WHELEN®
TRUSTED TO PERFORM™

Whelen Command™ SmartLogic™ Flasher

LEADING THE WAY IN INNOVATION

Whelen Command SmartLogic Flasher

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Whelen Command SmartLogic Flasher

Current Version

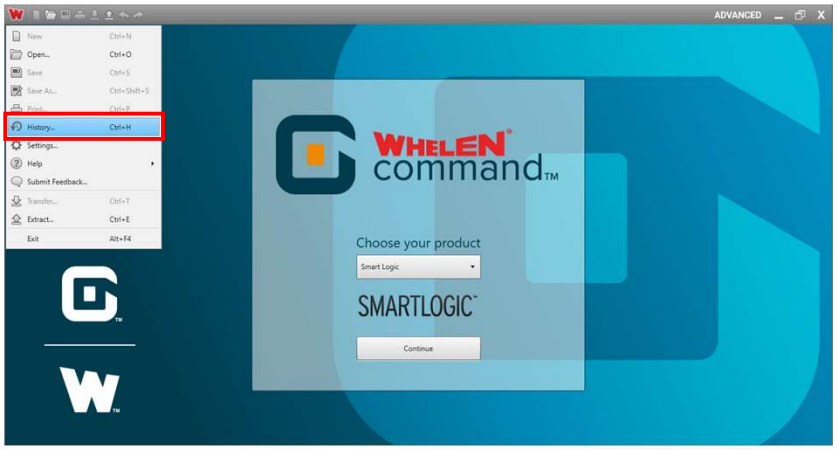
LEADING THE WAY IN INNOVATION

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

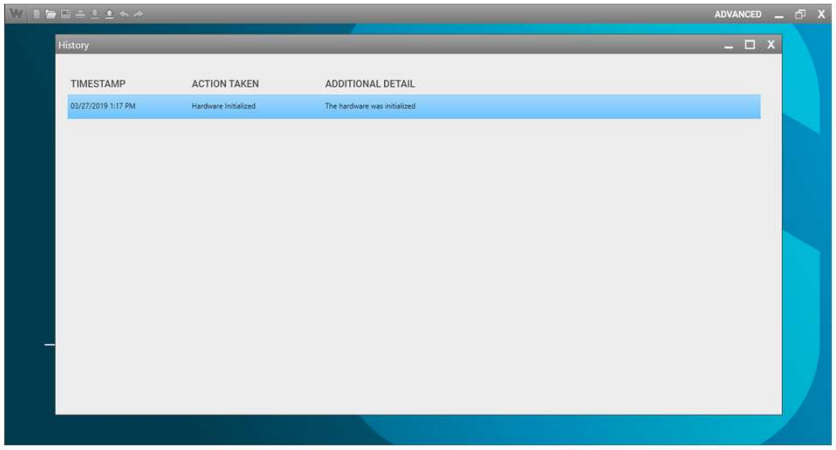
LEADING THE WAY IN INNOVATION

Main Menu



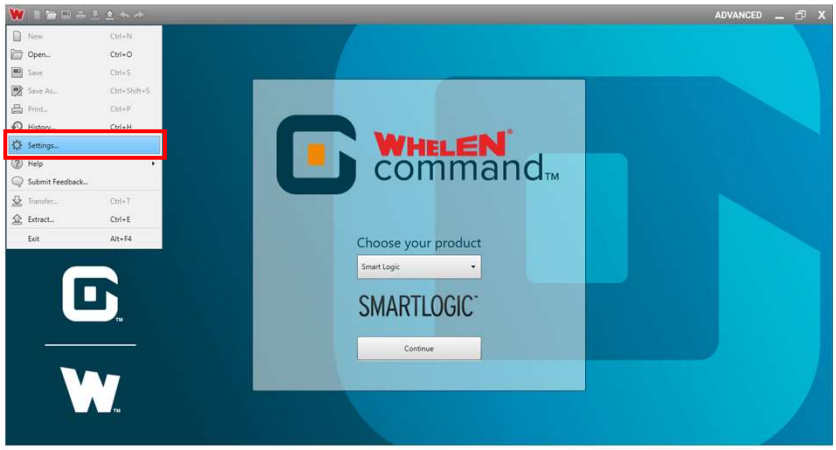
In the **History** window we can view changes made to the configuration since it was opened.

History Viewer



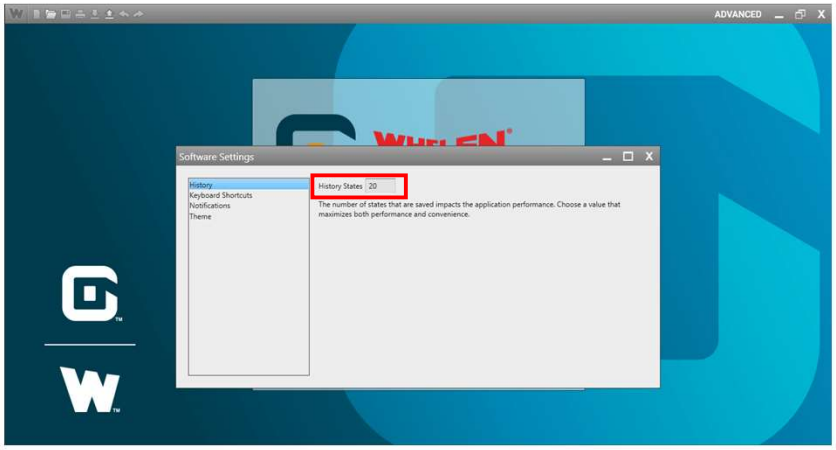
The **History** window will show all changes made to the configuration since we opened it. This will be cleared each time we close a configuration.

Main Menu



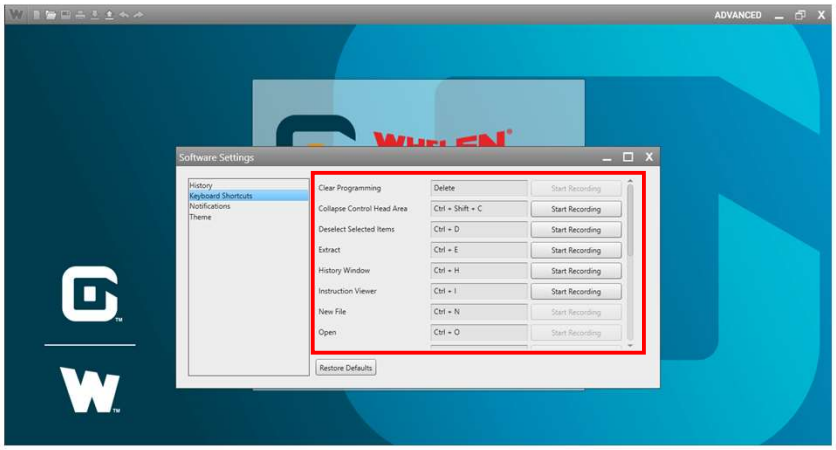
We can change some of the features of Command under **Settings**

Software Settings Window



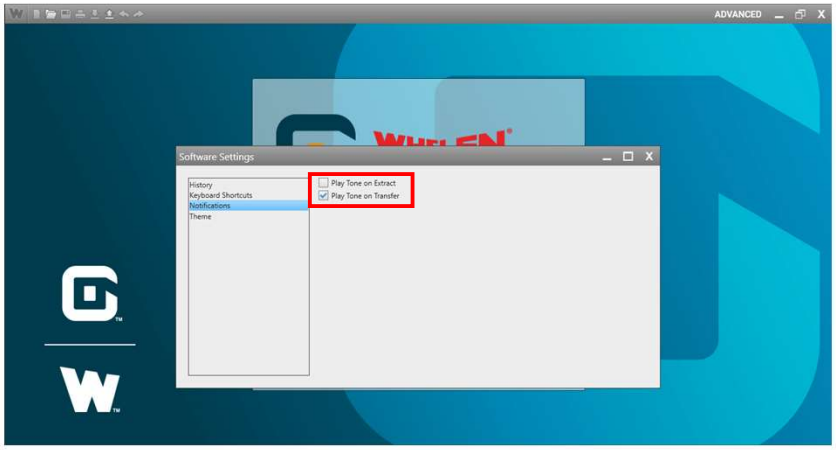
Under the **History Options** category we can change the number of program changes we wish to save for the **Undo** Function

Software Settings Window



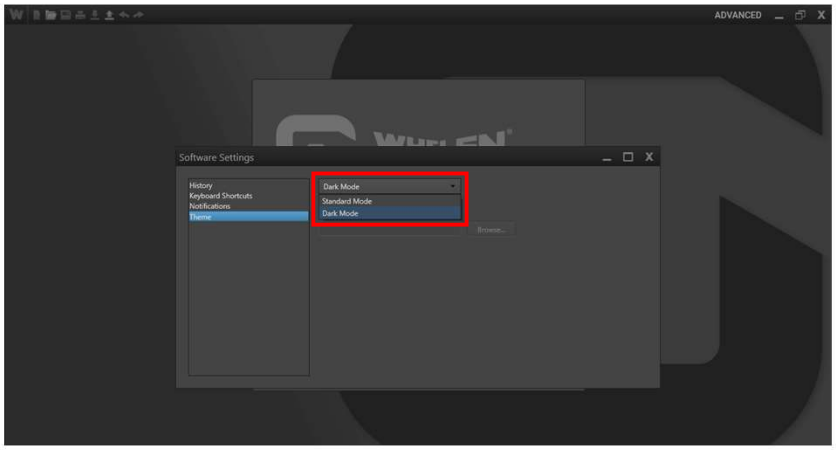
Under the **Keyboard Shortcuts** category we can view, change, and create our own keyboard shortcuts to use throughout the Command Software.

Software Settings Window



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

Software Settings Window



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

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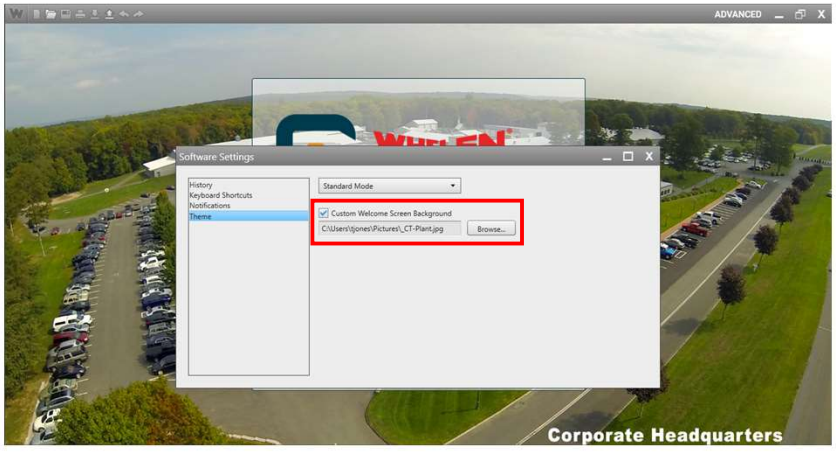
Software Settings Window



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

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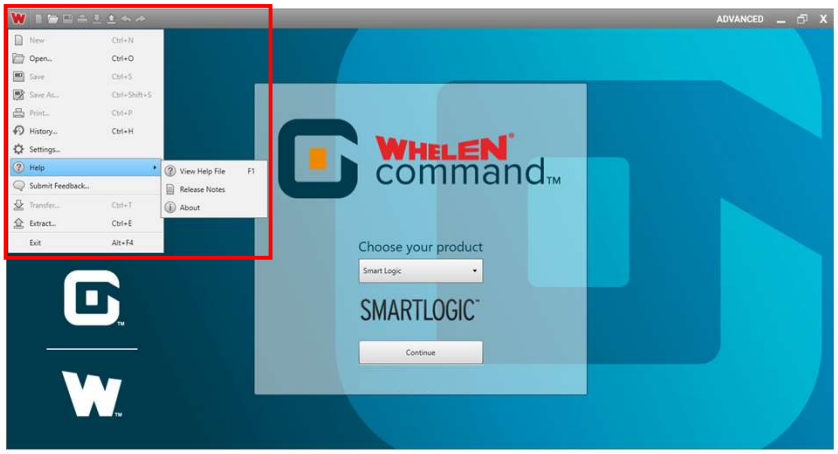
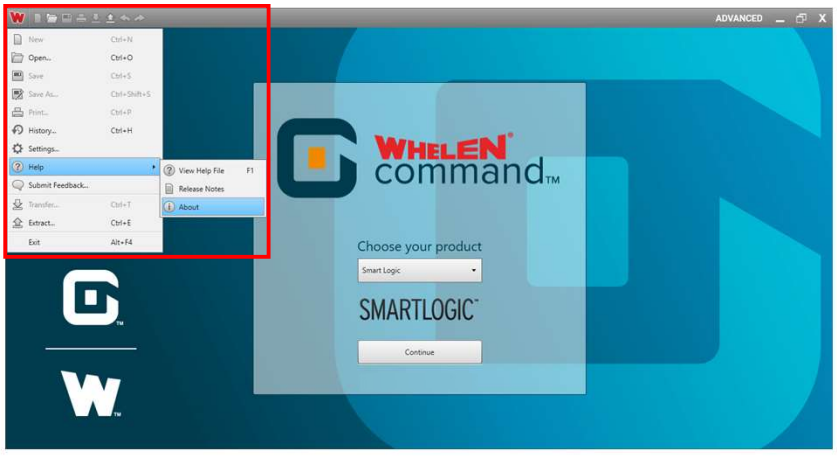
Main Menu Help About



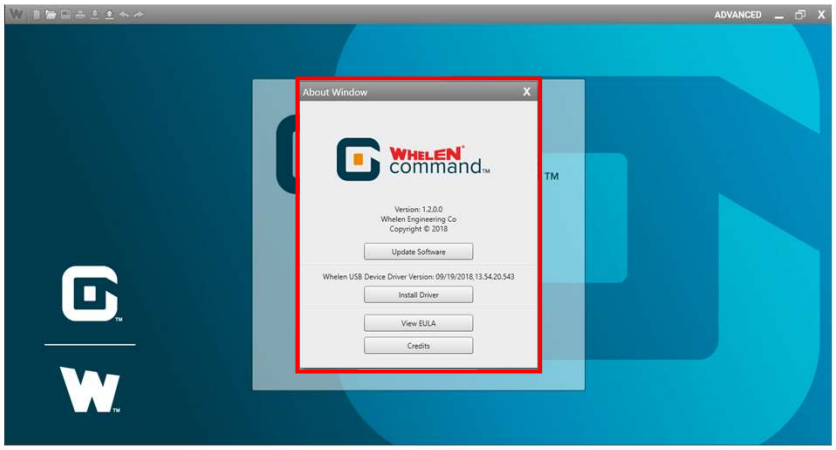
Under help we can **View Help File** and review the **Release Notes** that get updated when there is an update for Whelen Command

Main Menu Help About



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

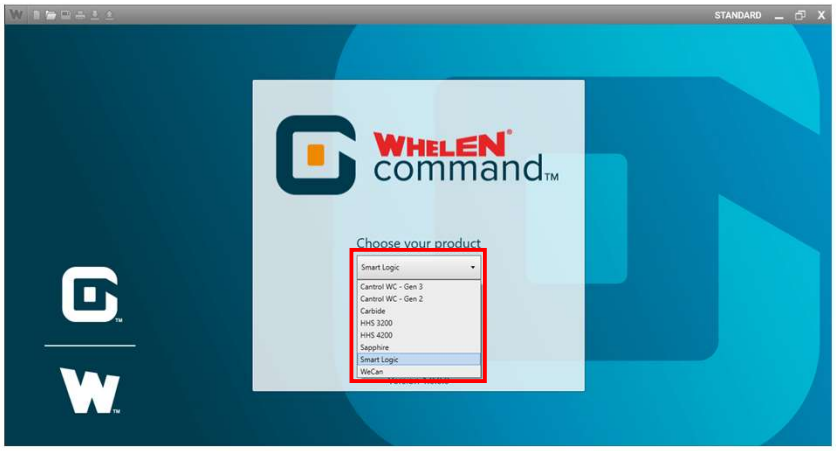
About Window



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

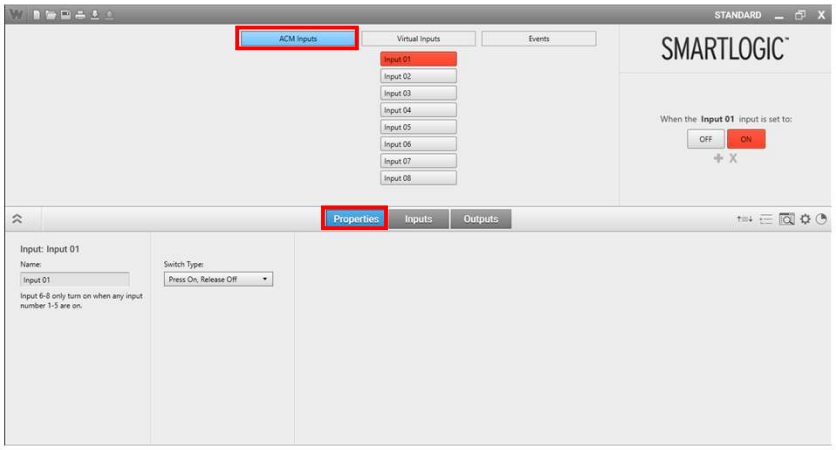
Choose Your Product



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

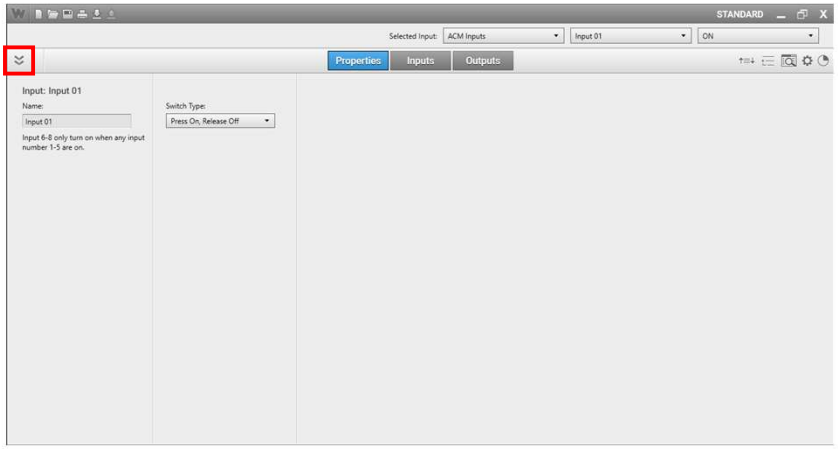
LEADING THE WAY IN INNOVATION

Program View



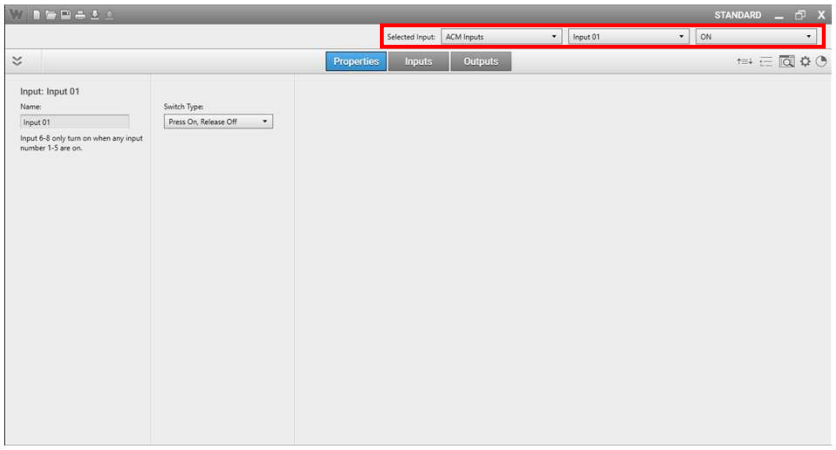
Once we have configured our hardware and continue, the program view will load. By default the **ACM Inputs** tab and the **Properties** page are selected

Program View



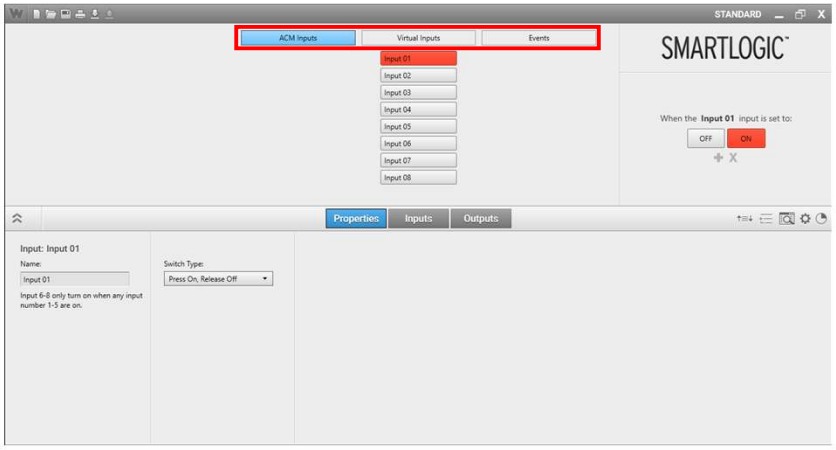
When working with smaller screens we can collapse the **Program View** view by clicking on the Expand/Collapse "»" control

Program View



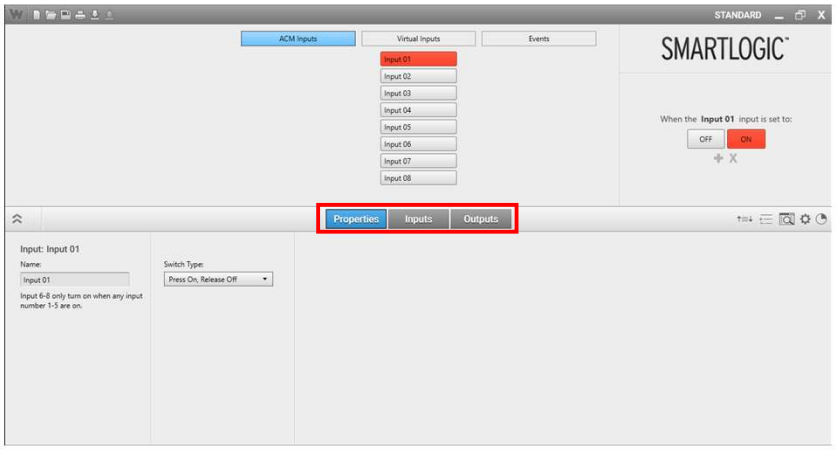
With the **Program View** collapsed we can still see the **Tab** selected the **Input** selected and the **Press/State** we have selected

Program View



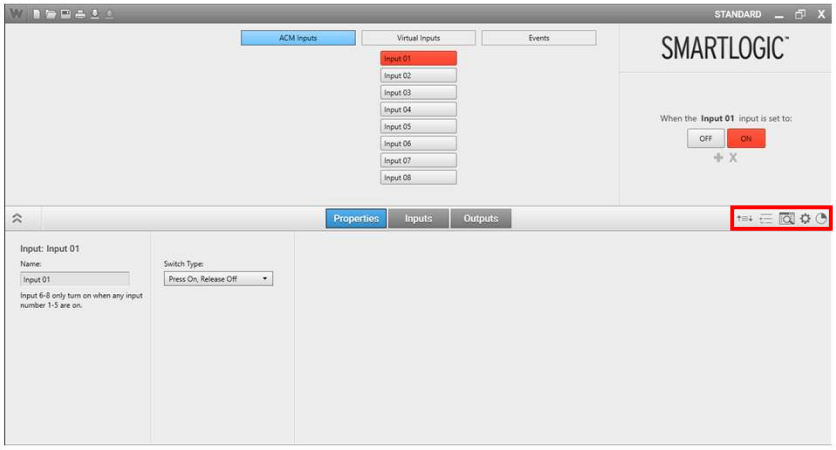
At the top of the **Program View** we have our tabs for the **ACM Inputs**, **Virtual Inputs** and **Events**

Program View



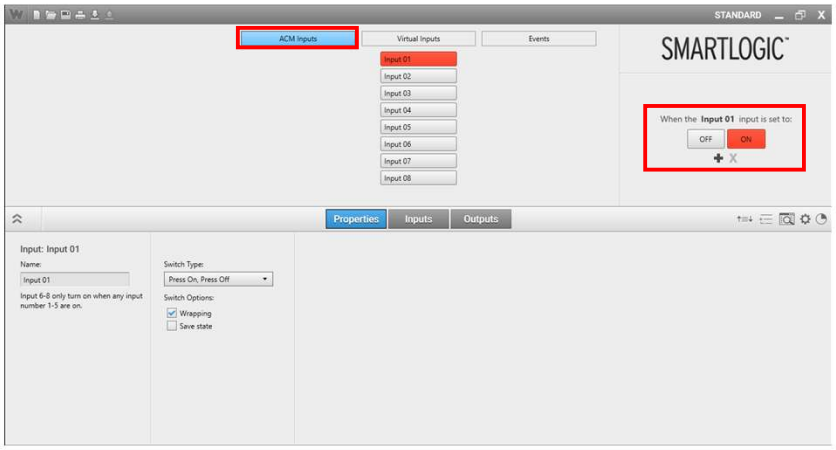
From the main navigation bar we can navigate between the **Properties**, **Inputs** and the **Outputs** page

Program View



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

ACM/Virtual Inputs



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

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

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

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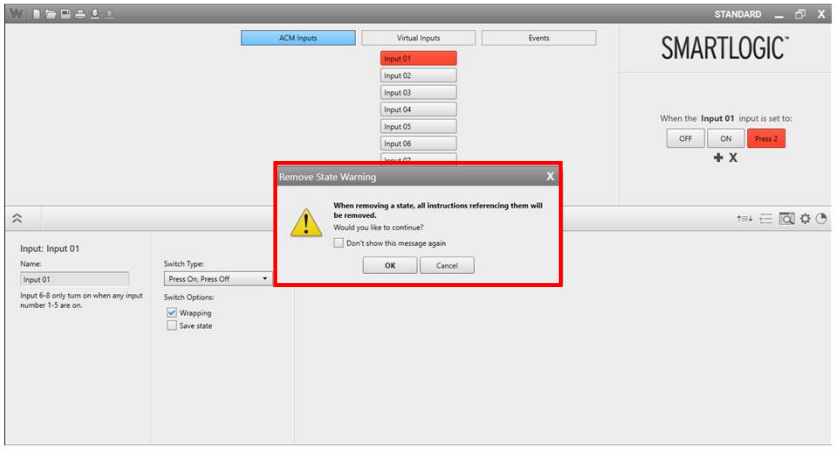
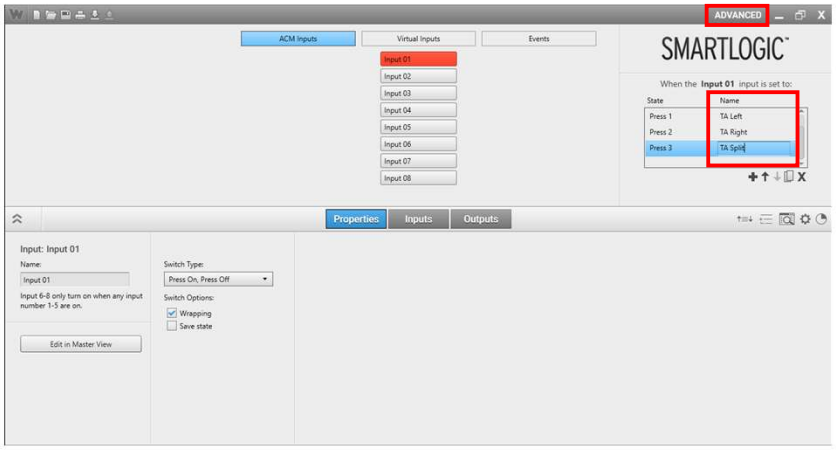
ACM/Virtual Inputs



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

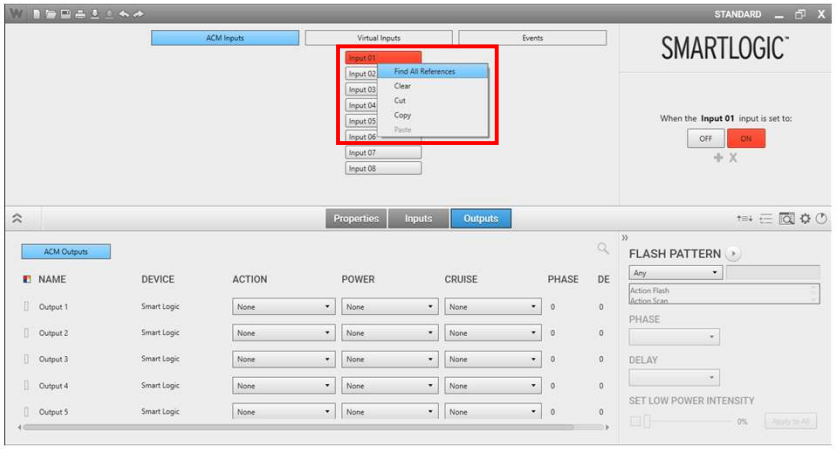
LEADING THE WAY IN INNOVATION

ACM/Virtual Inputs



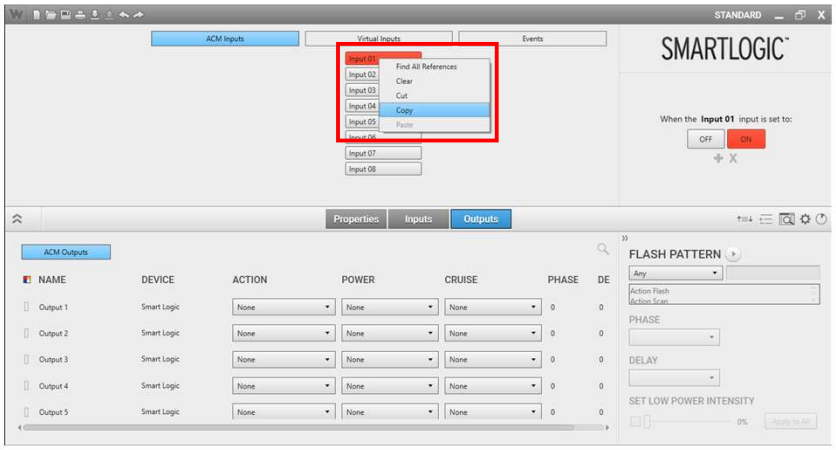
In **Advanced** mode we can change the name of each **Press/State** that we have added to **ACM/Virtual** input's

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.

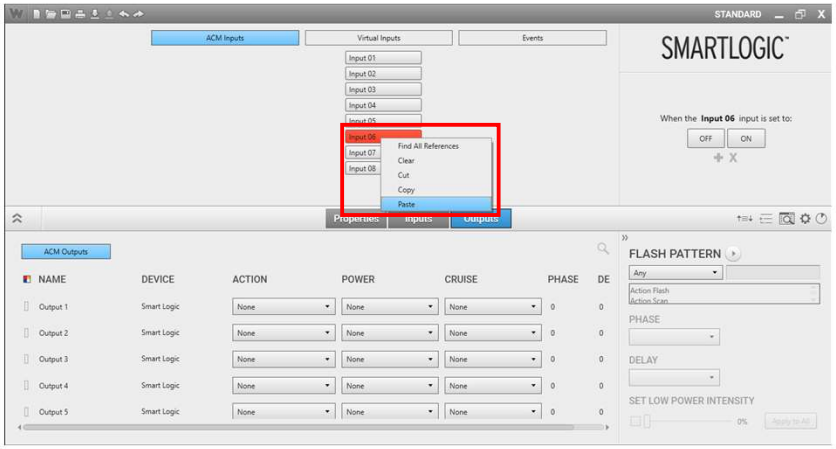
Cut/Copy/Paste



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

LEADING THE WAY IN INNOVATION

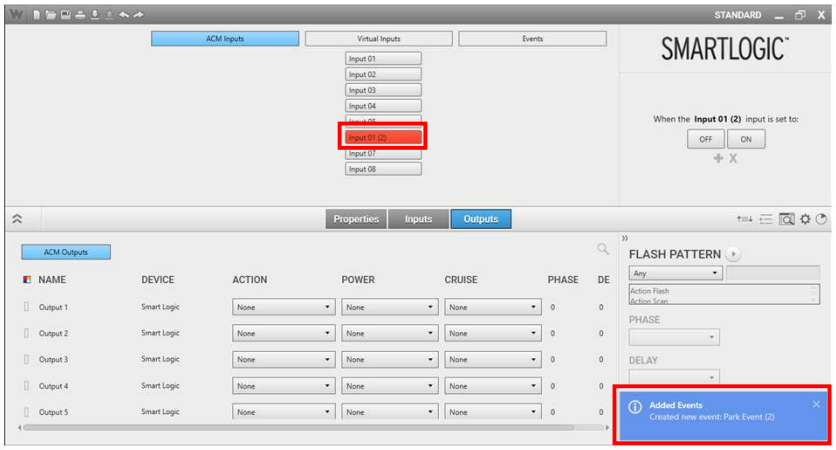
Cut/Copy/Paste



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.

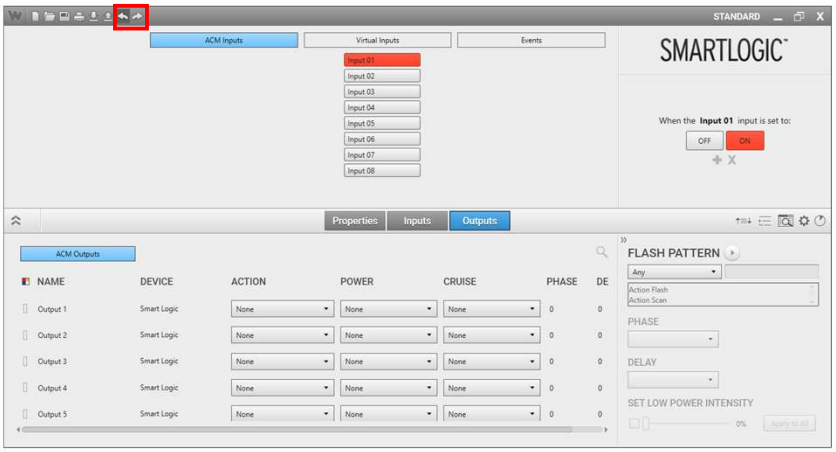
LEADING THE WAY IN INNOVATION

Cut/Copy/Paste



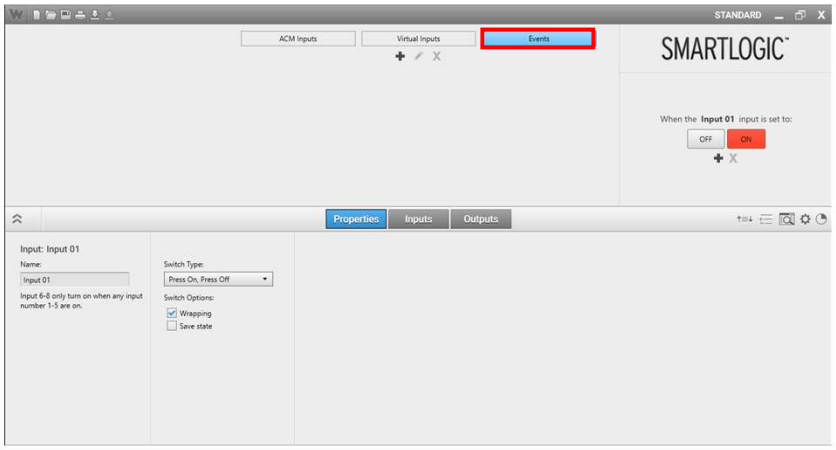
If we Paste an input that has instructions to a Virtual Input or an Event, it will create the new Event and Virtual references and inform you.

Undo/Redo



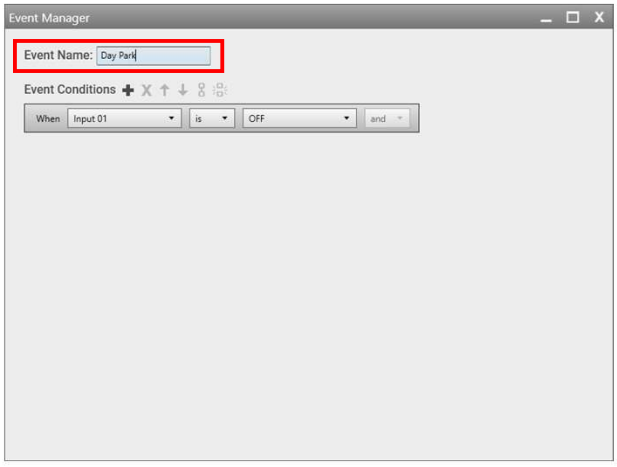
If we make a mistake or decide not to use an action we programmed, we can **Undo** it. If we the decide that we do want it we can **Redo** it.

Events



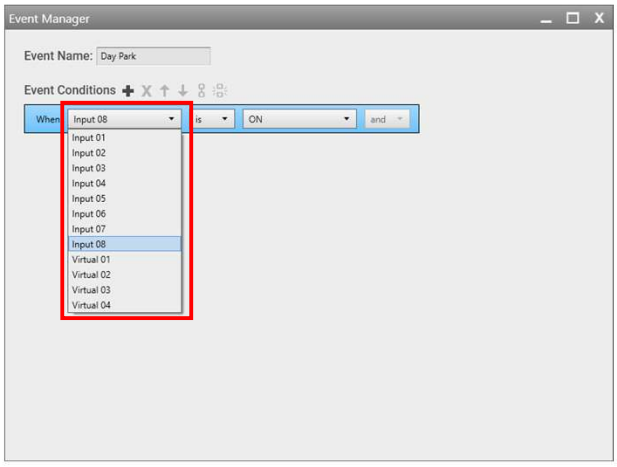
Events allow us to apply conditional logic to our configuration. On the **Events** tab we can **Create** a new event, **Edit** a selected event or **Remove** a selected event

Events



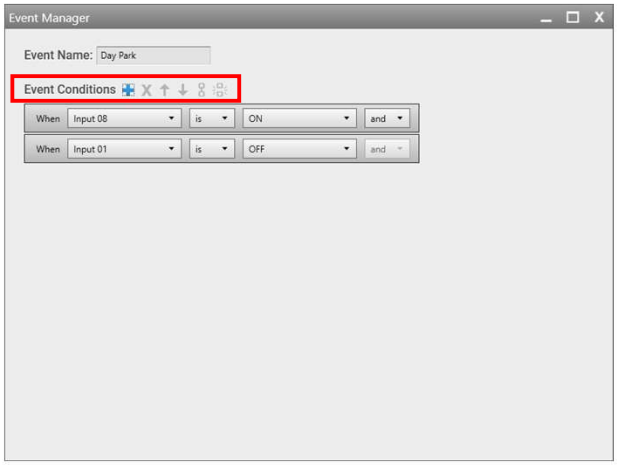
When we create a new event the event manager will open. Here we can give our event a custom name by default we always have one **Event Condition**

Events



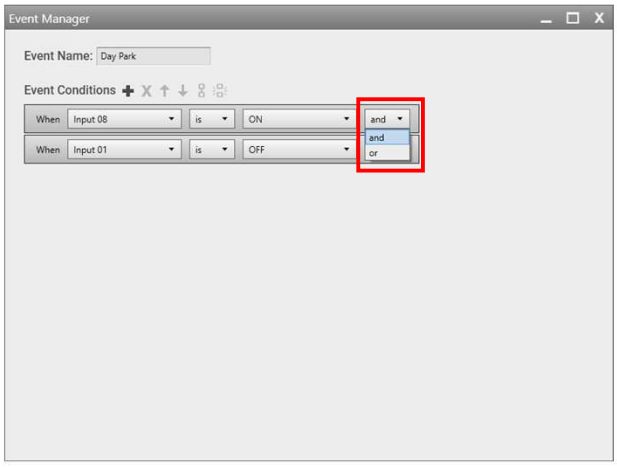
We can modify the **Event Conditions** by selecting from the list of available choices

Events



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

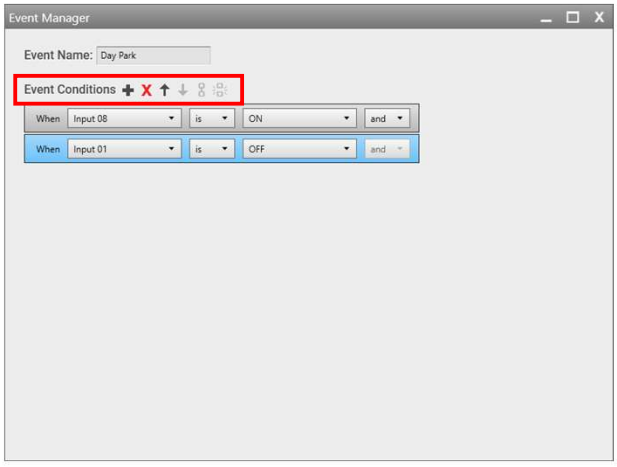
Events



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

LEADING THE WAY IN INNOVATION

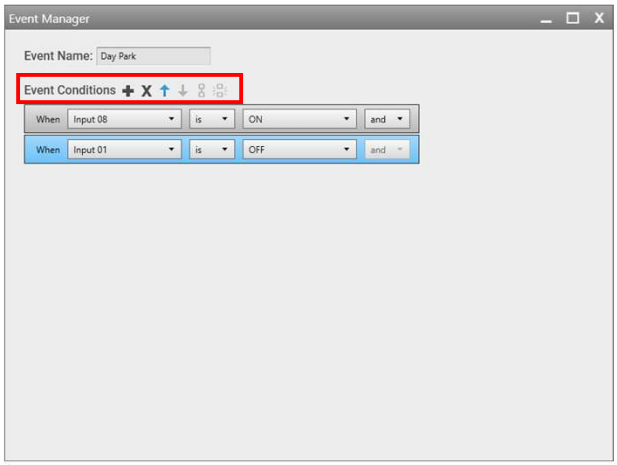
Events



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

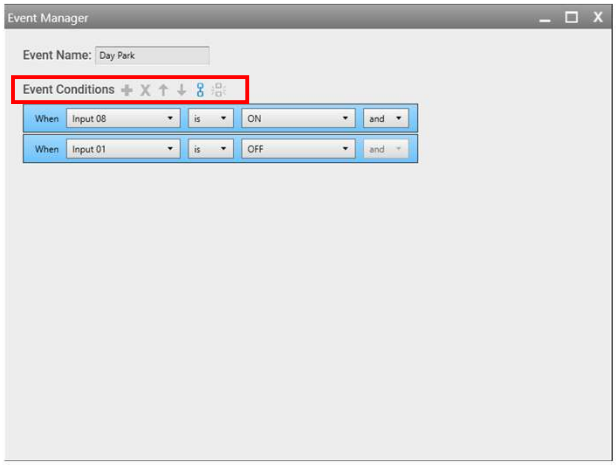
LEADING THE WAY IN INNOVATION

Events



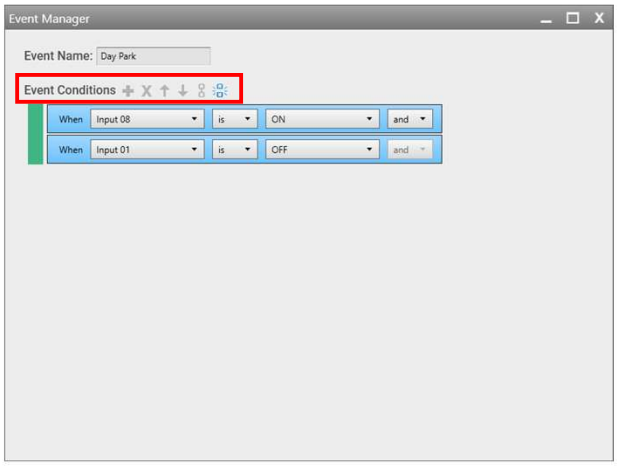
When we have more than one **Event Condition** we can change the order of the conditions using the ↑ or ↓ arrows

Events



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

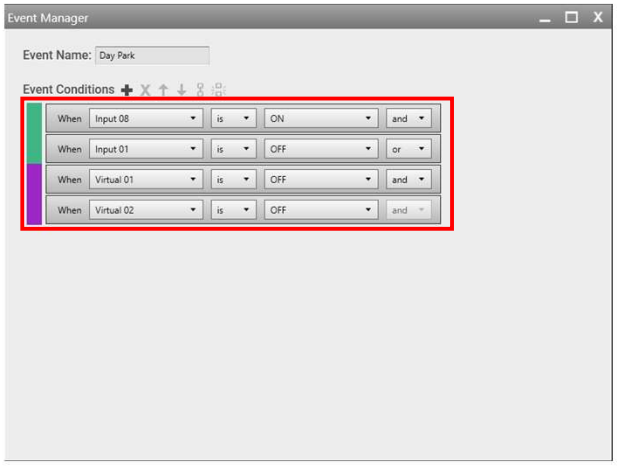
Events



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

LEADING THE WAY IN INNOVATION

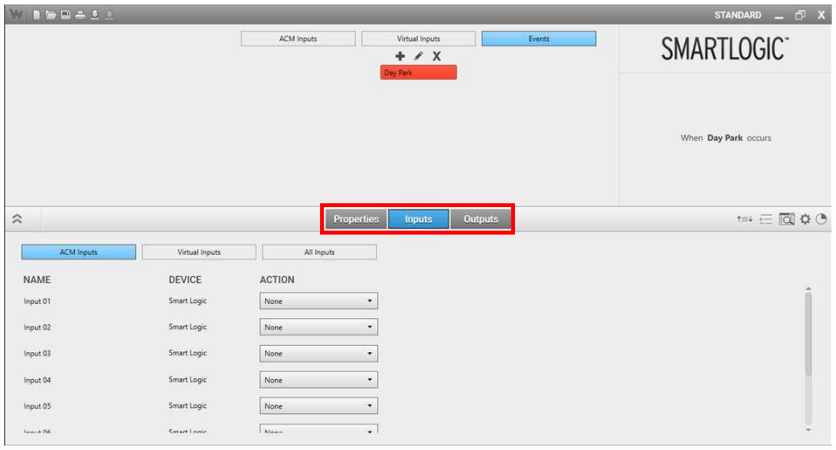
Events



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

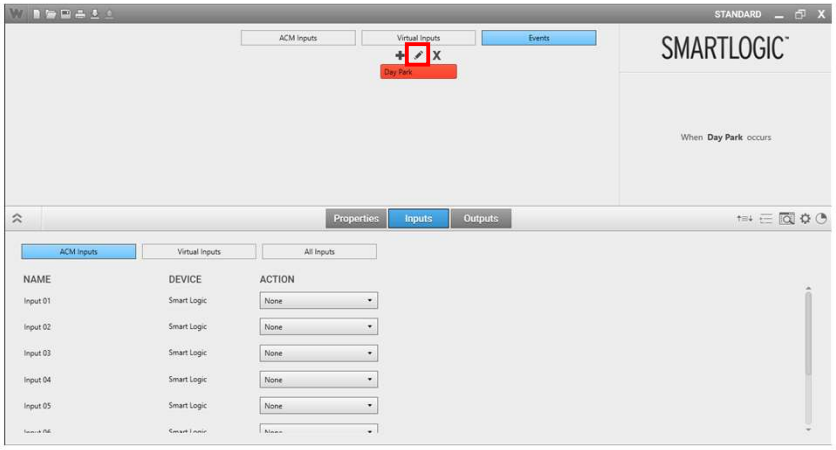
LEADING THE WAY IN INNOVATION

Events



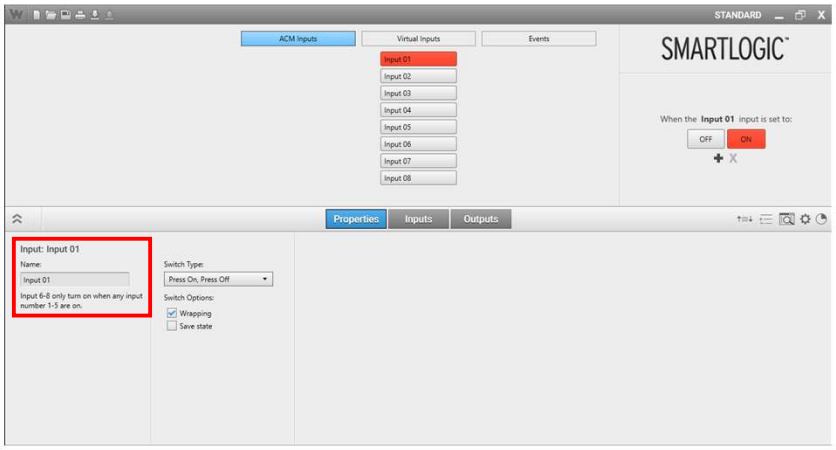
Once we have created our **Event** we can close the **Event Manager** and program what the event will do

Events



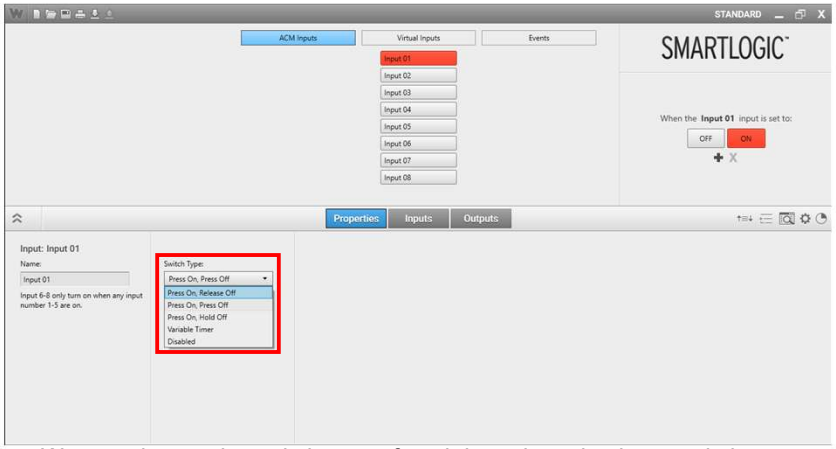
To **Edit** an Event, click on the icon or Double Click on the event name. Events with a **"*"** next to the name can only be edited in **Advanced Mode**

Properties Page



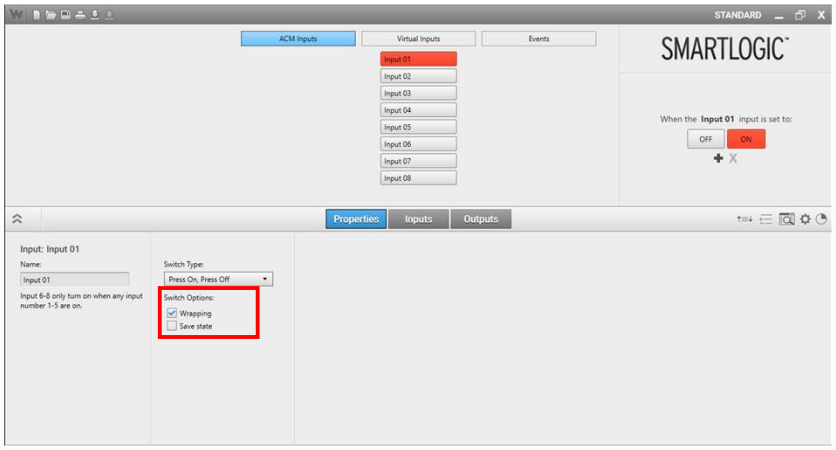
On the **Properties** page we can give each input a custom name up to a maximum of 24 characters

Properties Page



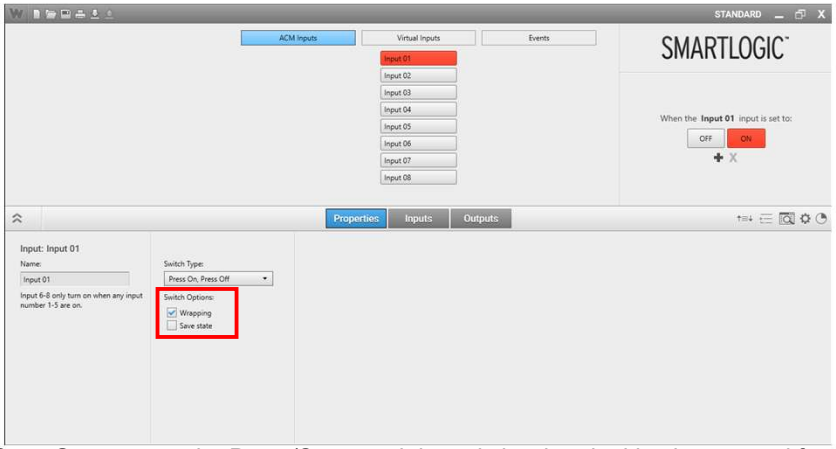
We can change the switch type of each input by selecting a switch type from the drop down list. For more information on switch types see the definitions in the back of this guide

Properties Page



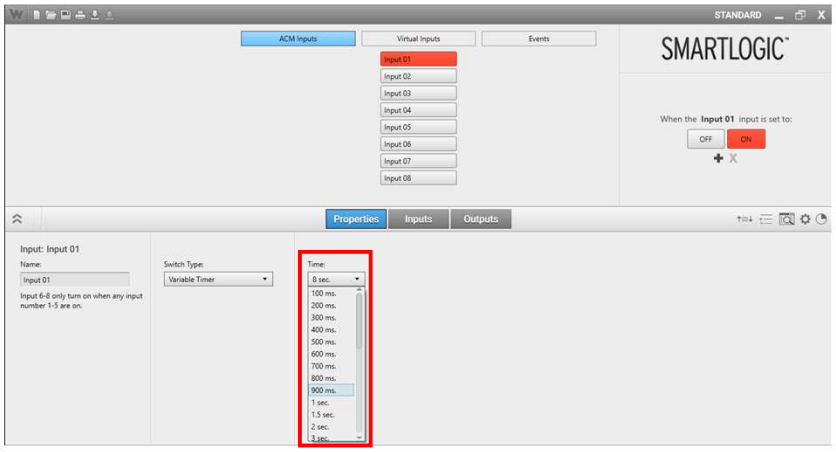
Depending on the switch type selected we will have **Switch Options**. **Wrapping** allows the last press of an input to wrap around to the off **Press/State**

Properties Page



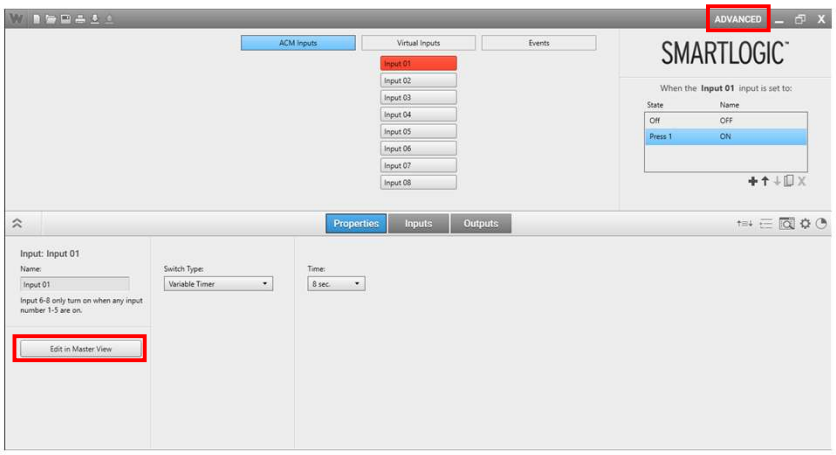
Save State saves the Press/State each input is in when ignition is removed from the system. Once ignition is reapplied the Press/State will resume from the Press/State it was in just before ignition was removed

Properties Page



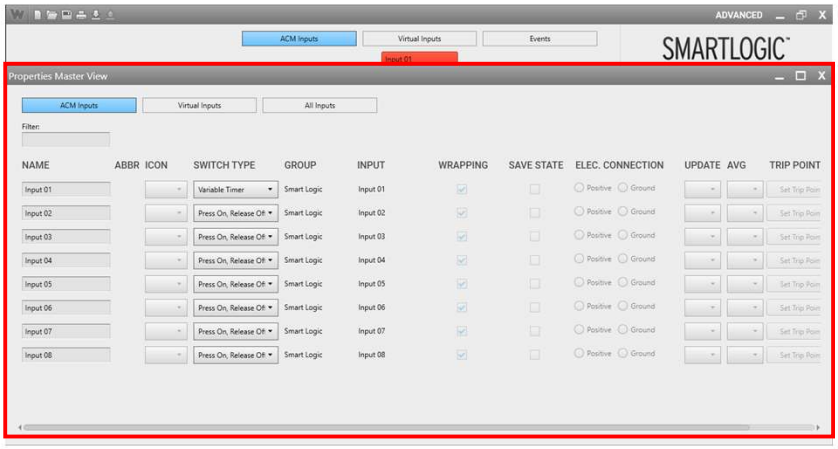
If we select the **Variable Timer** switch type we can set the **Time** that we want for our timer from 100 milliseconds Up to 60 minutes

Properties Page



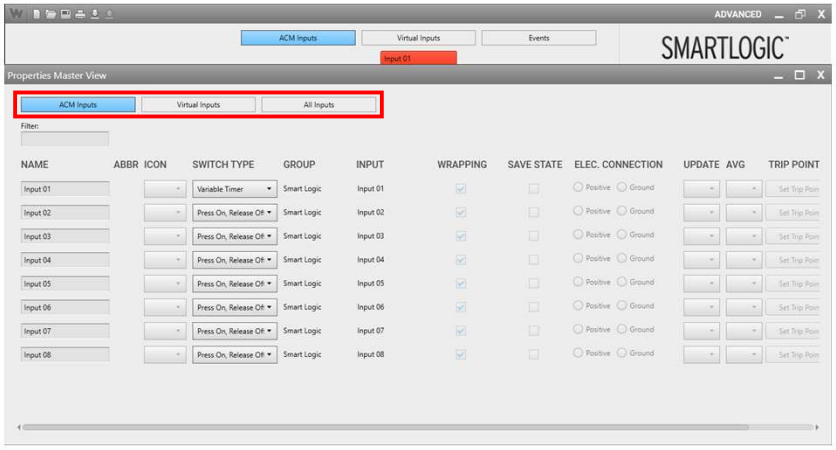
In **Advanced** mode we can select **Edit in Master View**

Properties Page



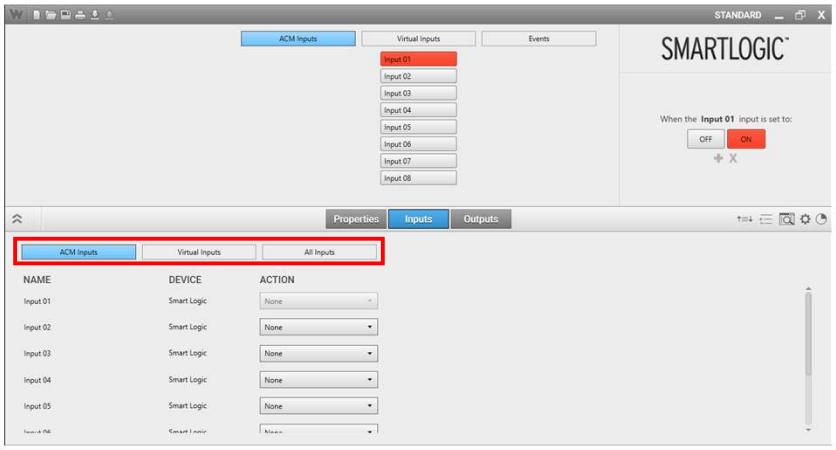
This will allow us to edit the properties for all of our inputs at one time without having to select each individual input

Properties Page



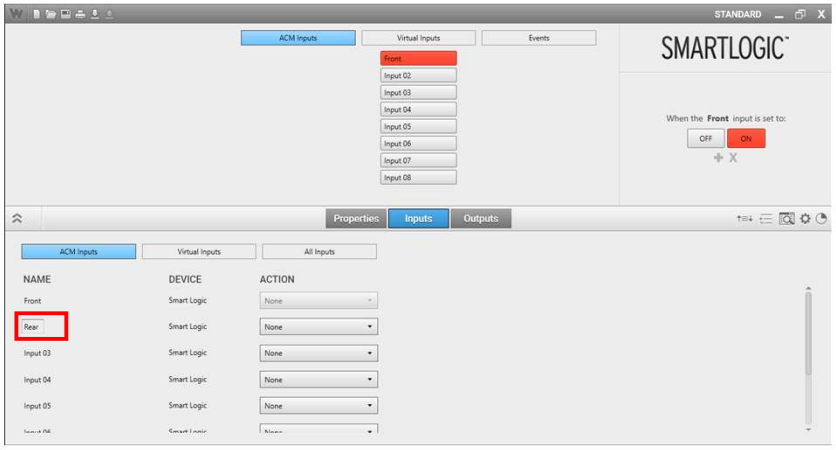
In **Master View** we can view the **ACM Inputs**, **Virtual Inputs** or we can view **All Inputs**

Inputs Page



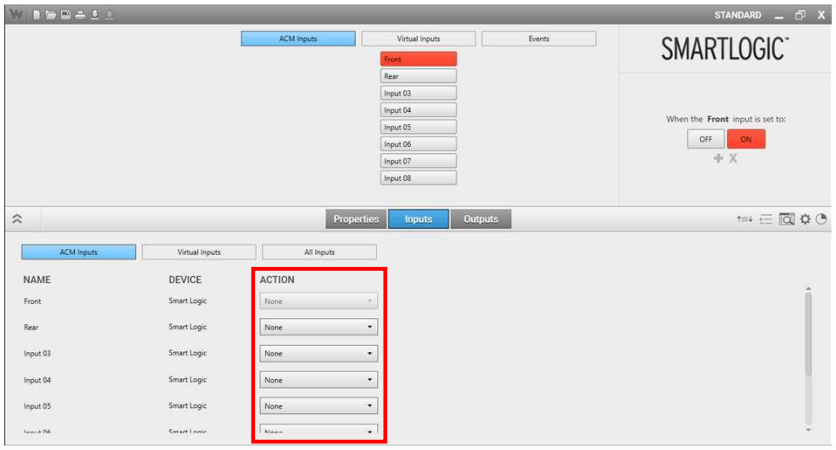
On the **Inputs** page we can view the **ACM Inputs**, the **Virtual Inputs** or we can view **All Inputs**

Inputs Page



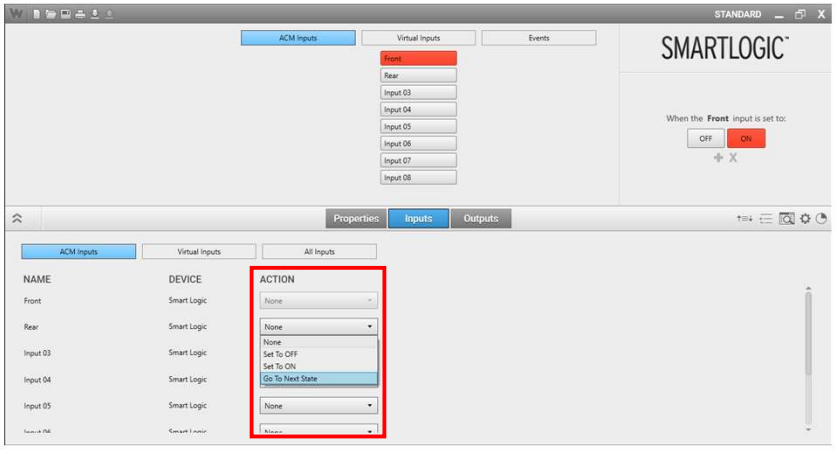
We can modify any input's name, once we select another input the name will be saved and will persist throughout our configuration

Inputs Page



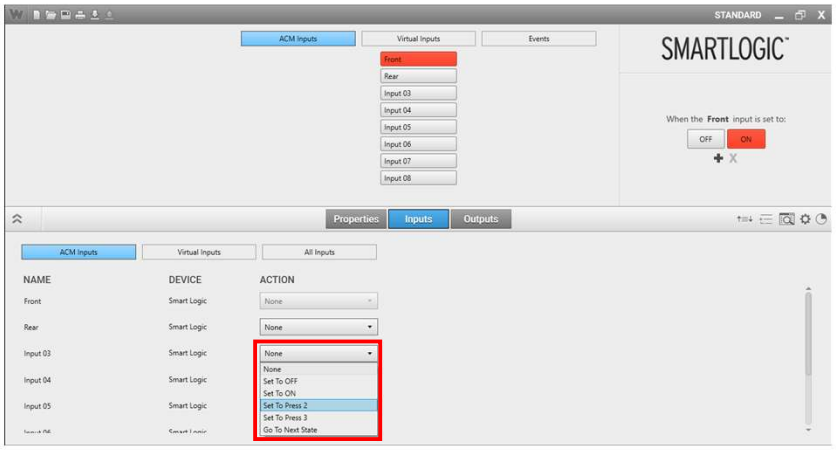
We can **Turn On** or **Off** any of our inputs when the selected input is activated by selecting an action from the **Action** drop down list

Inputs Page



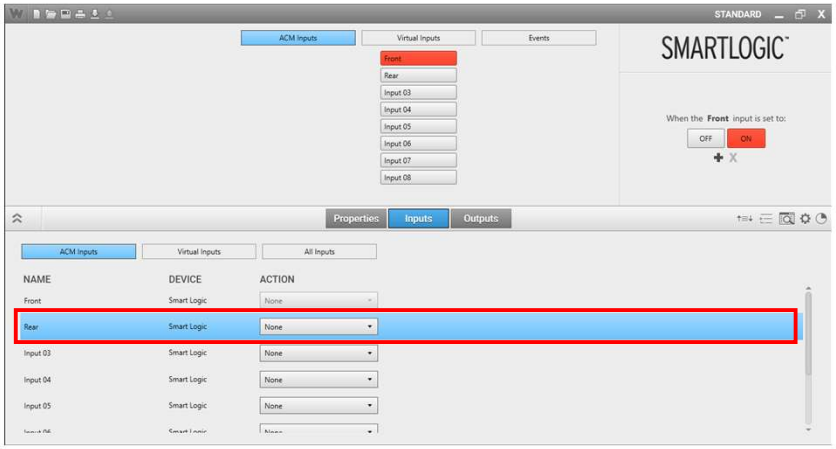
Go To Next State is the replacement action for *Simulate Pressing* it will step our inputs through their **Press/States** and allow our timers to countdown

Inputs Page



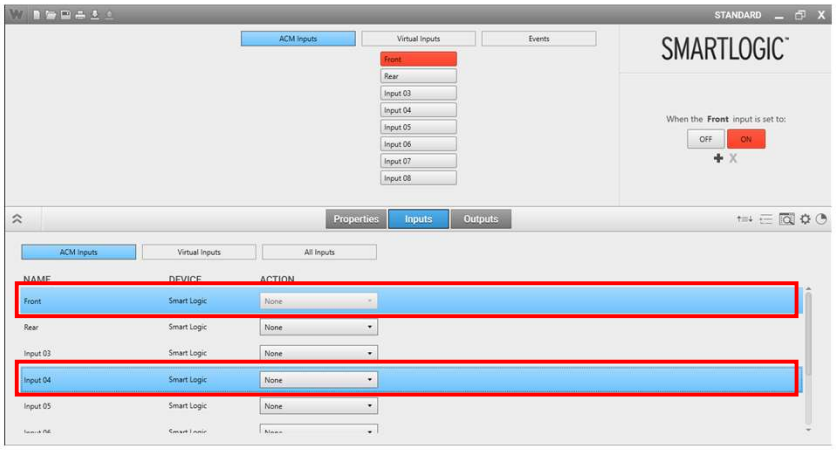
If an input has more that one **Press/State** the action drop down list will display each **Press/State** that has been added

Inputs Page



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

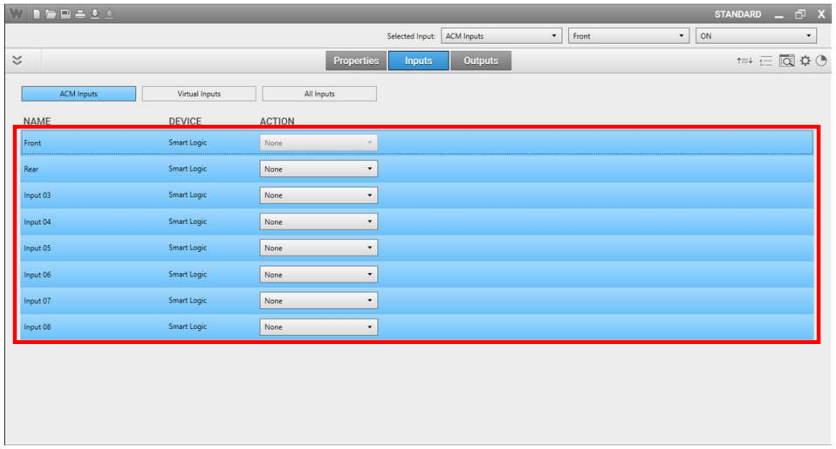
Inputs Page



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

LEADING THE WAY IN INNOVATION

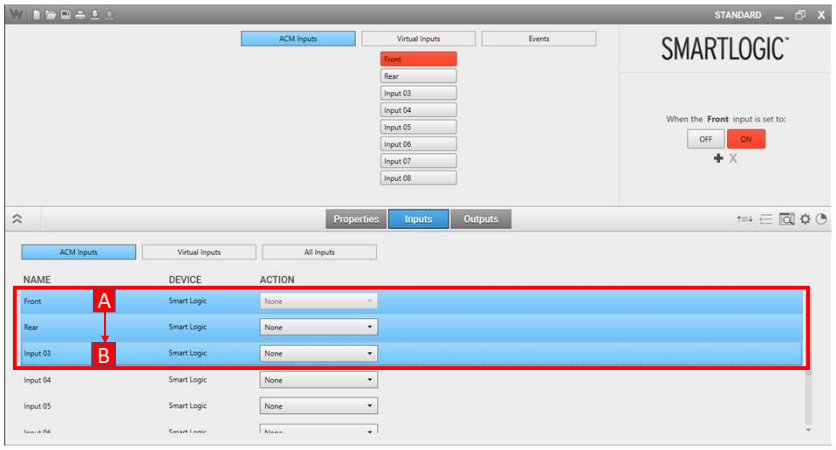
Inputs Page



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

LEADING THE WAY IN INNOVATION

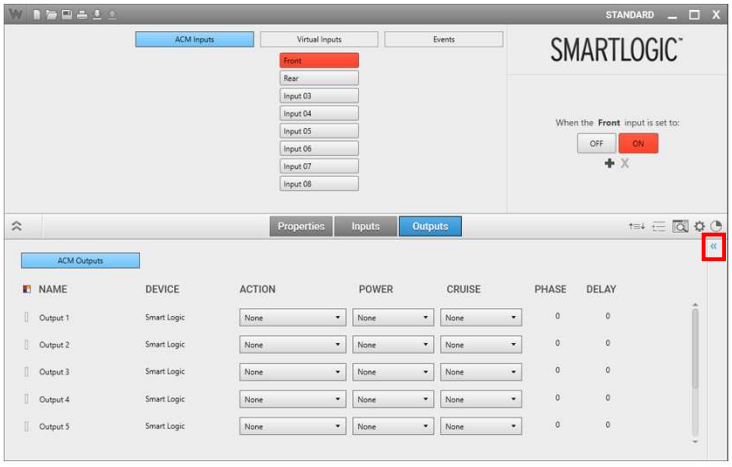
Inputs Page



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

LEADING THE WAY IN INNOVATION

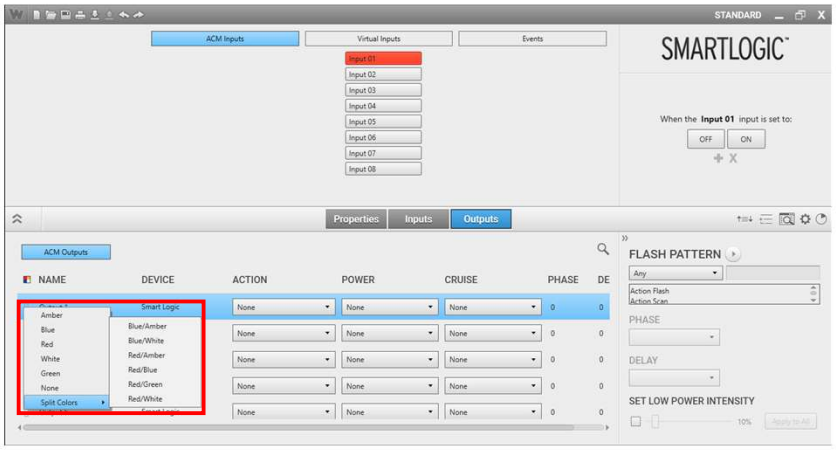
Outputs Page



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

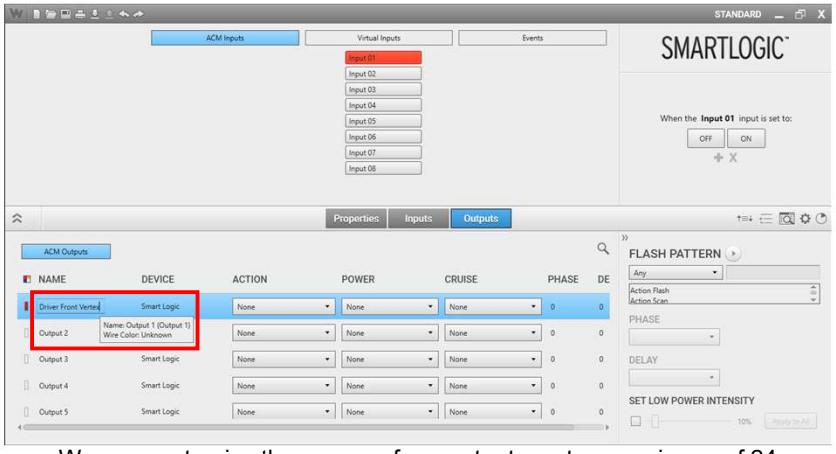
LEADING THE WAY IN INNOVATION

Outputs Page



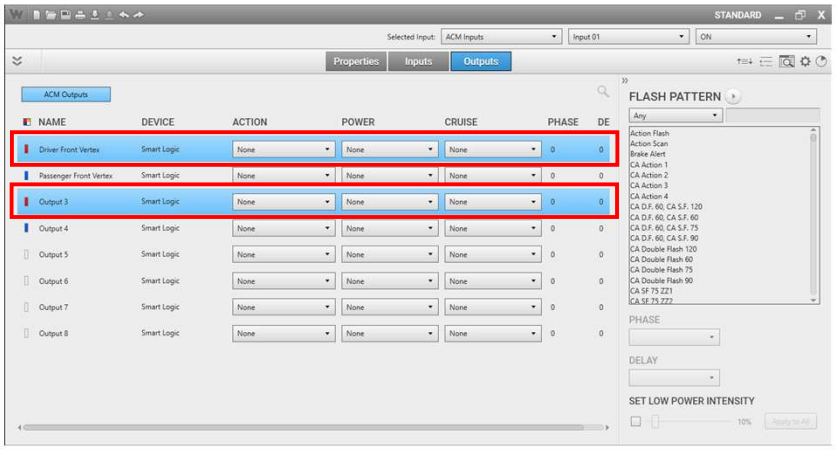
To customize the color of the outputs we can right click on the color control next to the output's name

Outputs Page



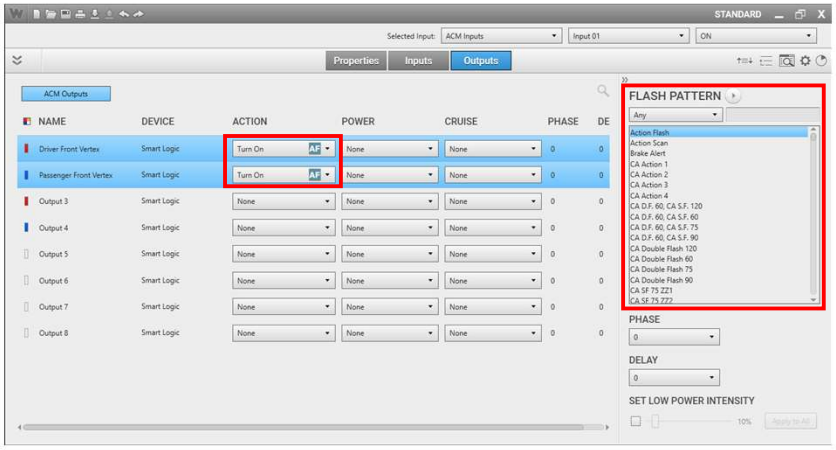
We can customize the names of our outputs up to a maximum of 24 characters. You will also see a tooltip that provides the Output's **Default Name**, and **Wire Color**.

Outputs Page



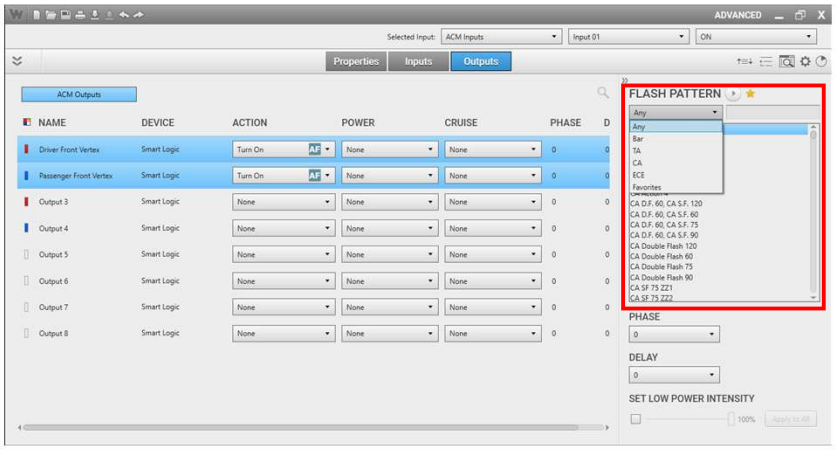
We can select outputs in all the same ways we can select inputs.

Outputs Page



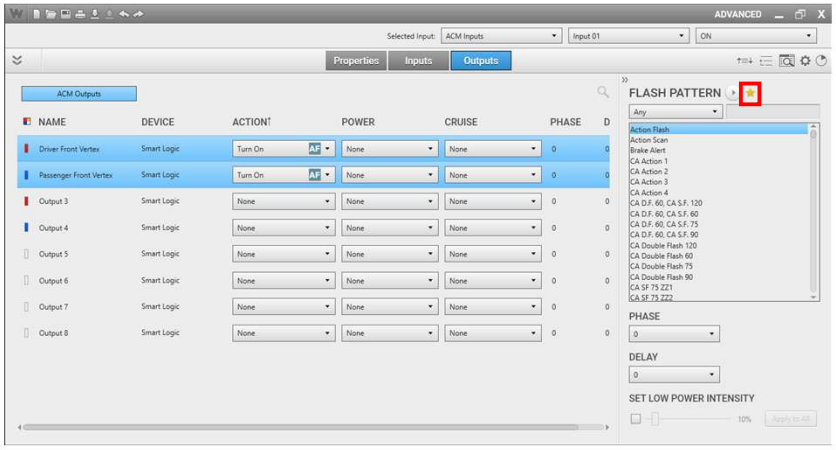
Once we have selected outputs we can set a flash pattern from the flash pattern list. This will set the default **Action** to **Turn On**

Outputs Page



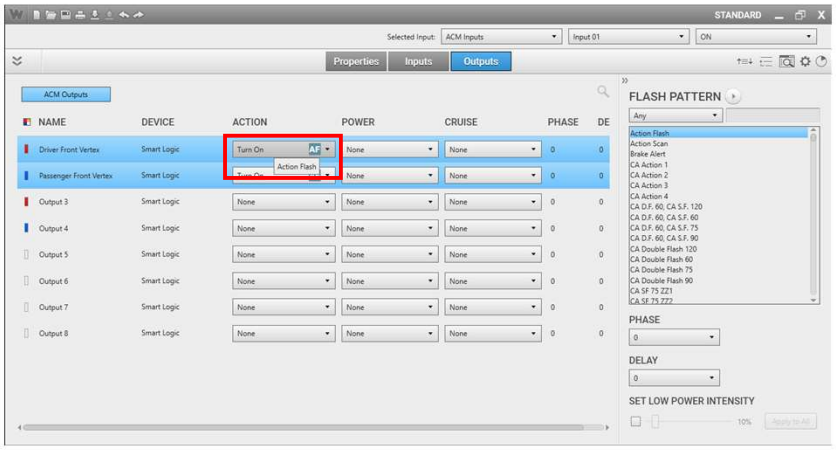
We can filter the pattern list from **Any** pattern, **Bar** patterns, **TA** patterns, **CA** California Compliant patterns, or **ECE** European Compliant patterns.

Outputs Page



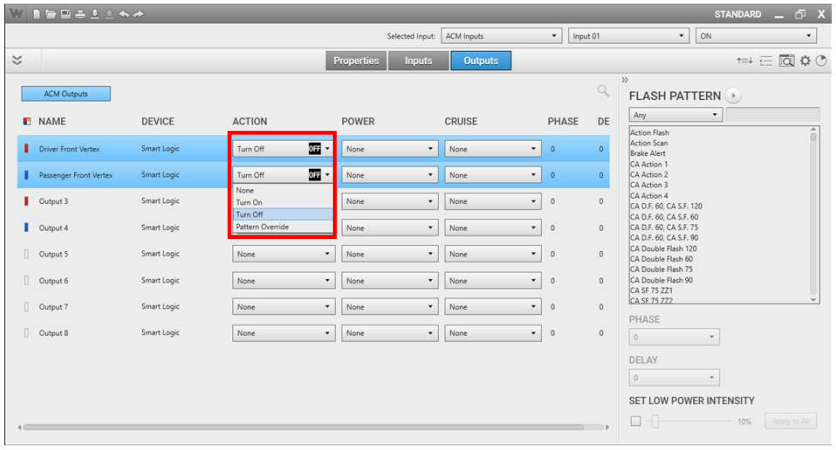
To add a pattern to the **Favorites** list first select it then click the small star above the pattern list.

Outputs Page



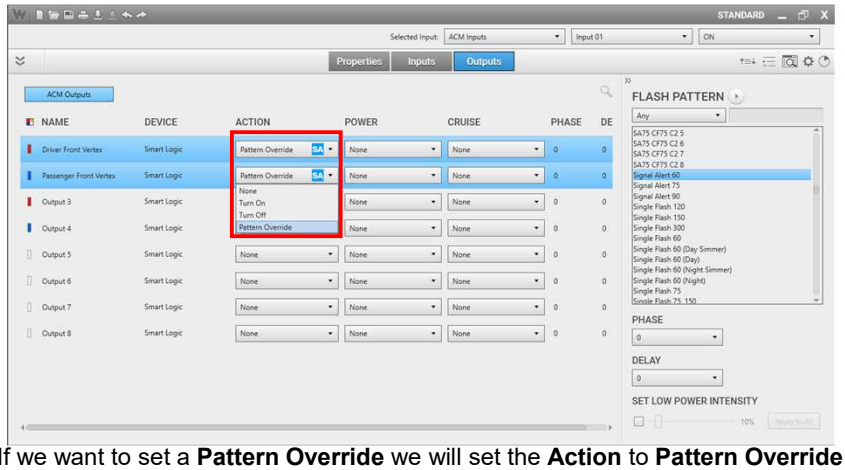
When your cursor is over an **Action** with a **Flash Pattern** set, you will see a tooltip telling you what **Flash Pattern** is set

Outputs Page



To turn off outputs we will select our outputs and set the **Action** to **Turn Off**

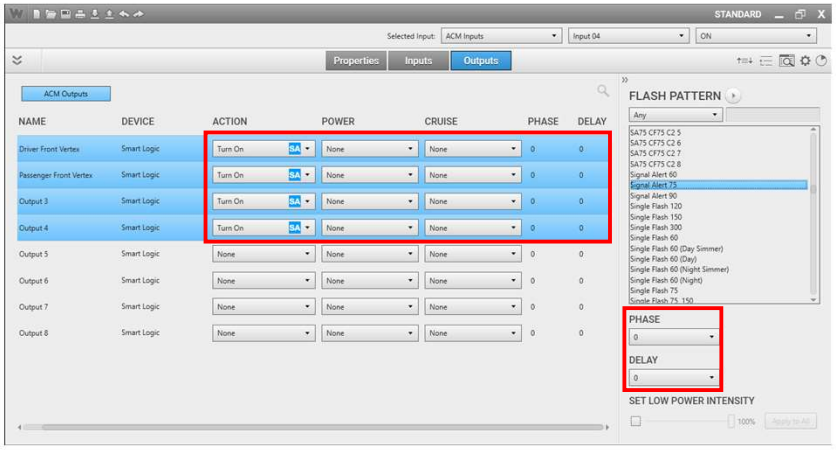
Outputs Page



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

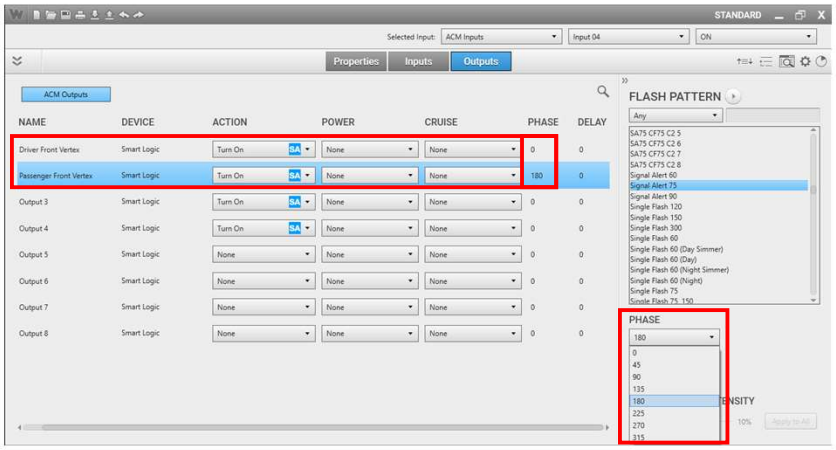
Outputs Page



Once we select a flash pattern the pattern symbol will be applied to the selected outputs the phase will default to “Phase 1” **0**° degrees and the delay set to 0ms.

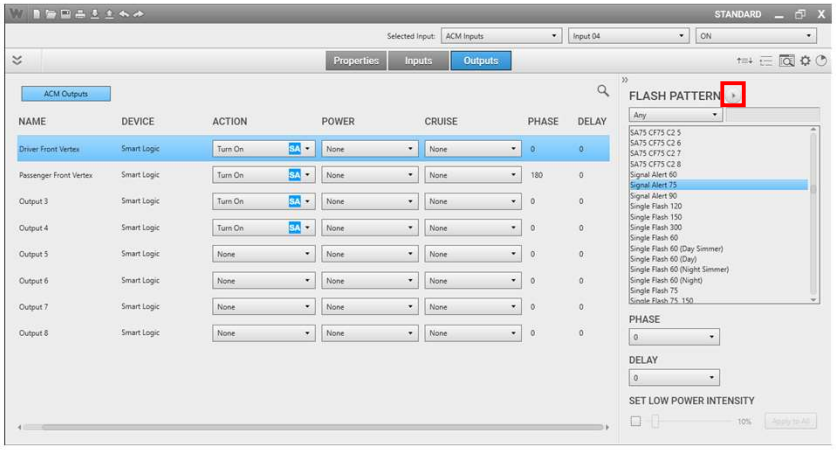
LEADING THE WAY IN INNOVATION

Outputs Page



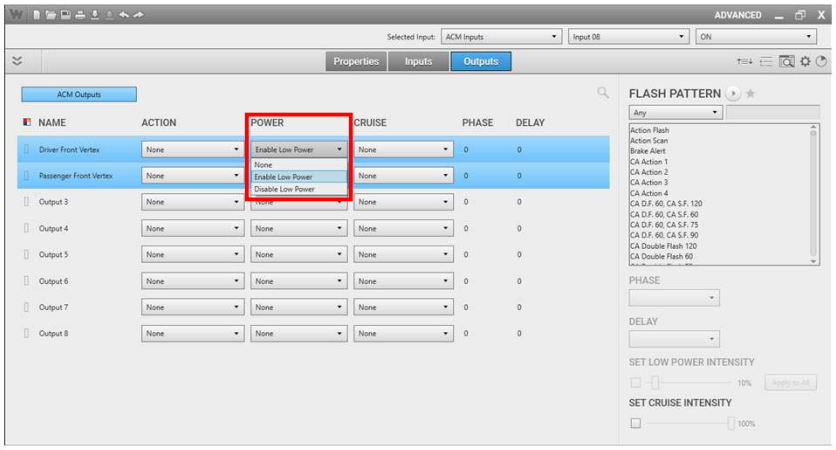
If you would like outputs to alternate, set one to “Phase 1” **0**° and the other to “Phase 2” **180**°. The Phase and Delay of each output is listed next to it.

Outputs Page



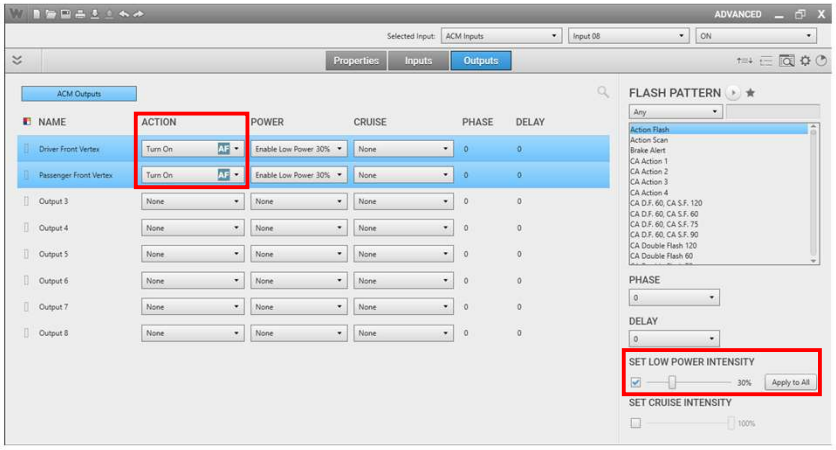
Once we have set the **Flash Pattern**, **Phase** and or the **Delay** we can press the **Simulate** button to preview our flash pattern settings

Outputs Page - Power



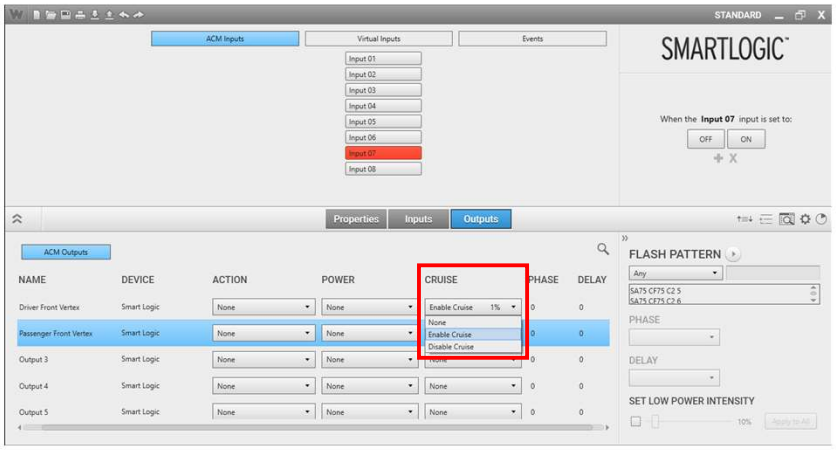
To **Enable** or **Disable** low power under the **Power** selection we can select the desired action.

Outputs Page - Power



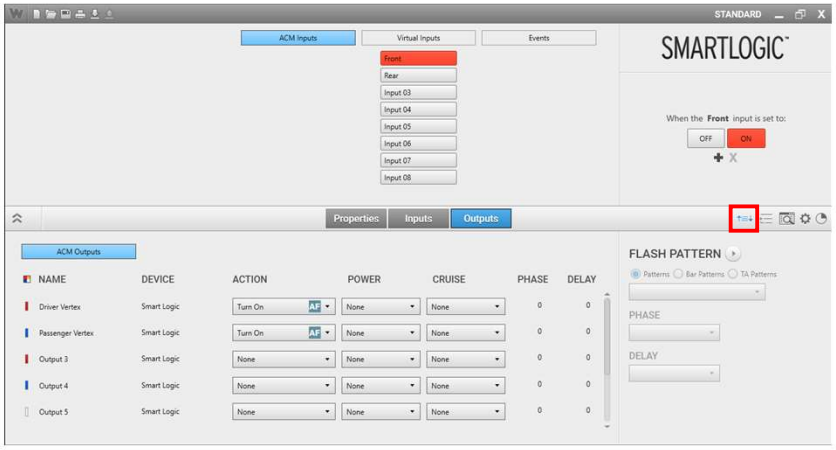
The **Low Power Intensity** can be state/input dependent. You apply the custom intensity to a lighthead that has an **Action** applies to it.

Outputs Page - Cruise



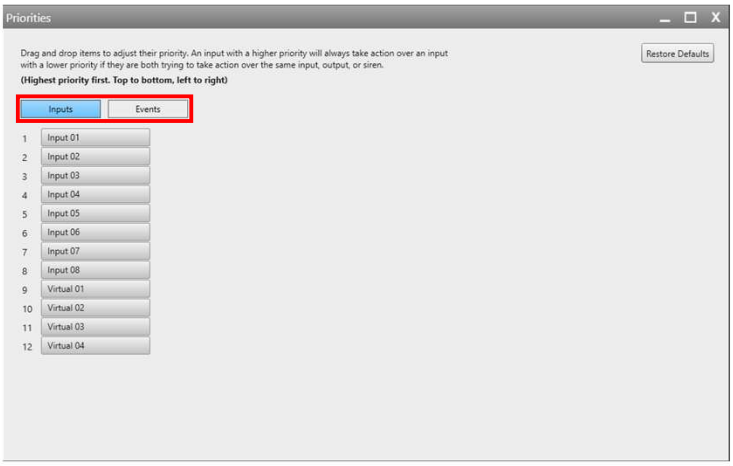
To **Enable** or **Disable** Cruise lighting under the **Cruise** selection we can select the desired action

Priorities



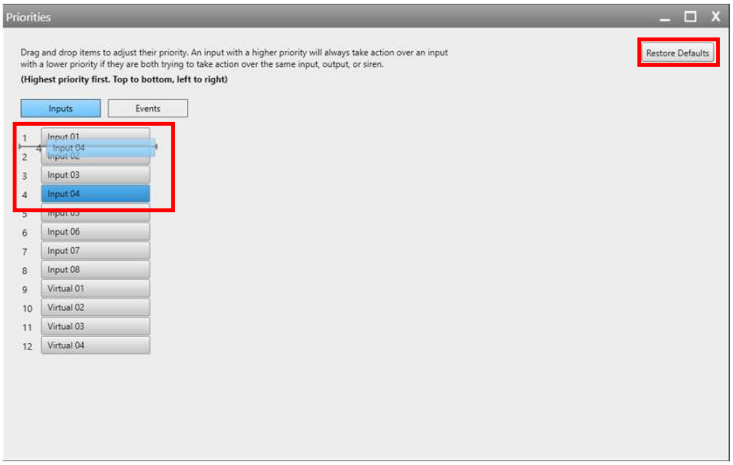
On the main navigation bar we can click on the **Priorities** control to open the **Priorities** window

Priorities



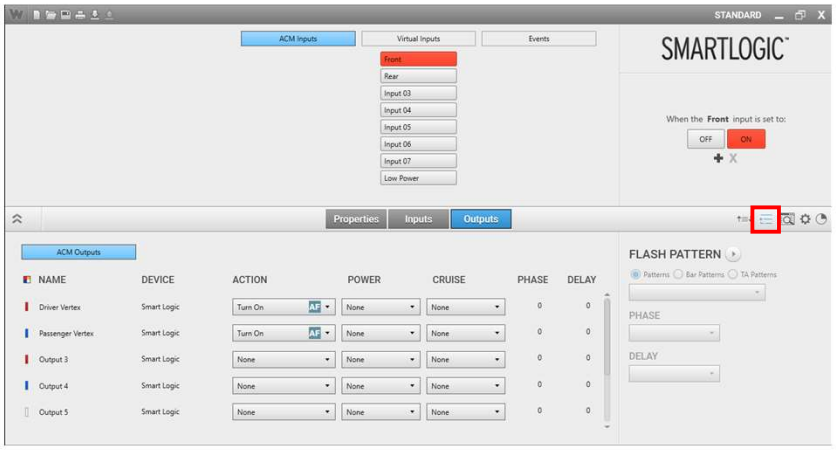
Priorities allow us to control what flash pattern we want to see if two inputs are active at the same time. We can also set the priority level of our **Events**

Priorities



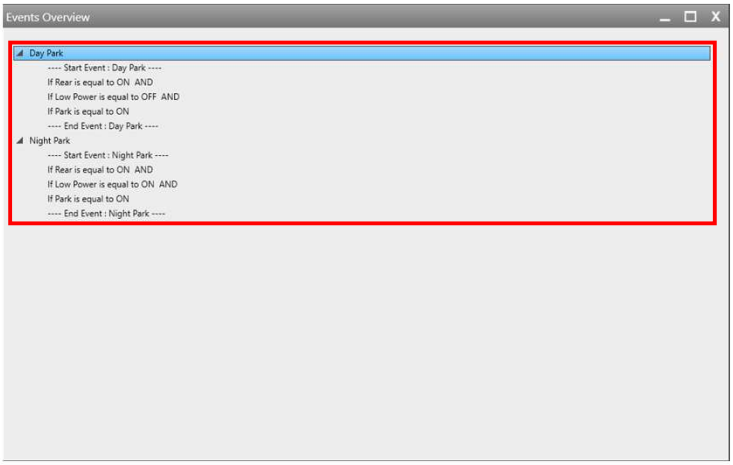
If we **LMB** click and hold we can drag and customize the priority list. If needed we can reset the priorities to their default by clicking on the **Restore Defaults** button

Events Overview



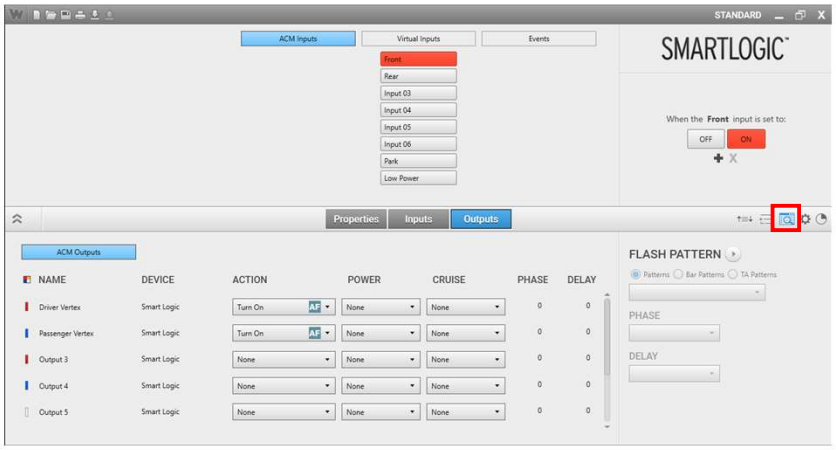
On the main navigation bar we can click on the **Events Overview** control to open the **Events Overview** window

Events Overview



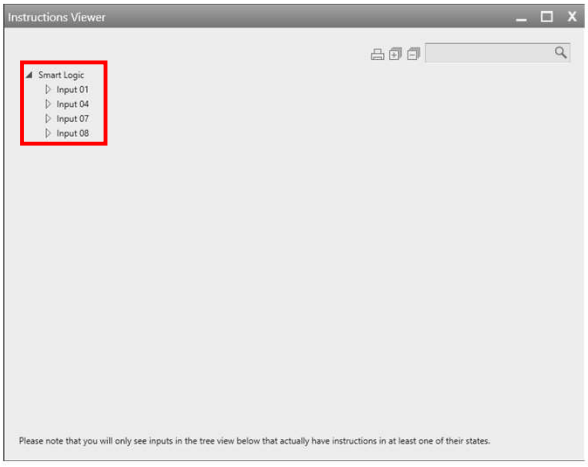
We can expand each **Event** and view the conditions we set in the **Events Manager**

Instruction Viewer



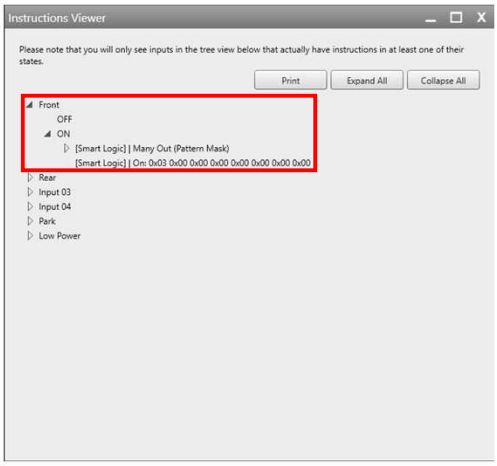
On the main navigation bar we can click on the **Instruction Viewer** control to open the **Instructions Viewer** window

Instruction Viewer



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

Instruction Viewer

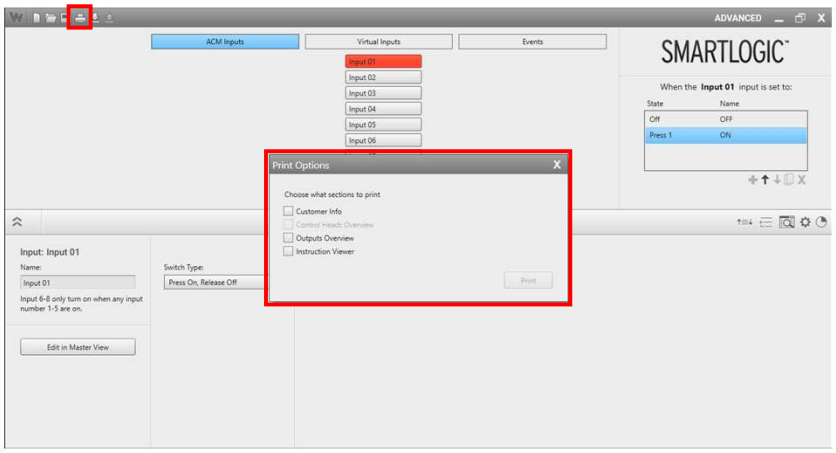


Once we expand an input we can expand each state and view the instructions we have programmed

Instruction Viewer

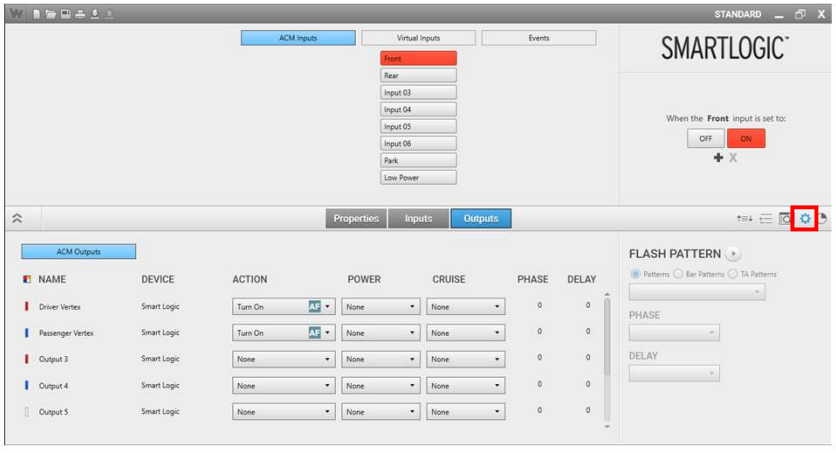
If needed we can **Print** out all our instructions plus we can **Expand All** or **Collapse All** of our instructions. We can also search for specific instructions.

Instruction Viewer



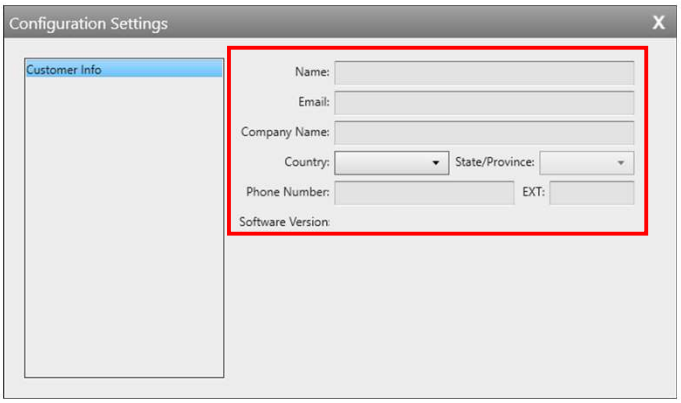
Clicking on the **Print** icon will open the **Print Options** window where we can select what information we would like to print.

Configuration Settings



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

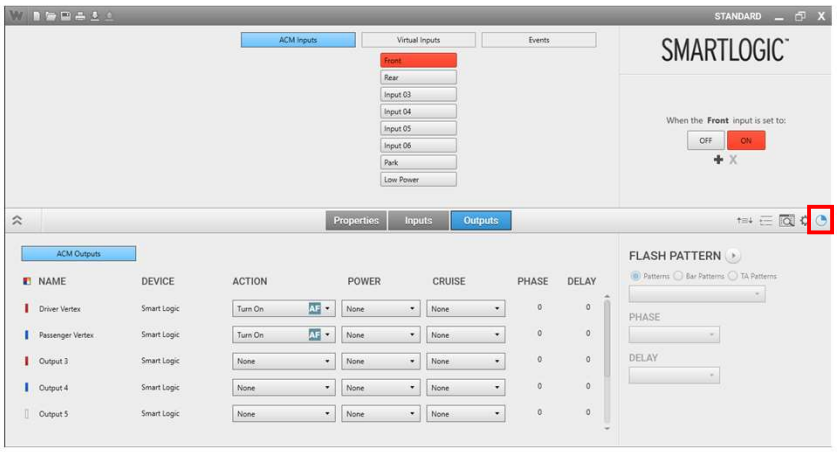
Configuration Settings



Here we can fill out the customer contact information

LEADING THE WAY IN INNOVATION

Configuration Size



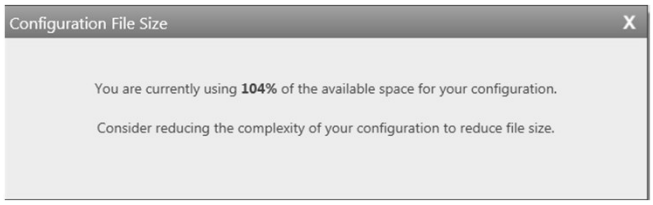
On the main navigation bar we can view our **Configuration File Size**

LEADING THE WAY IN INNOVATION

Configuration Size

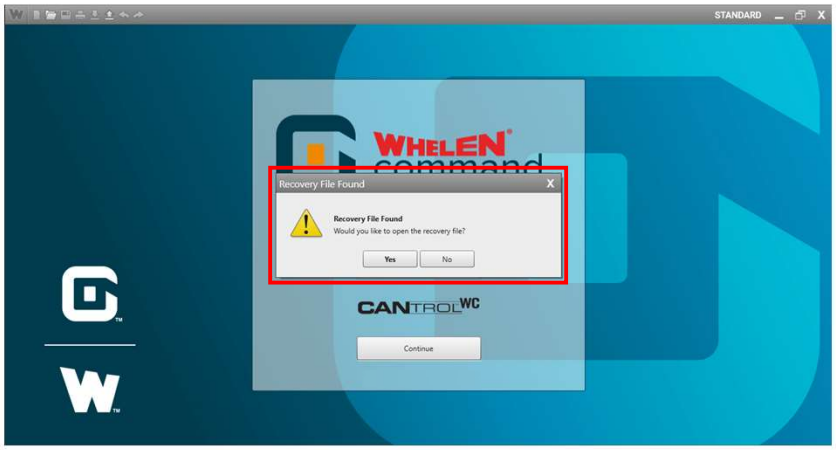
Current hardware only allows the configuration file to be a specific size

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

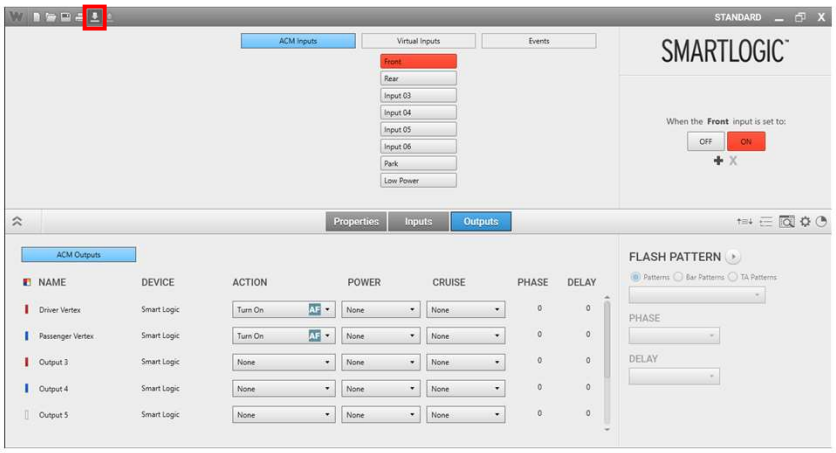
Configuration Recovery



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

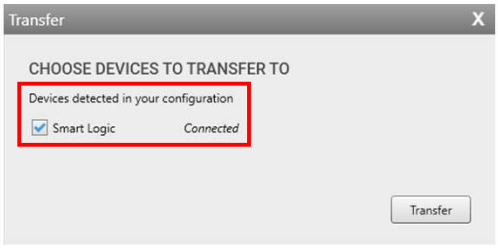
Transfer



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

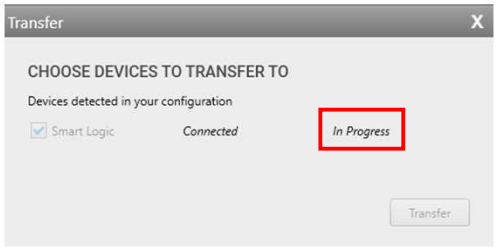
LEADING THE WAY IN INNOVATION

Transfer



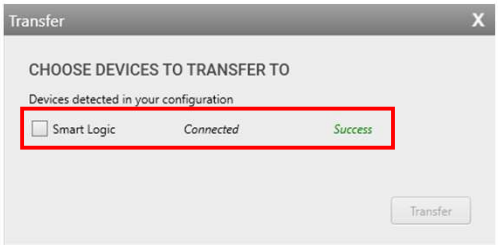
This will open the **Transfer Manager** where we can see all of our detected devices

Transfer



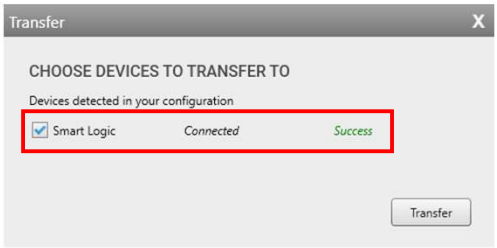
Once we click on **Transfer** we will see the status of our Transfer is In Progress

Transfer



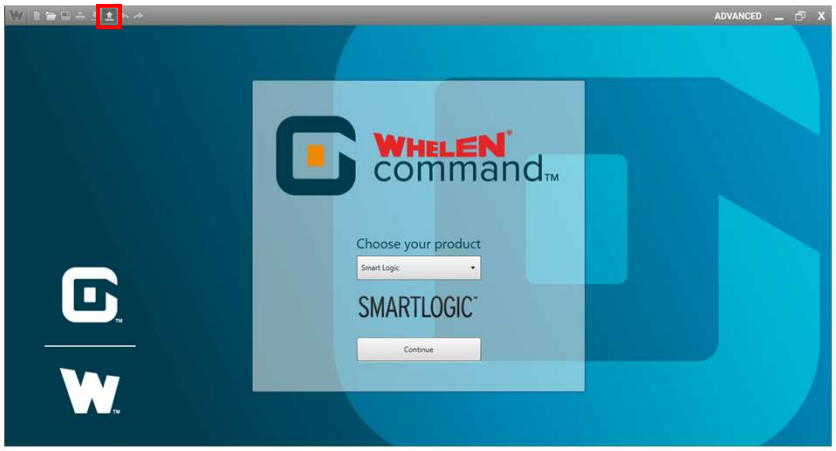
Once our Transfer is complete the status will show **Success** and the checkbox for our device will be unchecked

Transfer



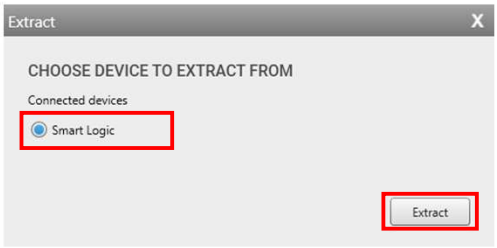
To Transfer to another device plug in the device and check the device checkbox and click **Transfer**

Extract



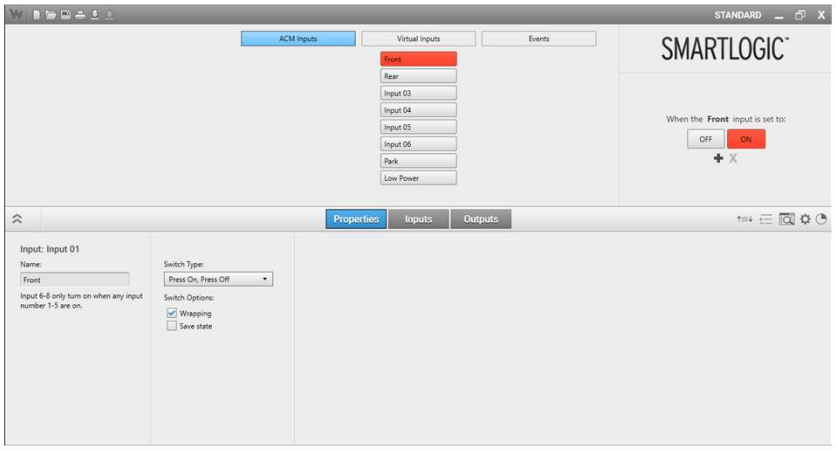
If we want to read a configuration from a SmartLogic Flasher that is already installed we can click on the **Extract** control or use the shortcut **CTRL + E**

Extract



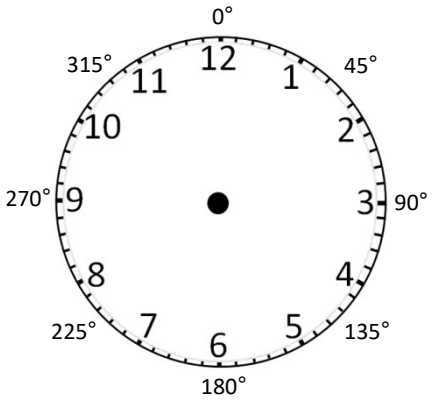
The **Extract** window will open and we can select the device that we want to Extract from

Extract



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

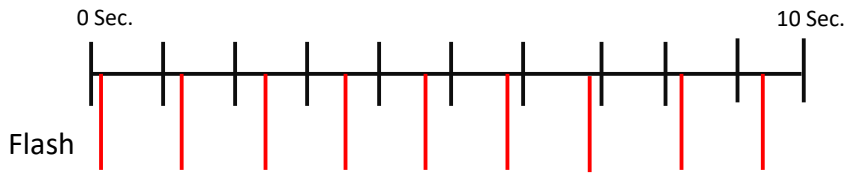
Definition: Phasing



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

Definition: Delay

Lets say our flash pattern flashes once per second



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

Definition: Pattern Override

Standard Flash Pattern — **AF: On Instruction**

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

Override Flash Pattern — **MF: No "On" Instruction**

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

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

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

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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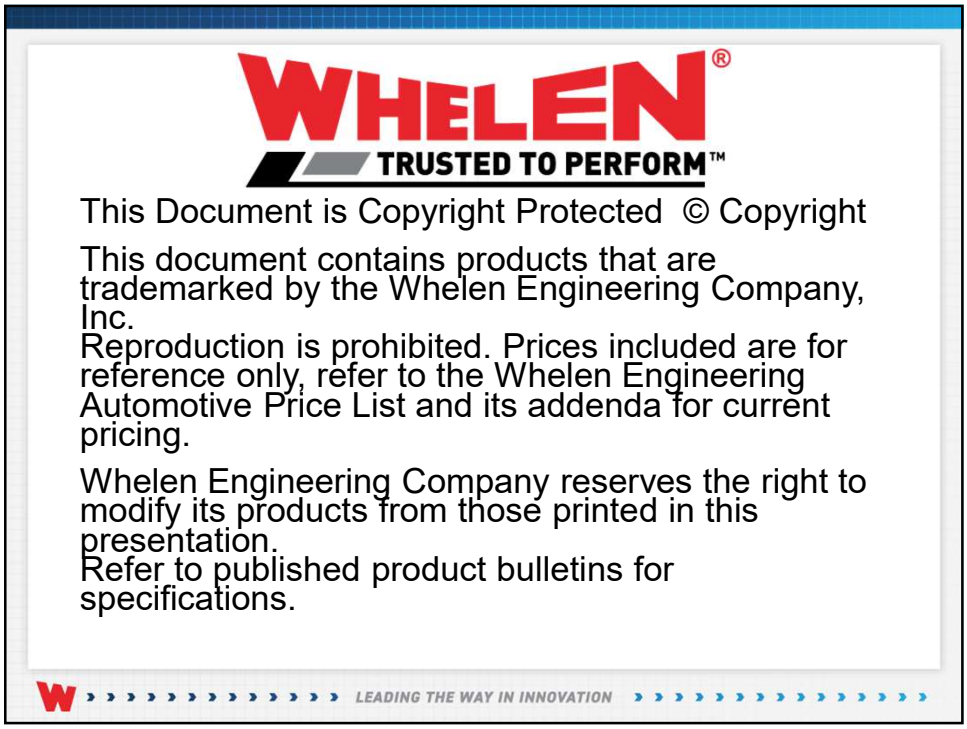
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