



Whelen Command CenCom Sapphire

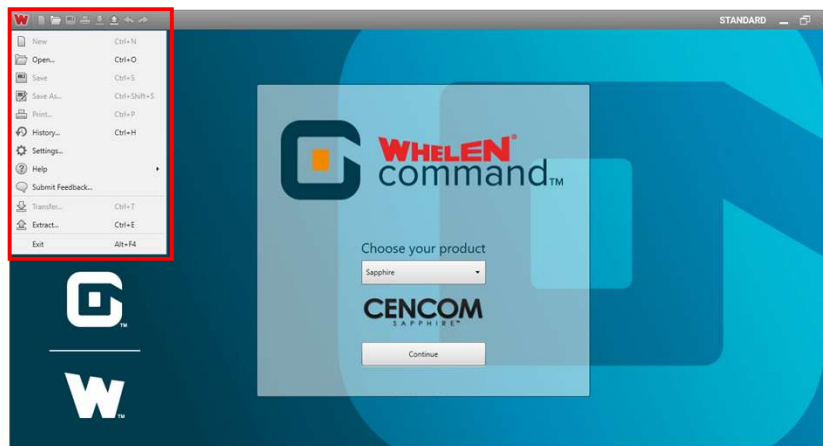


Current Version



LEADING THE WAY IN INNOVATION

Main Menu

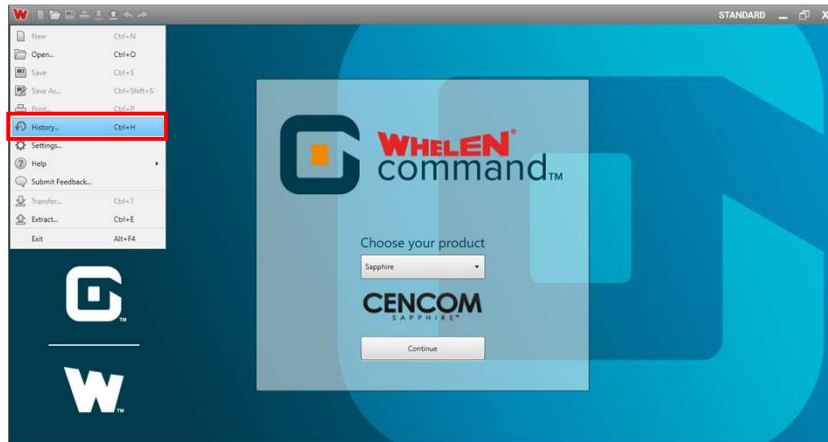


On the start page the main menu will allow us to open a configuration, view help information and extract a configuration from a system that is already programmed

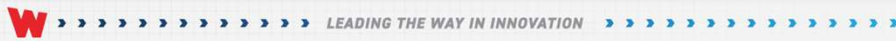


LEADING THE WAY IN INNOVATION

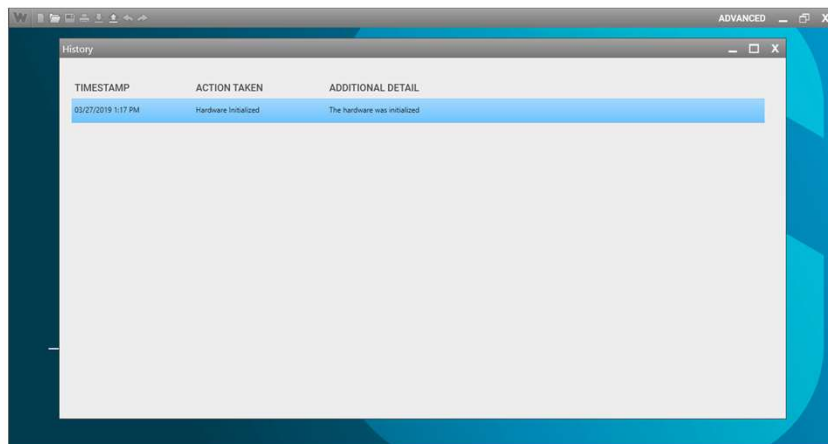
Main Menu



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.

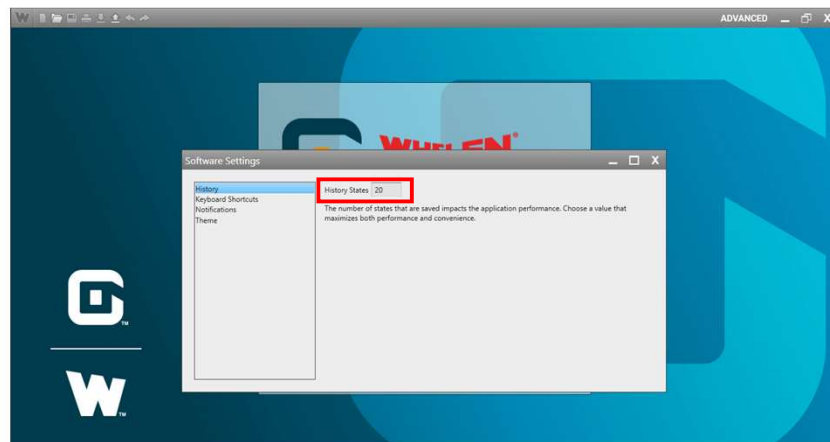


Main Menu



Under settings we can personalize some of the features of Command

Software Settings Window



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

The screenshot shows the 'Software Settings' dialog box with the following settings:

Setting	Action
Clear Programming	Start Recording
Collapse Control Head Area	Start Recording
Deselect Selected Items	Start Recording
Extract	Start Recording
History Window	Start Recording
Instruction Viewer	Start Recording
New File	Start Recording
Open	Start Recording

Additional buttons visible: Delete, Start Recording (for Delete), and Restore Defaults.

[illegible]

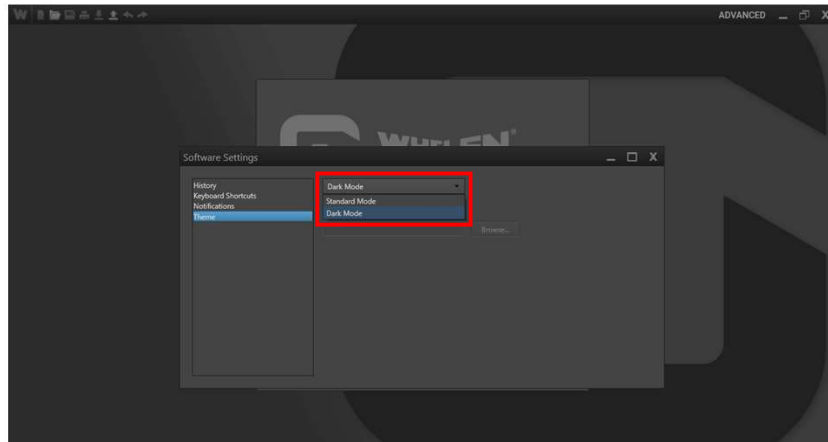
The screenshot shows the 'Software Settings' window of the WHOLEN application. The sidebar on the left contains the following items: 'History', 'Keyboard Shortcuts', 'Notifications' (which is highlighted with a blue background), and 'Theme'. The main content area displays two notification settings:

- ☐ Play Tone on Extract
- ☒ Play Tone on Transfer

A red rectangular box is drawn around these two checkboxes. The background of the application window features a large blue 'W' logo and the word 'WHOLEN' in red.

[illegible]

Software Settings Window

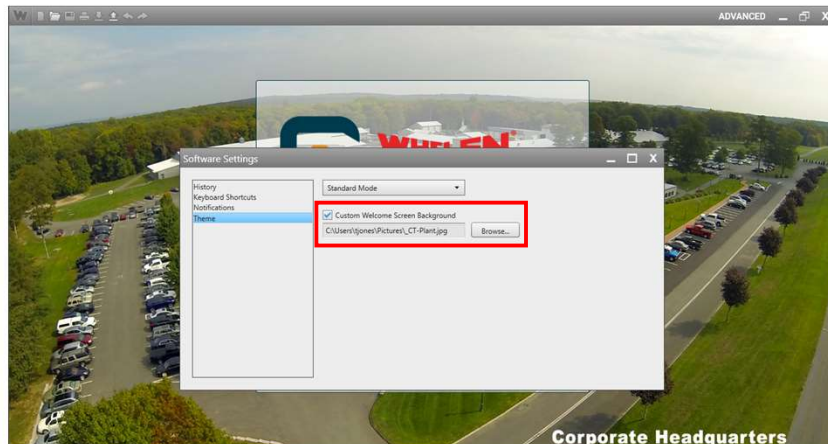


Under the **Theme** category we can change between **Standard Mode** and **Dark Mode**



LEADING THE WAY IN INNOVATION

Software Settings Window



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



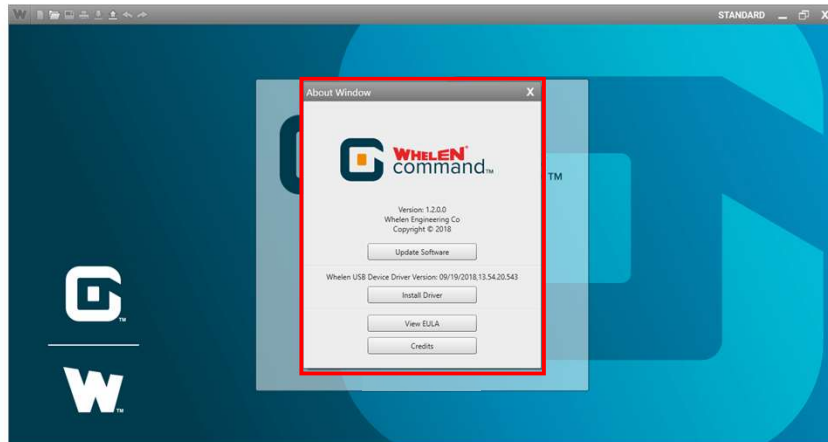
LEADING THE WAY IN INNOVATION

[illegible]

The screenshot shows the WHELEN command™ software interface. The 'File' menu is open, displaying options such as 'New', 'Open...', 'Save', 'Save As...', 'Print...', 'History...', 'Settings...', 'Help', 'Submit Feedback...', 'Transfer...', 'Extract...', and 'Exit'. The 'Help' menu is expanded, showing 'View Help File' (F1), 'Release Notes', and 'About'. The 'About' option is highlighted. The main window features the WHELEN command™ logo, a 'Choose your product' dropdown menu set to 'Sapphire', the 'CENCOM SAPHIRE™' logo, and a 'Continue' button.

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About Window

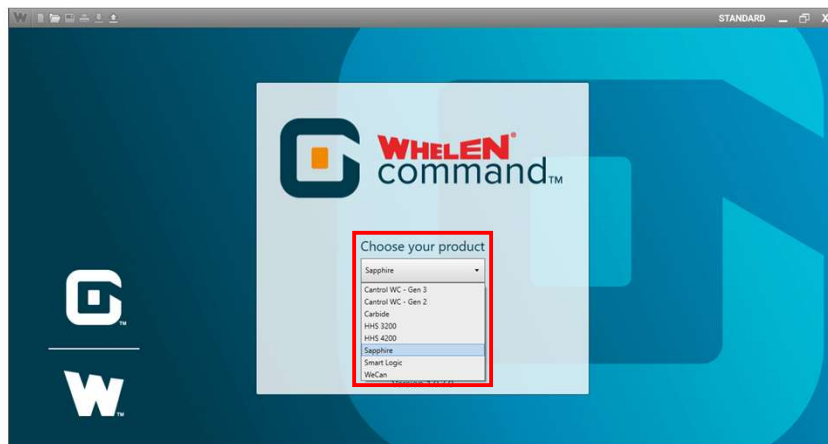


On the **About Window** we can manually check for a software update, install the USB drivers, and view the EULA information



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

Choose Your Product



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



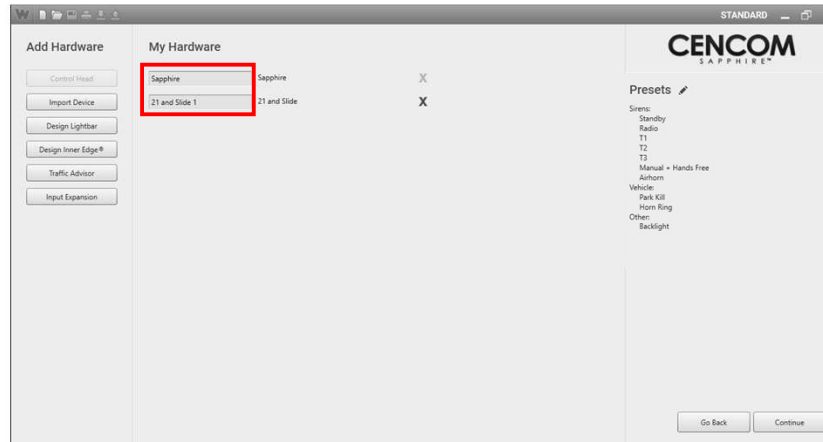
» » » » » » » » » » LEADING THE WAY IN INNOVATION » » » » » » » » » »

The screenshot shows the CENCOM SAPHIRE™ Advanced software interface. On the left, a vertical sidebar contains several buttons: 'Add Hardware' (highlighted with a red rectangle), 'Control Head', 'Import Device', 'Design Lightbar', 'Design Inner Edge®', 'Traffic Advisor', and 'Input Expansion'. The main area is titled 'My Hardware' and shows a 'Sapphire' device selected. A 'Control Head' dialog box is open, displaying a grid of hardware options: '21 and Slide', 'Knob Slide Switch', 'Large Slide Switch', 'Large 3 Button', 'Large Single Button', '6 and Slide', and '13 Button Hand Held'. To the right of the dialog box, there is a 'Presets' section with a list of options: 'Vehicle', 'Park Kill', 'Horn Ring', 'Other', and 'Backlight'. At the bottom of the interface, there are 'Go Back' and 'Continue' buttons.

LEADING THE WAY IN INNOVATION

W > > > > > > > > > > LEADING THE WAY IN INNOVATION > > > > > > > > > >

My Hardware Control Head

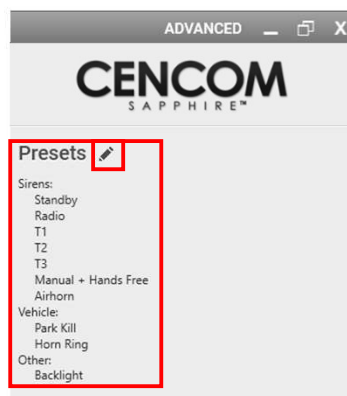


We can give all of our hardware a friendly nickname of our choice



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

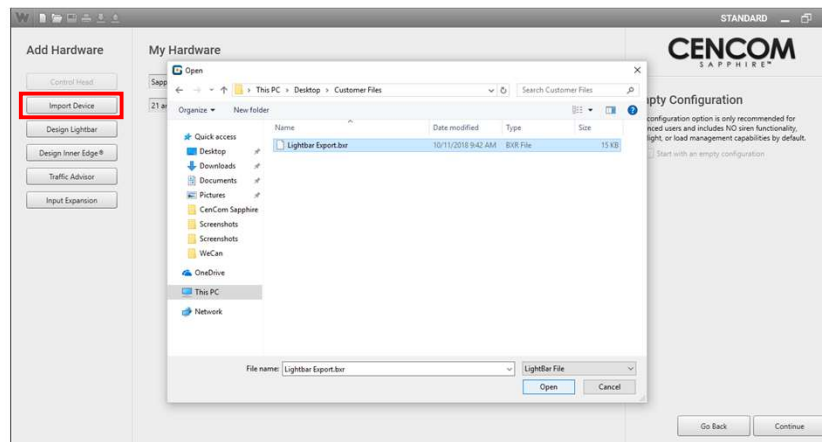


To setup Presets we first select one by checking it, then we select where it will be programmed. In this example, selecting Standby, and placing it on Control Head Switch 01



LEADING THE WAY IN INNOVATION

My Hardware Import Device

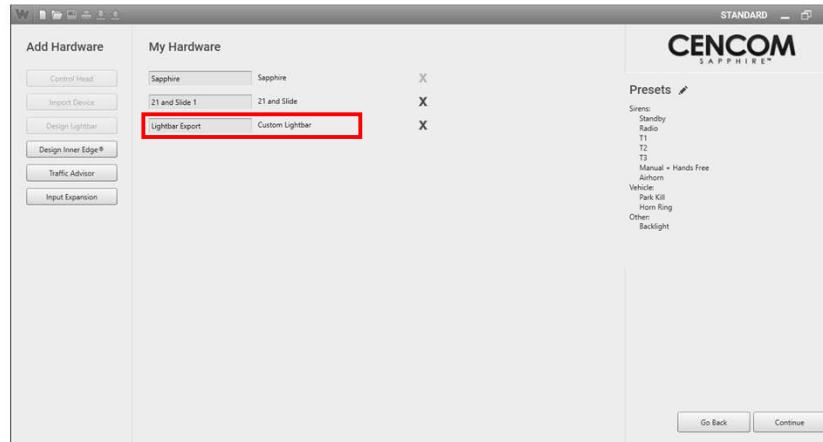


On the **My Hardware** page we can **Import Device** this will allow us to import a custom lightbar .bxr file we have exported from WeCad



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My Hardware Import Device

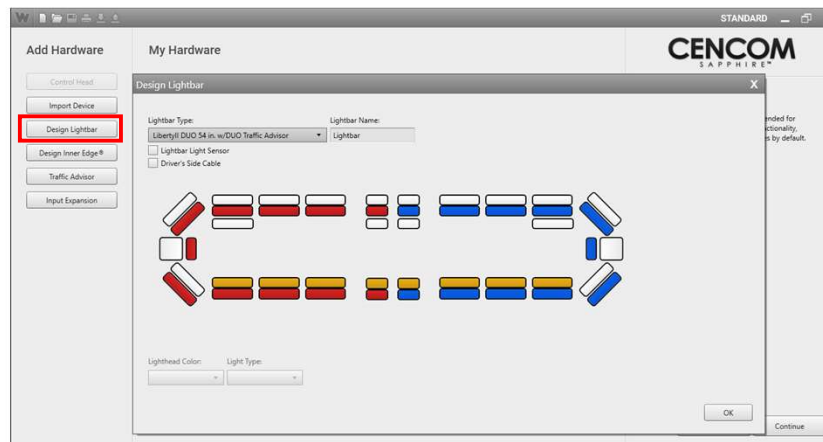


Once we select our .bxx file it will be added to our hardware list



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:

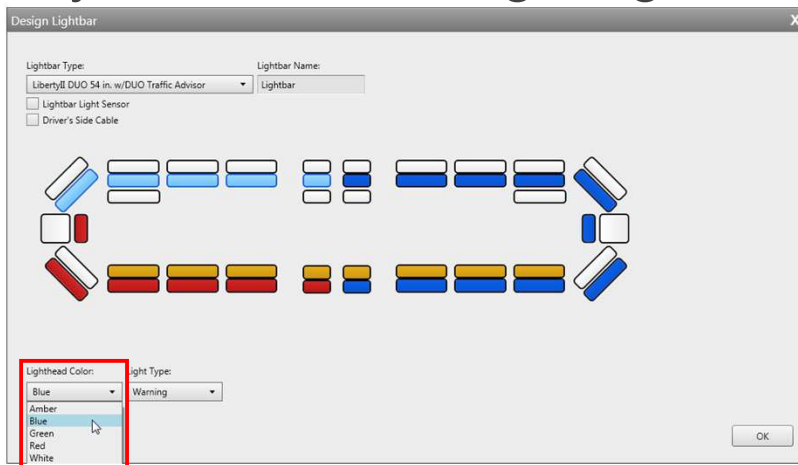
OK

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

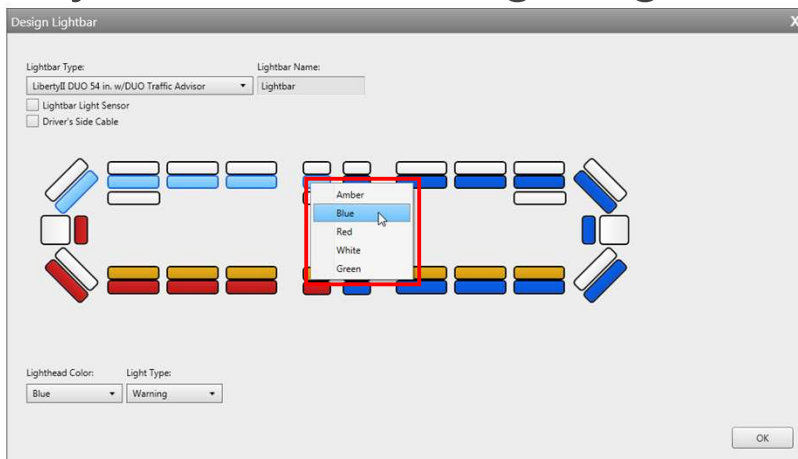


We can select multiple modules and use the lighthouse color selector to change the color of our modules



LEADING THE WAY IN INNOVATION

My Hardware Design Lightbar

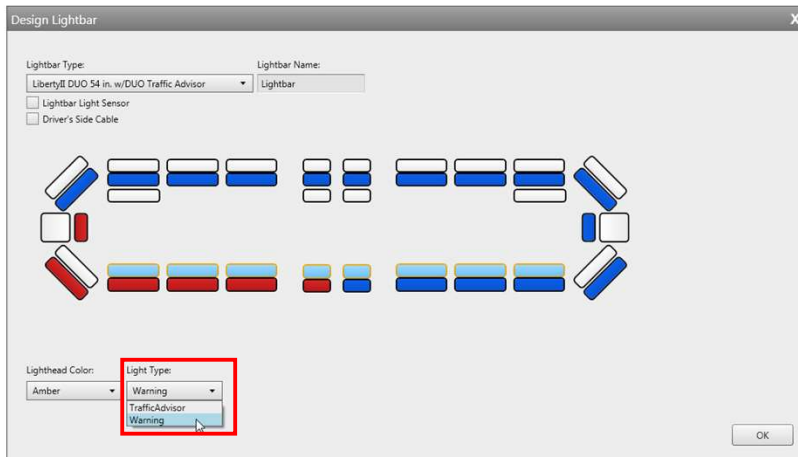


If we right click on each module we can change the color or we can select multiple modules and then right click to change the color of the selected modules



LEADING THE WAY IN INNOVATION

My Hardware Design Lightbar

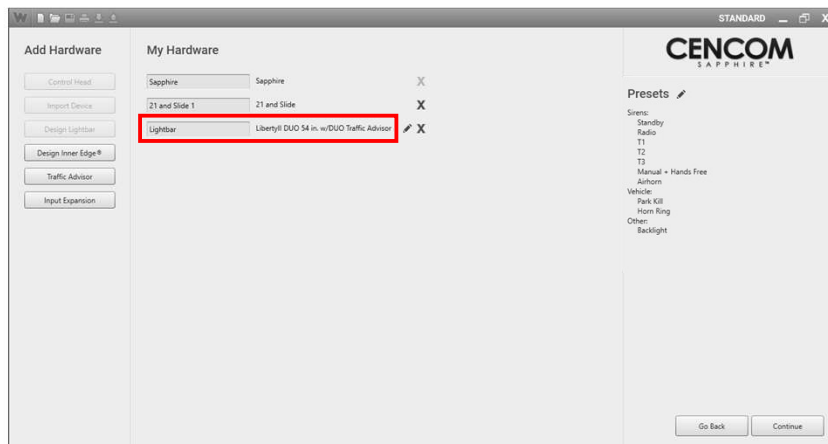


We can set the light type of our amber TA modules to **Warning** and the Red and Blue warning modules to **Traffic Advisor** using the **Light Type** drop down list



LEADING THE WAY IN INNOVATION

My Hardware Design Lightbar

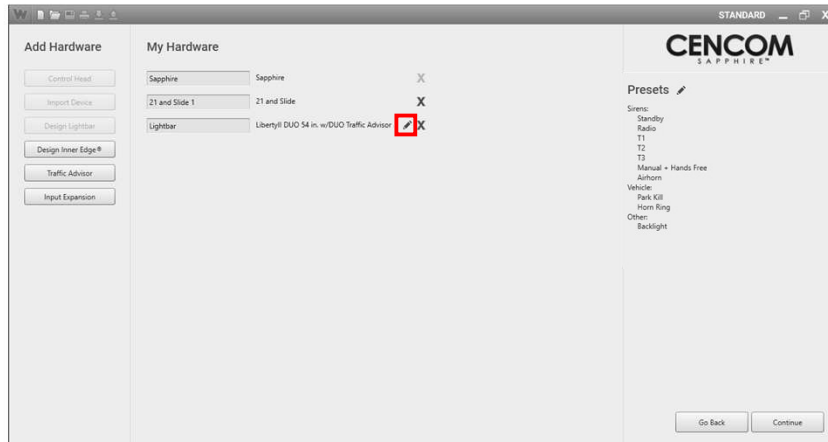


Once we are done editing our lightbar and we click **Ok** the **Design Lightbar** window will close and our lightbar will be added to our hardware list



LEADING THE WAY IN INNOVATION

My Hardware Design Lightbar



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



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Accessories

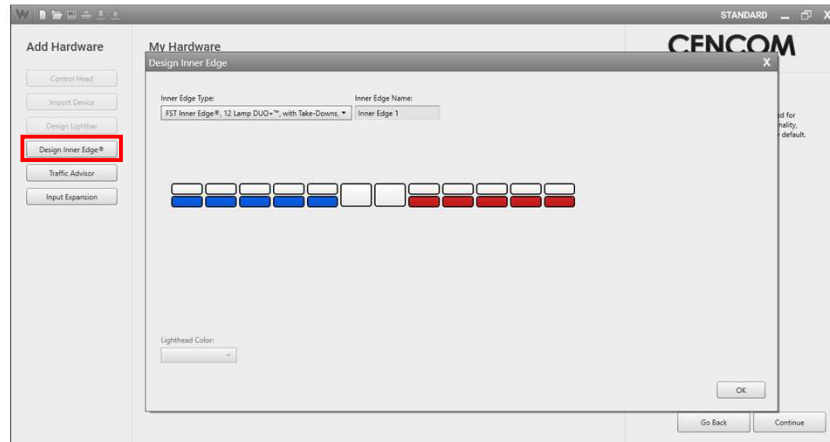
With Sapphire™ we can have two accessories the Front and Rear Inner Edge.

The lightbar does not count as an accessory.



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My Hardware Inner Edge®

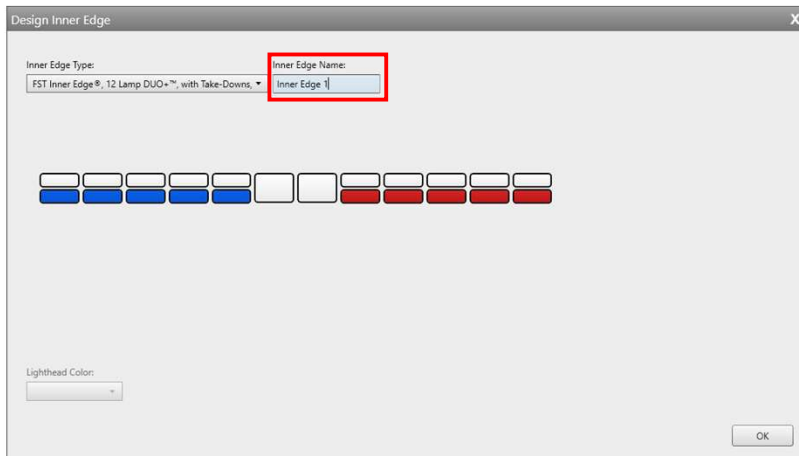


On the **My Hardware** page we can use **Design Inner Edge** to select and modify the Front or Rear Inner Edge we wish to program



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®

Inner Edge Type: FST Inner Edge®, 12 Lamp DUO+™, with Take-Downs, Inner Edge Name: Inner Edge 1

Lighthouse Color: Blue, Amber, Blue, Green, Red

OK

We can change lighthouse colors in the same ways as in the Design Lightbar window



LEADING THE WAY IN INNOVATION

My Hardware Inner Edge®

Hardware	Description	Action
Sapphire	Sapphire	X
21 and Slide 1	21 and Slide	X
Lightbar	Liberty DUO 54 in. w/DOU Traffic Advisor	X
Inner Edge 1	FST Inner Edge®, 12 Lamp DUO+™ with...	X

Presets: Sirens, Standby, Radio, T1, T2, T3, Manual - Hands Free, Vehicle, Park Kit, Horn Ring, Other, Backlight

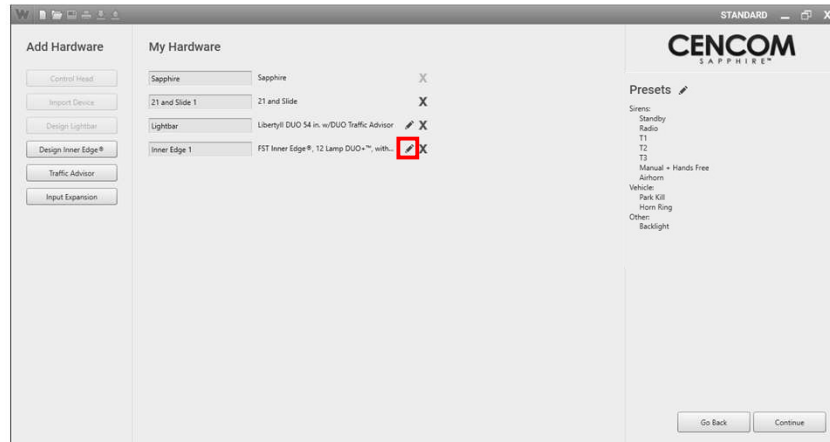
Go Back Continue

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**



LEADING THE WAY IN INNOVATION

My Hardware Inner Edge®

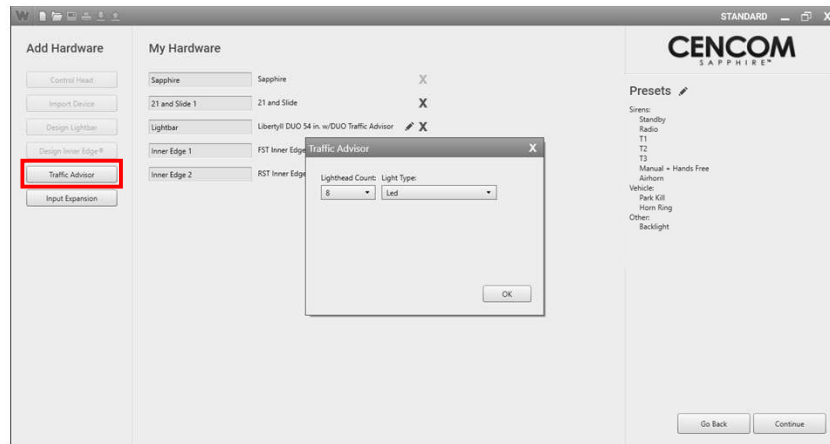


We can have a **Front Inner Edge** and a **Rear Inner Edge** with Sapphire. Once we add a **Front** we can only add a **Rear** and once we add a **Rear** we can only add a **Front** the software will filter this for us automatically



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My Hardware Integrated Traffic Advisor

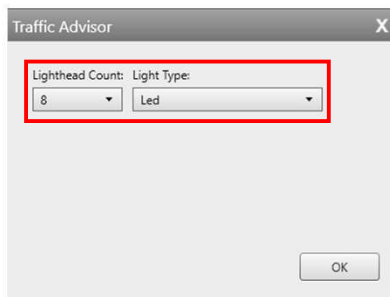


On the **My Hardware** page we can customize the **Integrated Traffic Advisor**



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My Hardware Integrated Traffic Advisor

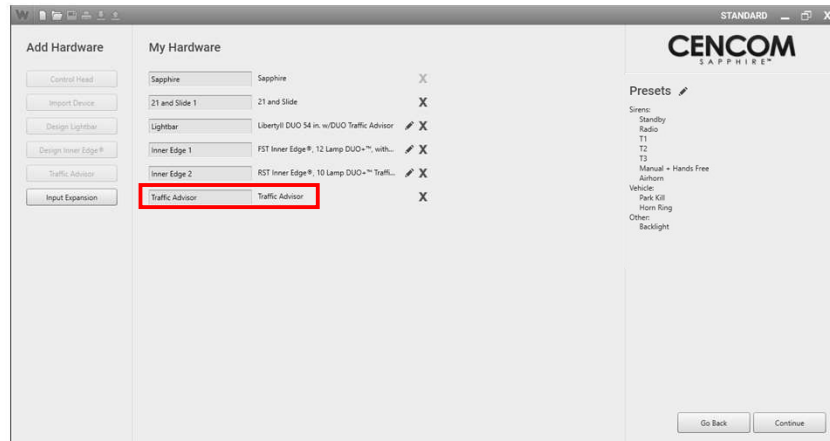


We can set the **Lighthouse Count** to 4, 6 or 8 lamps and the **Light Type** to LED or Halogen



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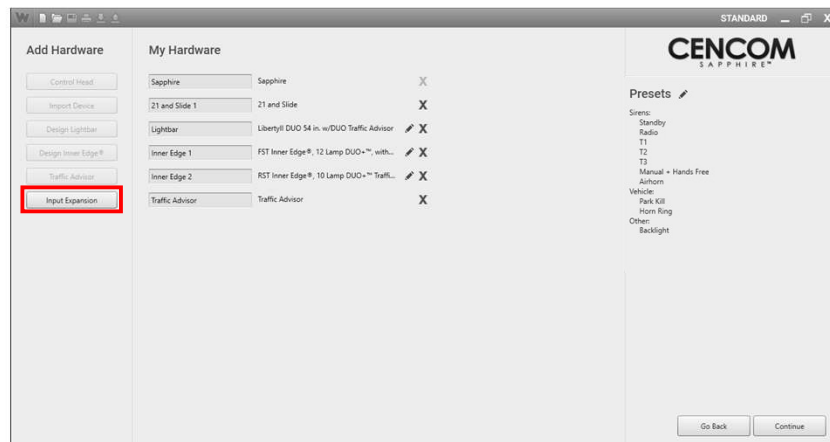
My Hardware Integrated Traffic Advisor



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

Control Head

Import Device

Design Lightbar

Design Inner Edge®

Traffic Advisor

Input Expansion

My Hardware

Sapphire	Sapphire	X
21 and Slide 1	21 and Slide	X
Lightbar	LibertyII DUO 54 in. w/DUO Traffic Advisor	X
Inner Edge 1	FST Inner Edge®, 12 Lamp DUO™, with...	X
Inner Edge 2	RST Inner Edge®, 10 Lamp DUO™ Trill...	X
Traffic Advisor	Traffic Advisor	X
Input Expansion 1	Input Expansion	X

CENCOM
SAPPHIRE™

Presets

Sirens:

- Standby
- Radio
- T1
- T2
- T3

Manual • Hands Free

- Airhorn
- Vehicle
- Park Kill
- Horn Ring

Other:

- Backlight

Go Back

Continue

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



My Hardware

W

File Edit View Help

STANDARD

⏏

Add Hardware

Control Head

Import Device

Design Lightbar

Design Inner Edge ®

Traffic Advisor

Input Expansion

My Hardware

Sapphire

21 and Slide 1

Lightbar

Inner Edge 1

Inner Edge 2

Traffic Advisor

Input Expansion 1

Sapphire

21 and Slide

Liberty® DUO 54 in. w/DUO Traffic Advisor

FST Inner Edge®, 12 Lamp DUO™, with...

FST Inner Edge®, 10 Lamp DUO™ Traffic...

Traffic Advisor

Input Expansion

X

X

X

X

X

X

CENCOM

SAPPHIRE™

Presets

⚡

Siren:

Standby

Radio

T1

T2

T3

Manual = Hands Free

Absorn

Vehicle:

Peak K9

Horn Ring

Other

Backlight

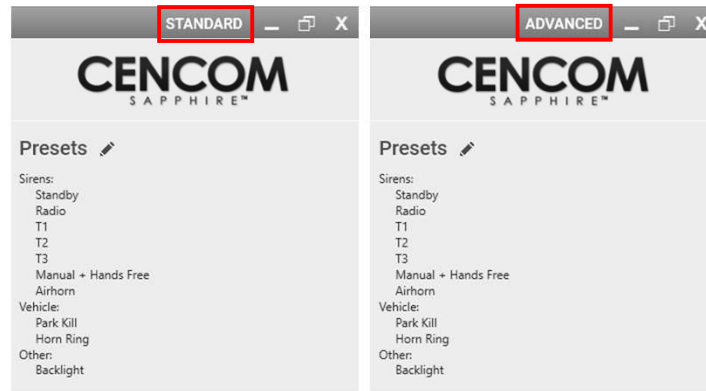
Go Back

Continue

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

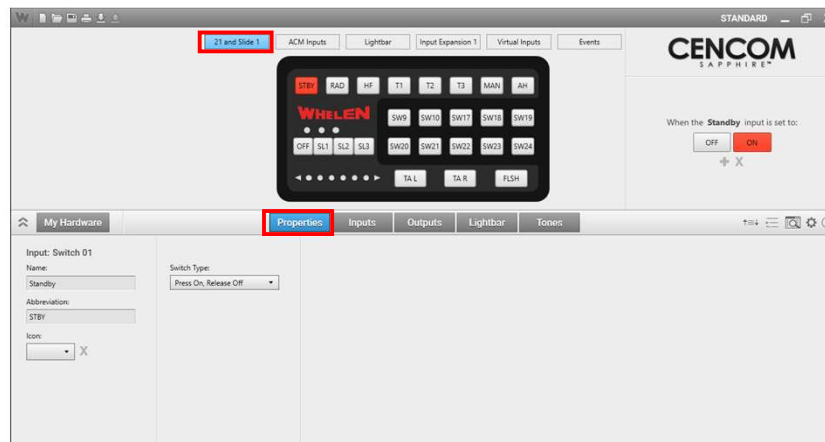


We can toggle between **Standard** and **Advanced** modes. This allows us to simplify some of the options shown throughout the program.



LEADING THE WAY IN INNOVATION

Program View

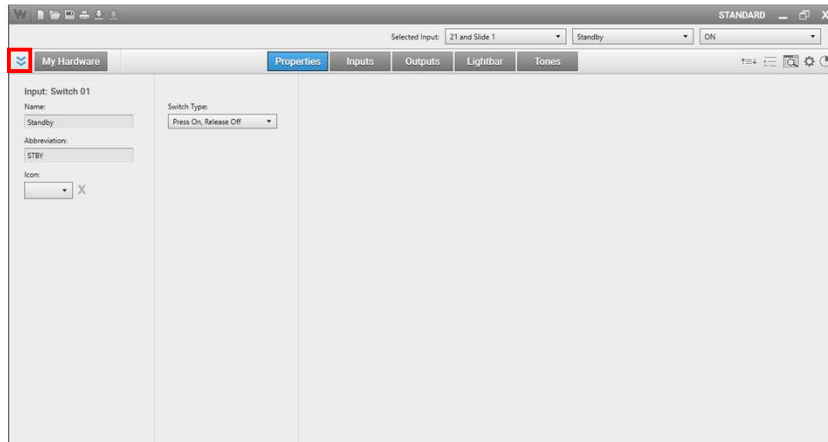



Once we have configured our hardware and we continue, the program view will load. By default the **Control Head** tab and the **Properties** page are selected



LEADING THE WAY IN INNOVATION

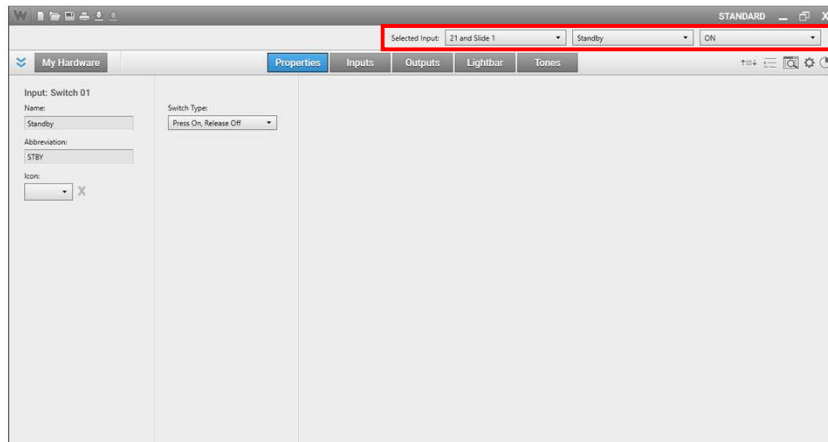
Program View



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



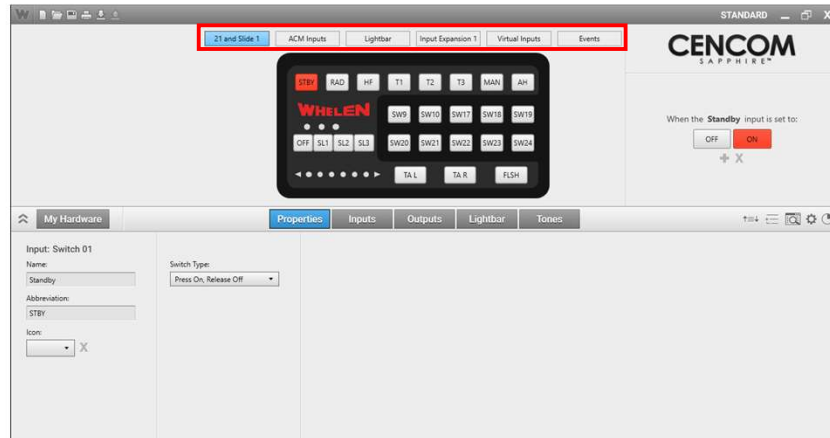
Program View



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



Program View

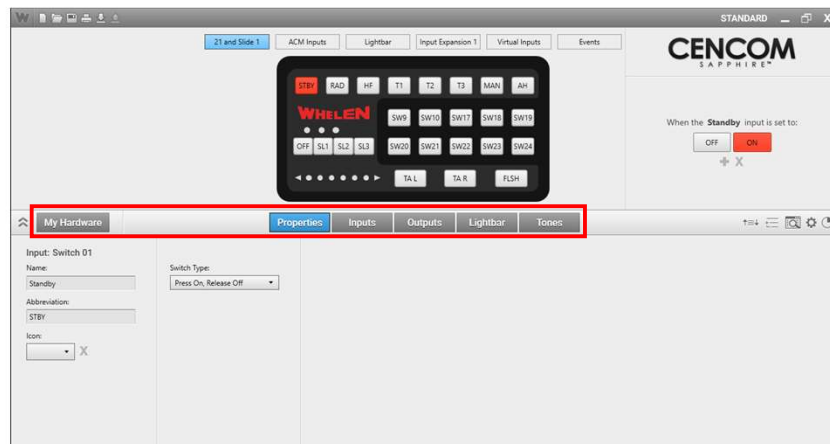


At the top of the **Program View** we have our tabs for the **Control Head**, **ACM Inputs**, **Lightbar**, **Input Expansion**, **Virtual Inputs**, and **Events**. Depending on our selected hardware the tabs available will change



LEADING THE WAY IN INNOVATION

Program View

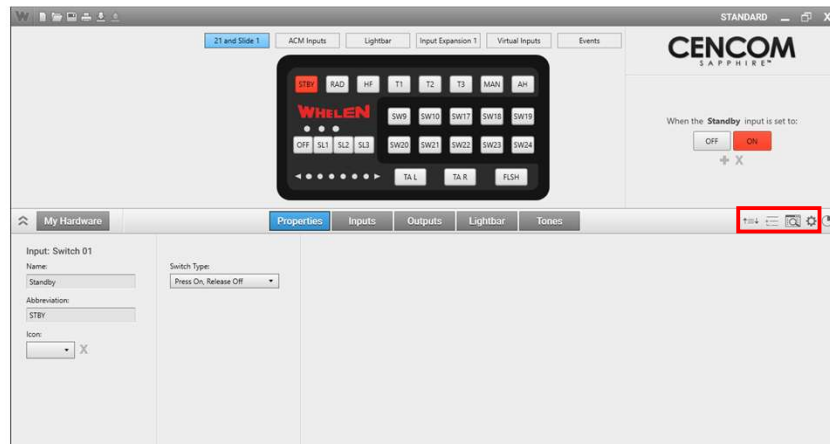


From the main navigation bar we can go back to **My Hardware**. We can also navigate to the **Properties**, **Inputs**, **Outputs**, **Lightbar** and the **Tones** page



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Program View

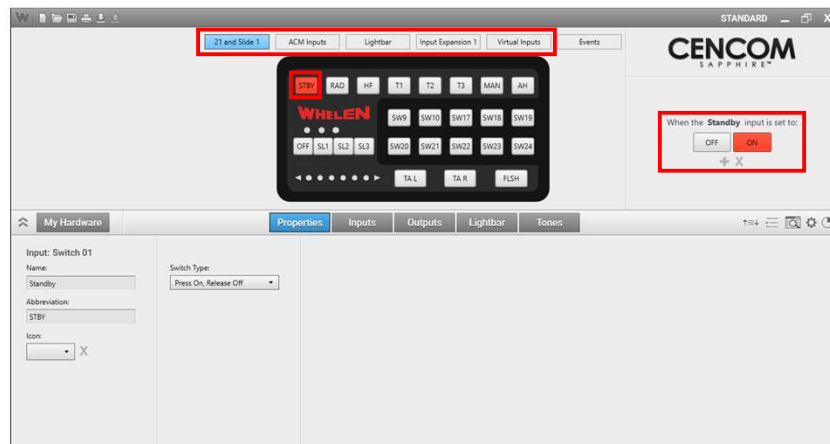


We can also access **Priorities**, the **Events Overview**, the **Instruction Viewer** and the **Configuration Settings** from the main navigation bar



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Control Head ACM/Virtual Inputs

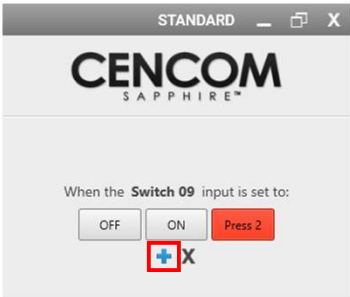


On the **Control Head**, **ACM Inputs**, **Lightbar**, **Input Expansion**, and **Virtual Inputs** tabs we can select the input and the press we want to program



LEADING THE WAY IN INNOVATION

Control Head ACM/Virtual Inputs

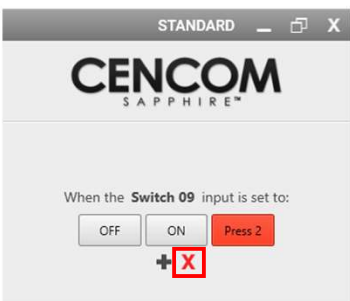


Depending on our **Switch Type** we can add a **Press/State** to the selected input by clicking on the **+** symbol in the state viewer



LEADING THE WAY IN INNOVATION

Control Head ACM/Virtual Inputs

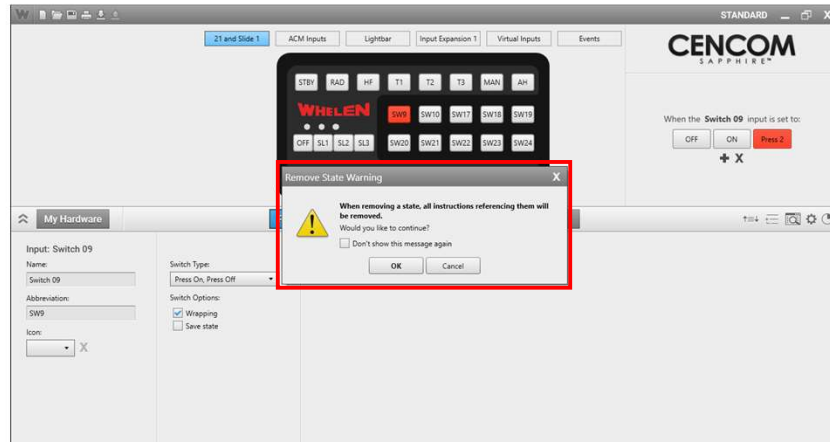


If we have more than one **Press/State** we can remove a **Press/State** by clicking on the **X** in the state viewer



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

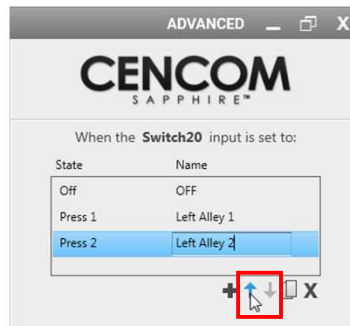


In **Advanced** mode we can change the name of each **Press/State** that we have added to **Control Head, ACM/Expansion/Virtual** inputs



LEADING THE WAY IN INNOVATION

Control Head ACM/Virtual Inputs

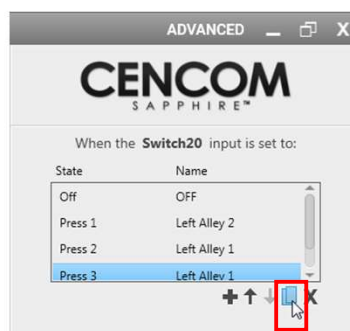


In **Advanced** mode we can move the selected **Press/State** up or down in our **Press/State** list



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Control Head ACM/Virtual Inputs

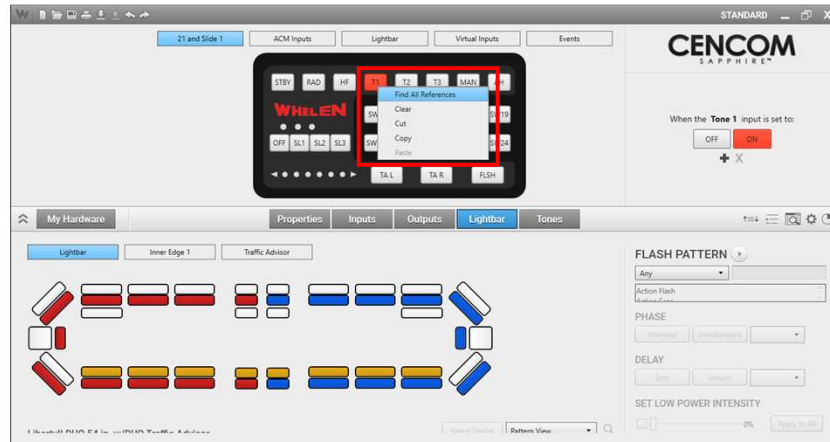


In **Advanced** mode we can duplicate the selected **Press/State**



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

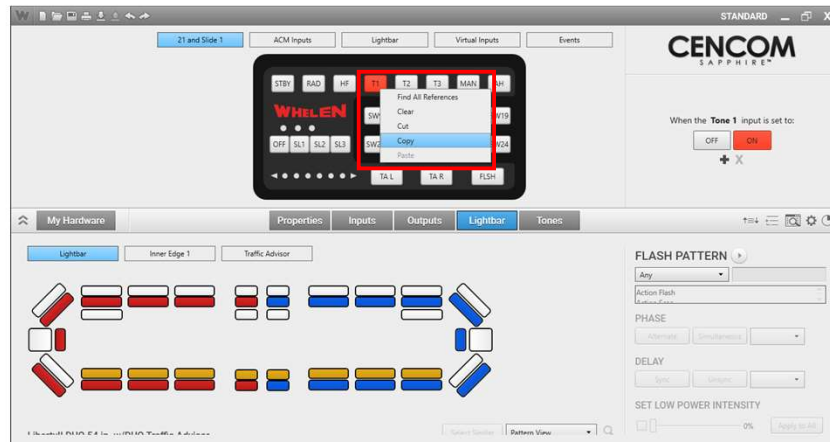
Cut/Copy/Paste



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.



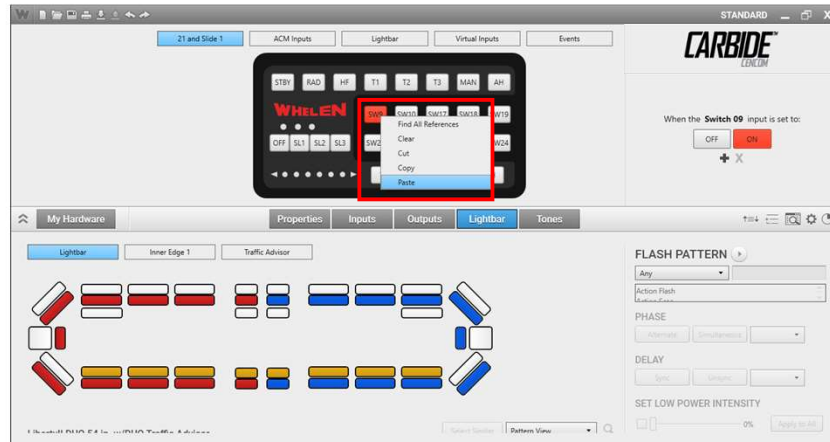
Cut/Copy/Paste



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



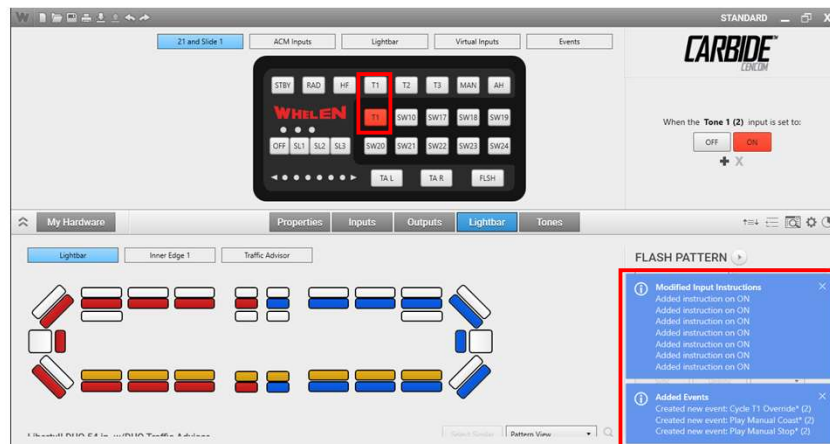
Cut/Copy/Paste



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.



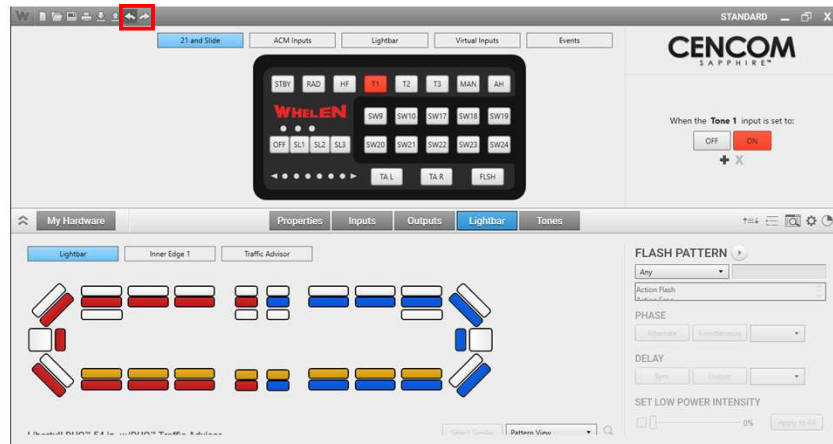
Cut/Copy/Paste



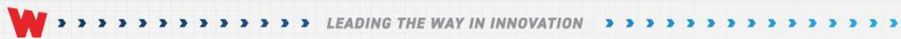
If we Paste an input that has instructions to a Virtual Input or an Event, it will create the new Event and Virtual references and inform you.



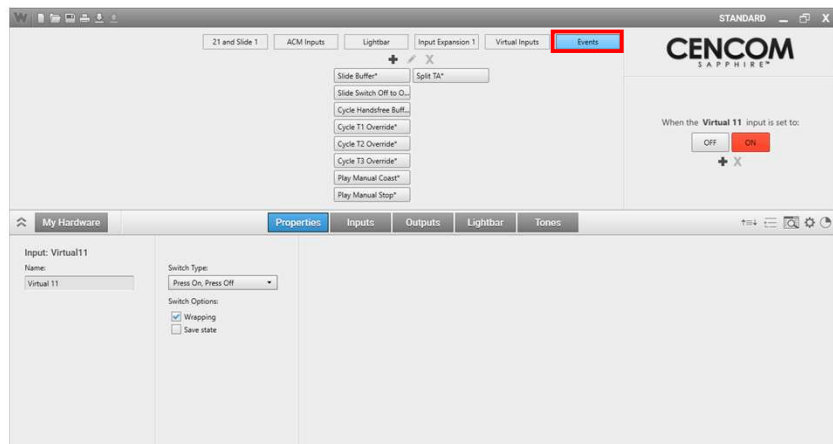
Undo/Redo



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.



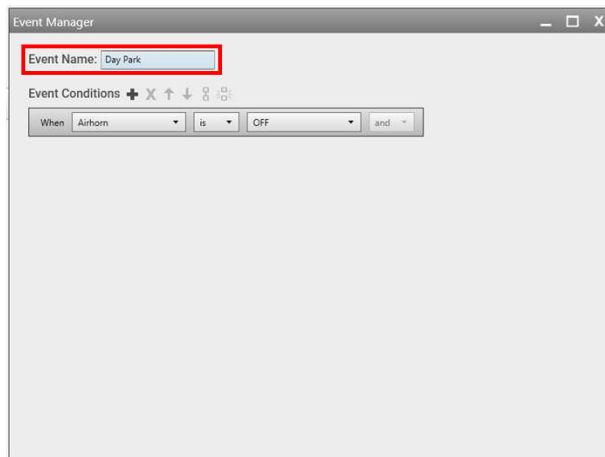
Events



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

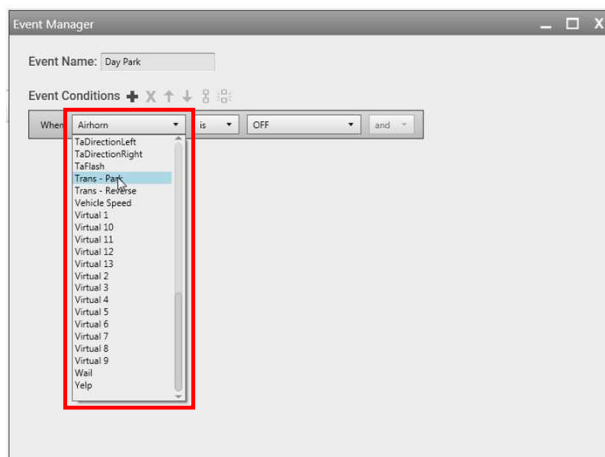


When we create a new event the event manager will open. Here we can give our event a custom name. By default we always have one **Event Condition**



» » » » » » » » » » 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 'Event Conditions' label and its associated icons (plus, minus, up, down, and refresh) are also highlighted with a red rectangle.

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



LEADING THE WAY IN INNOVATION

Events

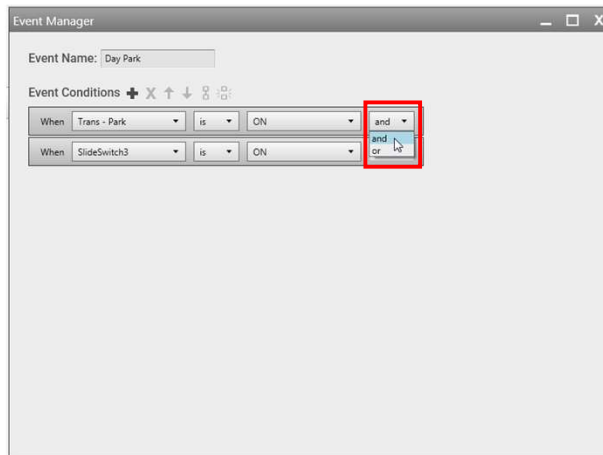
The screenshot shows the 'Event Manager' window with the title bar containing standard window controls. Below the title bar, there is a text field for 'Event Name' containing 'Day Park'. Underneath, the 'Event Conditions' section is highlighted with a red rectangle. It contains two conditions: 'When Trans - Park is ON and' and 'When Airhorn is OFF and'. The 'Event Conditions' label and its associated icons (plus, minus, up, down, and refresh) are also highlighted with a red rectangle.

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



LEADING THE WAY IN INNOVATION

Events

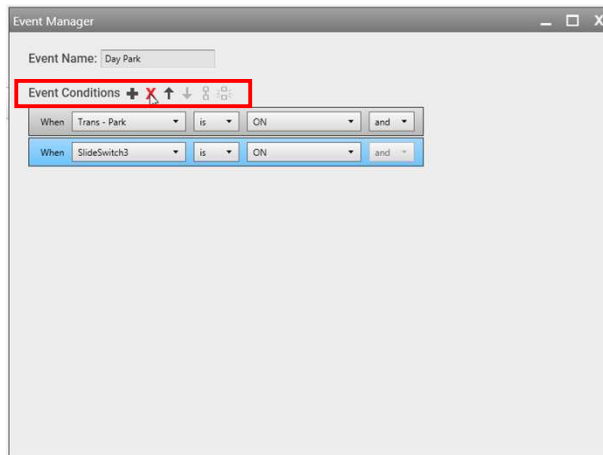


With our new **Event Condition** set we can choose if one or both of the conditions need to be true



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

Events

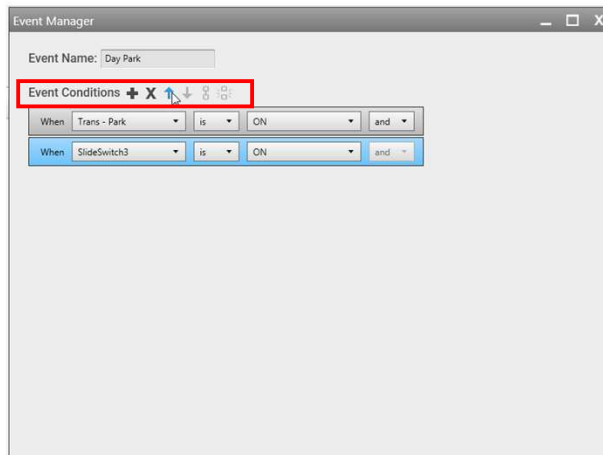


To remove a condition we need to select the condition and click on the **X** in the event controls



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

Events

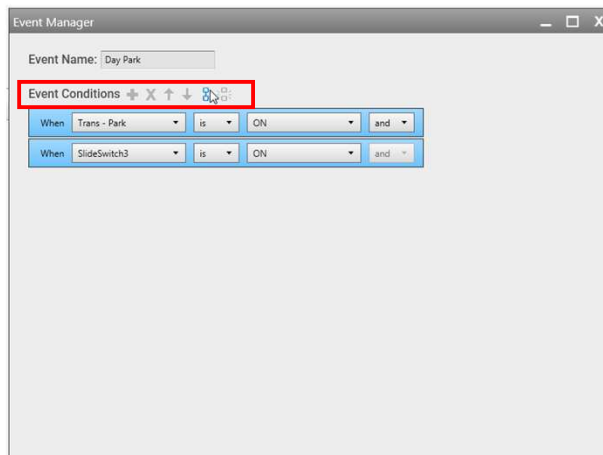



When we have more than one **Event Condition** we can change the order of the conditions using the \uparrow or \downarrow arrows



LEADING THE WAY IN INNOVATION

Events

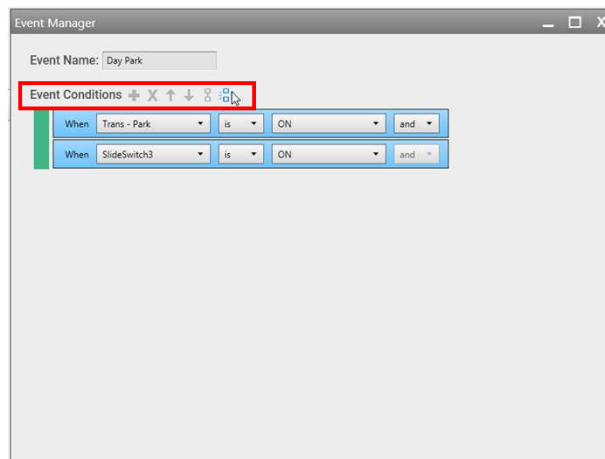



We can select multiple conditions by using **CTRL + LMB** or **SHIFT + LMB** once selected we can then **Link** them by clicking on “” in the event controls



LEADING THE WAY IN INNOVATION

Events

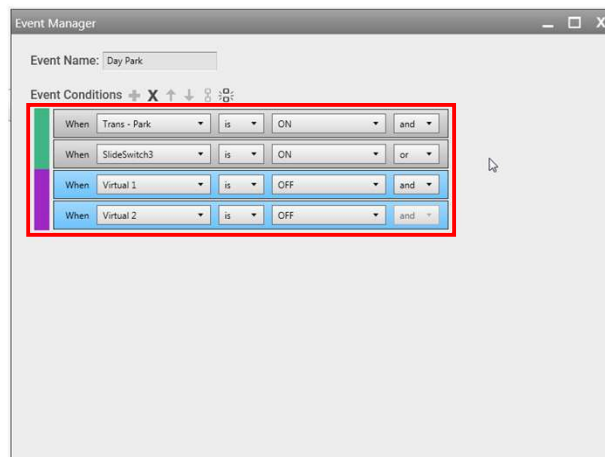


Once linked we will have a color indicator showing our linked conditions. We can always unlink them by selecting them and clicking on “” in the event controls



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

Events

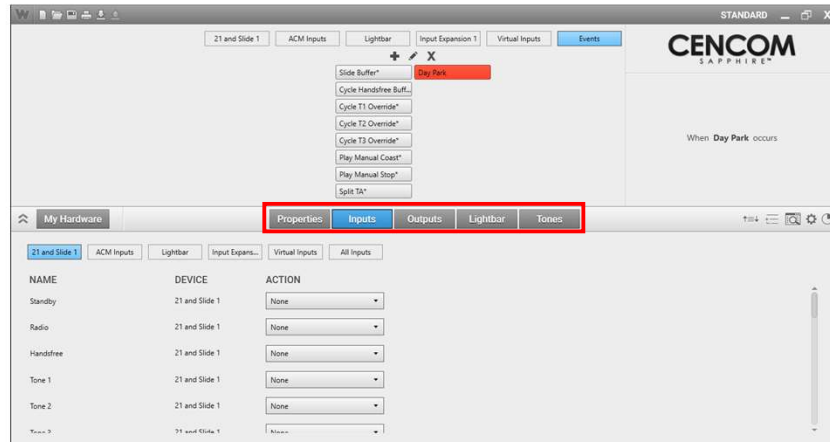


Multiple linked conditions will have different color indicators. Linked events allow us to have blocks of conditions that need to evaluate to true for our **Event** to trigger



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

Events

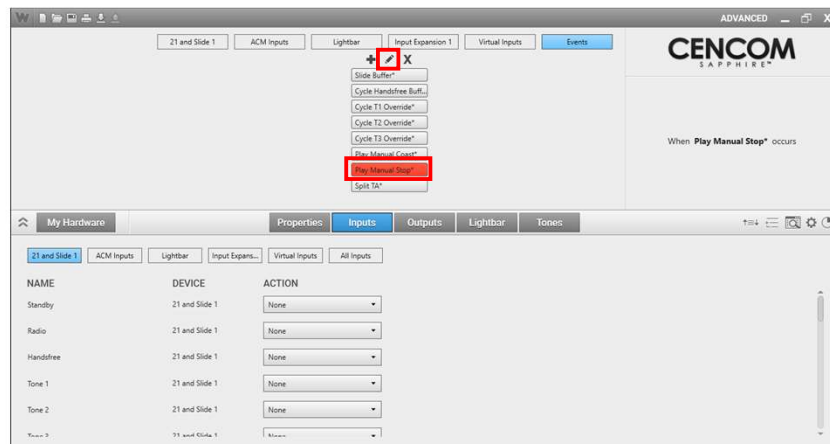


Once we have created our **Event** we can close the **Event Manager** and program what the event will do



LEADING THE WAY IN INNOVATION

Events

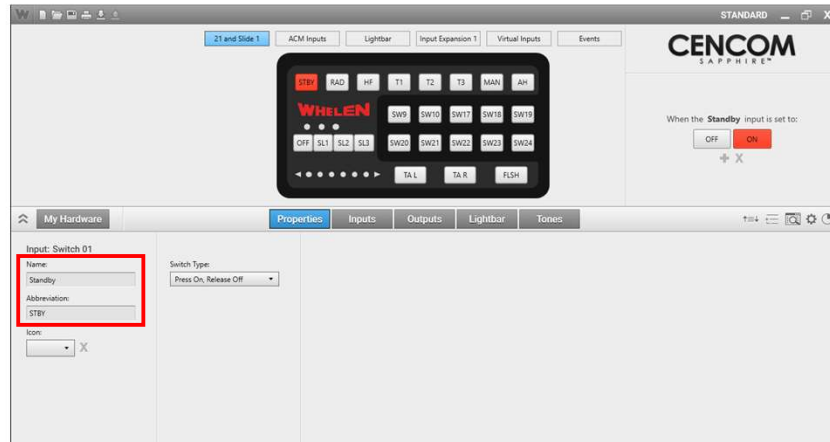


To **Edit** an Event, click on the icon or Double Click on the event name. Events with a "*" next to the name can only be edited in **Advanced Mode**

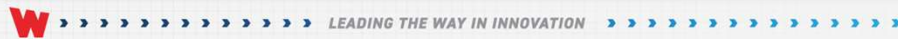


LEADING THE WAY IN INNOVATION

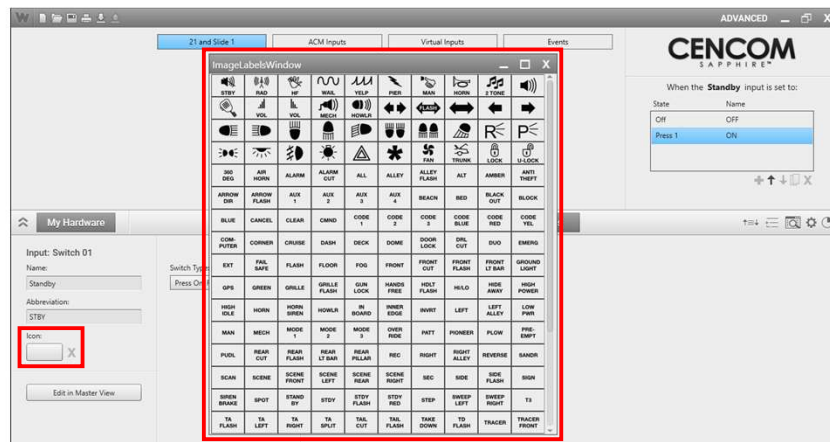
Properties Page



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



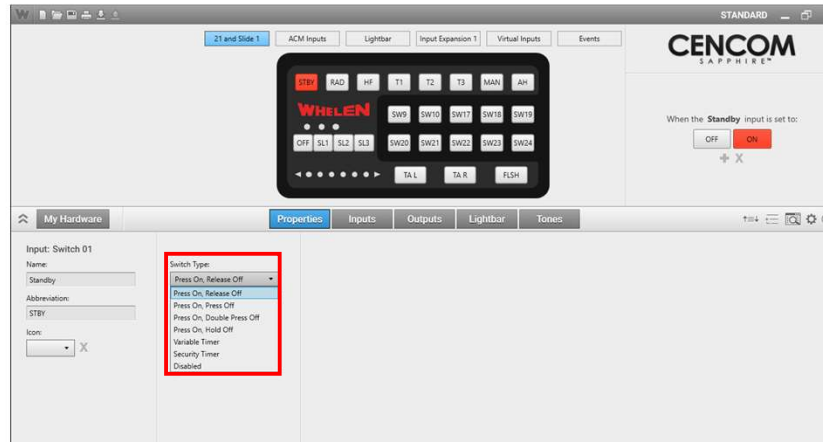
Properties Page



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



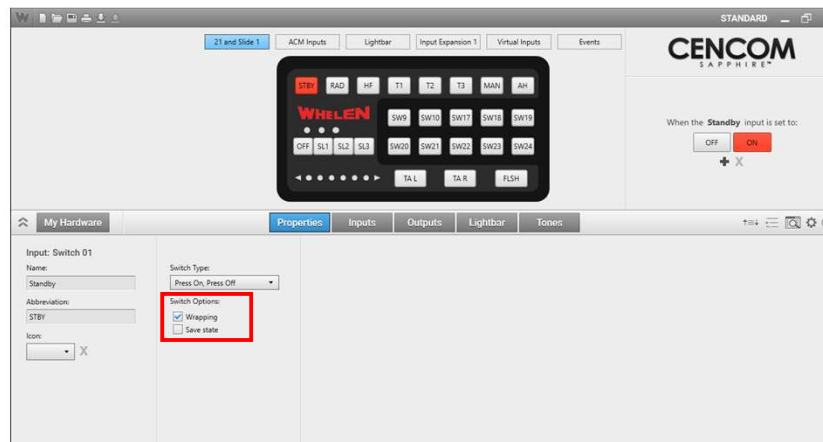
Properties Page



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



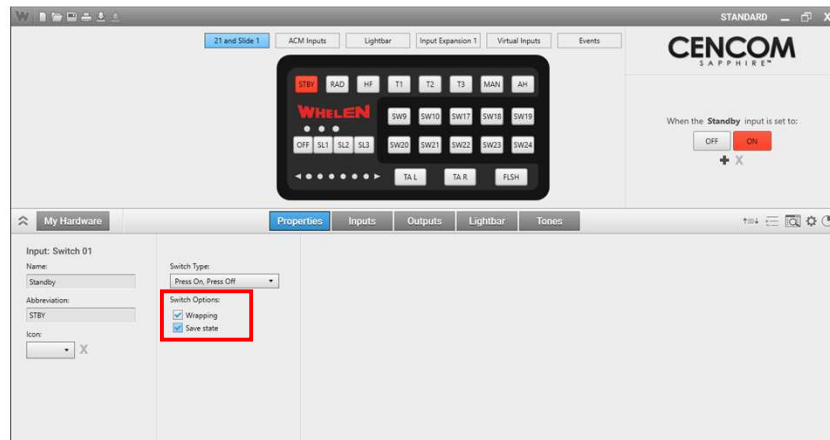
Properties Page



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**



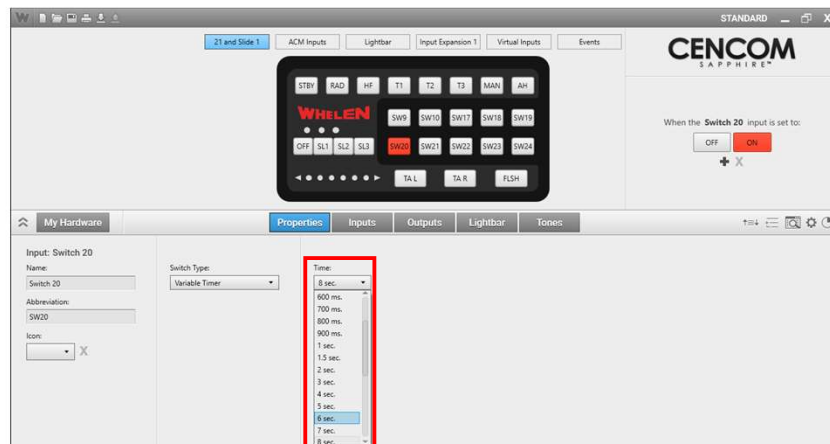
Properties Page



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



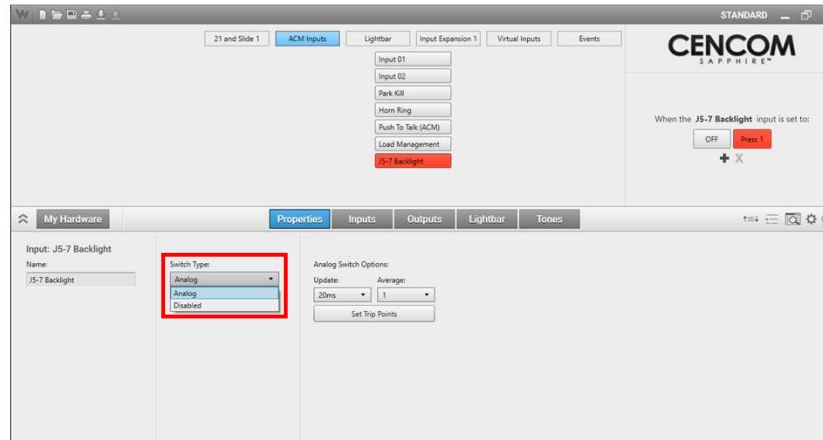
Properties Page



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

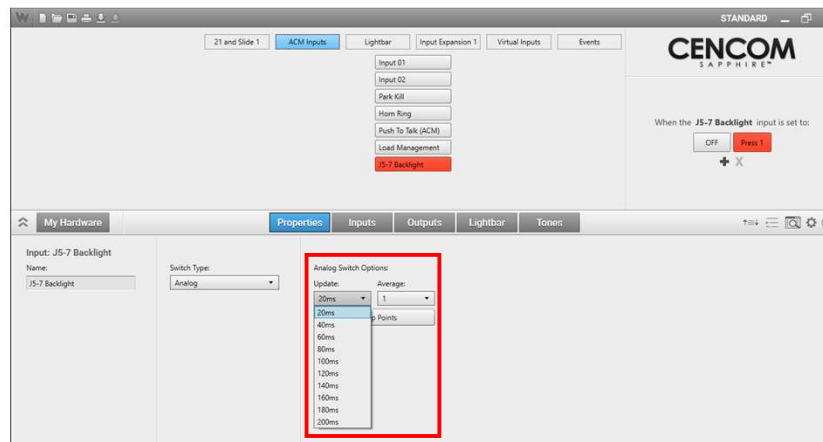


If we select an Input that is an **Analog** input, on the properties page the switch type can only be **Analog** or **Disabled**



LEADING THE WAY IN INNOVATION

Properties Page Analog Inputs



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



LEADING THE WAY IN INNOVATION

Properties Page Analog Inputs

The screenshot shows the 'Analog Trip Point Editor' window. It has two main sections: 'Upper Trip Points' on the left and 'Lower Trip Points' on the right. Each section has a vertical slider and a set of buttons labeled 'Press 1' through 'Press 7' and 'OFF'. A red box highlights the central buttons. The 'Upper Trip Points' section has an upward arrow labeled 'INCREASING VDC' and the 'Lower Trip Points' section has a downward arrow labeled 'DECREASING VDC'.

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

The screenshot shows the 'Properties Page' in 'Advanced' mode. The 'My Hardware' tab is selected, and the 'Properties' sub-tab is active. The 'Input: Switch 01' section is visible, showing fields for Name, Standby, Abbreviation, and STBY. The 'Edit in Master View' button is highlighted with a red box. The 'CENCOM SAPPHIRE' logo is visible in the top right corner.

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



LEADING THE WAY IN INNOVATION

Properties Page

Properties Master View

21 and Slide 1 | ACM Inputs | Lightbar | Input Expansion 1 | Virtual Inputs | All Inputs

Filter:

NAME	ABBR	ICON	SWITCH TYPE	GROUP	INPUT	WRAPPING	SAVE STATE	ELEC. CONNECTION	UPDATE	AVG	TRIP POS
Standby	STBY		Press On, Release Off	21 and Slide 1	Switch 01	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Radio	RAD		Press On, Press Off	21 and Slide 1	Switch 02	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Handsfree	HF		Press On, Press Off	21 and Slide 1	Switch 03	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Tone 1	T1		Press On, Press Off	21 and Slide 1	Switch 04	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Tone 2	T2		Press On, Press Off	21 and Slide 1	Switch 05	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Tone 3	T3		Press On, Press Off	21 and Slide 1	Switch 06	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Manual	MAN		Press On, Release Off	21 and Slide 1	Switch 07	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Airhorn	AH		Press On, Release Off	21 and Slide 1	Switch 08	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Switch 09	SW9		Press On, Press Off	21 and Slide 1	Switch 09	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Switch 10	SW10		Press On, Press Off	21 and Slide 1	Switch 10	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P

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

21 and Slide 1 | ACM Inputs | Lightbar | Input Expansion 1 | Virtual Inputs | All Inputs

Filter:

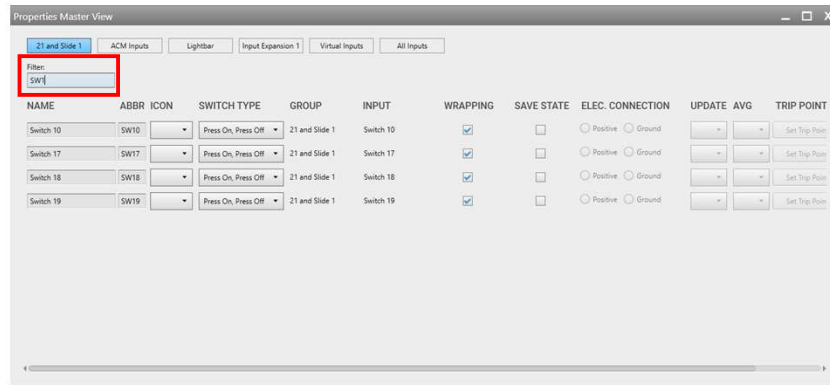
NAME	ABBR	ICON	SWITCH TYPE	GROUP	INPUT	WRAPPING	SAVE STATE	ELEC. CONNECTION	UPDATE	AVG	TRIP POS
Standby	STBY		Press On, Release Off	21 and Slide 1	Switch 01	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Radio	RAD		Press On, Press Off	21 and Slide 1	Switch 02	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Handsfree	HF		Press On, Press Off	21 and Slide 1	Switch 03	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Tone 1	T1		Press On, Press Off	21 and Slide 1	Switch 04	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Tone 2	T2		Press On, Press Off	21 and Slide 1	Switch 05	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Tone 3	T3		Press On, Press Off	21 and Slide 1	Switch 06	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Manual	MAN		Press On, Release Off	21 and Slide 1	Switch 07	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Airhorn	AH		Press On, Release Off	21 and Slide 1	Switch 08	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Switch 09	SW9		Press On, Press Off	21 and Slide 1	Switch 09	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P
Switch 10	SW10		Press On, Press Off	21 and Slide 1	Switch 10	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/> Positive <input type="radio"/> Ground	-	+	Set Trip P

In Master View we can view the Control Head, ACM Inputs, Lightbar Inputs, Input Expansion, and Virtual Inputs or we can view All Inputs



LEADING THE WAY IN INNOVATION

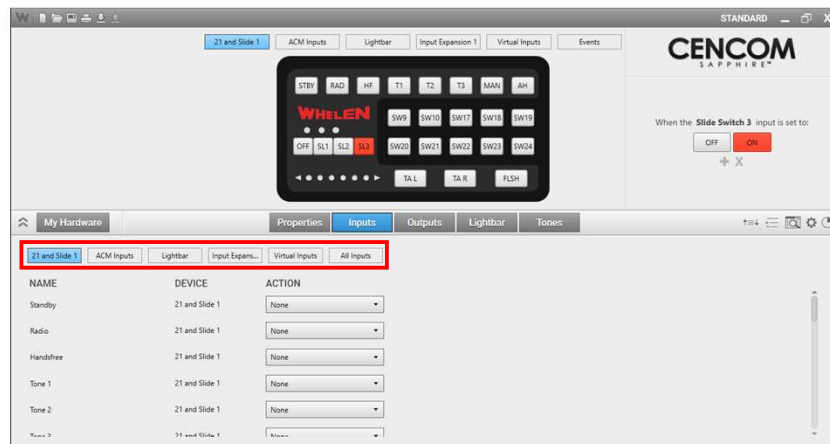
Properties Page



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



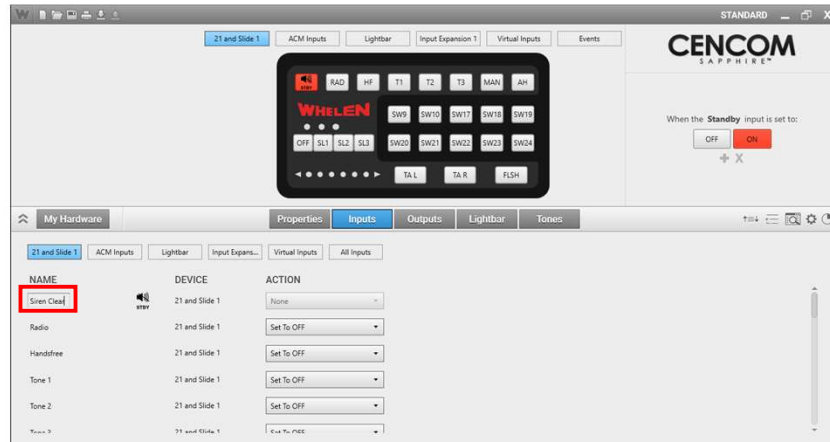
Inputs Page



On the **Inputs** page we can view the **Control Head**, **ACM Inputs**, **Lightbar**, **Input Expansion**, **Virtual Inputs** or we can view **All Inputs**



Inputs Page

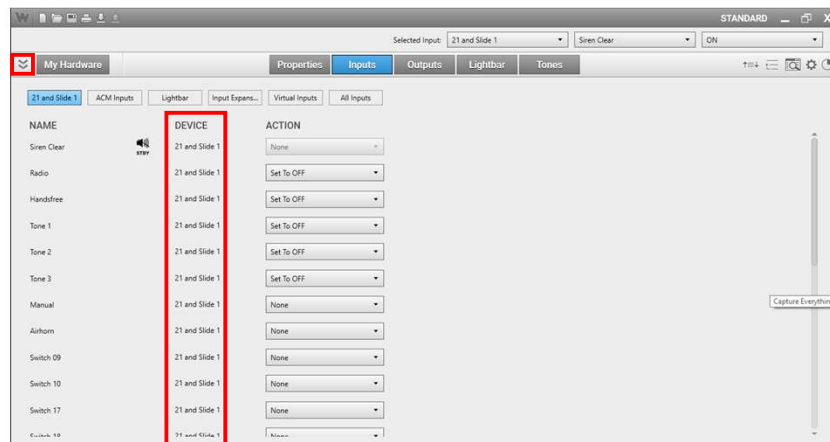


We can modify any input's name, once we select another input the name will be saved and will persist throughout our configuration



LEADING THE WAY IN INNOVATION

Inputs Page

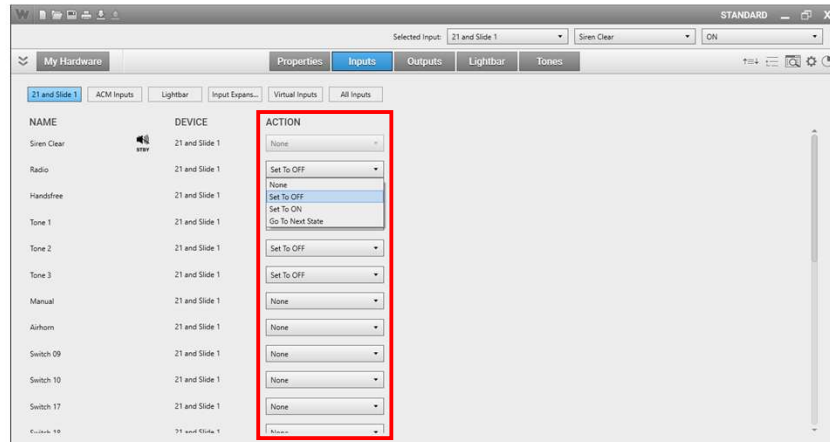


If we have given our device a custom nickname that nickname will be displayed in the **Device** column



LEADING THE WAY IN INNOVATION

Inputs Page

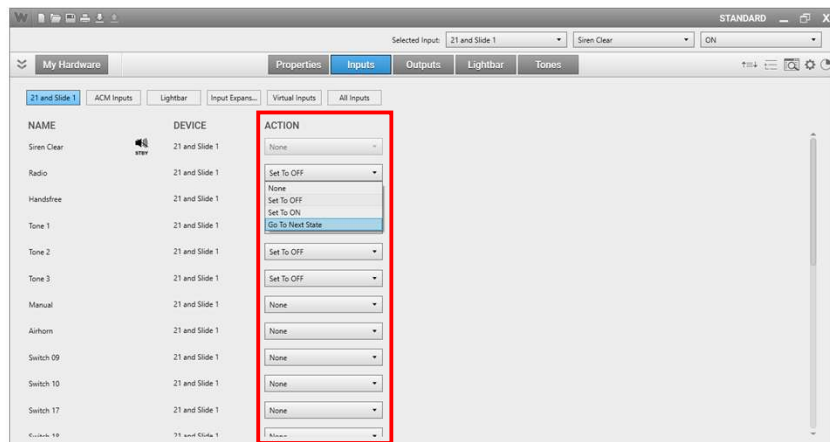


We can **Turn On** or **Off** any of our inputs by selecting **Set to ON** or **Set to OFF** from the **Action** drop down list



LEADING THE WAY IN INNOVATION

Inputs Page

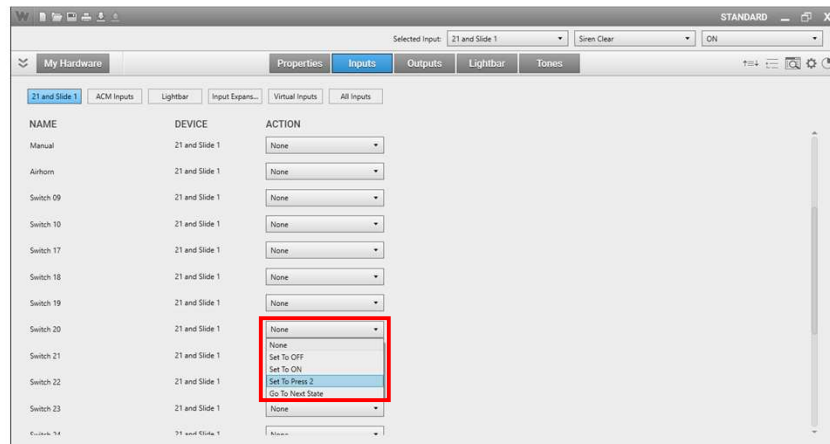


Go To Next State is the replacement action for **Simulate Pressing** it will step our inputs through their **Press/States** and allow our timers to countdown



LEADING THE WAY IN INNOVATION

Inputs Page

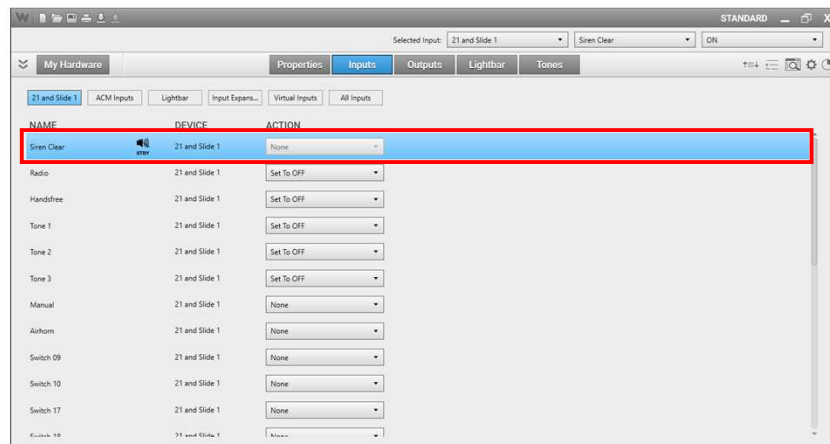


If an input has more that one **Press/State** the action drop down list will display each **Press/State** that has been added



LEADING THE WAY IN INNOVATION

Inputs Page

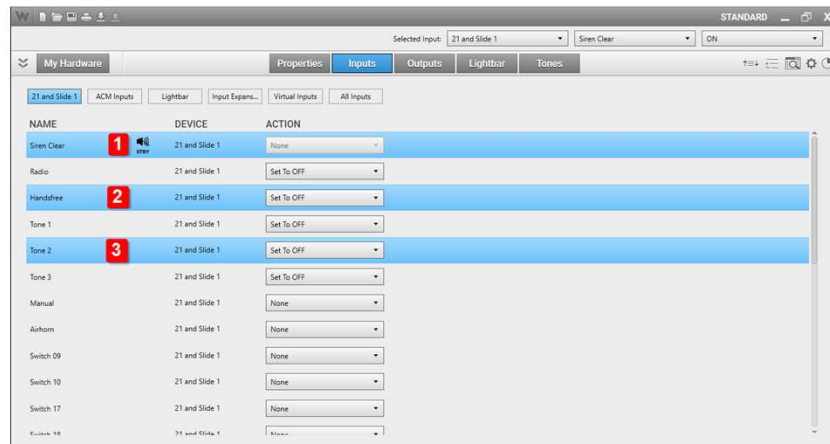


We can highlight an input by clicking on it's row



LEADING THE WAY IN INNOVATION

Inputs Page



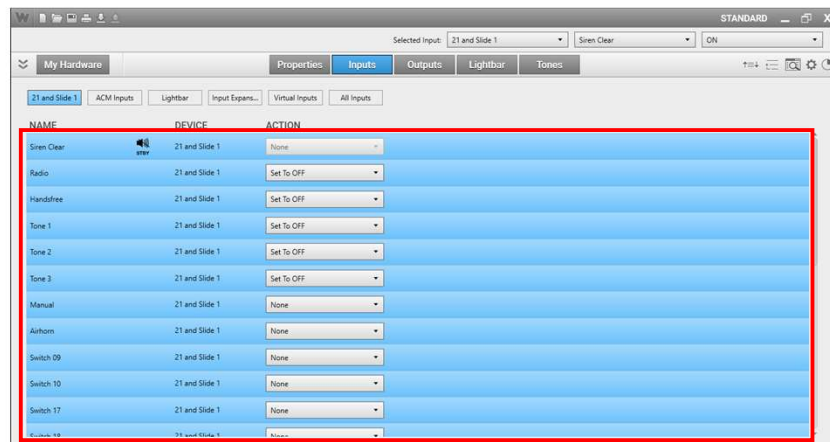
NAME	DEVICE	ACTION
Siren Clear	21 and Slide 1	None
Radio	21 and Slide 1	Set To OFF
Handsfree	21 and Slide 1	Set To OFF
Tone 1	21 and Slide 1	Set To OFF
Tone 2	21 and Slide 1	Set To OFF
Tone 3	21 and Slide 1	Set To OFF
Manual	21 and Slide 1	None
Airhorn	21 and Slide 1	None
Switch 09	21 and Slide 1	None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



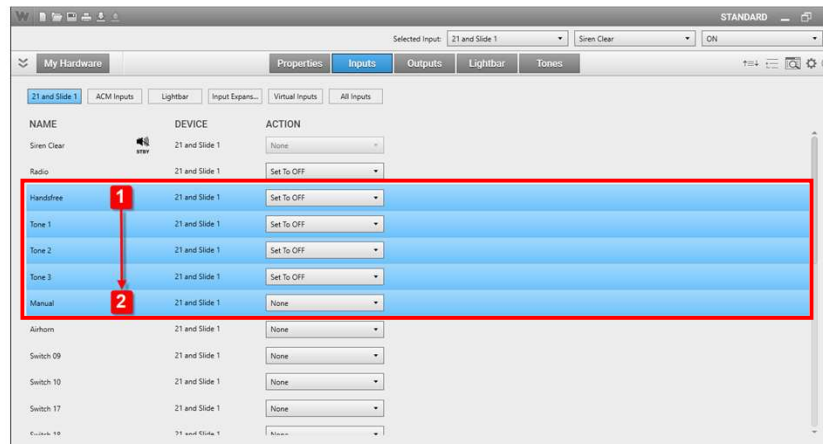
NAME	DEVICE	ACTION
Siren Clear	21 and Slide 1	None
Radio	21 and Slide 1	Set To OFF
Handsfree	21 and Slide 1	Set To OFF
Tone 1	21 and Slide 1	Set To OFF
Tone 2	21 and Slide 1	Set To OFF
Tone 3	21 and Slide 1	Set To OFF
Manual	21 and Slide 1	None
Airhorn	21 and Slide 1	None
Switch 09	21 and Slide 1	None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

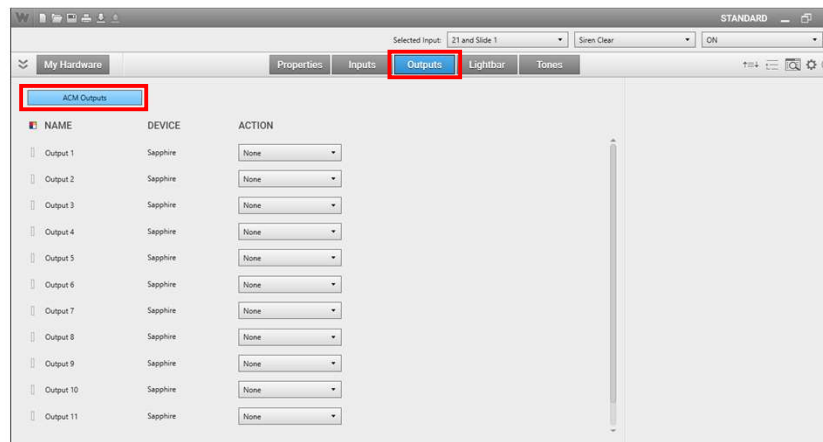


If we **SHIFT + LMB Click** one input then **SHIFT + LMB Click** another input all the inputs between click 1 and 2 will be selected



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

Outputs Page

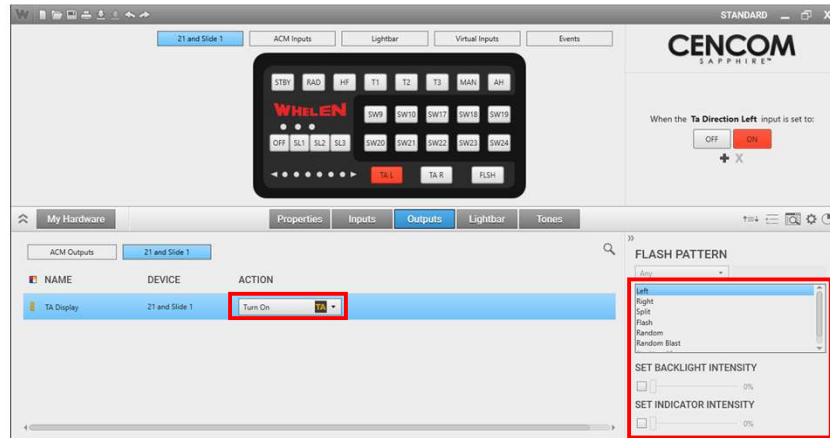


On the **Outputs** page we see all of our **ACM Outputs**



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

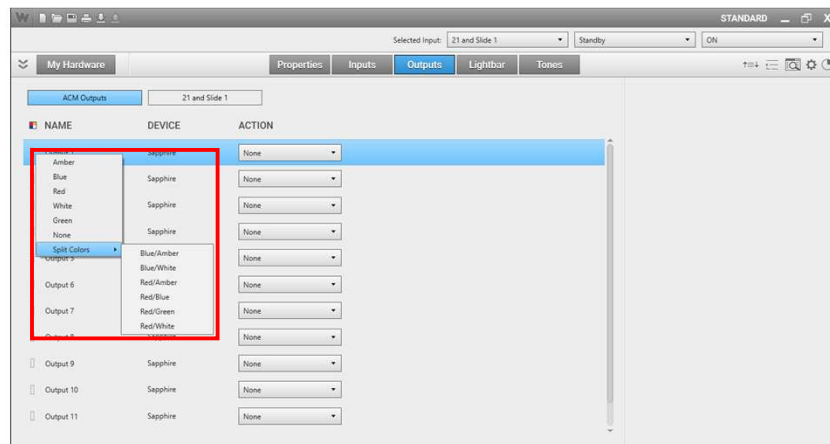
Outputs Page



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 set the Backlight and Indicator Intensities.



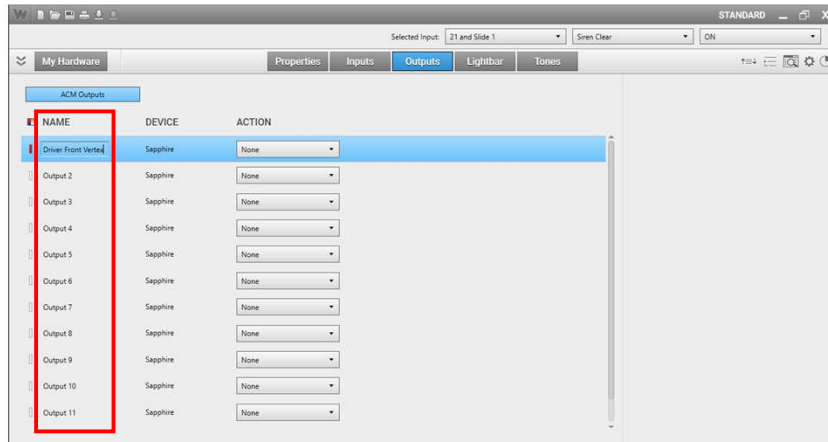
Outputs Page



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



Outputs Page



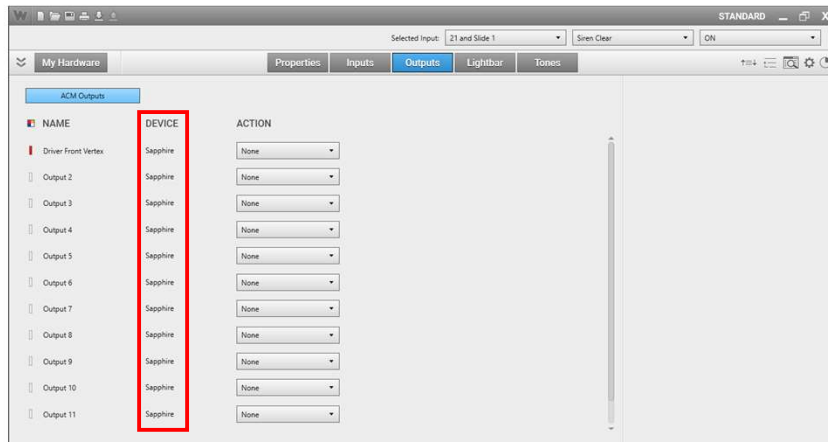
NAME	DEVICE	ACTION
Driver Front Vertex	Sapphire	None
Output 2	Sapphire	None
Output 3	Sapphire	None
Output 4	Sapphire	None
Output 5	Sapphire	None
Output 6	Sapphire	None
Output 7	Sapphire	None
Output 8	Sapphire	None
Output 9	Sapphire	None
Output 10	Sapphire	None
Output 11	Sapphire	None

We can customize the names of our outputs up to a maximum of 24 characters



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

Outputs Page



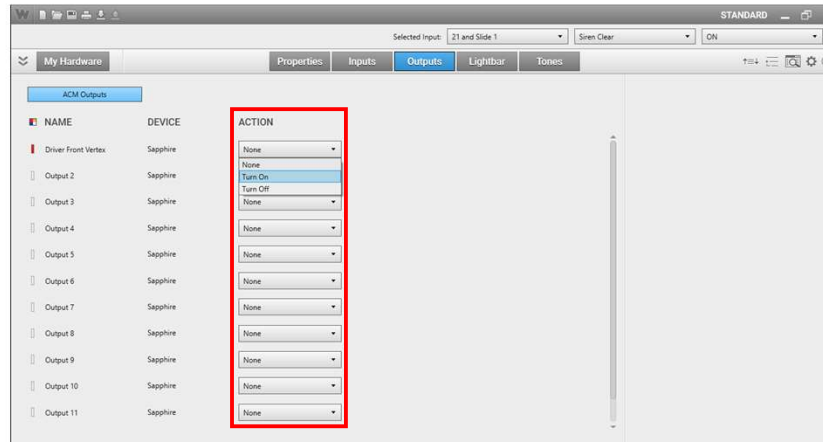
NAME	DEVICE	ACTION
Driver Front Vertex	Sapphire	None
Output 2	Sapphire	None
Output 3	Sapphire	None
Output 4	Sapphire	None
Output 5	Sapphire	None
Output 6	Sapphire	None
Output 7	Sapphire	None
Output 8	Sapphire	None
Output 9	Sapphire	None
Output 10	Sapphire	None
Output 11	Sapphire	None

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



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

Outputs Page

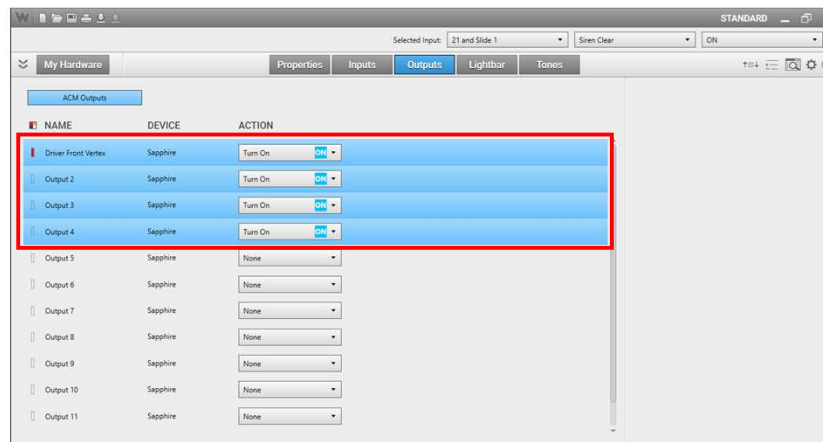


Sapphire outputs cannot be flashed so under actions we can only program the outputs to **Turn On** or **Turn OFF**.



LEADING THE WAY IN INNOVATION

Outputs Page

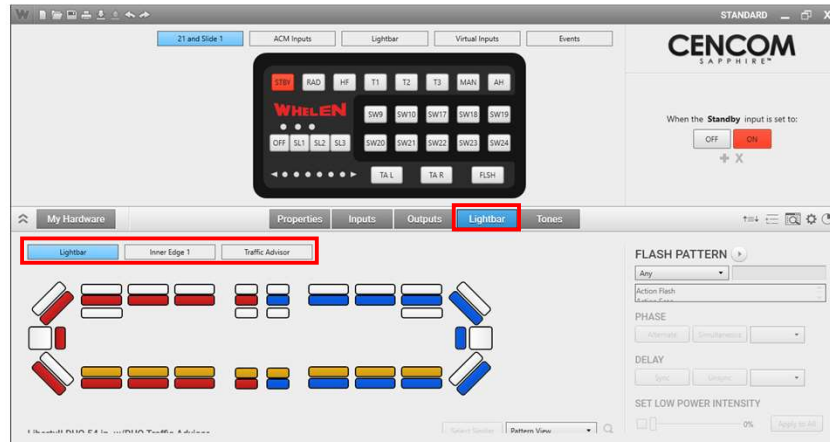


We can set the **Action** for multiple outputs by selecting the outputs and then setting the action



LEADING THE WAY IN INNOVATION

Lightbar Page

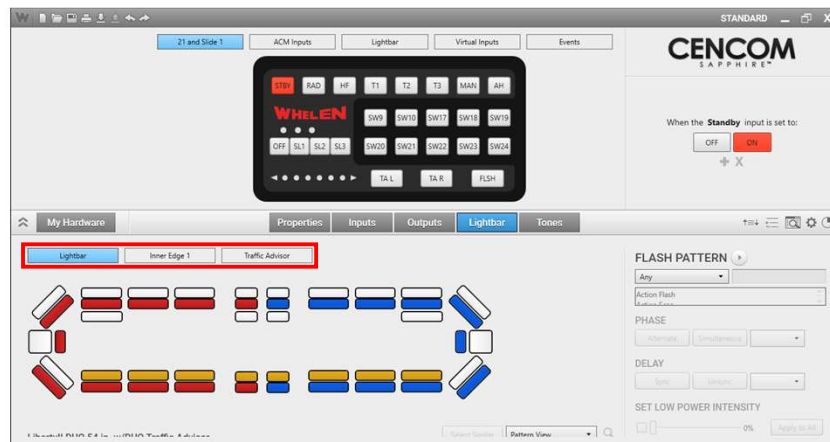


On the **Lightbar Page** we can view the **Lightbar**, the **Inner Edge** or the **ACM Traffic Advisor**



LEADING THE WAY IN INNOVATION

Lightbar Page

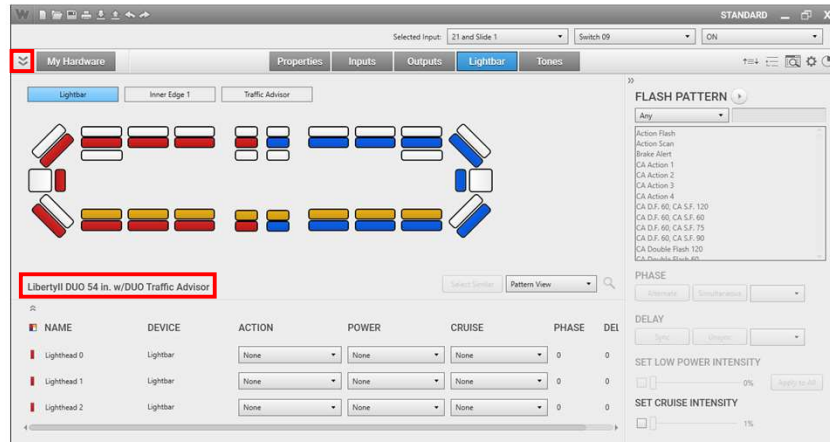


If we have given our **Lightbar**, **Inner Edge** or our **ACM Traffic Advisor** a custom nickname that nickname will be displayed on the tab



LEADING THE WAY IN INNOVATION

Lightbar Page

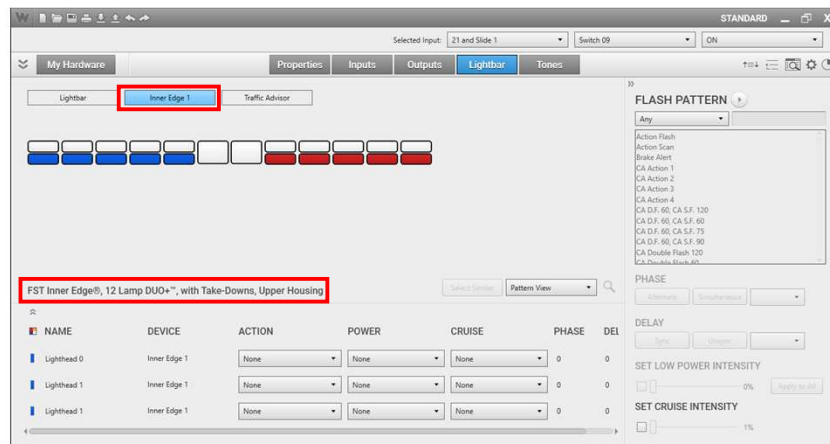


If we imported a .bxr file under the tab it would say **Custom Lightbar** but if we used **Design Lightbar** we will see the name of the lightbar we selected



LEADING THE WAY IN INNOVATION

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**



LEADING THE WAY IN INNOVATION

Lightbar Page Traffic Advisor

The screenshot shows the 'Traffic Advisor' configuration page. The 'Traffic Advisor' tab is highlighted with a red box. The interface includes a table for configuring traffic advisor lamps and a sidebar with various flash patterns.

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

FLASH PATTERN

- Any
- Action Flash
- Action Scan
- Brake Alert
- CA Action 1
- CA Action 2
- CA Action 3
- 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
- CA Double Flash 75
- CA Double Flash 90
- CA SF 75 221

PHASE

DELAY

SET LOW POWER INTENSITY

0% Apply to All

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

The screenshot shows the 'Lightbar' configuration page. The 'Lightbar' tab is highlighted with a red box. The interface includes a table for configuring lightbar lamps and a sidebar with various flash patterns.

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
TA Lamp 4	Traffic Advisor	None	None	None	0	0
TA Lamp 5	Traffic Advisor	None	None	None	0	0
TA Lamp 6	Traffic Advisor	None	None	None	0	0
TA Lamp 7	Traffic Advisor	None	None	None	0	0
TA Lamp 8	Traffic Advisor	None	None	None	0	0

FLASH PATTERN

- Any
- Action Flash
- Action Scan
- Brake Alert
- CA Action 1
- CA Action 2
- CA Action 3
- 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
- CA Double Flash 75
- CA Double Flash 90
- CA SF 75 221

PHASE

DELAY

SET LOW POWER INTENSITY

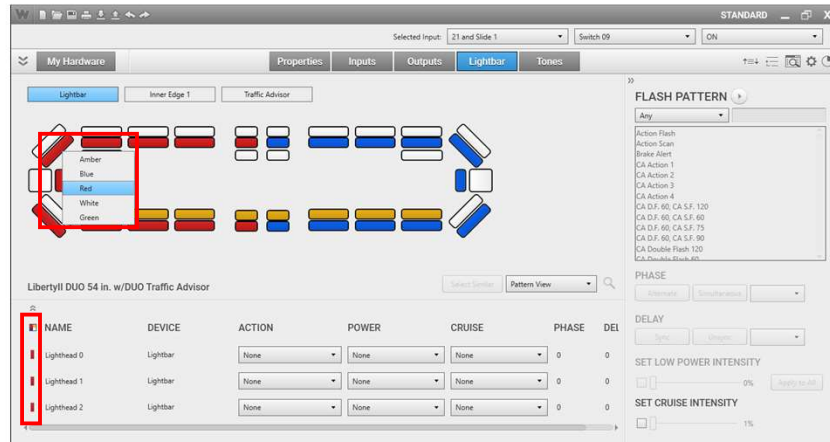
0% Apply to All

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



LEADING THE WAY IN INNOVATION

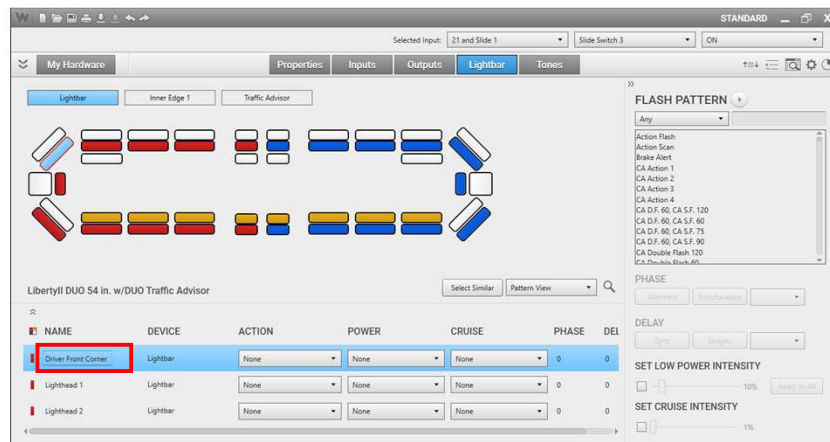
Lightbar Page



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



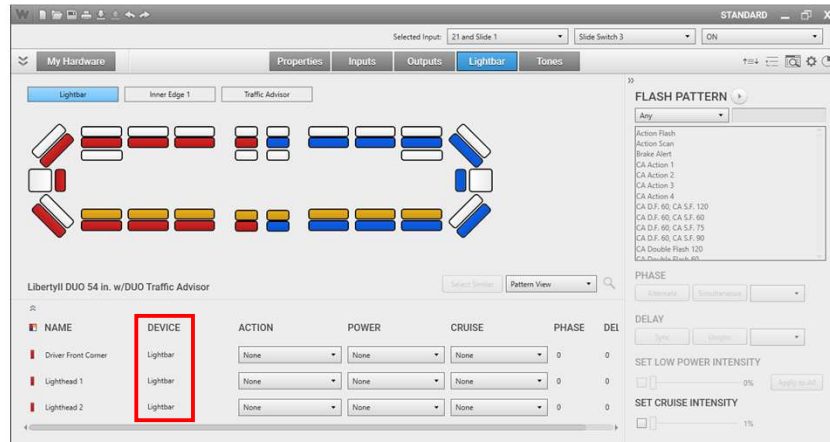
Lightbar Page



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



Lightbar Page

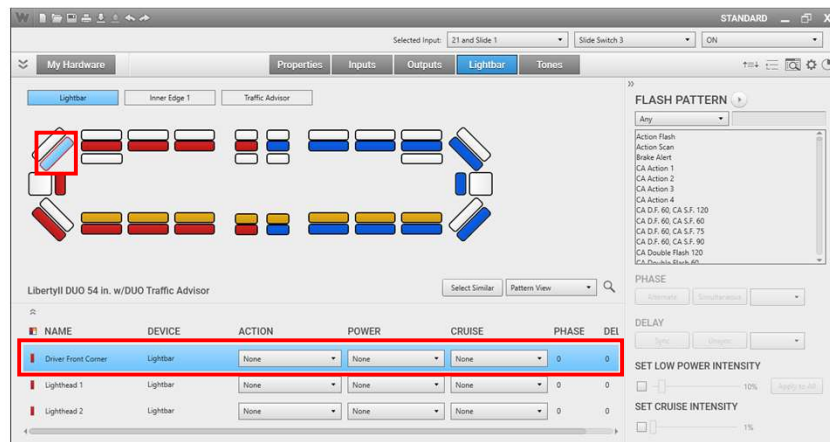


If we have given our **Lightbar**, **Inner Edge** or **Traffic Advisor** a custom nickname that nickname will be displayed in the **Device** column



LEADING THE WAY IN INNOVATION

Lightbar Page

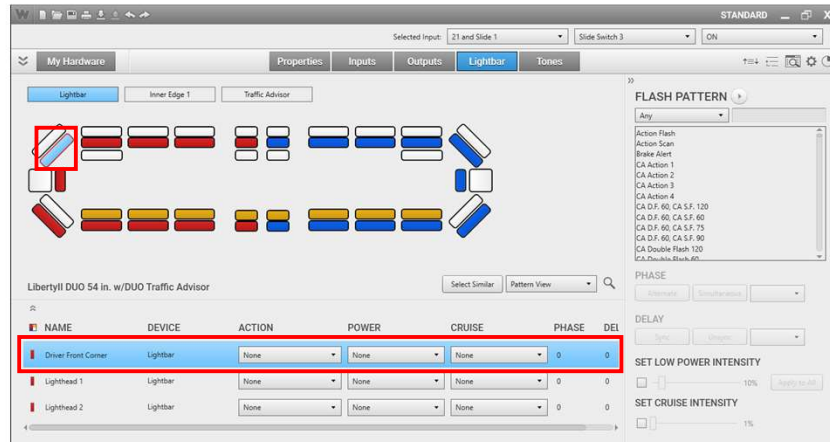


If we select a module on the lightbar the corresponding Lighthouse row will be selected in the list below



LEADING THE WAY IN INNOVATION

Lightbar Page

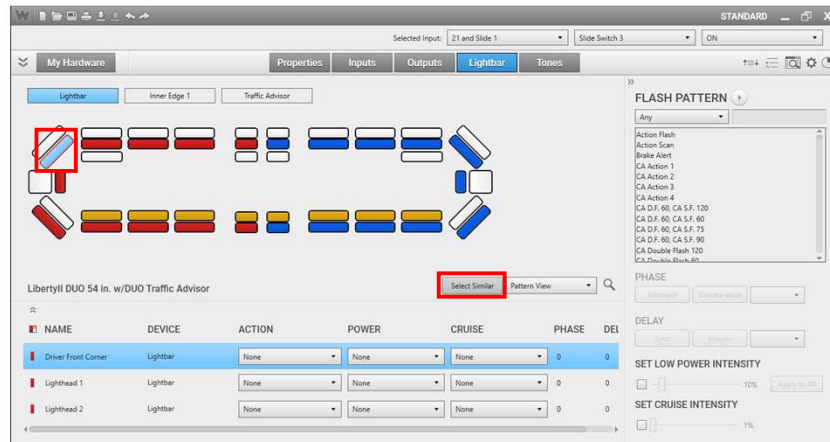


If we select a lighthouse in the list below the corresponding module in the lightbar will be selected above



LEADING THE WAY IN INNOVATION

Lightbar Page

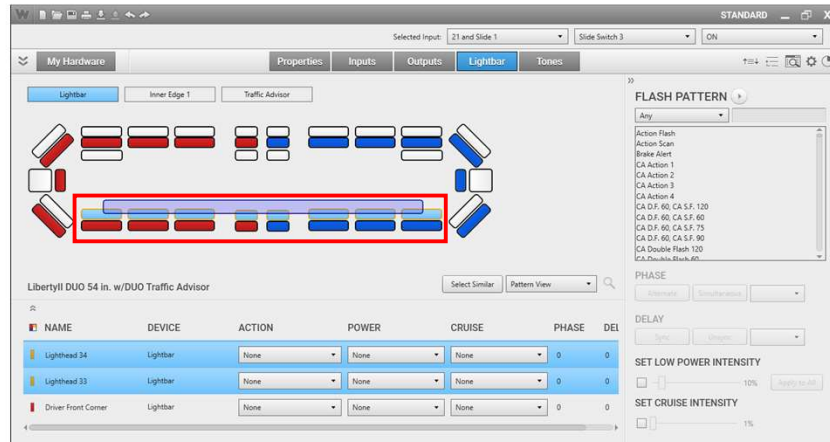


After we select a lighthouse, we can click **Select Similar** which will select all lighthouses of the same color.



LEADING THE WAY IN INNOVATION

Lightbar Page

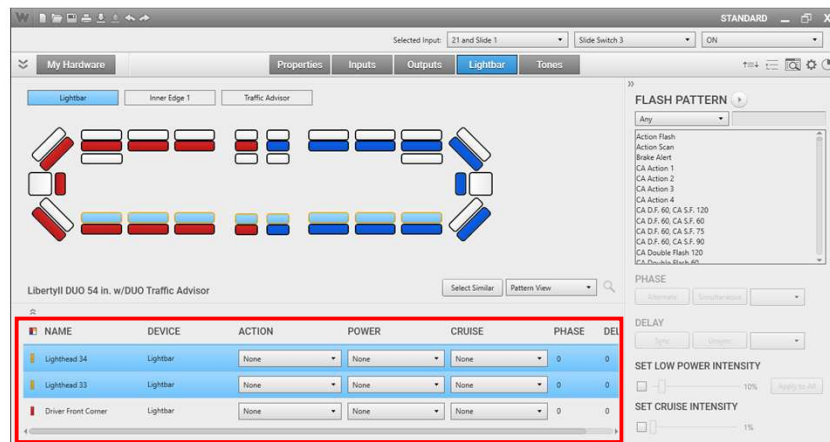


If we hold the LMB we can use the drag select to select groups of modules in the lightbar



LEADING THE WAY IN INNOVATION

Lightbar Page

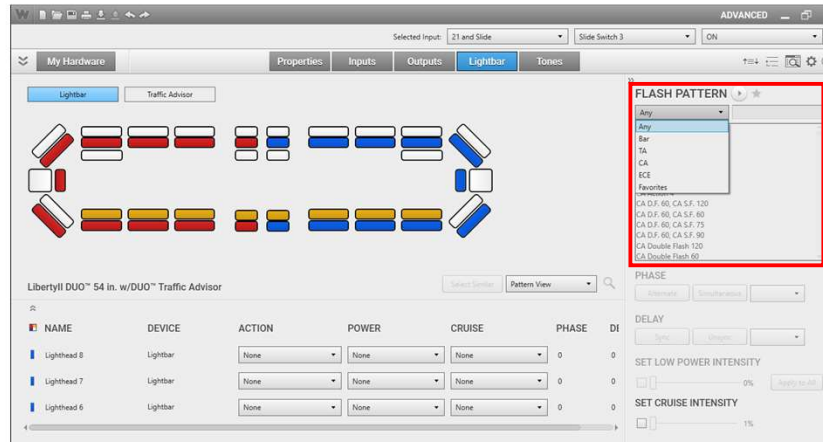


The selected modules will always be filtered to the top of the **Lighthouse** list. We can also select modules from the list in any of the ways we select inputs and outputs.



LEADING THE WAY IN INNOVATION

Lightbar Page Pattern View

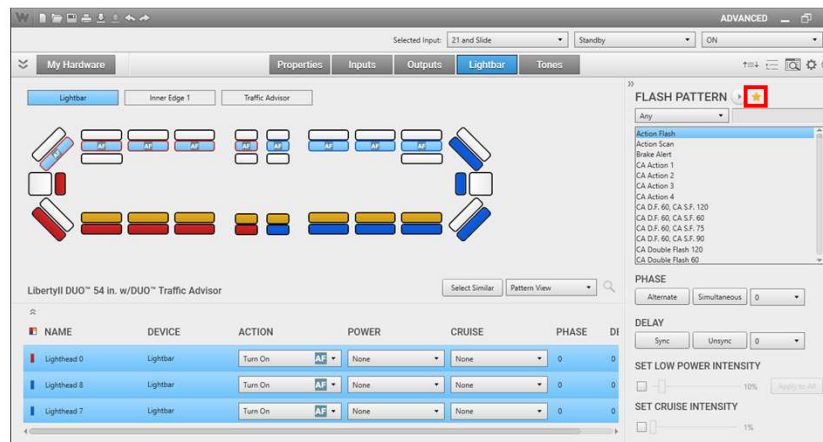


Once we have selected modules we can set flash patterns and phasing from the flash pattern control area. We can also Filter what patterns are shown.



LEADING THE WAY IN INNOVATION

Outputs Page

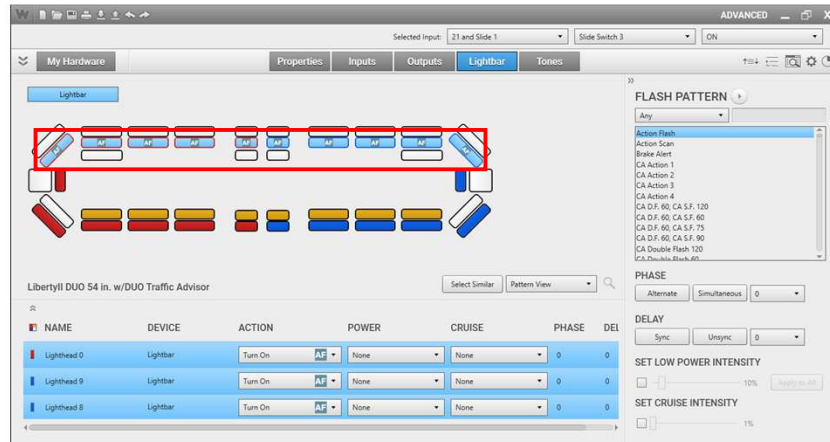


We can add a Pattern to our **Favorites** list by selecting it then clicking the Star above the pattern list.



LEADING THE WAY IN INNOVATION

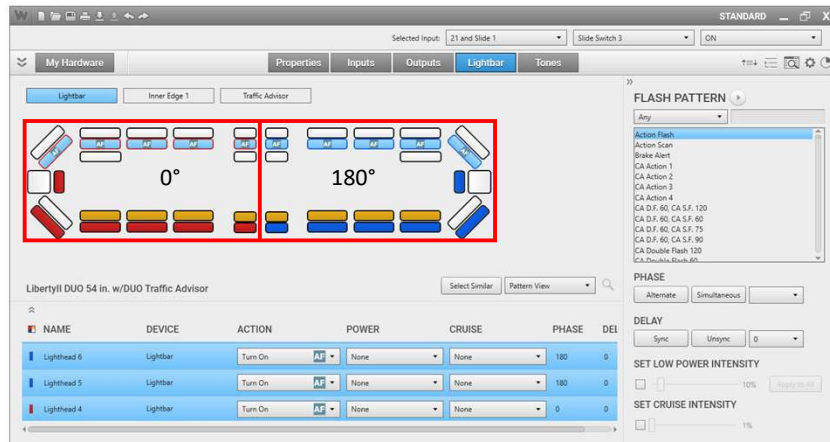
Lightbar Page Pattern View



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



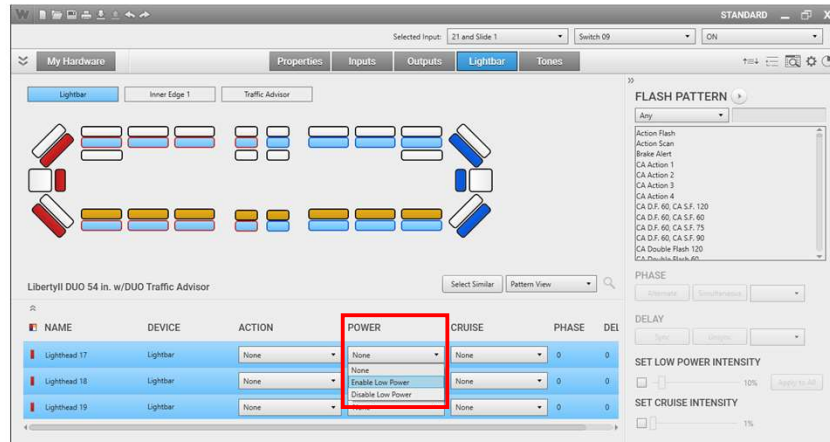
Lightbar Page Pattern View

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

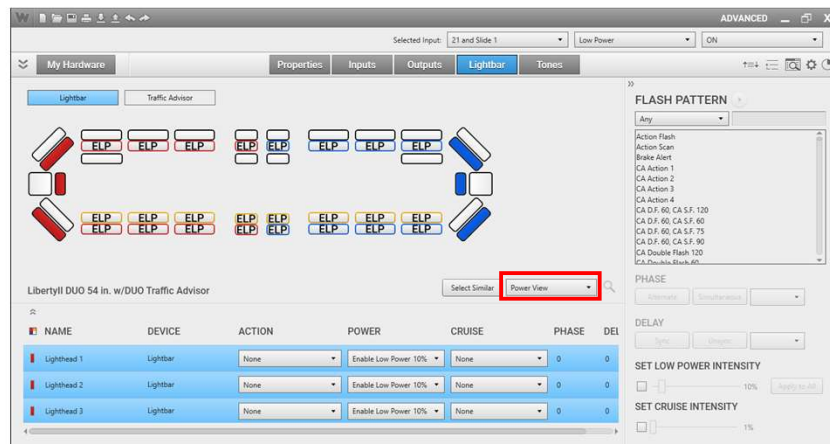


To **Enable** or **Disable** low power under the **Power** selection we can select the desired action



LEADING THE WAY IN INNOVATION

Lightbar Page Power View



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

The screenshot shows the 'Lightbar' configuration page in the 'Power View' mode. The main table lists three lightheads, all of which are currently set to 'None' for action and 'Enable Low Power 10%' for power. The sidebar on the right contains a 'FLASH PATTERN' list and a 'SET LOW POWER INTENSITY' slider set to 10%.

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

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



Lightbar Page Power View

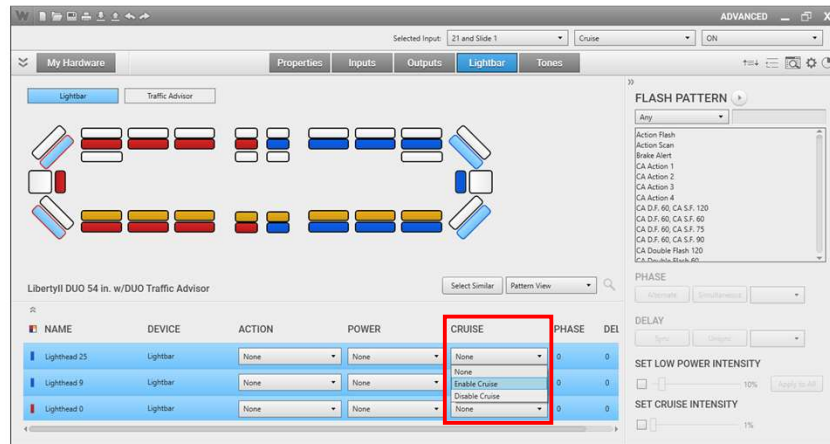
The screenshot shows the 'Lightbar' configuration page in the 'Power View' mode. The main table lists three lightheads, all of which are currently set to 'Turn On' for action and 'None' for power. The sidebar on the right contains a 'FLASH PATTERN' list and a 'SET LOW POWER INTENSITY' slider set to 30%.

NAME	ACTION	POWER	CRUISE	PHASE	DELAY
Lighthouse 24	Turn On	None	None	0	0
Lighthouse 8	Turn On	None	None	0	0
Lighthouse 17	Turn On	None	None	0	0

The **Low Power Intensity** is Input/Press dependant. A Custom setting can only be applied to a lighthouse with an action set.



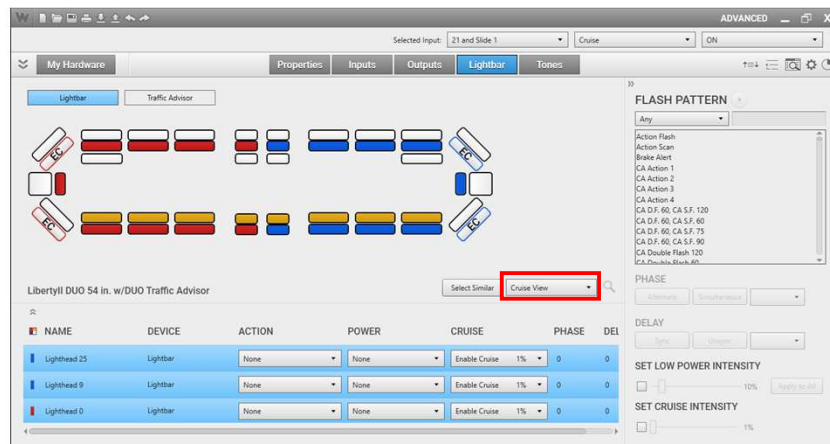
Lightbar Page Cruise View



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



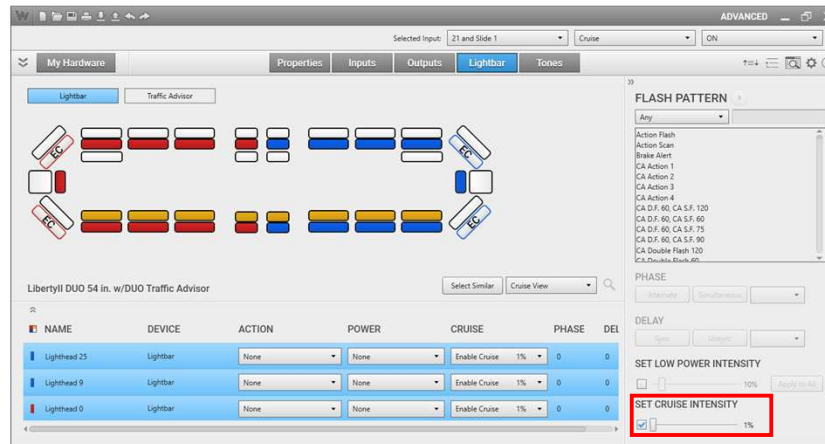
Lightbar Page Cruise View



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



Lightbar Page Cruise View

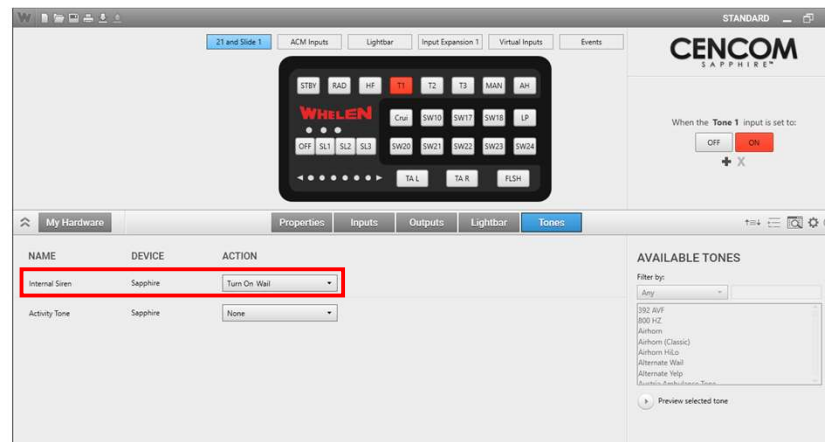


Once a selection has been made we can set a custom **Cruise Intensity**



LEADING THE WAY IN INNOVATION

Tones Page



On the **Tones** page we can set the siren tone for the **Internal** siren amplifier



LEADING THE WAY IN INNOVATION

Tones Page

NAME	DEVICE	ACTION
Internal Siren	Sapphire	Turn On Wall
Activity Tone	Sapphire	None

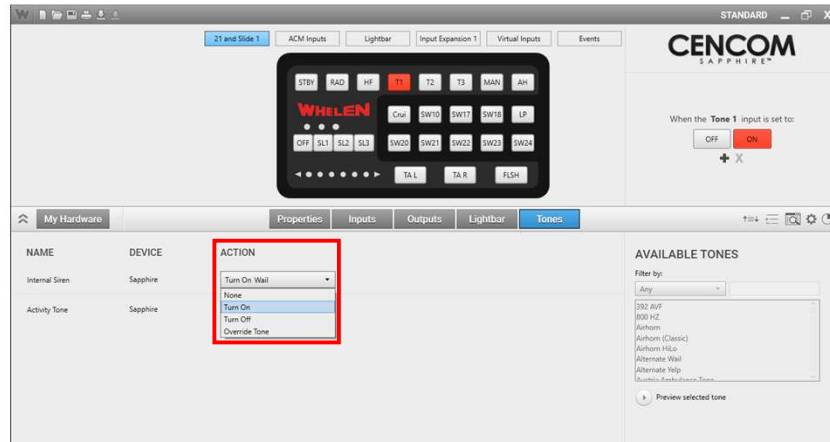
Under **Name** we can give our siren amplifiers custom nicknames

Tones Page

NAME	DEVICE	ACTION
Internal Siren	Sapphire	Turn On Wall
Activity Tone	Sapphire	None

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

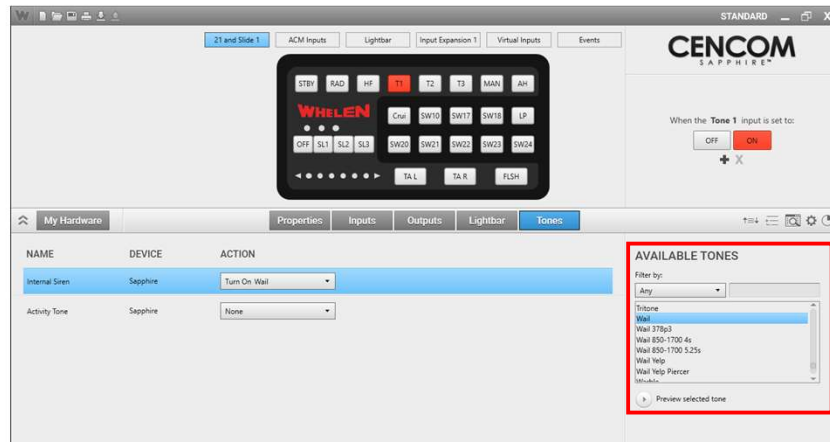


We can set the **Action** to **Turn ON**, **Turn OFF** or to **Override Tone**



LEADING THE WAY IN INNOVATION

Tones Page

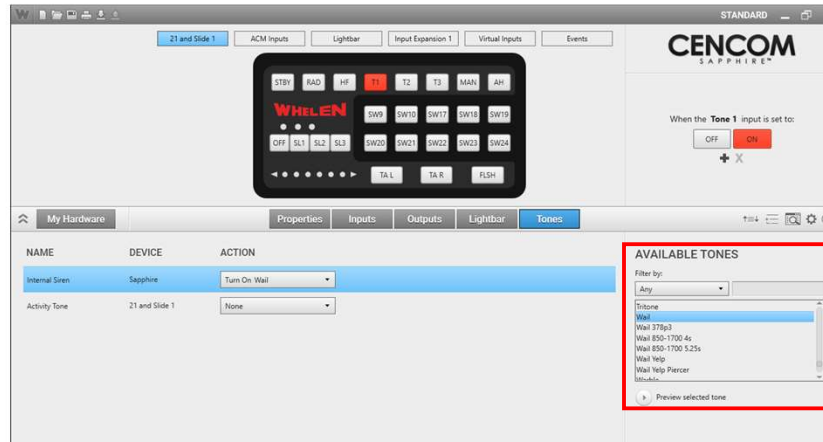


Once we have set our **Action** to **Turn ON** or to **Override Tone** we can then select the siren tone we want to play from the list of **Available Tones**



LEADING THE WAY IN INNOVATION

Tones Page

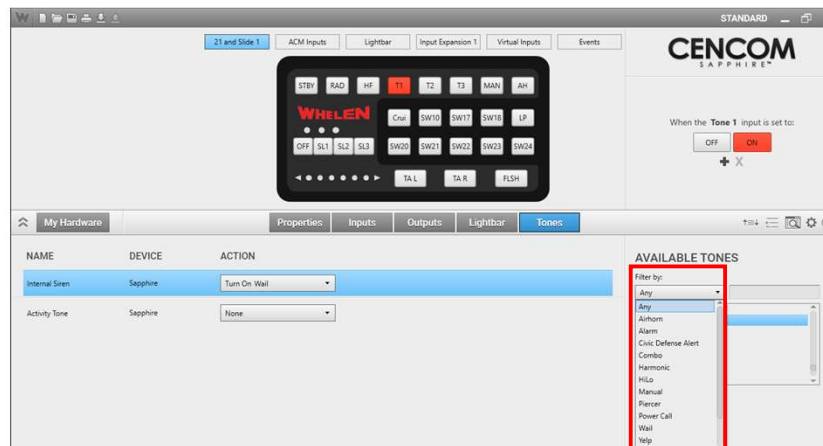


Once we have selected the Amplifier, we can select a tone from the list of **Available Tones**, this will set the default **Action** to **Turn On**



LEADING THE WAY IN INNOVATION

Tones Page

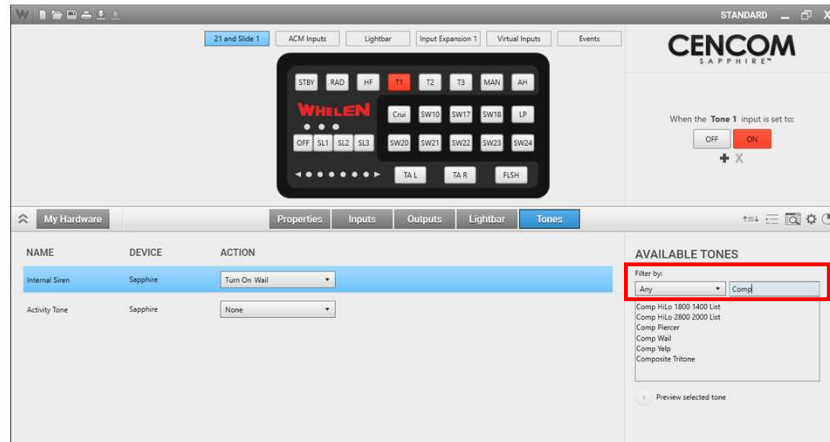


We can filter our siren tones by compliancy



LEADING THE WAY IN INNOVATION

Tones Page

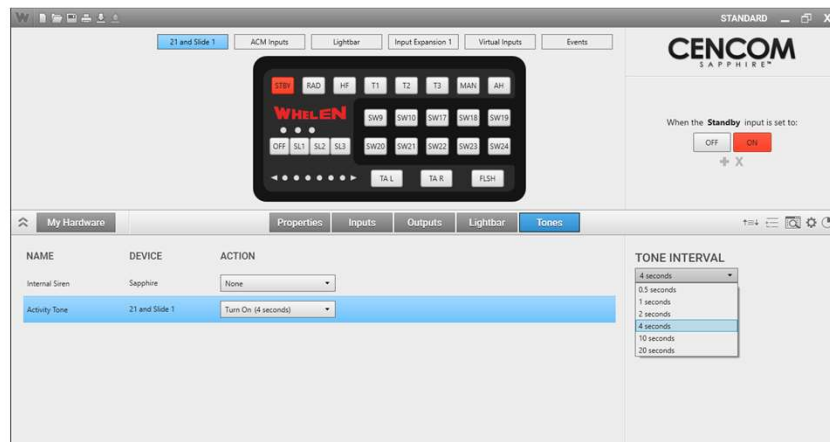


Or we can filter our tones by typing the name of the siren tone that we are looking to play



LEADING THE WAY IN INNOVATION

Tones Page

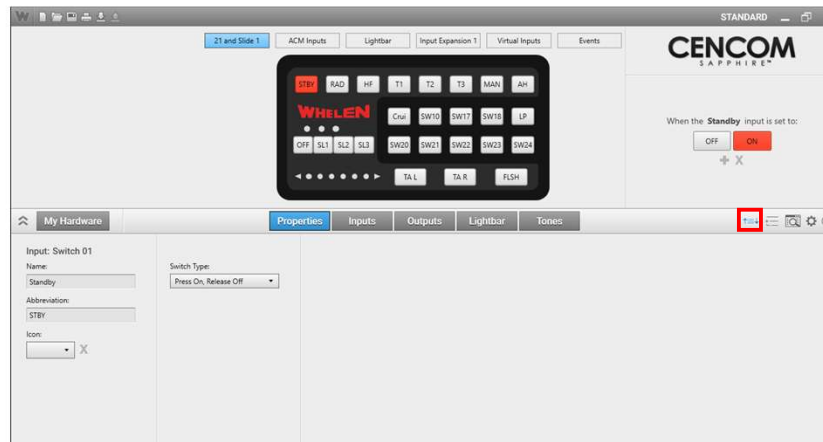


If we want to notify the user that an input is active we can set the **Activity Tone** to **Turn ON** and every few seconds an audible beep will sound from the control head. You can set the interval at which the tone occurs.



LEADING THE WAY IN INNOVATION

Priorities

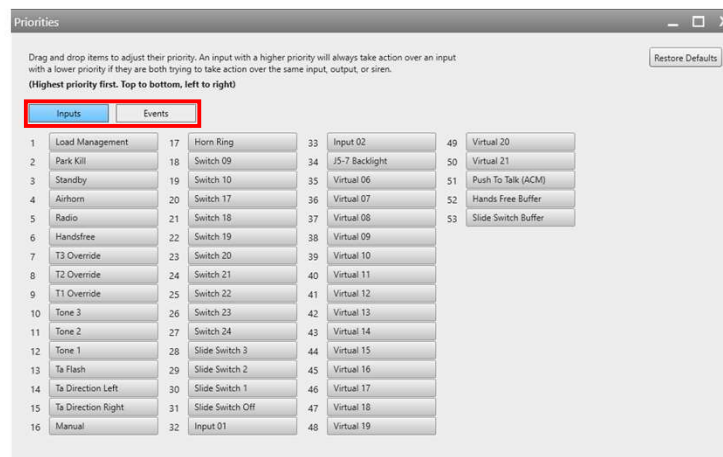


On the main navigation bar we can click on the **Priorities** control to open the **Priorities** window



LEADING THE WAY IN INNOVATION

Priorities

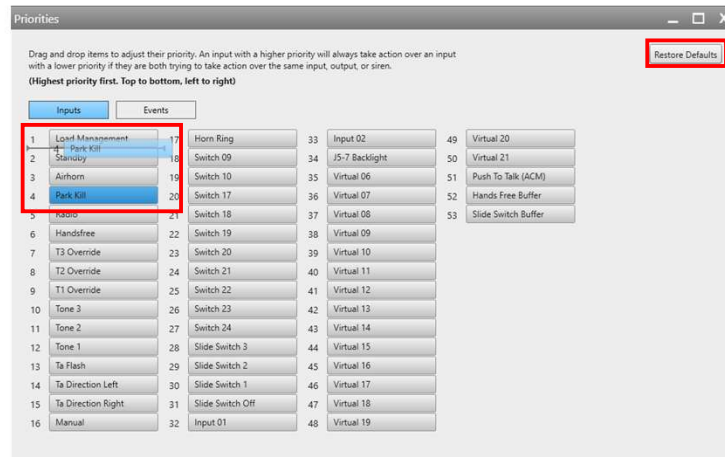


Priorities allow us to control what flash pattern/Siren tone we want to see/hear if two inputs are active at the same time. We can also set the priority level of our **Events**



LEADING THE WAY IN INNOVATION

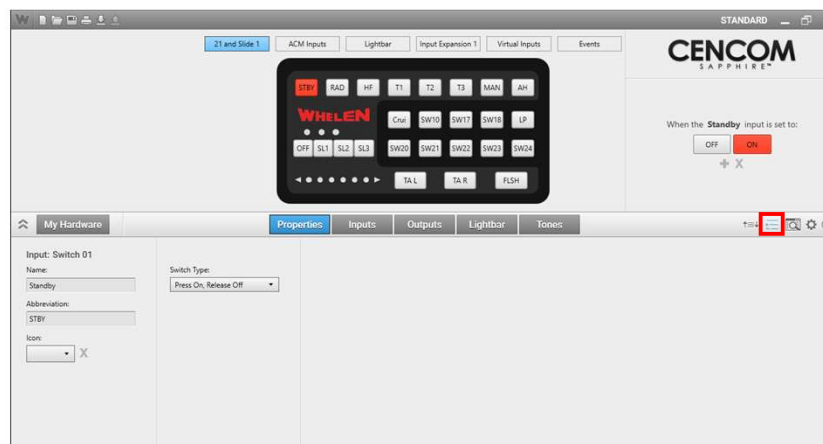
Priorities



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



Events Overview



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



Events Overview

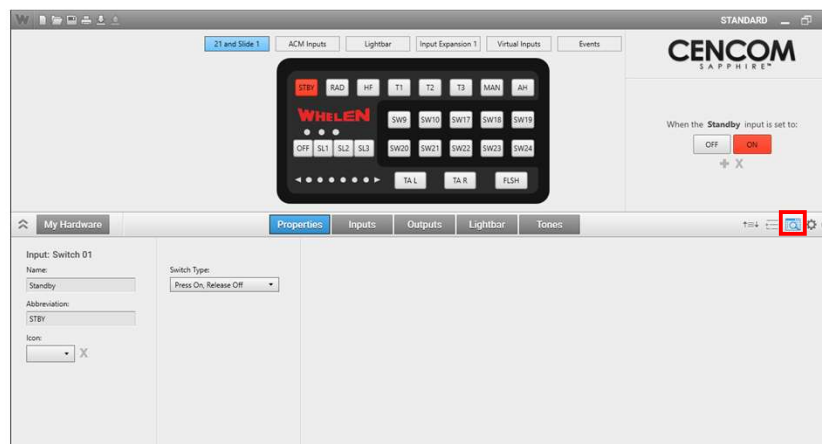


We can expand each **Event** and view the conditions we set in the **Events Manager**



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



LEADING THE WAY IN INNOVATION

Instruction Viewer

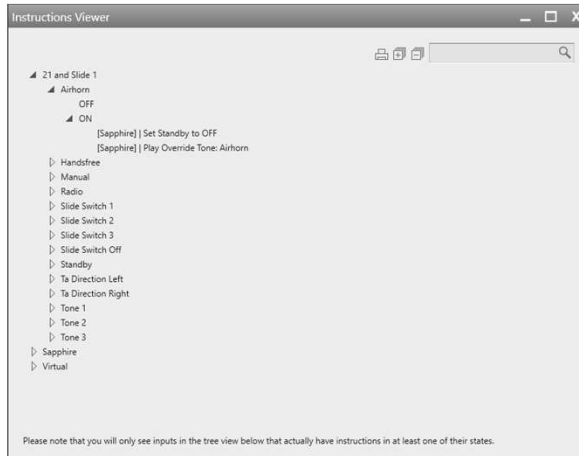


The **Instruction Viewer** allows us to see what we have programmed on each press/state of each input.



LEADING THE WAY IN INNOVATION

Instruction Viewer

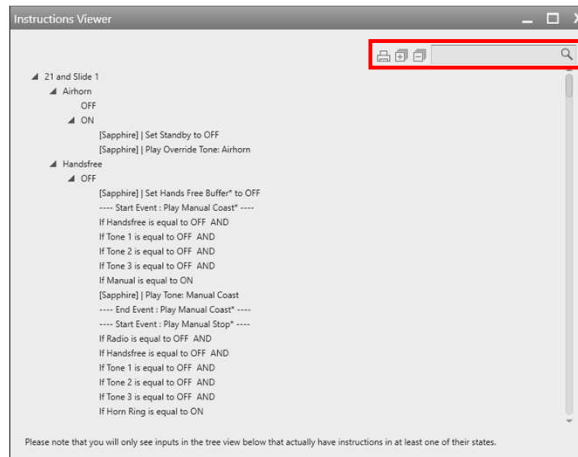


Once we expand an input we can expand each state and view the instructions we have programmed



LEADING THE WAY IN INNOVATION

Instruction Viewer

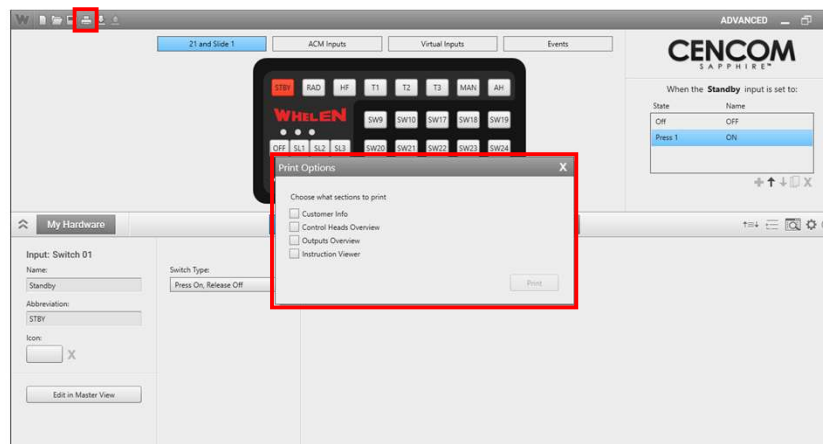


We can **Print** out all instructions, **Expand All** or **Collapse All** of our instructions, or **Search** for an Instruction



LEADING THE WAY IN INNOVATION

Instruction Viewer

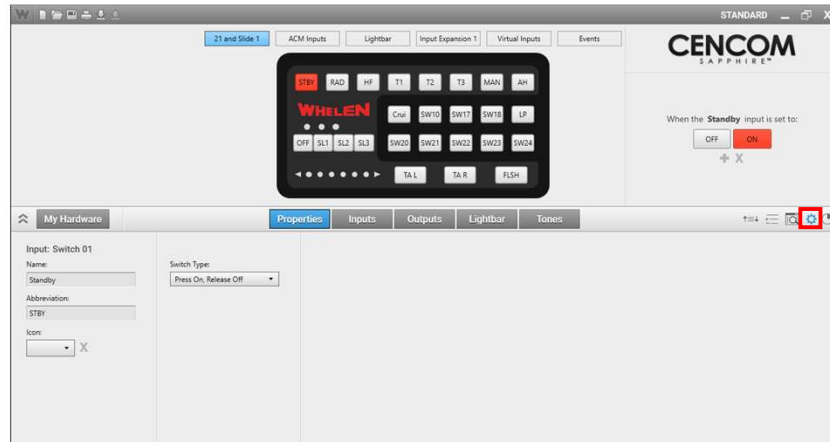


Clicking on the **Print** icon will open the **Print Options** window where we can select what information we would like to print.



LEADING THE WAY IN INNOVATION

Configuration Settings

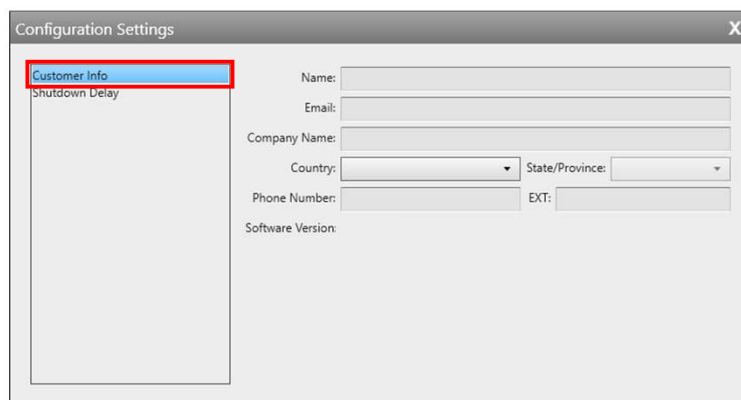


On the main navigation bar we can click on the **Configuration Settings** control to open the **Configuration Settings** window



LEADING THE WAY IN INNOVATION

Configuration Settings

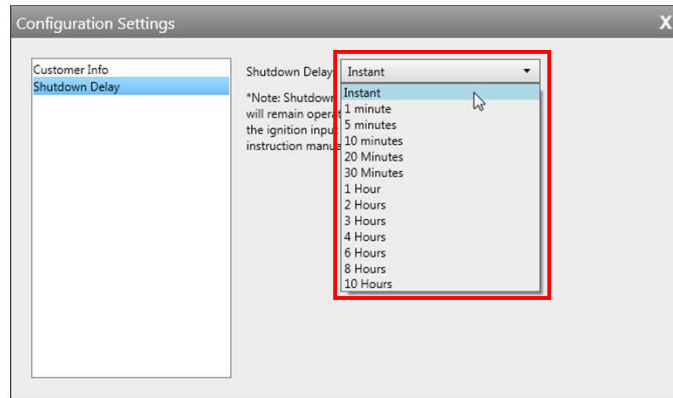


On **Customer Info** we can enter our customers information



LEADING THE WAY IN INNOVATION

Configuration Settings

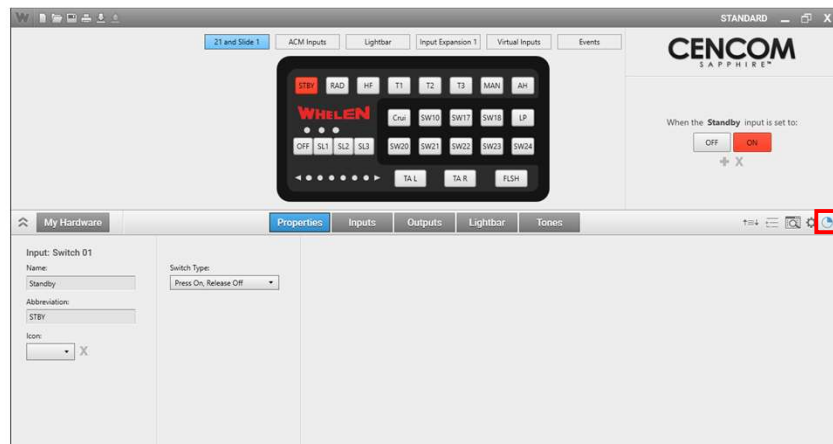


On **Shutdown Delay** we can set the shutdown delay from Instant up to 10 hours



LEADING THE WAY IN INNOVATION

Configuration Size

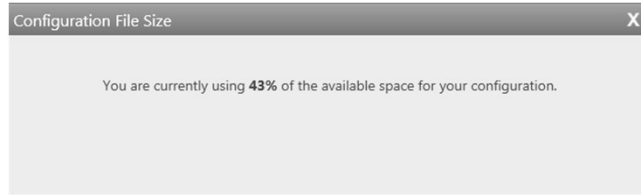


On the main navigation bar we can view our **Configuration File Size**



LEADING THE WAY IN INNOVATION

Configuration Size

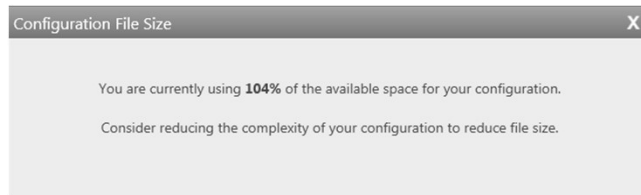


Current hardware only allows the configuration file to be a specific size



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

Configuration Size

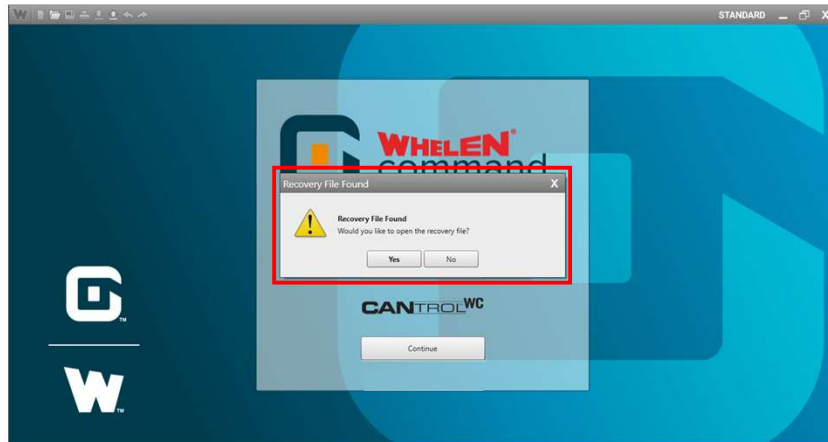


Once the maximum file size has been reached the configuration will not **Transfer** and you will be prompted to reduce your configurations complexity



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

Configuration Recovery

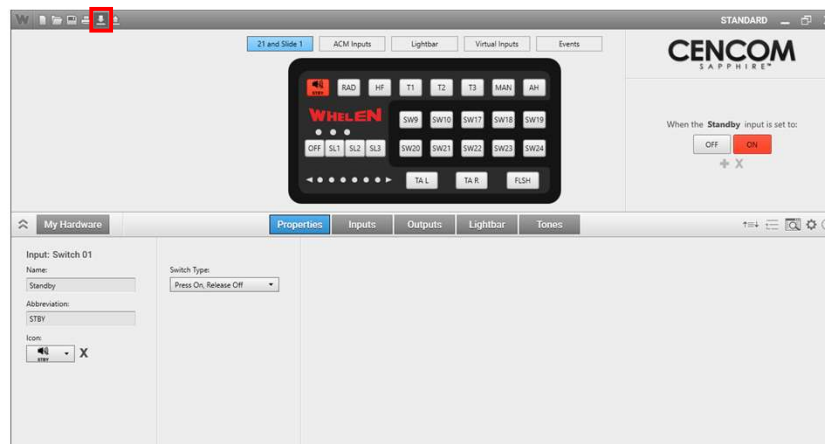


If for some reason the Command software crashes, the configuration you were working on can be recovered once the program is launched again.



LEADING THE WAY IN INNOVATION

Transfer

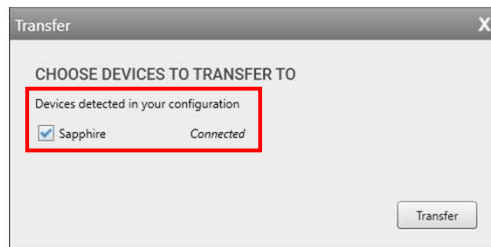


Once our configuration is complete we can transfer it to the Sapphire by clicking on the **Transfer** control or by using the shortcut **CTRL + T**



LEADING THE WAY IN INNOVATION

Transfer

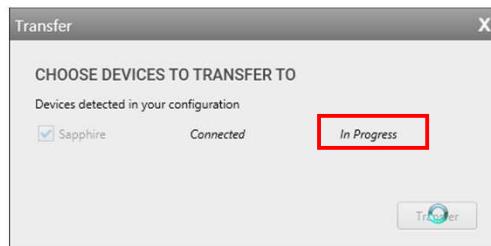


This will open the **Transfer Manager** where we can see all of our detected devices



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

Transfer

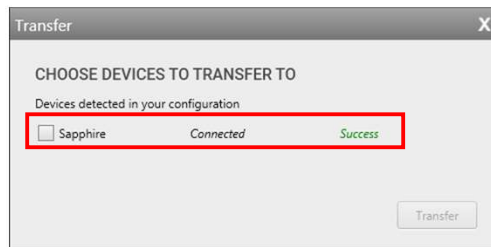


Once we click on **Transfer** we will see the status of our **Transfer**



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

Transfer

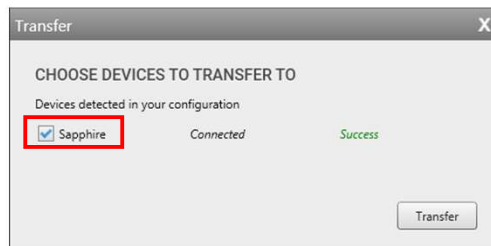


Once all of our **Transfers** are complete the status will show **Success** and the checkbox for our device will be unchecked



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

Transfer

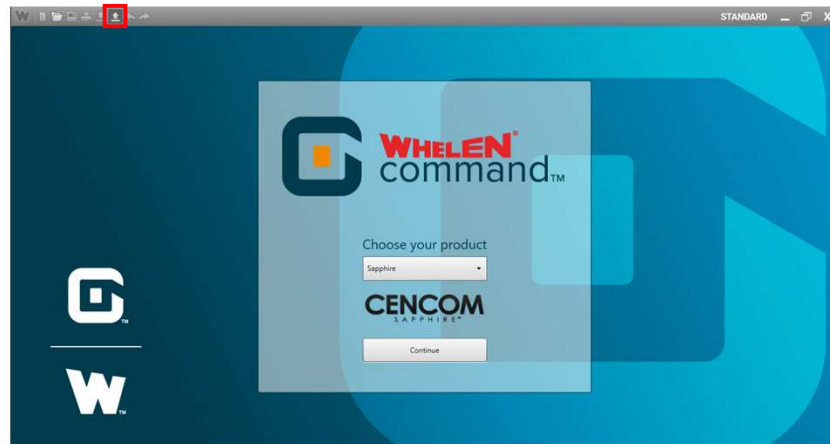


To **Transfer** to another device plug in the device and check the device's checkbox and click **Transfer**



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

Extract

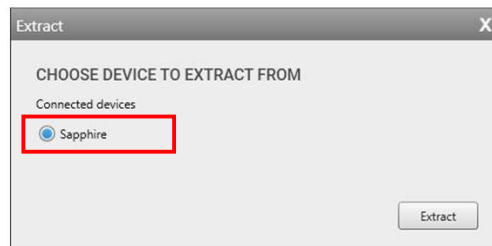


If we want to read a configuration from a Sapphire that is already installed we can click on the **Extract** control or use the shortcut **CTRL + E**



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

Extract

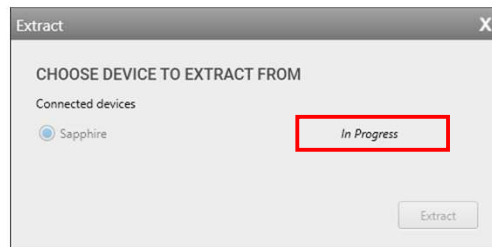


The **Extract** window will open and we can select the device that we want to **Extract** from



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

Extract

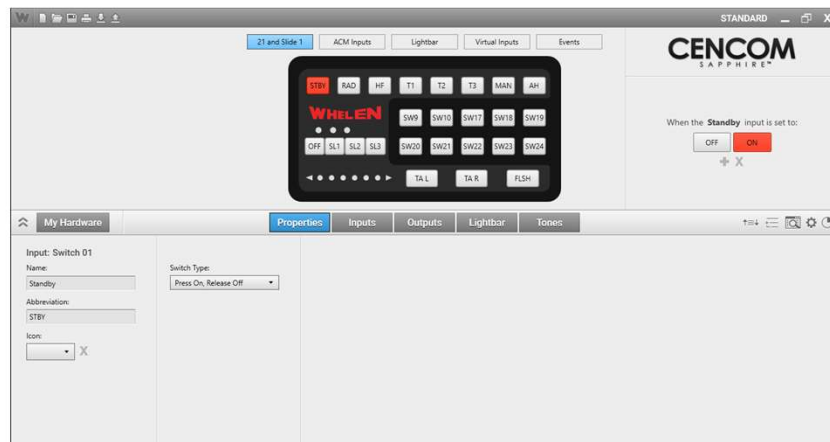


Once we click on **Extract** we will see the status of our **Extraction**



LEADING THE WAY IN INNOVATION

Extract

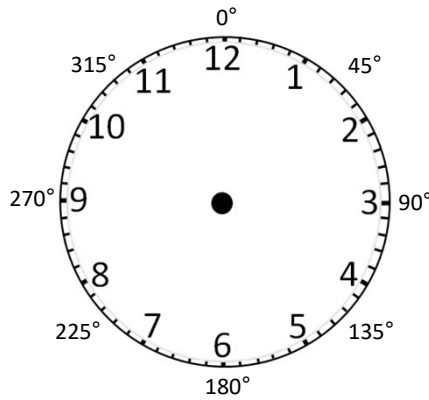


Once the **Extraction** is complete the configuration will displayed allowing us to make any changes that are necessary



LEADING THE WAY IN INNOVATION

Definition: Phasing



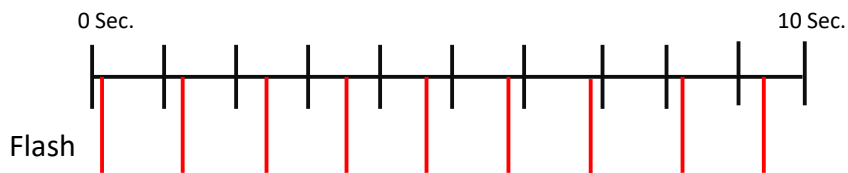
Flashing starts at Phase one 0° degrees. Phase one 0° degrees and phase two 180° degrees alternate with each other. Setting eight modules from 0° degrees to 315° degrees on our clock would allow our flash pattern to rotate clockwise.



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.



LEADING THE WAY IN INNOVATION

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



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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 Whelen 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



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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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