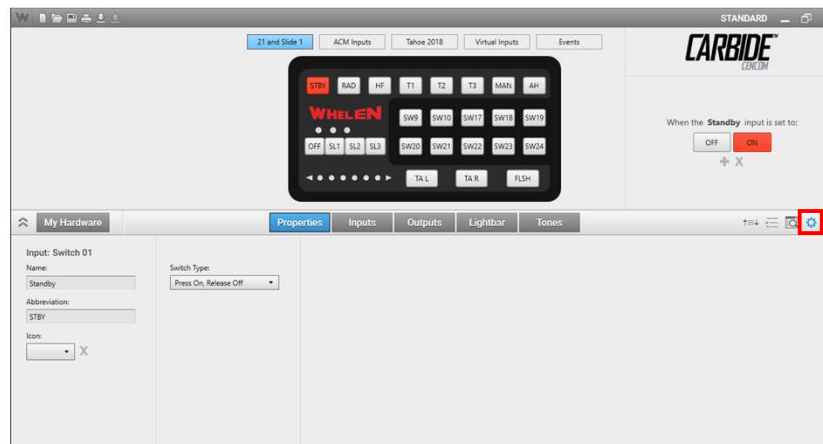


Clicking on the **Print** icon will open the **Print Options** window where we can select what information we would like to print.



LEADING THE WAY IN INNOVATION

Configuration Settings

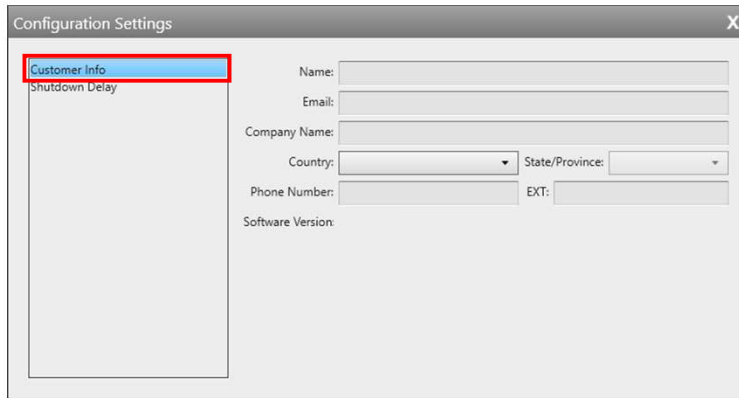


On the main navigation bar we can click on the **Configuration Settings** control to open the **Configuration Settings** window



LEADING THE WAY IN INNOVATION

Configuration Settings



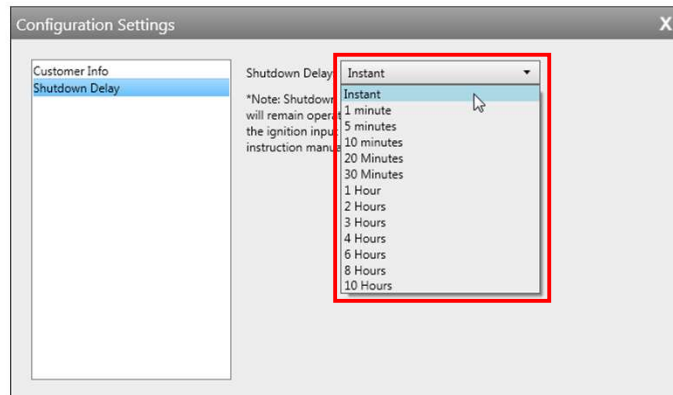
The screenshot shows a window titled "Configuration Settings" with a close button (X) in the top right corner. On the left, there is a sidebar with two tabs: "Customer Info" (highlighted with a red box) and "Shutdown Delay". The main area contains several input fields: "Name:", "Email:", "Company Name:", "Country:" (with a dropdown arrow), "State/Province:" (with a dropdown arrow), "Phone Number:", "EXT:", and "Software Version:".

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



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Configuration Settings



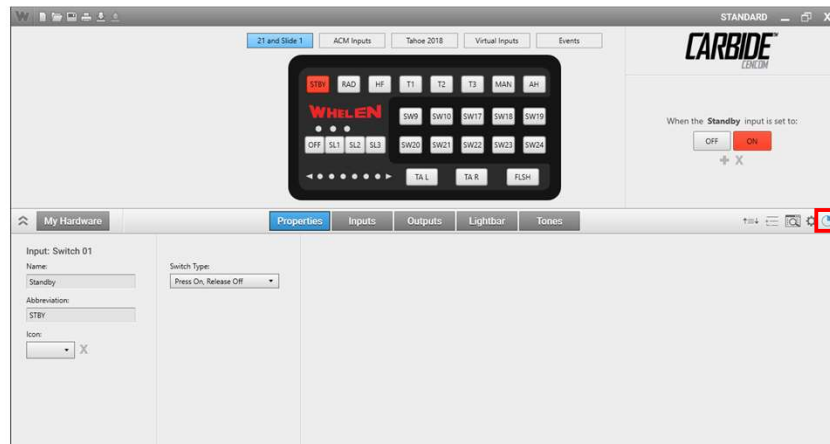
The screenshot shows the same "Configuration Settings" window, but now the "Shutdown Delay" tab is selected (highlighted with a blue box). A dropdown menu is open, showing a list of options: "Instant", "1 minute", "5 minutes", "10 minutes", "20 Minutes", "30 Minutes", "1 Hour", "2 Hours", "3 Hours", "4 Hours", "6 Hours", "8 Hours", and "10 Hours". The "Instant" option is currently selected. A red box highlights the dropdown menu. Below the dropdown, there is a note: "*Note: Shutdown will remain open the ignition input instruction manual".

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



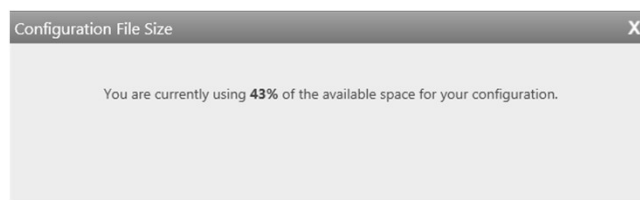
» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

Configuration Size



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

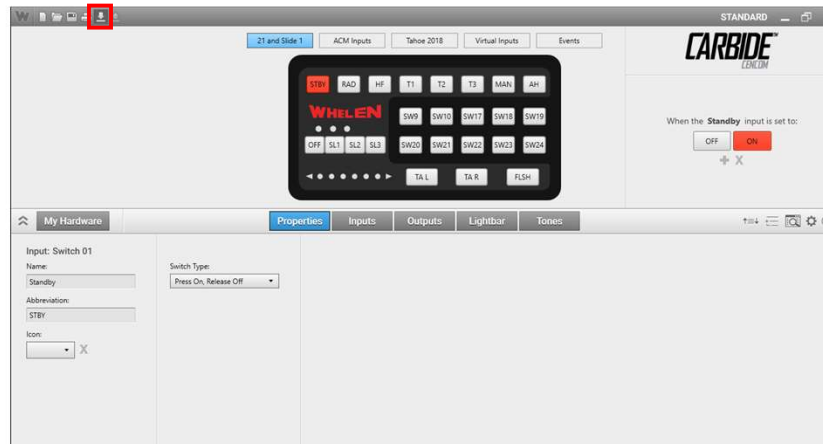
Configuration Size



Current hardware only allows the configuration file to be a specific size

[illegible][illegible]

Transfer

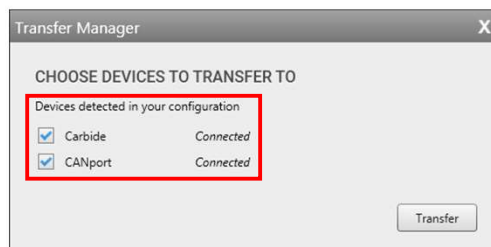


Once our configuration is complete we can transfer it to the Carbine ACM by clicking on the **Transfer** control or by using the shortcut **CTRL + T**



LEADING THE WAY IN INNOVATION

Transfer

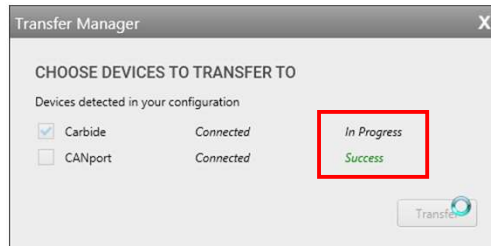


This will open the **Transfer Manager** where we can see all of our detected devices. If we have more than one USB cord we can transfer to multiple devices



LEADING THE WAY IN INNOVATION

Transfer

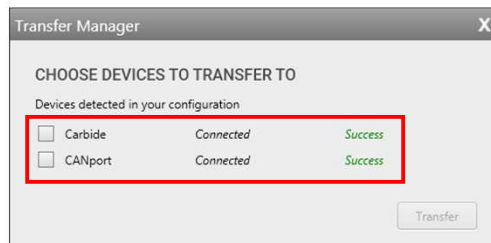


Once we click on **Transfer** we will see the status of our **Transfer**



LEADING THE WAY IN INNOVATION

Transfer



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



LEADING THE WAY IN INNOVATION

Transfer

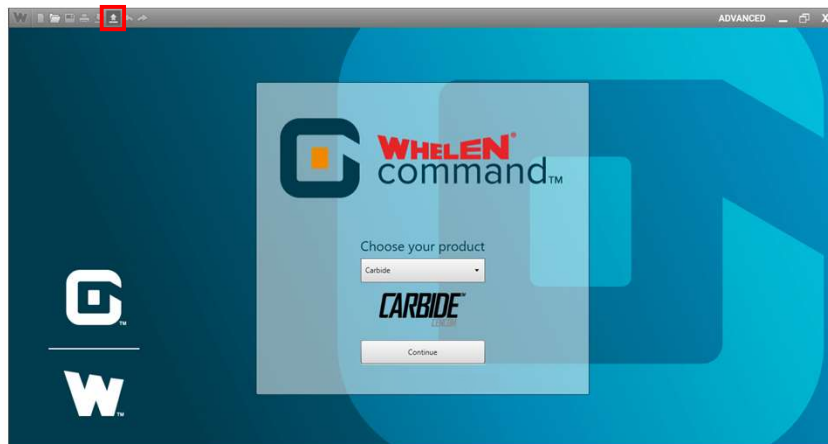


To **Transfer** to another device plug in the device and check the device's checkbox and click **Transfer**



LEADING THE WAY IN INNOVATION

Extract

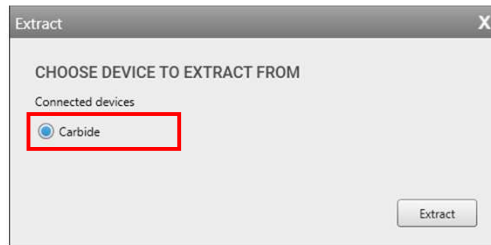


If we want to read a configuration from a Carbide that is already installed we can click on the **Extract** control or use the shortcut **CTRL + E**



LEADING THE WAY IN INNOVATION

Extract

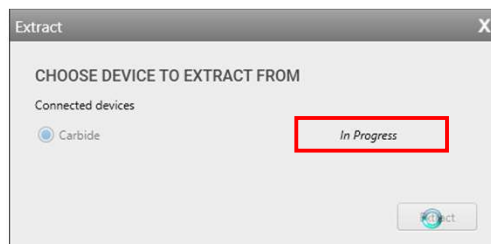


The **Extract** window will open and we can select the device that we want to **Extract** from



» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

Extract

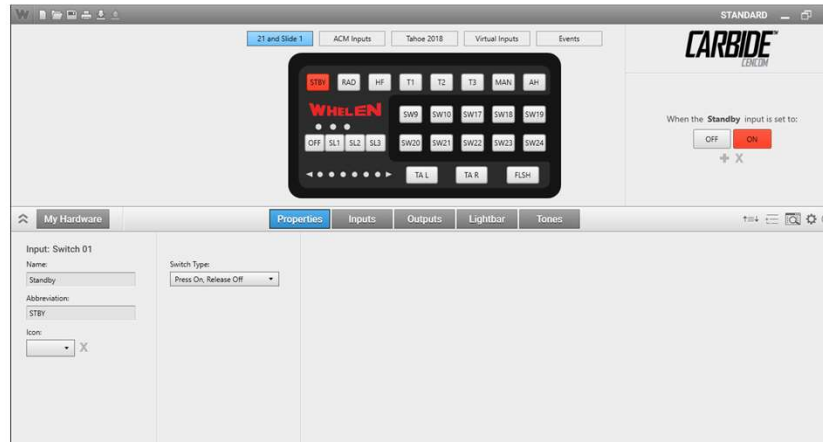


Once we click on **Extract** we will see the status of our **Extraction**



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Extract

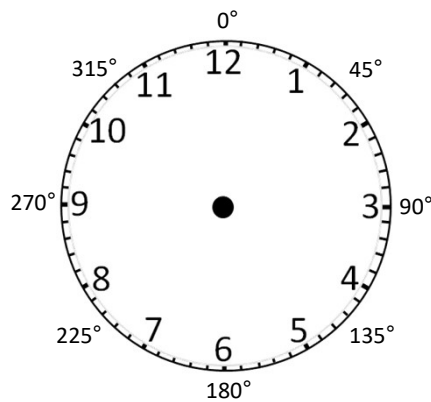


Once the **Extraction** is complete the configuration will be displayed allowing us to make any changes that are necessary



LEADING THE WAY IN INNOVATION

Definition: Phasing



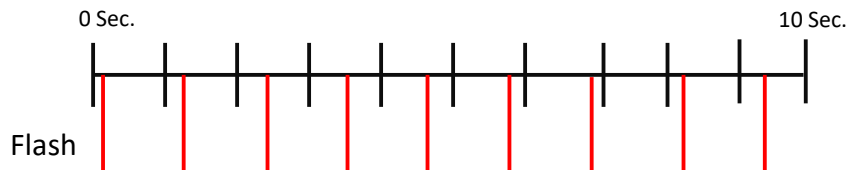
Flashing starts at Phase one 0° degrees. Phase one 0° degrees and phase two 180° degrees alternate with each other. Setting eight modules from 0° degrees to 315° degrees on our clock would allow our flash pattern to rotate clockwise.



LEADING THE WAY IN INNOVATION

Definition: Delay

Lets say our flash pattern flashes once per second



Here we have set a 10ms delay on the lighthouse. 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.



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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.



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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



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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



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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



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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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