Whelen Command™
CenCom Core

CENCOM CORE™

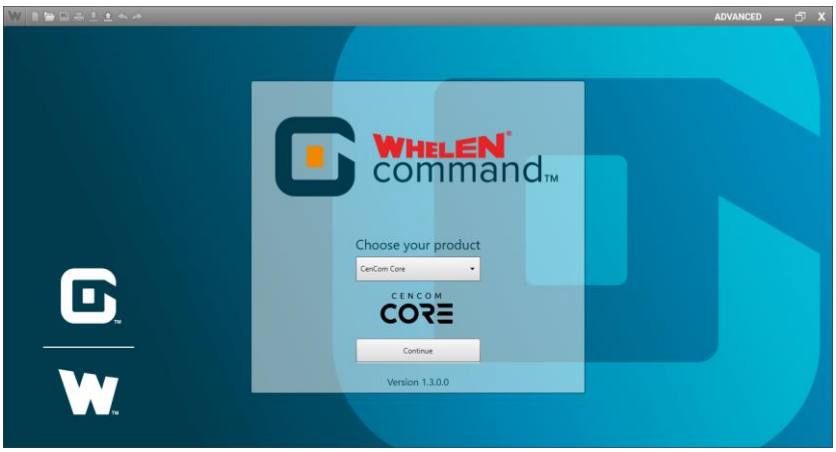
POWERED BY

WECANX™

Whelen Engineering Company, Inc.

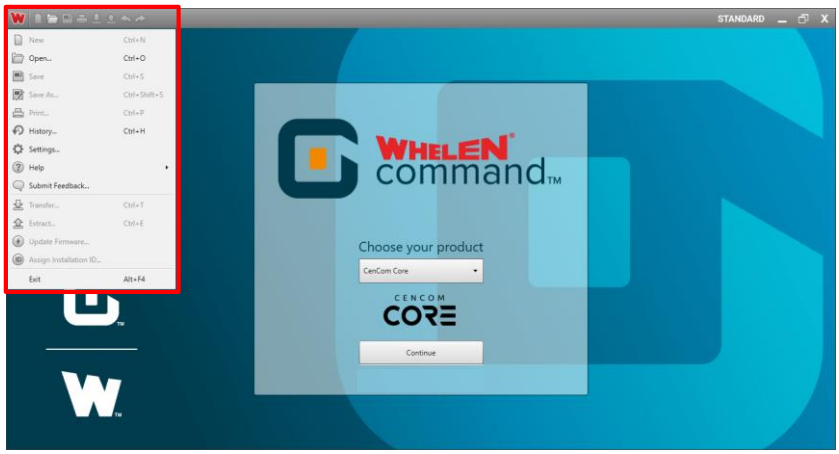
WHELEN®

Whelen Command CenCom Core



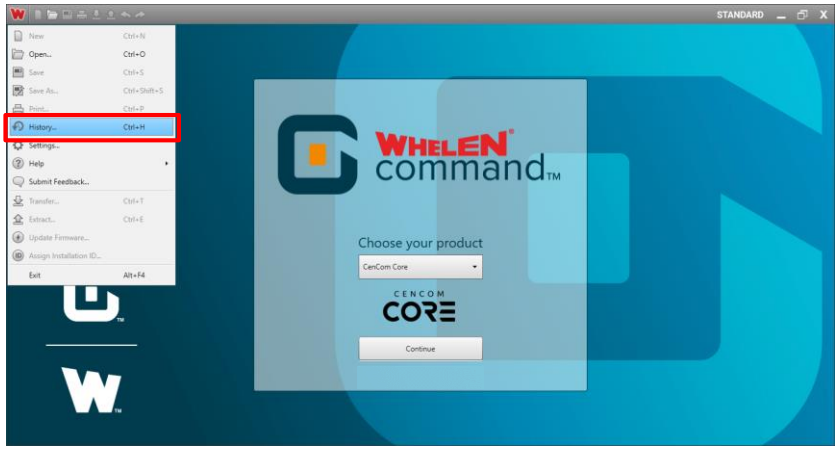
Whelen Command CenCom Core

Main Menu



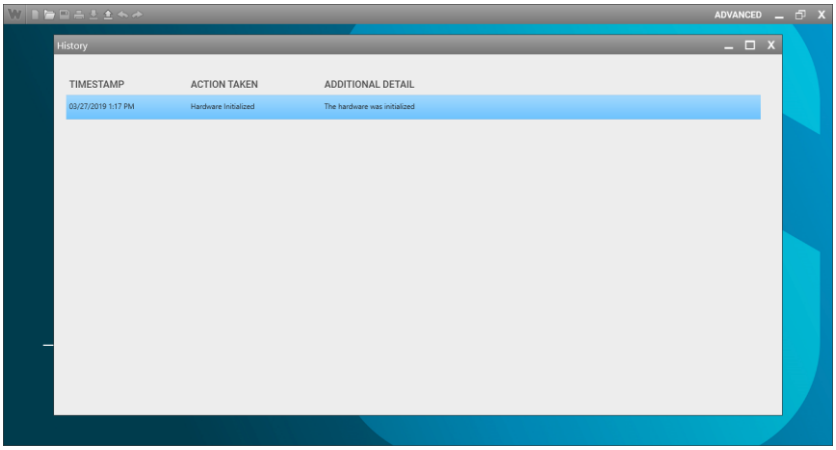
On the start page the main menu will allow us to open a configuration, view help information and extract a configuration from a system that is already programmed

Main Menu



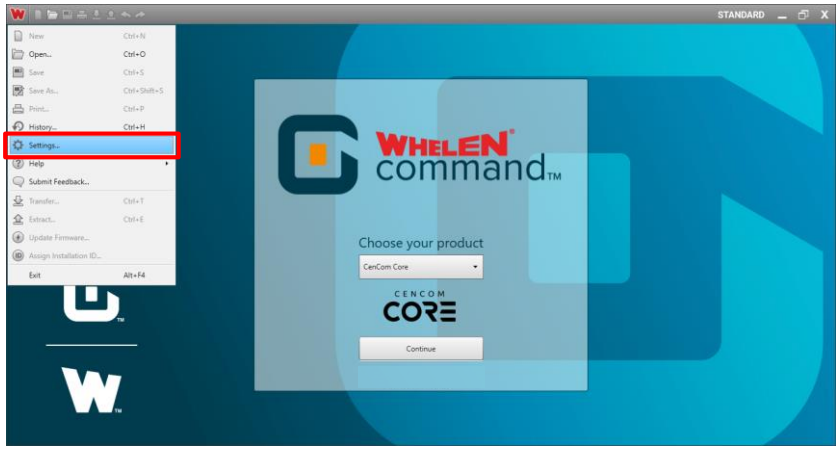
In the **History** window we can view changes made to the configuration since it was opened.

History Viewer



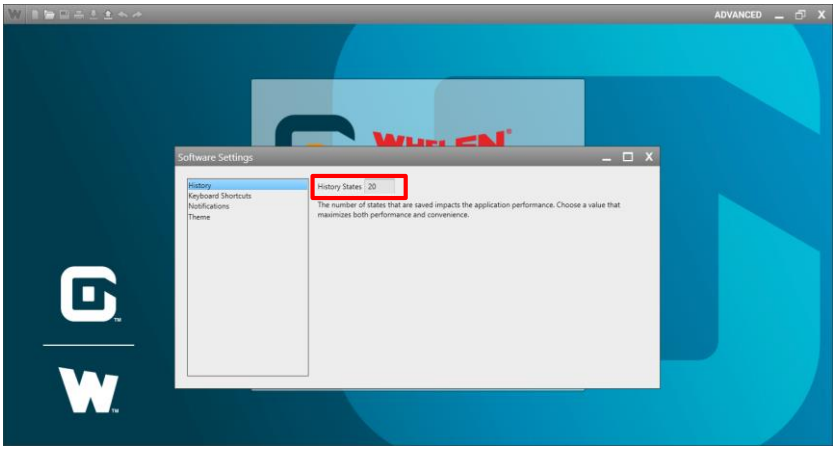
The **History** window will show all changes made to the configuration since we opened it. This will be cleared each time we close a configuration.

Main Menu



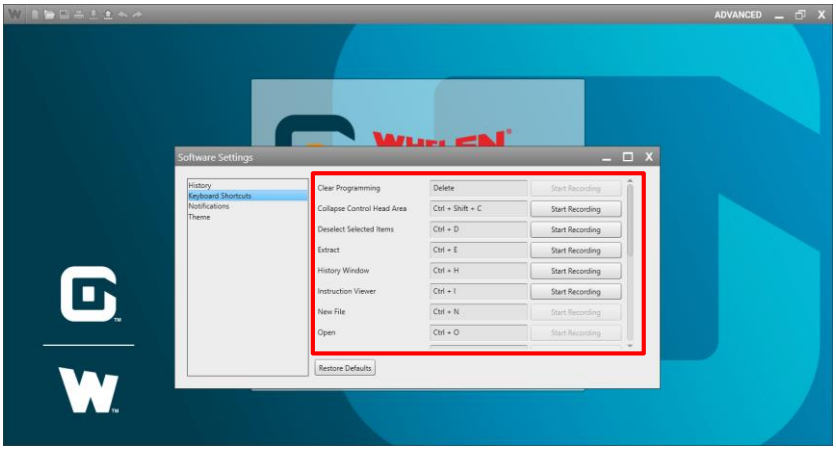
We can change some of the features of Command under **Settings**

Software Settings Window



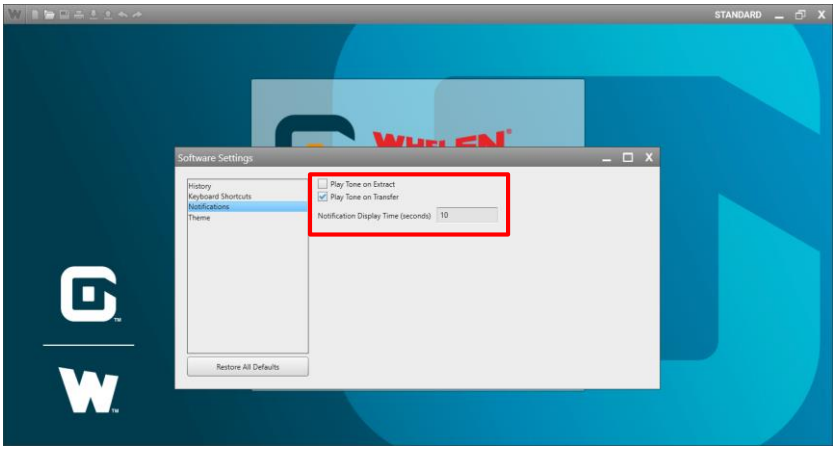
Under the **History Options** category we can change the number of program changes we wish to save for the **Undo** Function

Software Settings Window



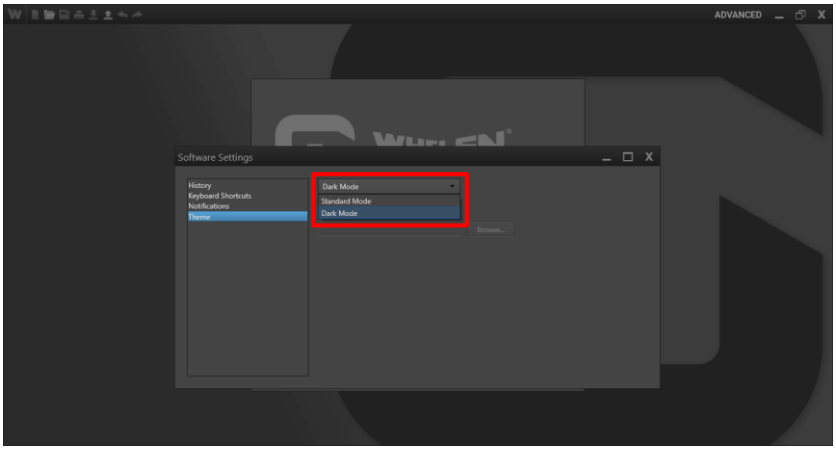
Under the **Keyboard Shortcuts** category we can view, change, and create our own keyboard shortcuts to use throughout the Command Software.

Software Settings Window



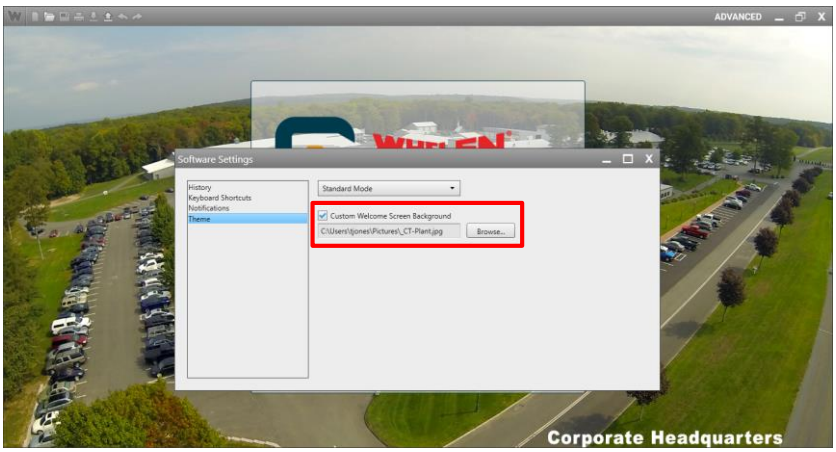
Under the **Notifications** category we can turn on/off tones that will be played upon completion of an Extract or Transfer. We can also select how long our **Notifications** are shown to us.

Software Settings Window



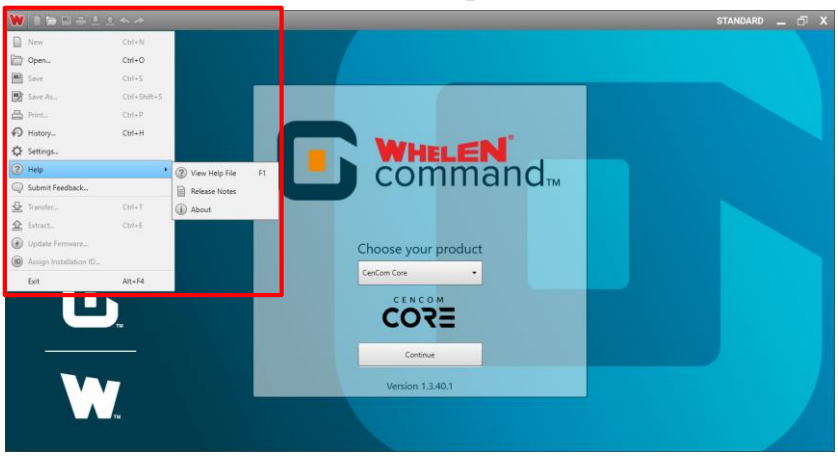
Under the **Theme** category we can change between **Standard Mode** and **Dark Mode**

Software Settings Window



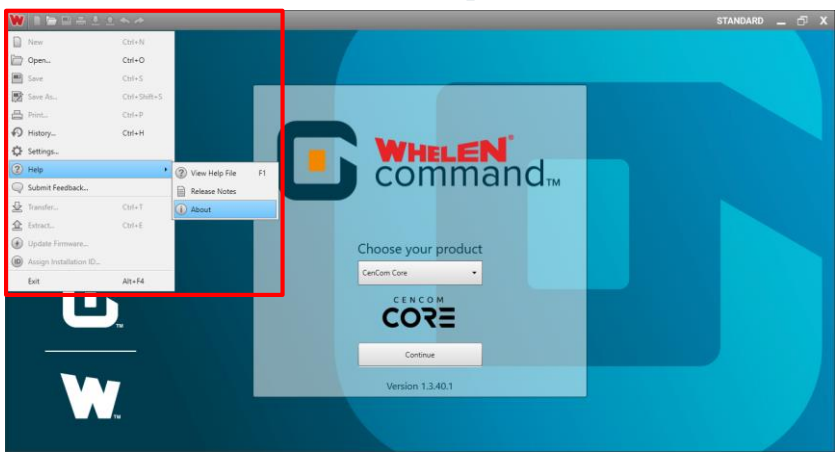
Also under Theme we can set a **Custom Welcome Screen**

Main – Help Menu



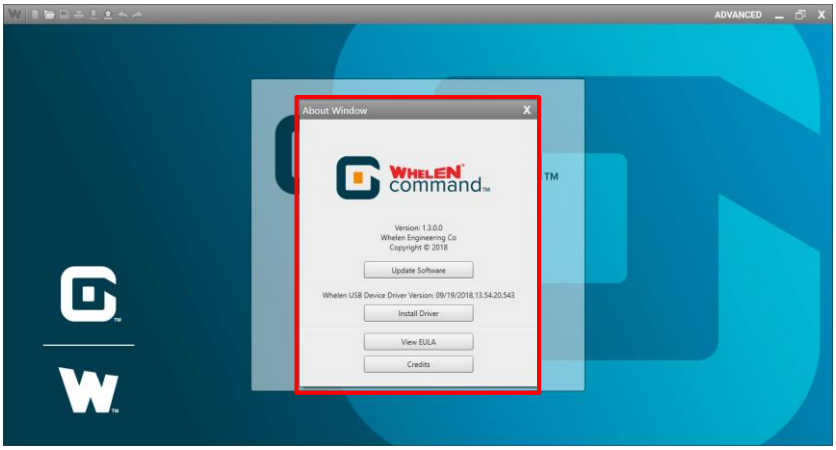
Under **Help** we can **View Help File** and review the **Release Notes** that get updated when there is an update for Whelen Command

Main – Help Menu



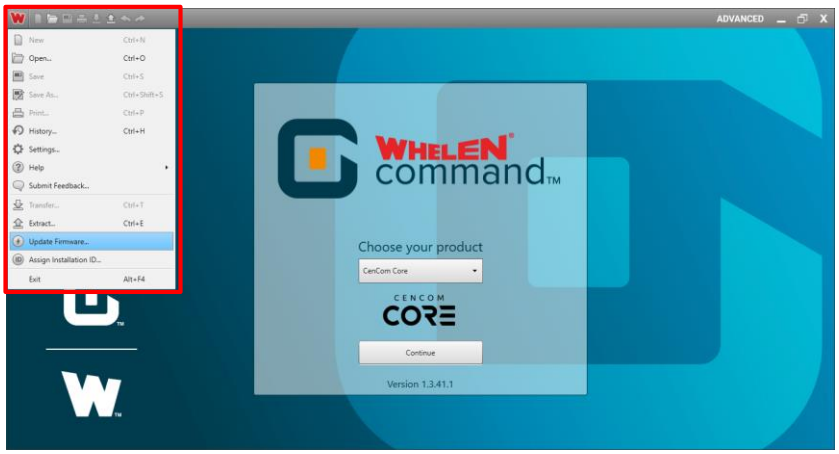
Under help selecting **About** will open the **About Window**

About Window



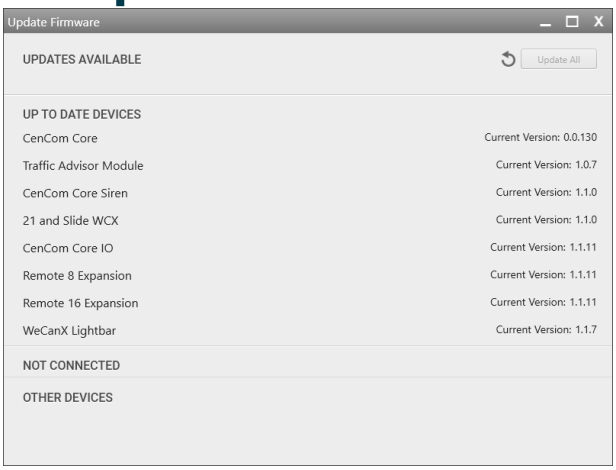
On the **About Window** we can manually check for a software update, install the USB drivers, and view the EULA information

Update Firmware



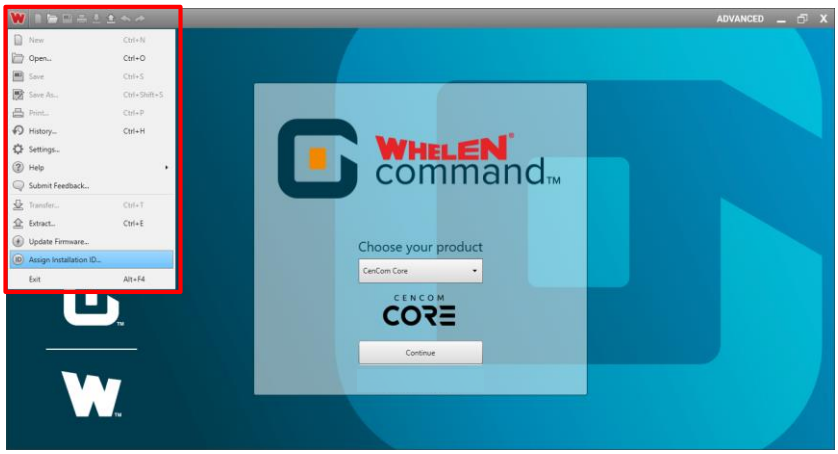
We can also choose to **Update Firmware** on our system.

Update Firmware



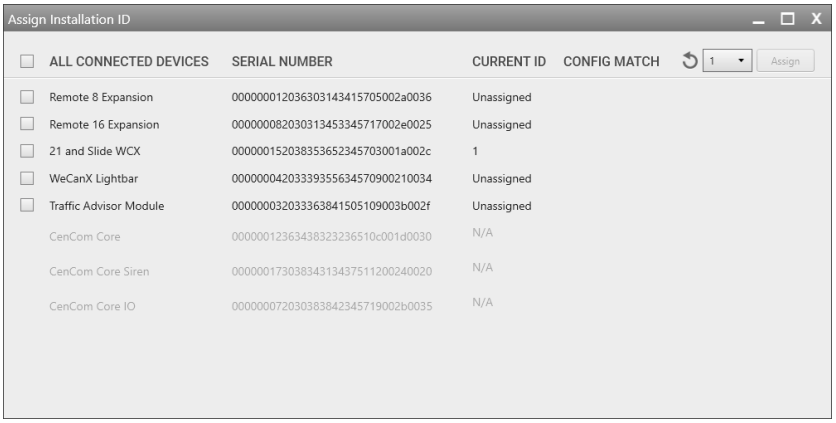
In the Update Firmware window we will be shown all the Current firmware version of our hardware and if there is an update for them.

Assign Installation ID



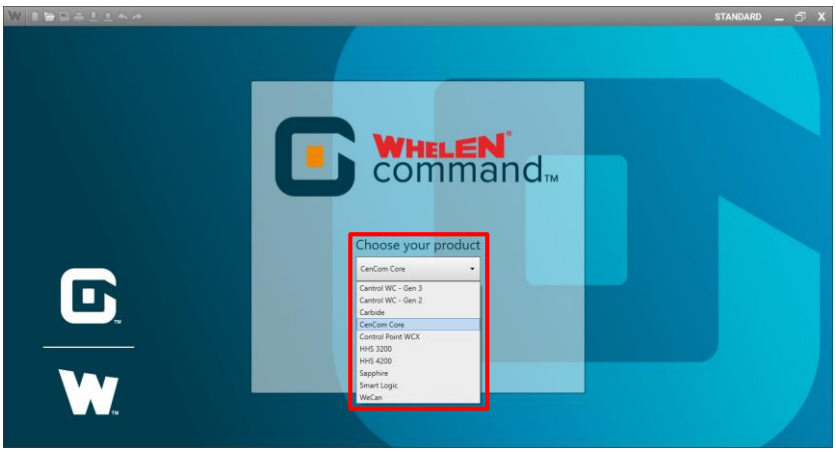
If we have more than one of the SAME piece of hardware on the system you will need to **Assign Installation ID** for those items.

Assign Installation ID



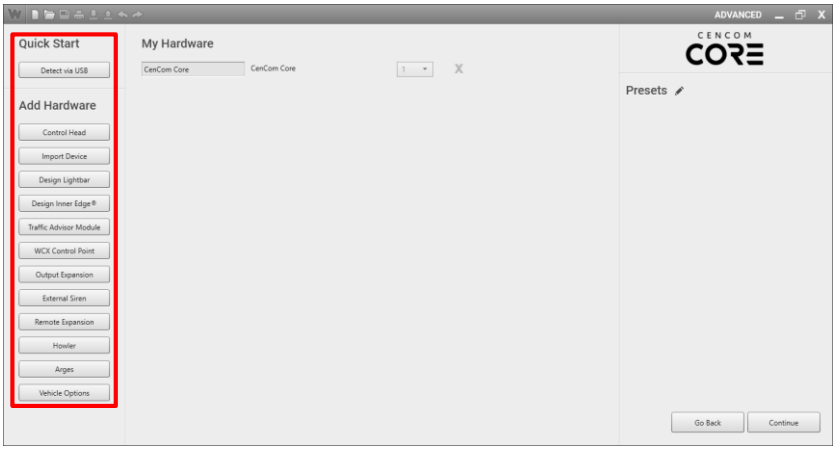
If the system is already installed in a vehicle and connected on the WeCanX network, we will see all of the connected hardware. In this example we do not have any duplicate hardware.

Choose Your Product



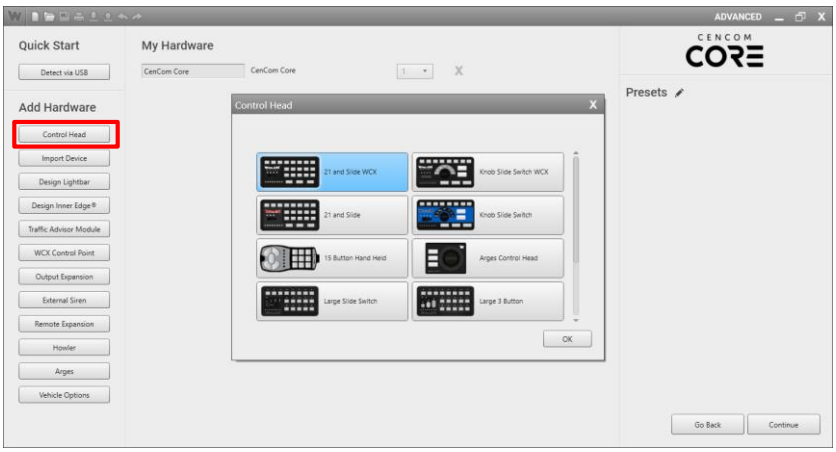
In the drop down list we want to select **CenCom Core** and then click continue

My Hardware



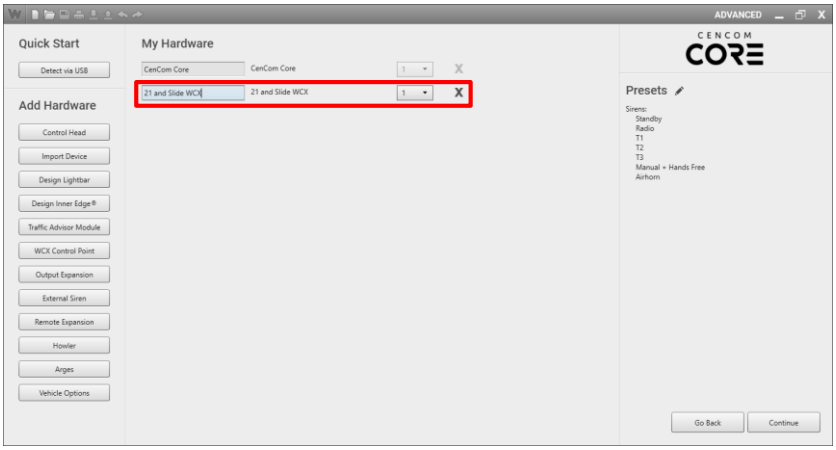
On the **My Hardware** page we can start to build our system piece by piece. If the system is already installed and completely wired on the WeCanX network, we can **Detect via USB**

My Hardware Control Head



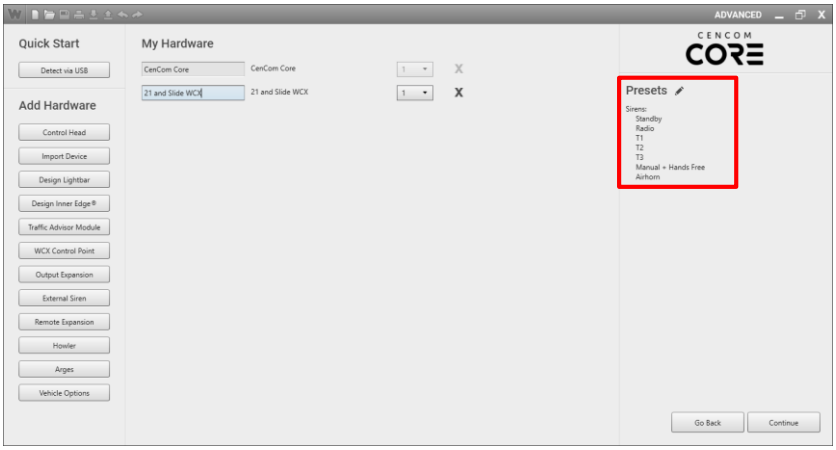
We will start by adding a **Control Head** to our configuration. Select one from the list and click **Ok**

My Hardware Control Head



Once we select our **Control Head** it will be added to the hardware list and we can give it a name.

My Hardware Control Head

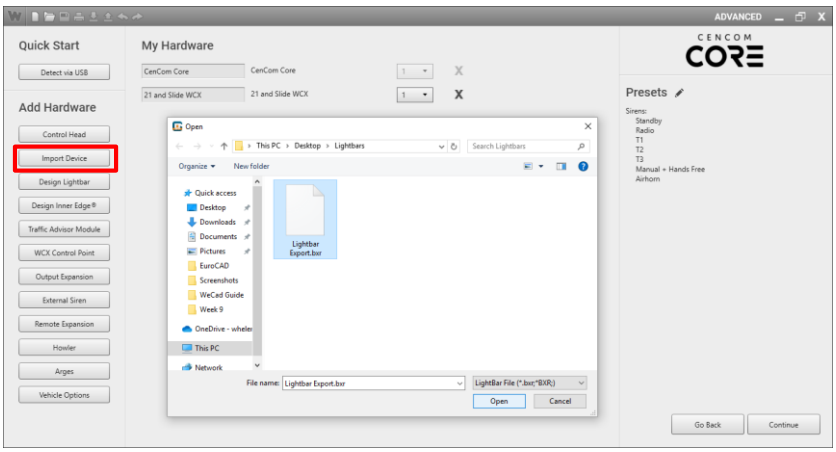


You will also see that the **Presets** list is also populated with the common default siren functions

My Hardware Control Head

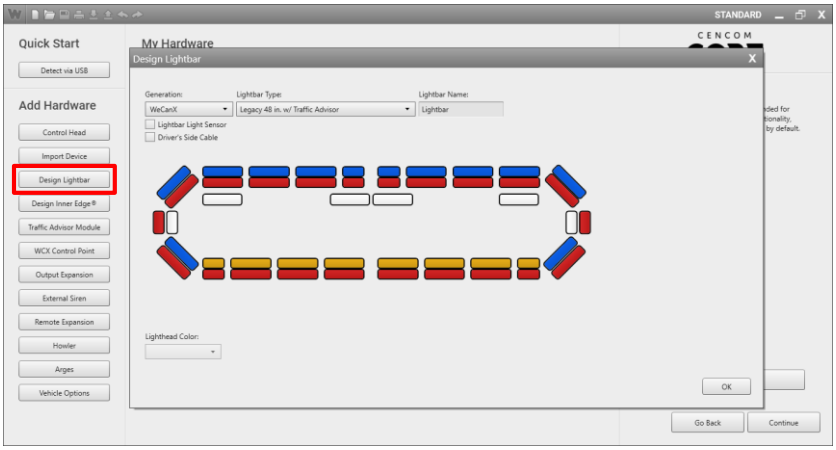
If we click the edit icon we will see the **Edit Presets** window where you can select what and where default functions will be.

My Hardware Import Device



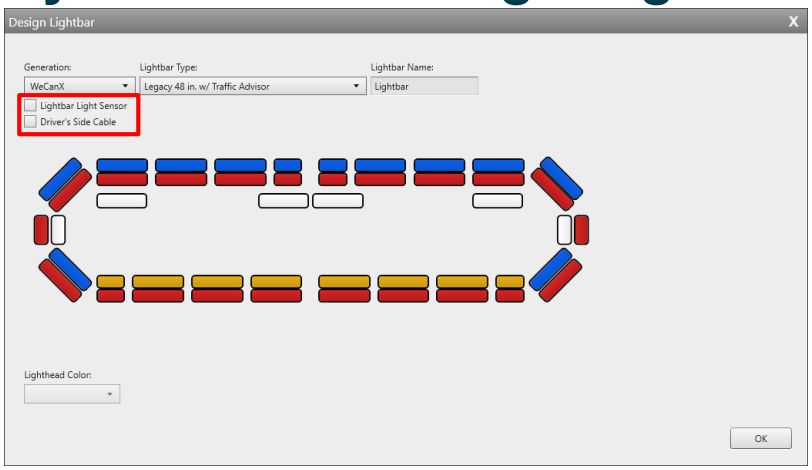
We can choose to **Import Device** which will allow us to import a custom lightbar .bxr file we have exported from WeCad™

My Hardware Design Lightbar



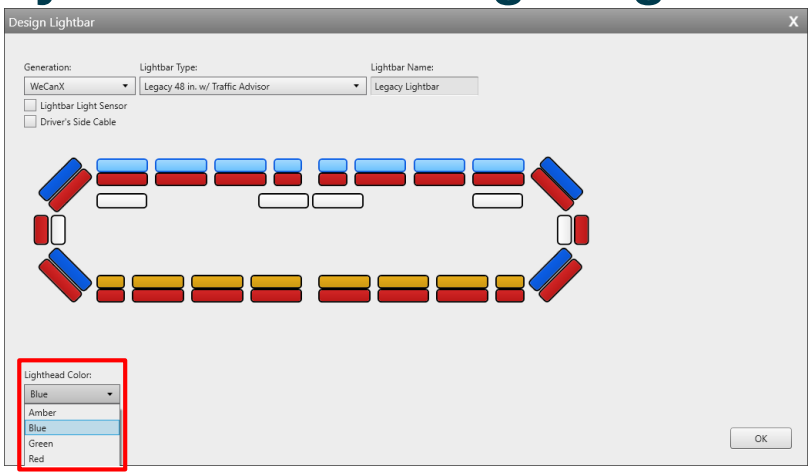
Alternatively we can use **Design Lightbar** to use the blanket .bxr file that will show every possible module position

My Hardware Design Lightbar



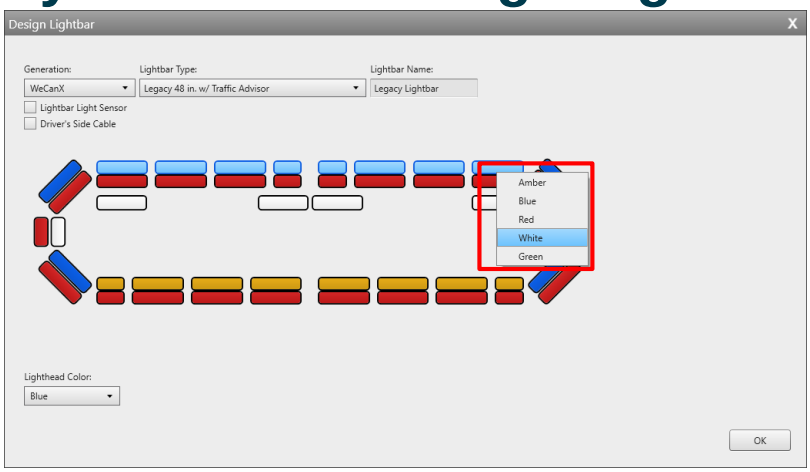
If we ordered our lightbar with a **Lightbar Light Sensor** or **Driver's Side Cable** we can check each option we ordered

My Hardware Design Lightbar



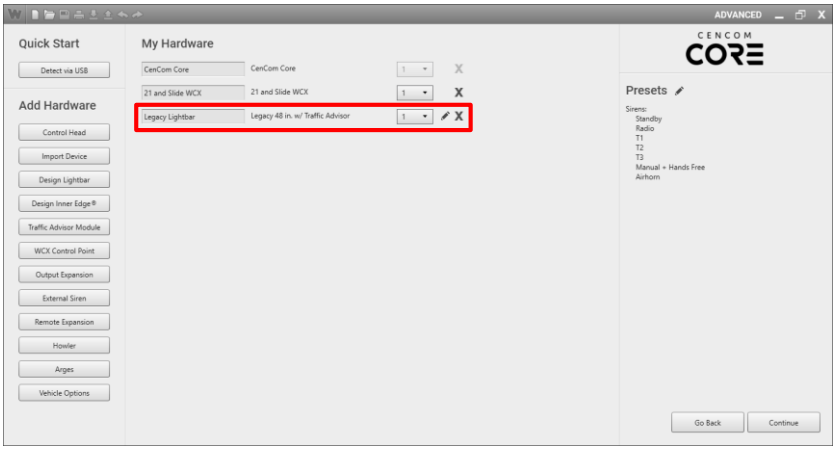
We can select multiple modules and use the lighthead color selector to change the color of our modules

My Hardware Design Lightbar



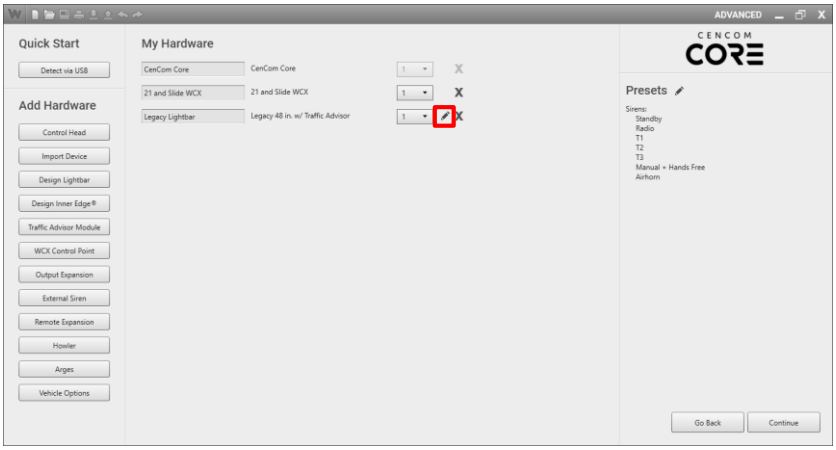
If we right click on each module we can change the color or we can select multiple modules and then right click to change the color of the selected modules

My Hardware Design Lightbar



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

My Hardware Design Lightbar



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

WHELEN

Accessories

With CenCom Core and WeCanX you can have up to 99 WeCanX Accessories leaving the possibilities virtually limitless.

Accessories that are NON-WeCanX are limited to two of these accessories. Non-WeCanX Front and Rear Inner Edge's and the CANEM16 Expansion output module count as accessories. You can have any combination of two.

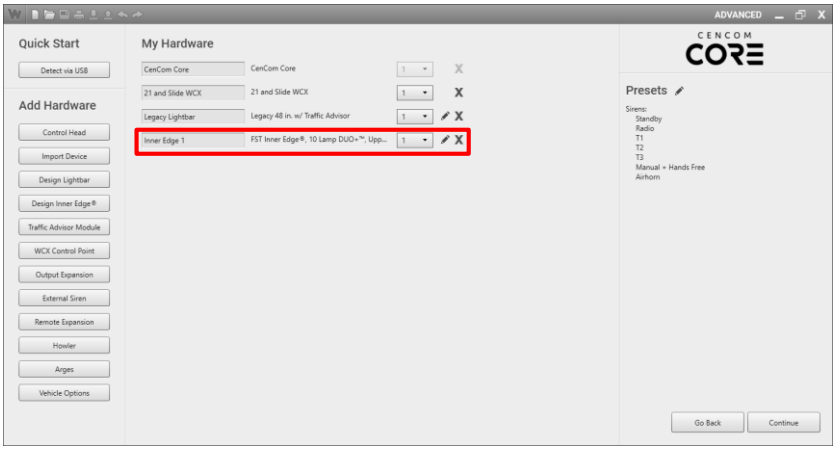
WHELEN

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.

WHELEN

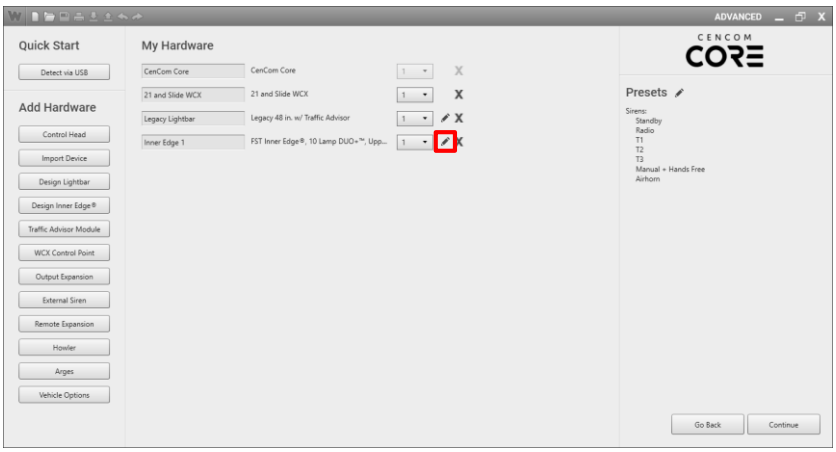
My Hardware Inner Edge®



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

WHELEN

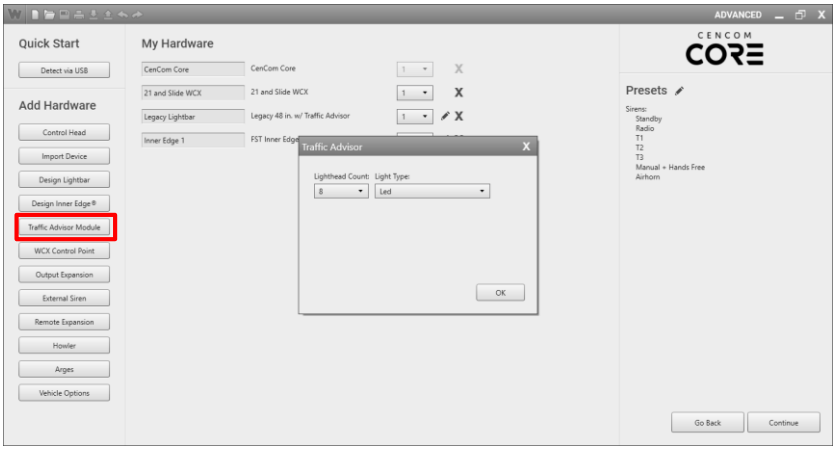
My Hardware Inner Edge®



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

WHELEN

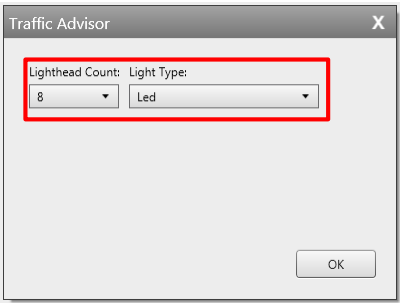
My Hardware WeCanX Traffic Advisor Module



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

WHELEN

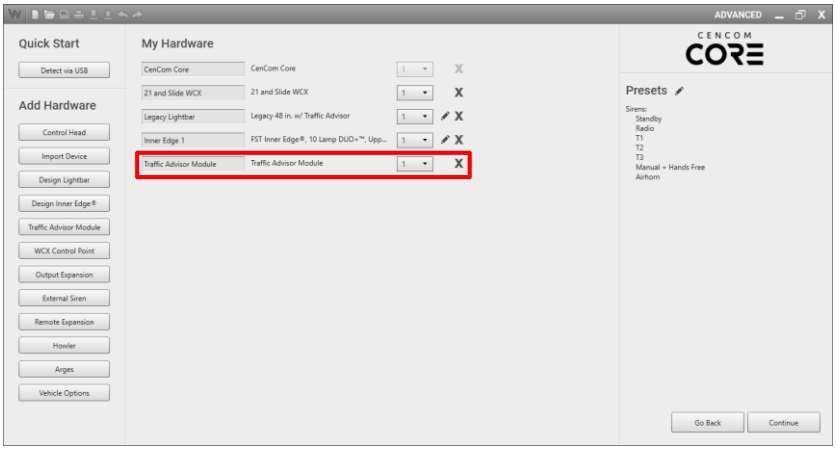
My Hardware WeCanX Traffic Advisor Module



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

WHELEN

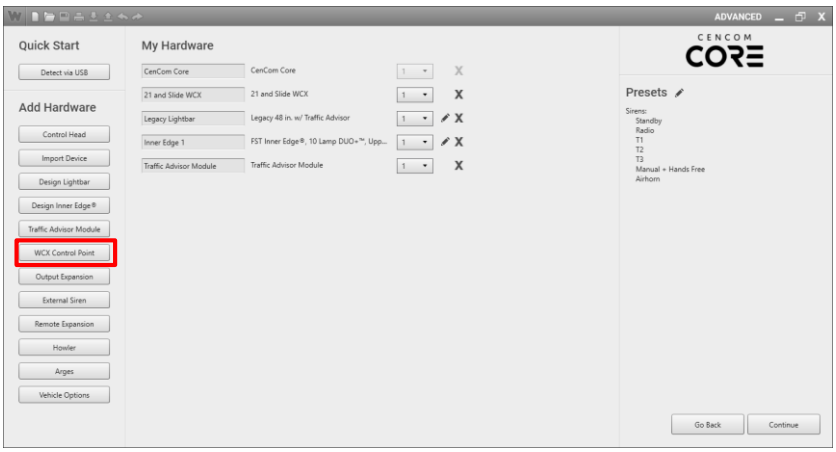
My Hardware WeCanX Traffic Advisor Module



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

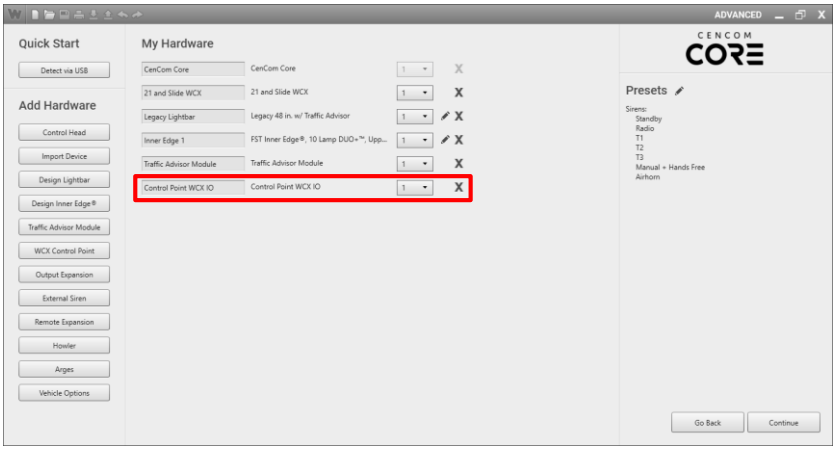
WHELEN

My Hardware Input Expansion



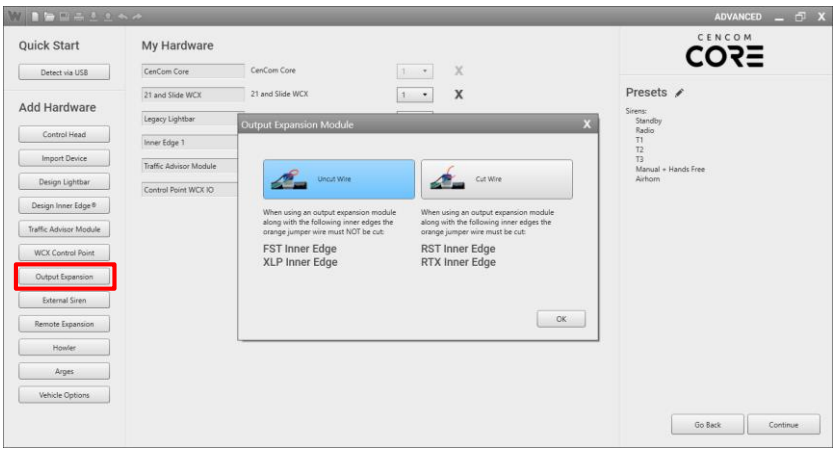
The **WeCanX Control Point** can be used with the Core system as a **16 Input Expansion**

My Hardware Input Expansion



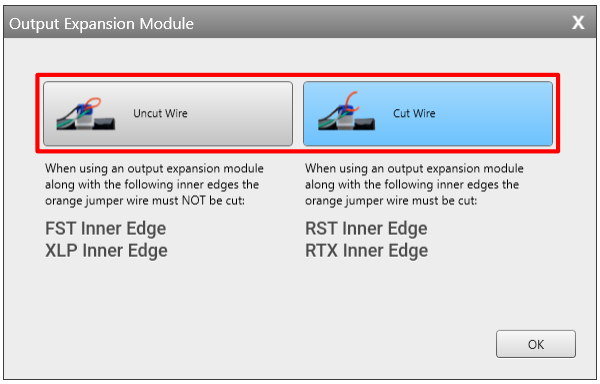
Once we select the **WeCanX Control Point** it will be added to our **Hardware List**

My Hardware Output Expansion



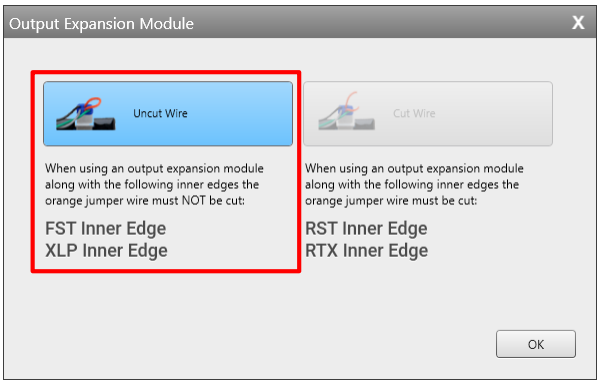
On the **My Hardware** page, **Output Expansion** refers to the CANEM16 from previous systems and counts towards the 2 accessory limit.

My Hardware Output Expansion



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

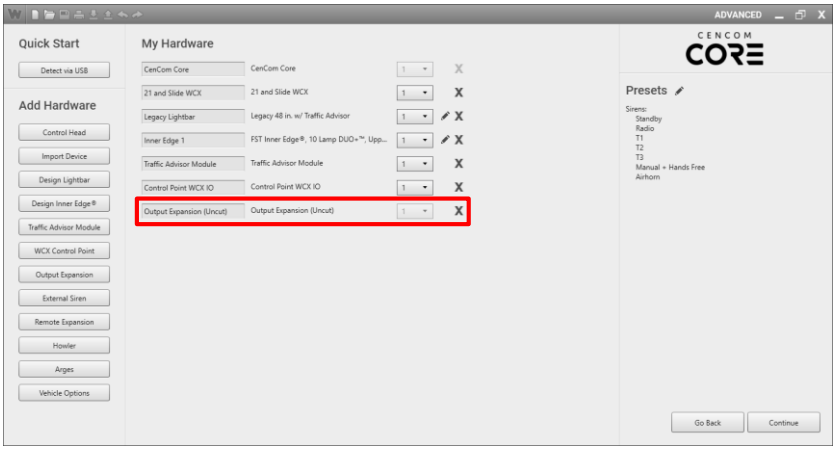
My Hardware Output Expansion



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

WHELEN

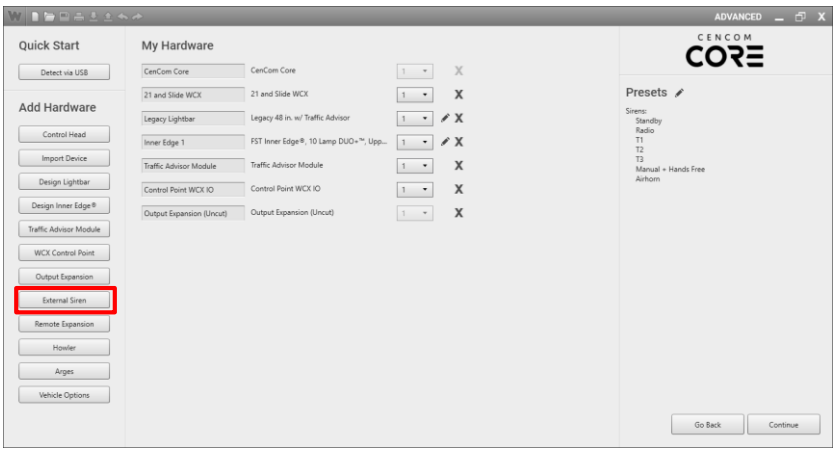
My Hardware Output Expansion



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

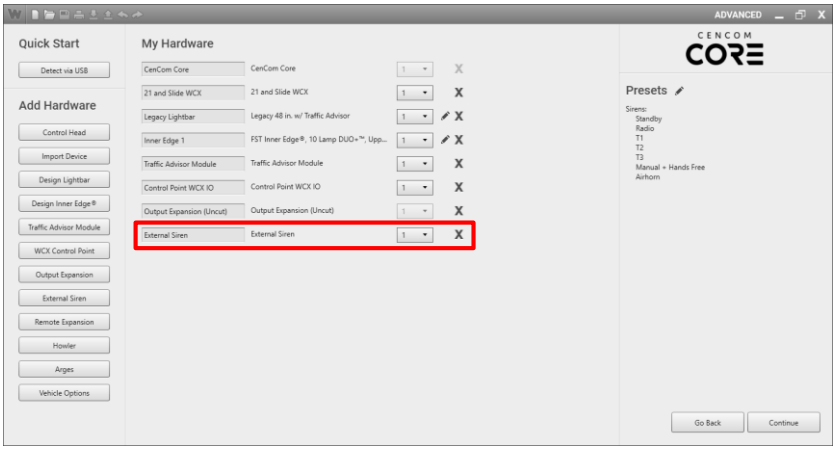
WHELEN

My Hardware External Siren



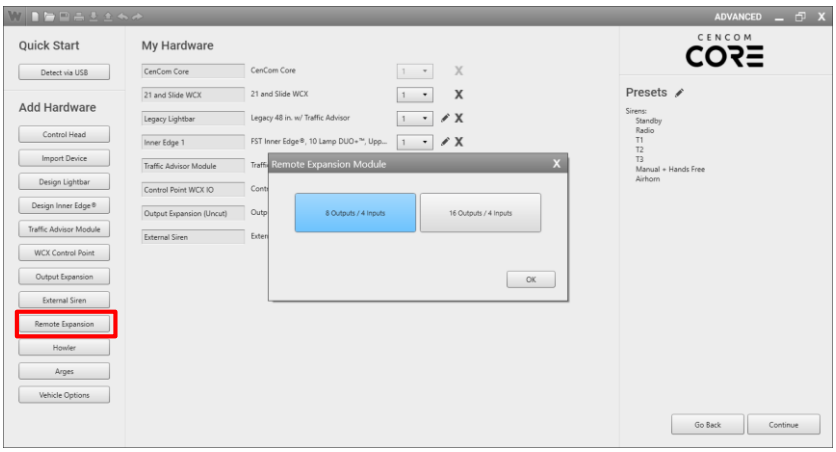
On the **My Hardware** page we can add the WeCanX **External Siren** for multiple tone functionality

My Hardware External Siren



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

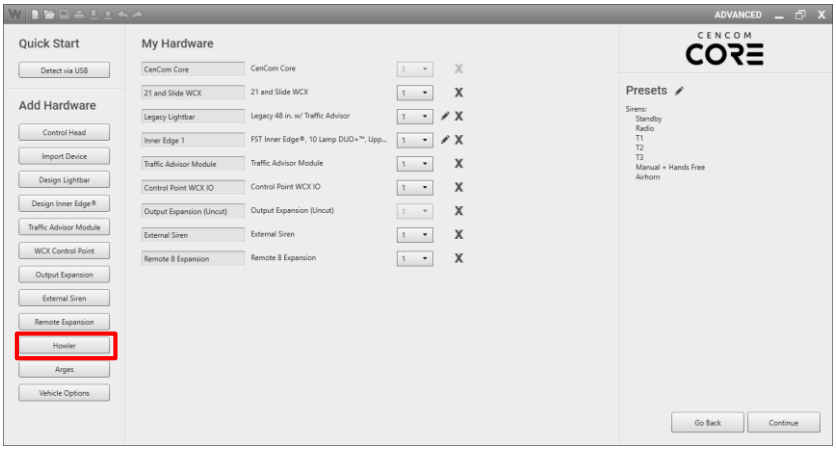
My Hardware Remote Expansion



On the **My Hardware** page, **Remote Expansion** refers to the WeCanX expansion module capable of 8 or 16 extra outputs with 4 inputs.

WHELEN

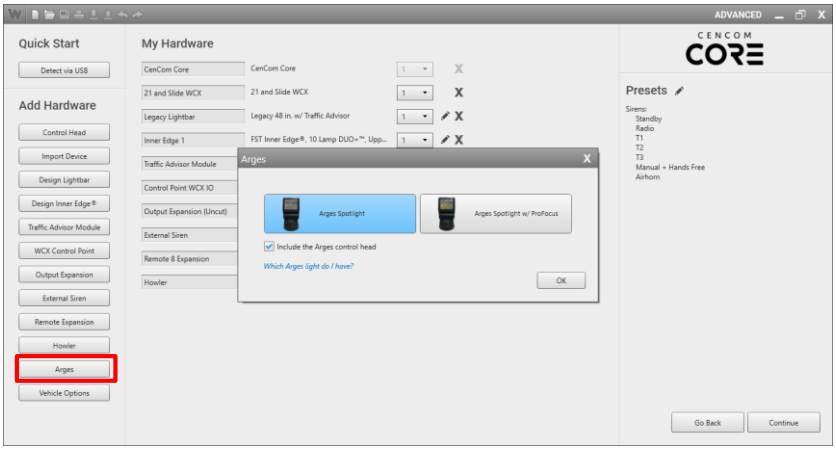
My Hardware Howler



On the **My Hardware** page we can add a WeCanX Howler amplifier.

WHELEN

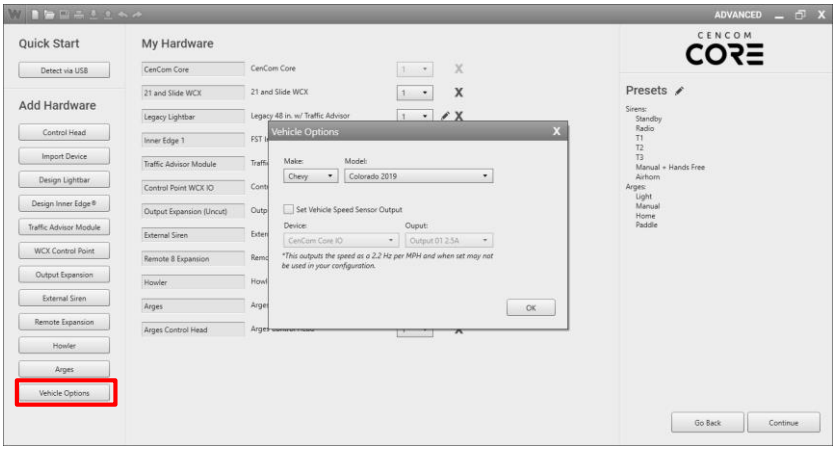
My Hardware Arges



On the **My Hardware** page we can add an Arges Spotlight.

WHELEN

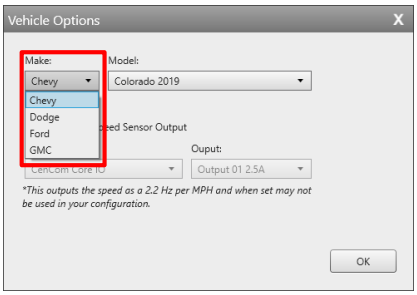
My Hardware CANport™

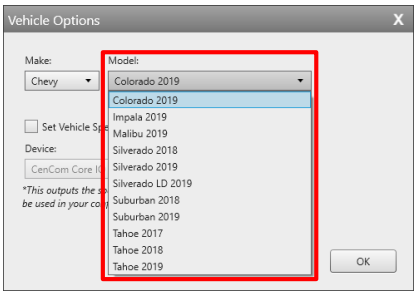


If CenCom Core is installed on a supported vehicle we can add the CANport option. You will have access to ALL available signals to that vehicle.

WHELEN

My Hardware CANport™

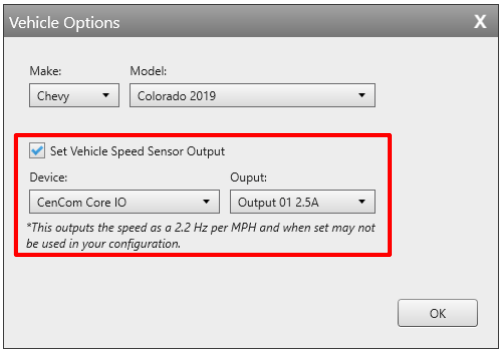




First we will need to select the vehicle Make, then choose the vehicle

WHELEN

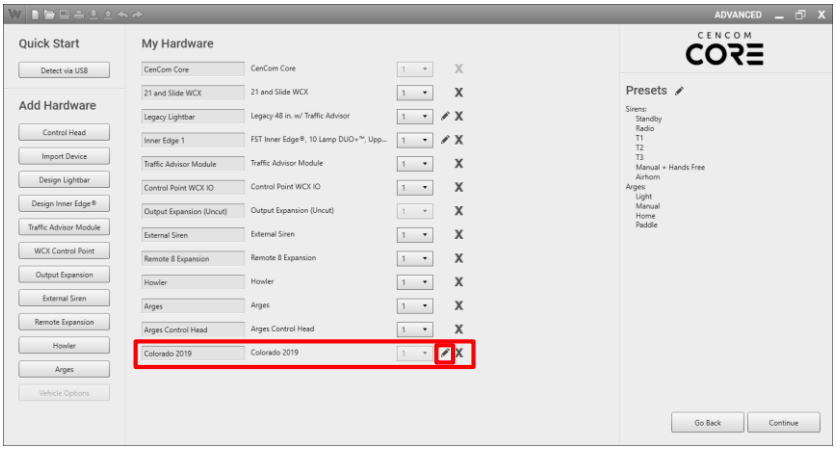
My Hardware CANport™



If needed we can select the output to be used as the **Vehicle Speed Sensor Output**. This is used to send vehicle speed information to accessories such as Dash Camera systems.

WHELEN

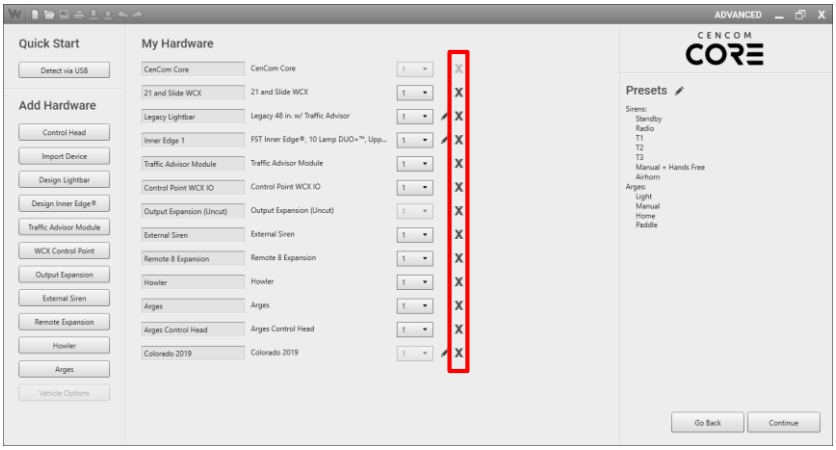
My Hardware CANport™



Once we click **Ok** the **CANport** will be added to our **Hardware List.** We can change the vehicle by clicking **Edit Hardware**.

WHELEN

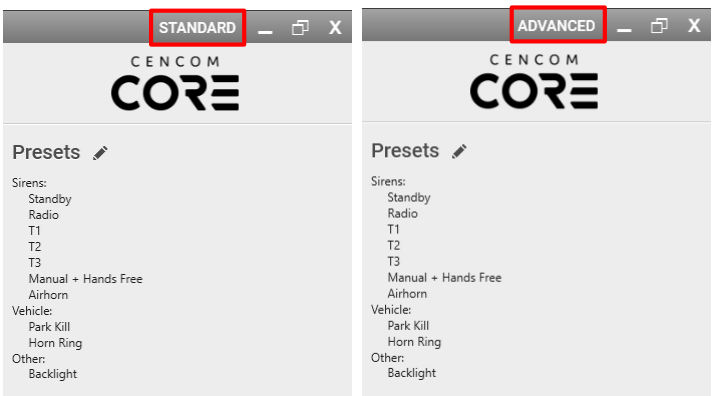
My Hardware



To remove any hardware we have added to our hardware list we can click on the **X** to the right.

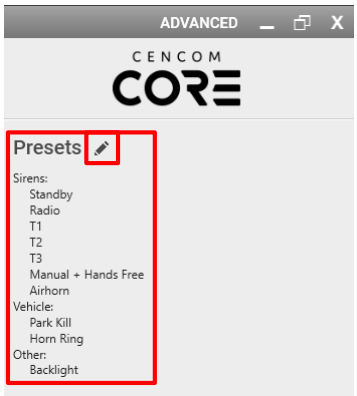
WHELEN

My Hardware Advanced



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

Programming Presets

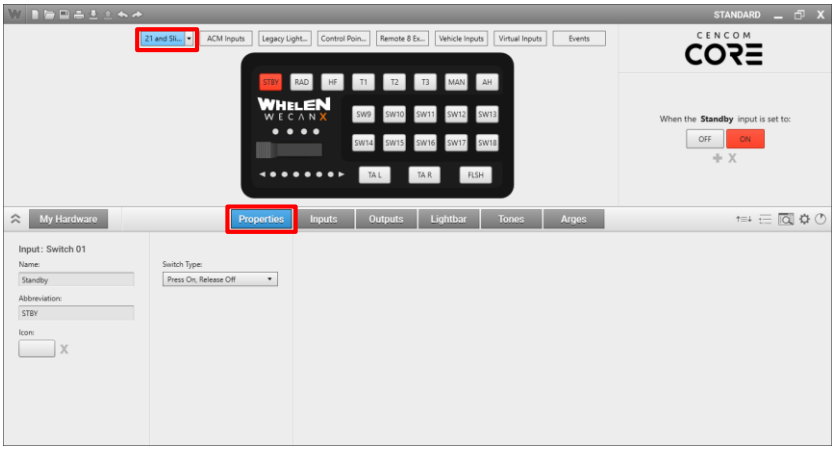


Once we add a control head some presets will automatically be added. We can edit these and add or delete them.

Programming Presets

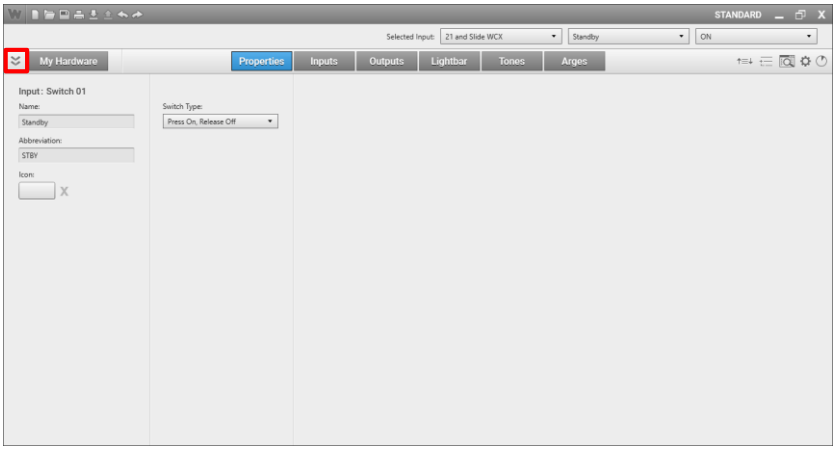
To setup Presets we first select one be checking it, then we select where we would like it programmed. In this example, selecting Standby, and placing it on the Control Head Switch 01

Program View



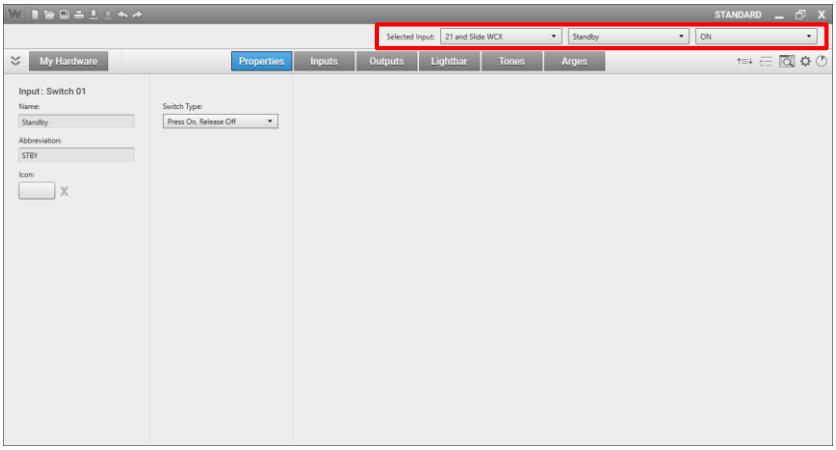
Once we have configured our hardware and we continue, the program view will load. By default the **Control Head** tab and the **Properties** page are selected

Program View



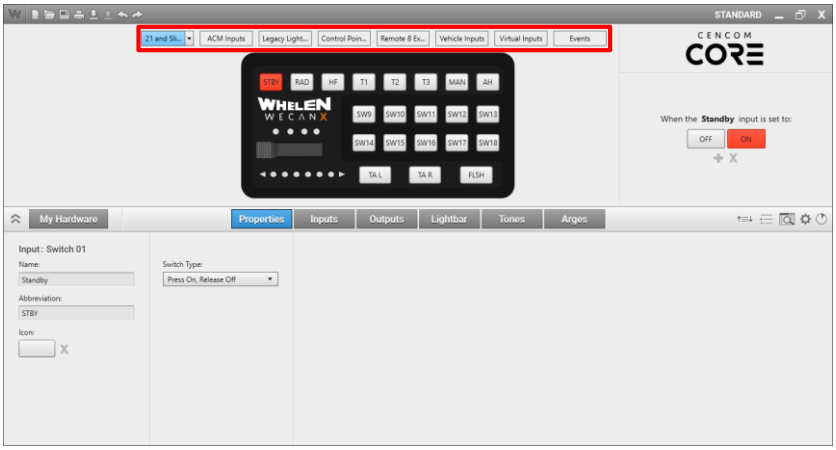
When working with smaller screens we can collapse the program view by clicking on the Expand/Collapse “ ” control

Program View



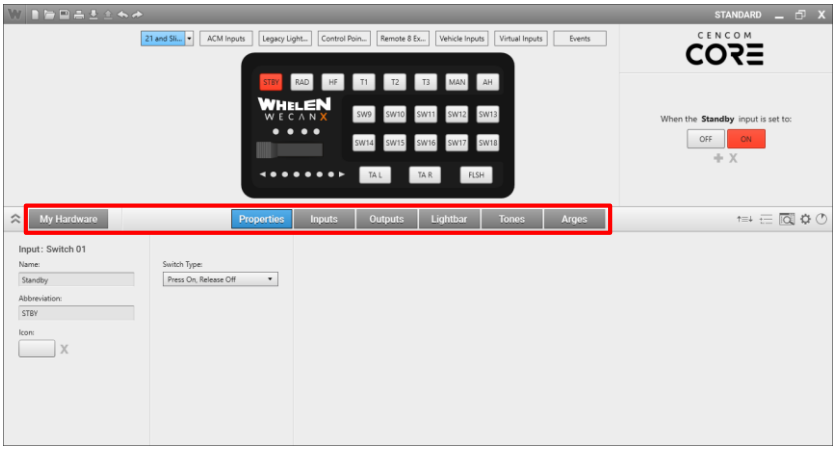
With the **Program View** collapsed we can still see the **Tab** selected the **Input** selected and the **Press/State** we have selected

Program View



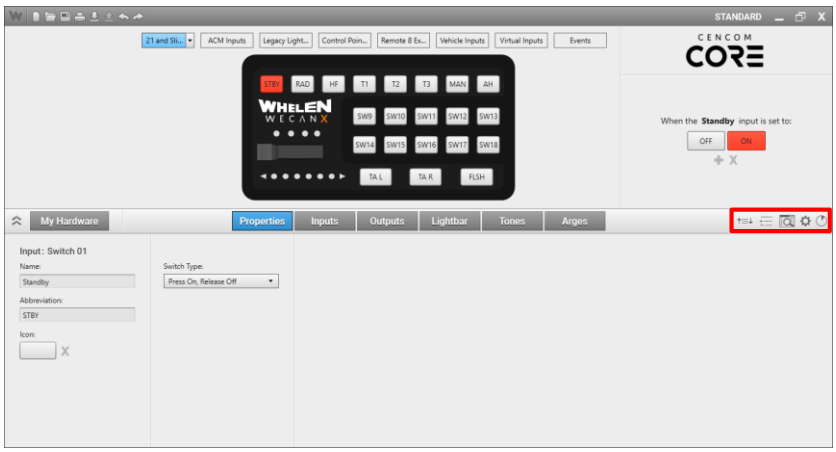
At the top of the **Program View** we have our tabs for the **Control Head**, **ACM Inputs**, **CANport**, **Virtual Inputs** and **Events**. Depending on our selected hardware the tabs available will change. If you have multiple of an item there will be a drop down.

Program View



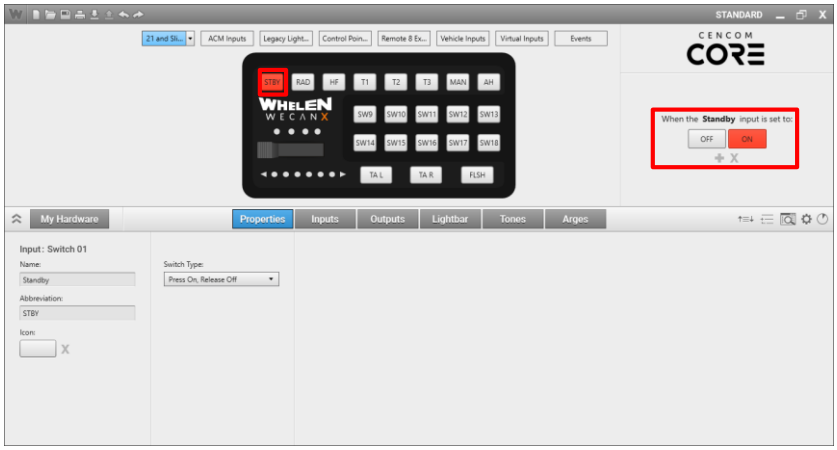
From the main navigation bar we can go back to **My Hardware**. We can also navigate to the **Properties**, **Inputs**, **Outputs**, **Lightbar** and the **Tones** page

Program View



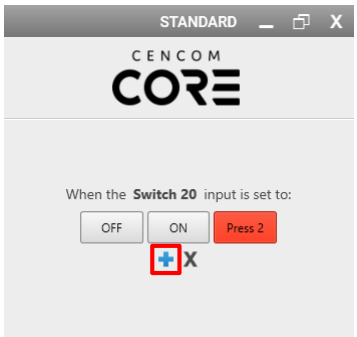
We can also access **Priorities**, the **Events Overview**, the **Instruction Viewer**, **Configuration Settings**, and the **Configuration File Size** from the main navigation bar

Control Head ACM/Virtual Inputs



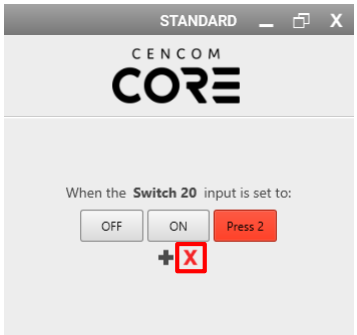
On the **Control Head**, **ACM Inputs, Control Point, Remote** and **Virtual Inputs** tabs we can select the input and the press we want to program

Control Head ACM/Virtual Inputs



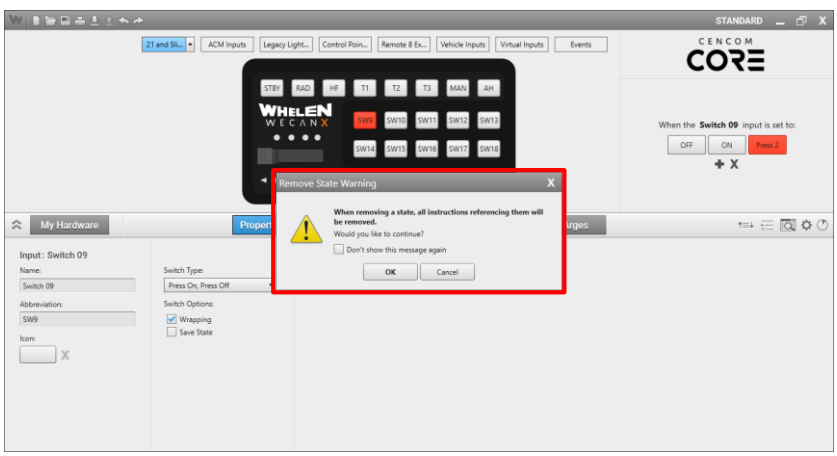
Depending on our **Switch Type** we can add a **Press/State** to the selected input by clicking on the **+** symbol in the state viewer

Control Head ACM/Virtual Inputs



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

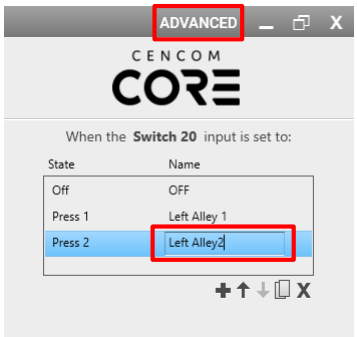
Control Head ACM/Virtual Inputs



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

WHELEN

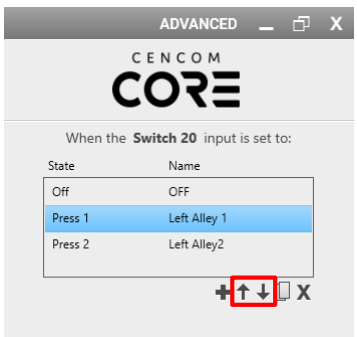
Control Head ACM/Virtual Inputs



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

WHELEN

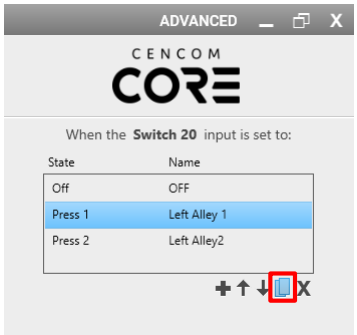
Control Head ACM/Virtual Inputs



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

WHELEN

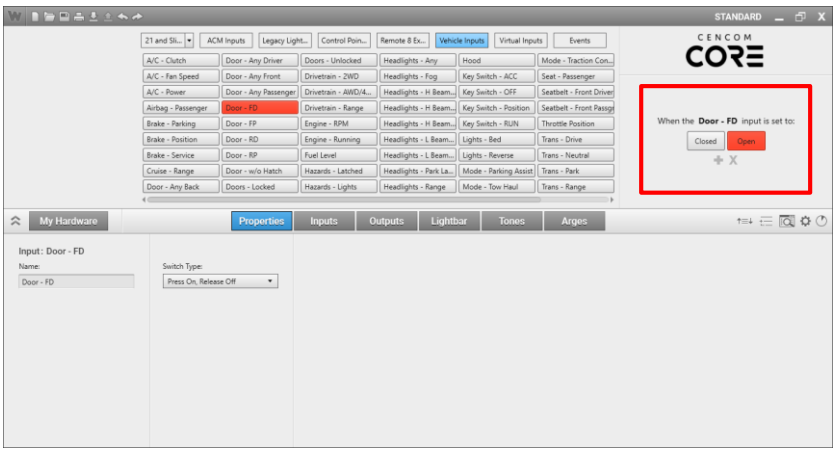
Control Head ACM/Virtual Inputs



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

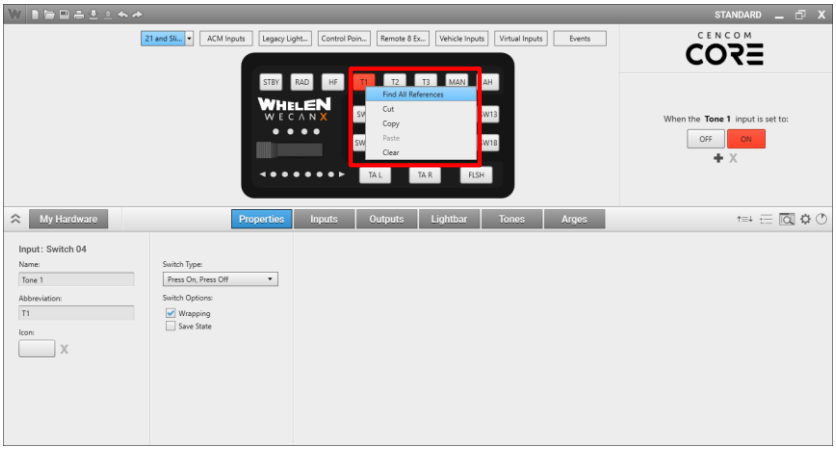
WHELEN

CANport™ Inputs



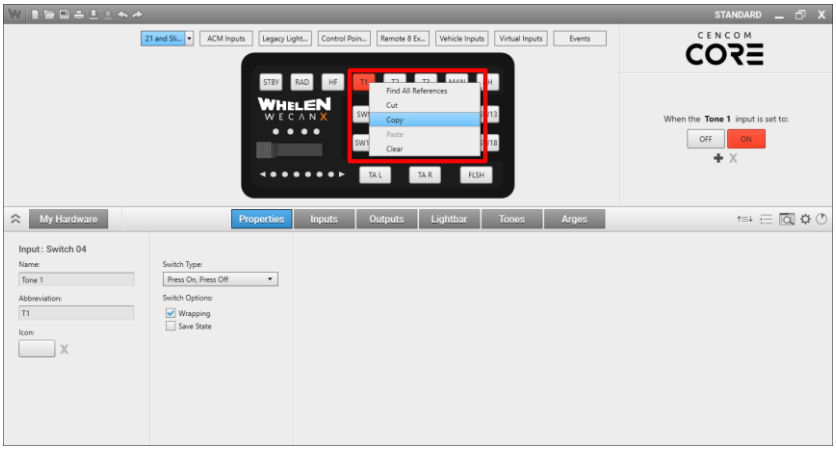
On the **Vehicle Inputs** tab we can select the signal and the **Press/State** we want to program. Depending on the Signal selected you will have multiple **Presses/States**

Cut/Copy/Paste



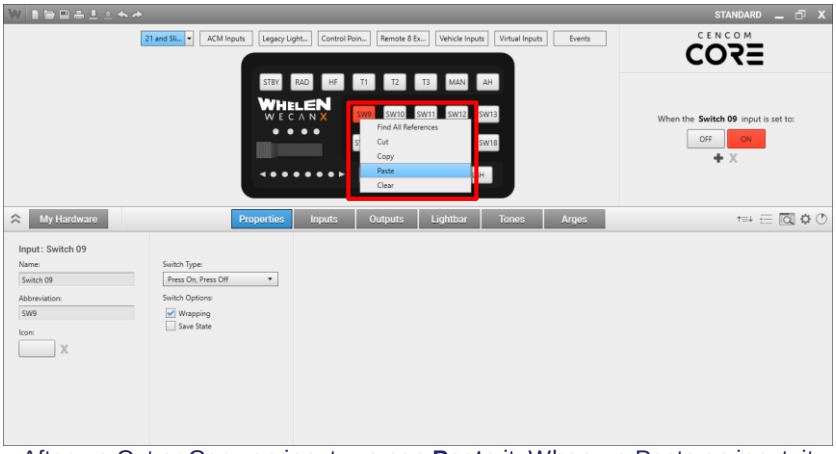
We can **Right Click** on an input and **Find All References** to it. This will open the **Instruction Viewer** and highlight all instructions regarding that input.

Cut/Copy/Paste



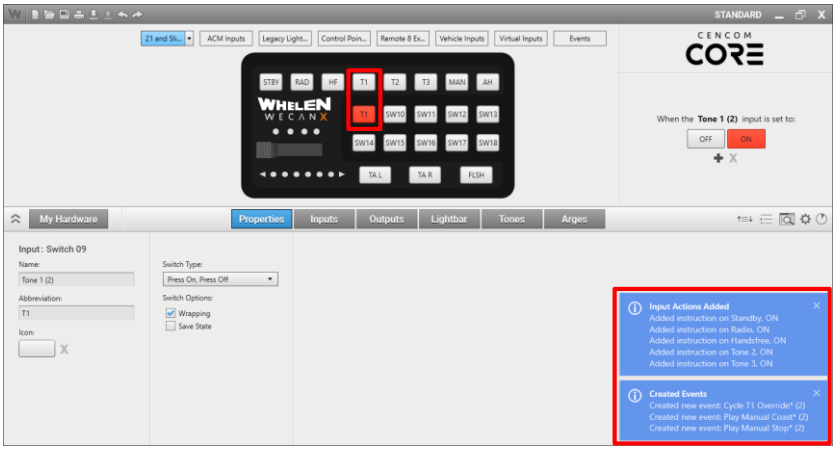
Also in the **Right Click** menu you can **Clear**, **Cut**, or **Copy** the input.

Cut/Copy/Paste



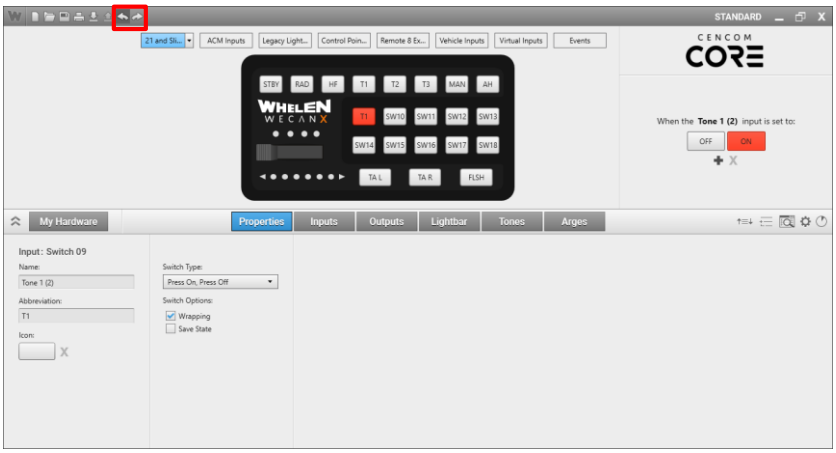
After we Cut or Copy an input, we can **Paste** it. When we Paste an input, it will first clear any programming currently on that input then apply the Cut or Copied programming.

Cut/Copy/Paste



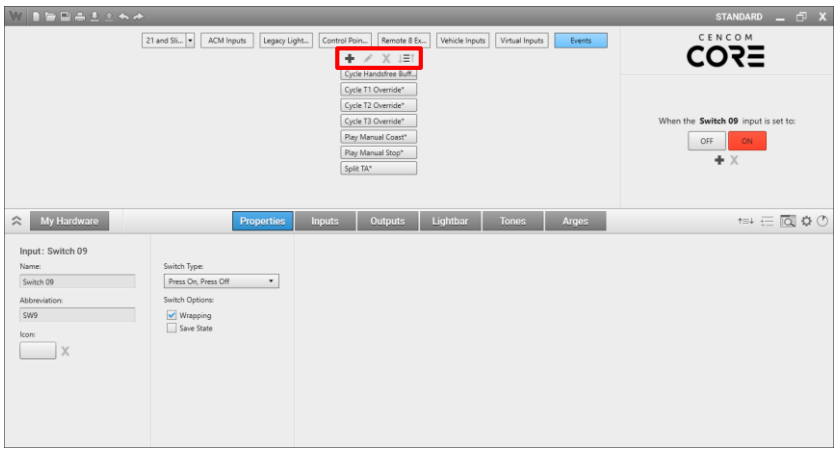
If we Paste an input that has instructions to a Virtual Input or an Event, it will create the new Event and Virtual references and inform you.

Undo/Redo



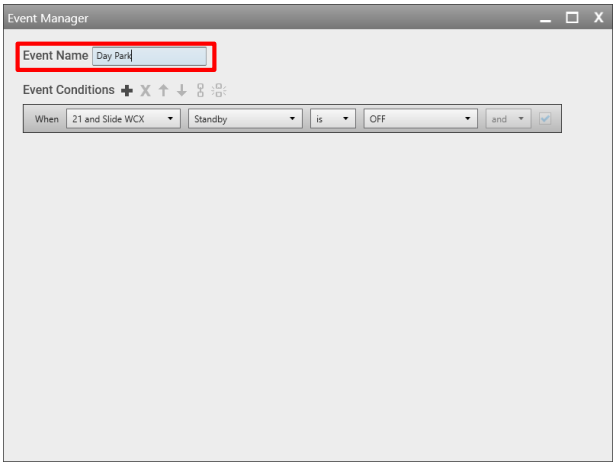
If we make a mistake or decide not to use an action we programmed, we can **Undo** it. If we the decide that we do want it we can **Redo** it.

Events



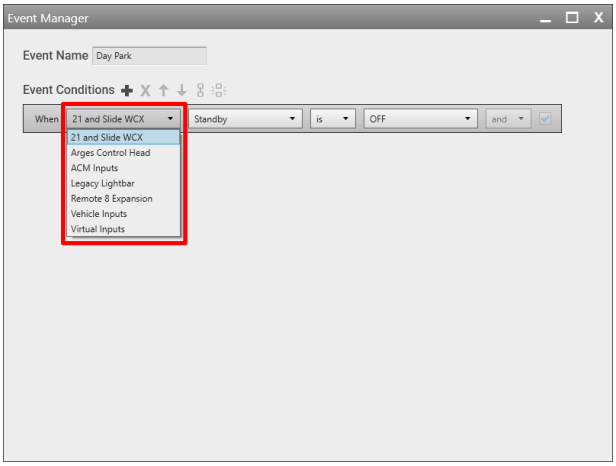
Events allow us to apply conditional logic to our configuration. On the **Events** tab we can **Create** a new event, **Edit** a selected event or **Remove** a selected event

Events



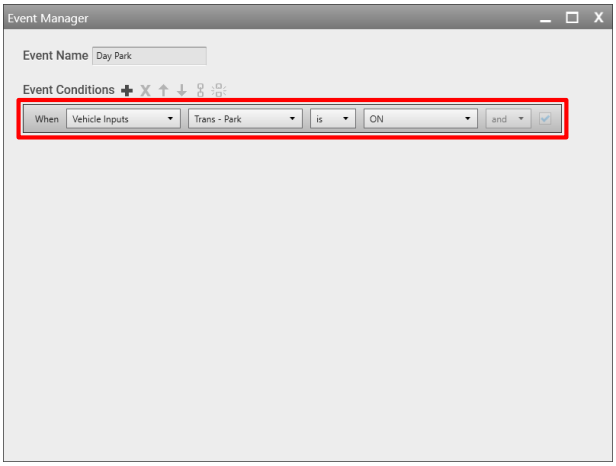
When we create a new event the event manager will open. Here we can give our event a custom name. By default we always have one **Event Condition**

Events



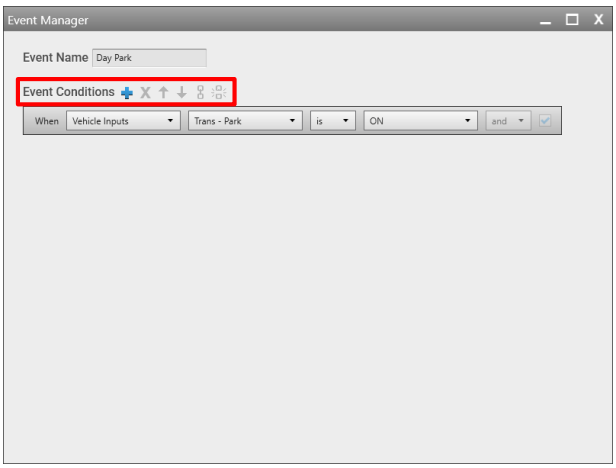
We can sort the **Event Conditions** then select from the list of available choices

Events



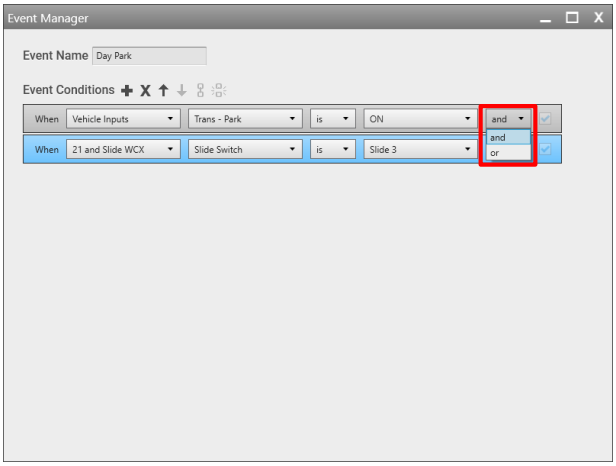
Here our **Event** will only execute when the vehicle is in **Park**

Events



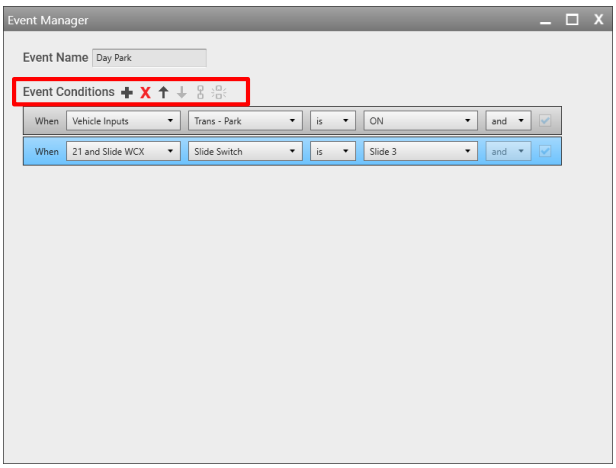
We can add another **Event Condition** by clicking on the **+** in the event controls

Events



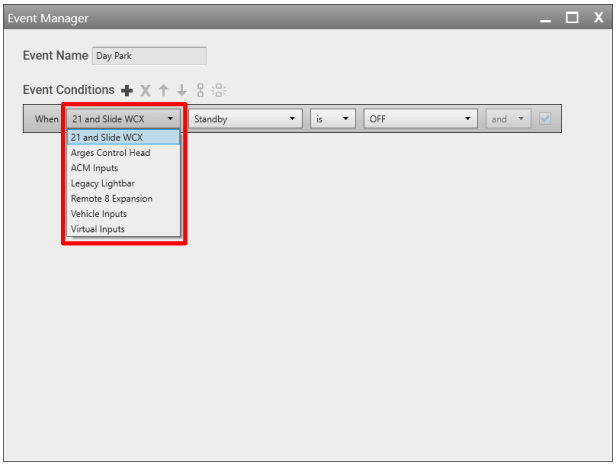
With our new **Event Condition** set we can choose if one or both of the conditions need to be true

Events



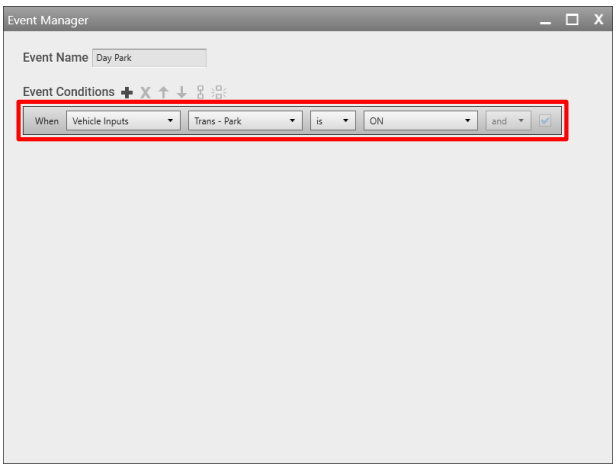
To remove a condition we need to select the condition and click on the **X** in the event controls

Events



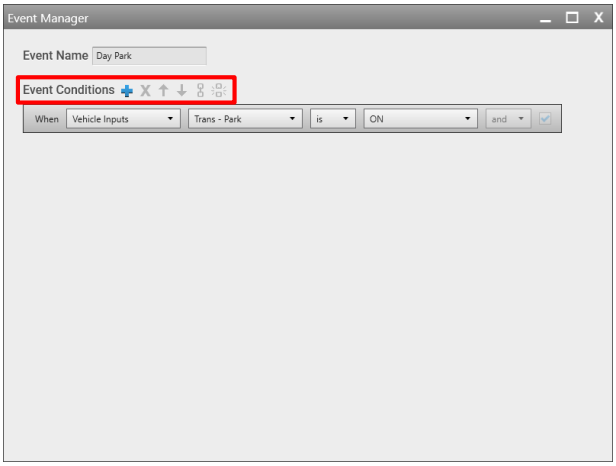
We can sort the **Event Conditions** then select from the list of available choices

Events



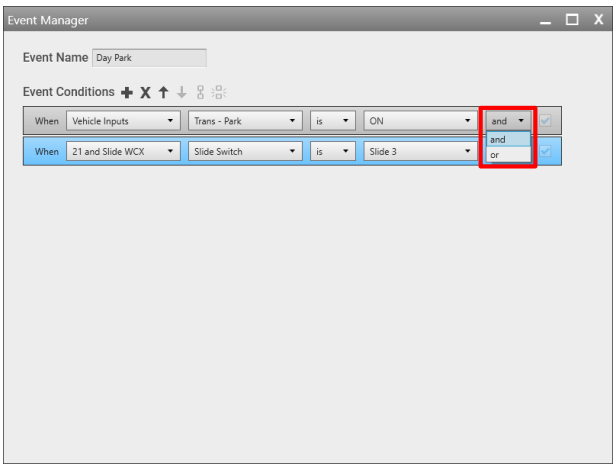
Here our **Event** will only execute when the vehicle is in **Park**

Events



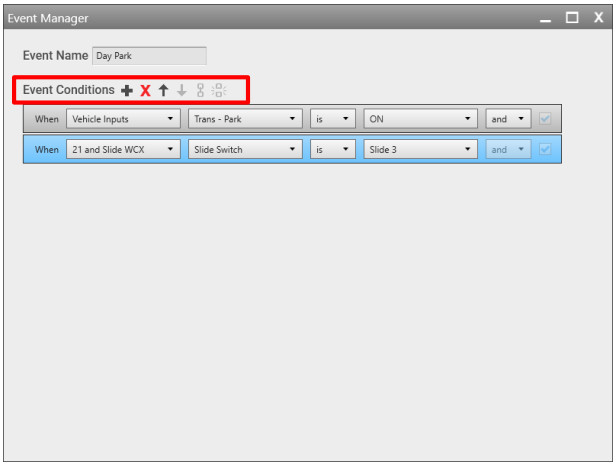
We can add another **Event Condition** by clicking on the **+** in the event controls

Events



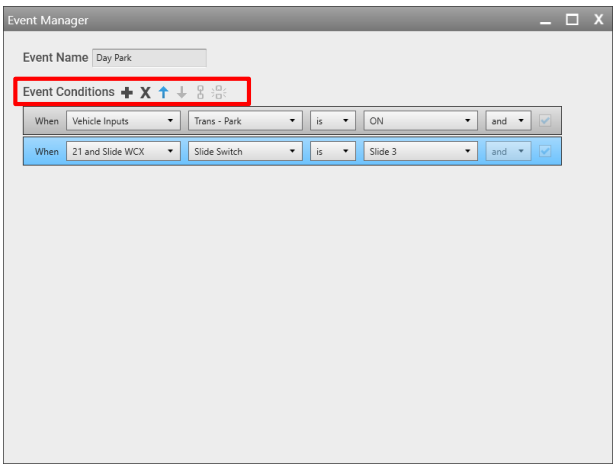
With our new **Event Condition** set we can choose if one or both of the conditions need to be true

Events



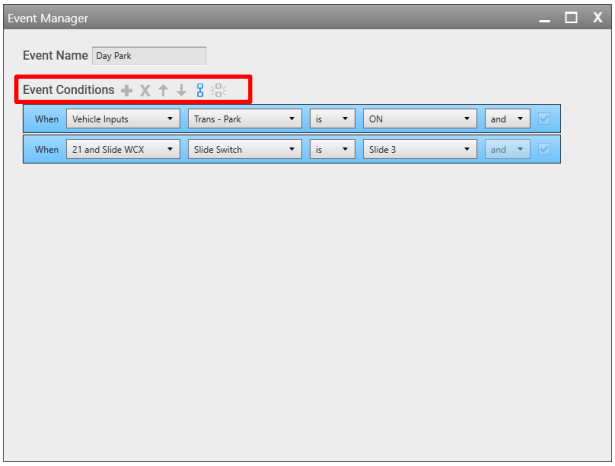
To remove a condition we need to select the condition and click on the **X** in the event controls

Events



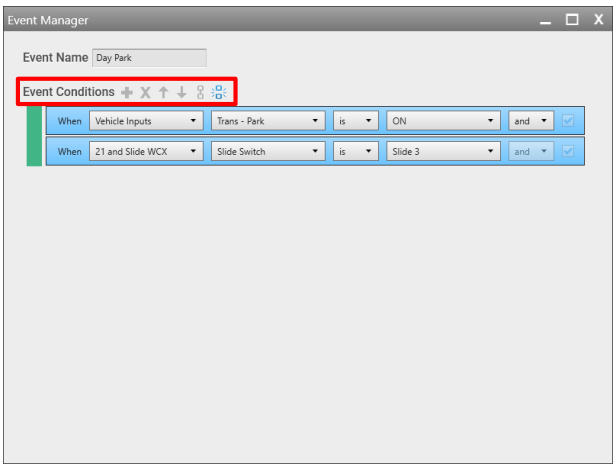
When we have more than one **Event Condition** we can change the order of the conditions using the ↑ or ↓ arrows

Events



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

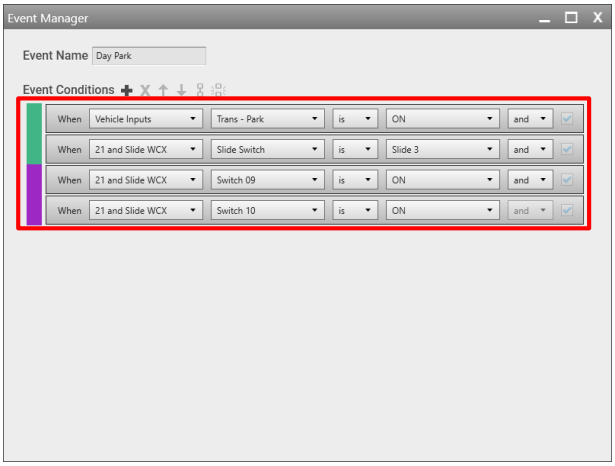
Events



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

WHELEN

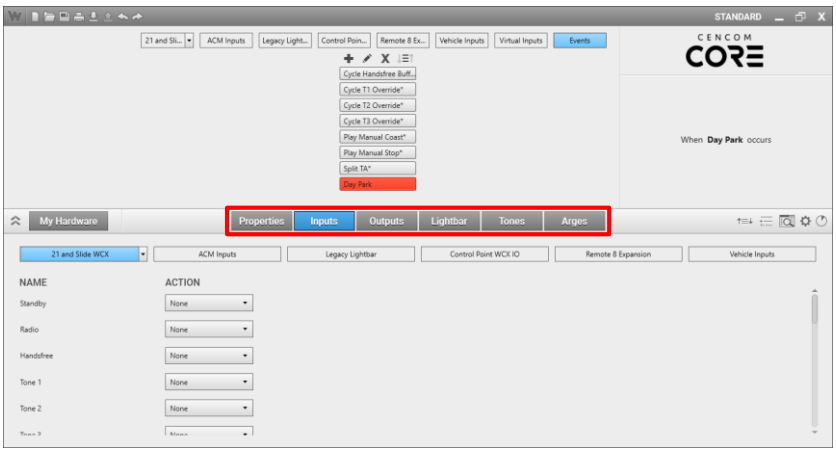
Events



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

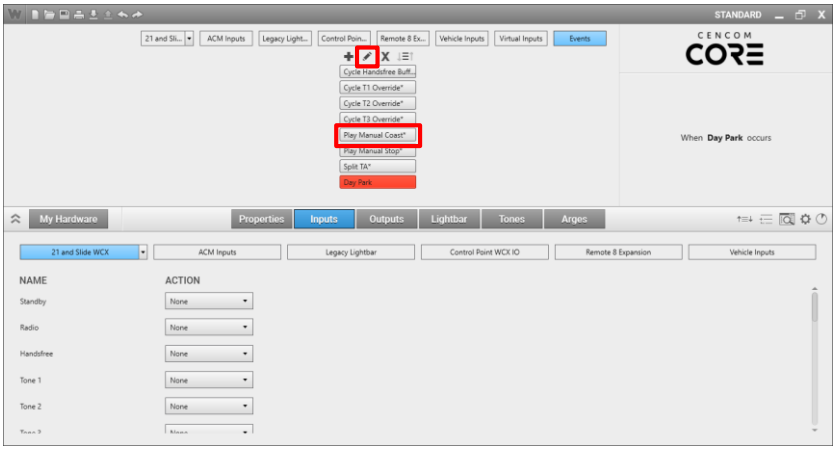
WHELEN

Events



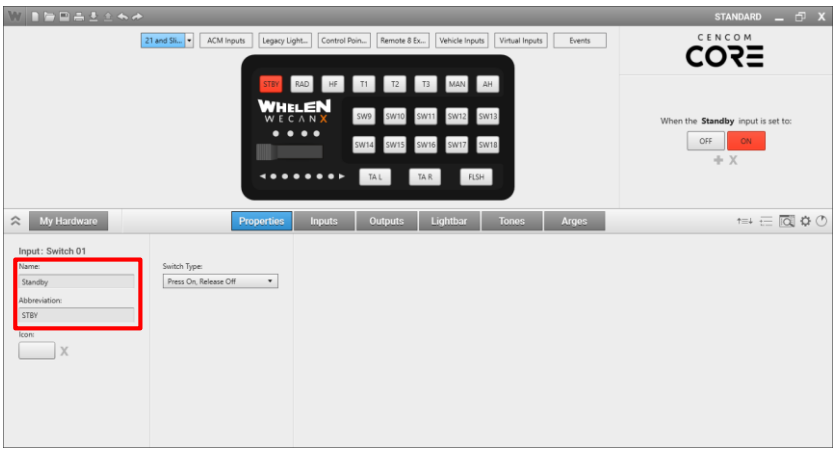
Once we have created our **Event** we can close the **Event Manager** and program what the event will do

Events



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

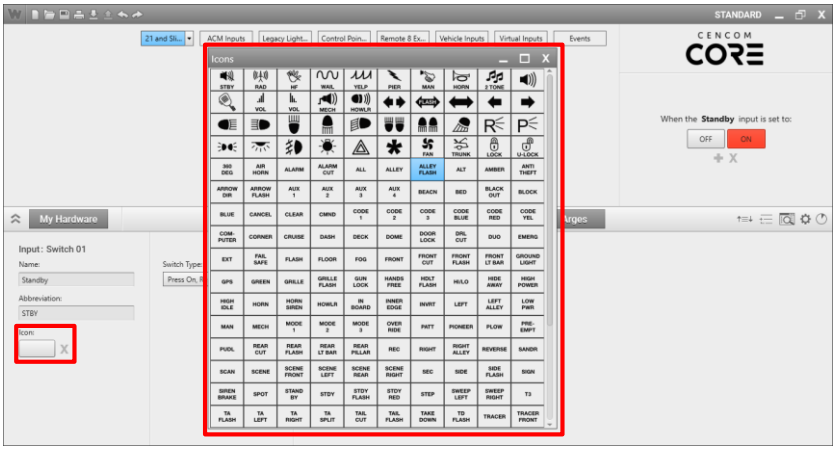
Properties Page



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

WHELEN

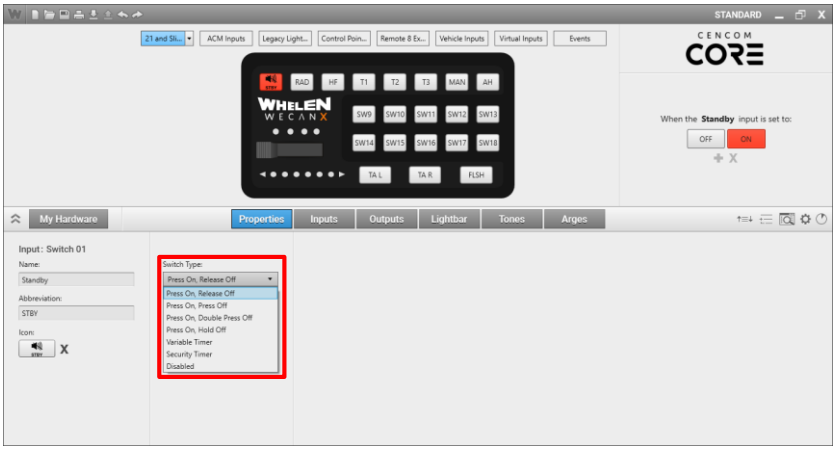
Properties Page



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

WHELEN

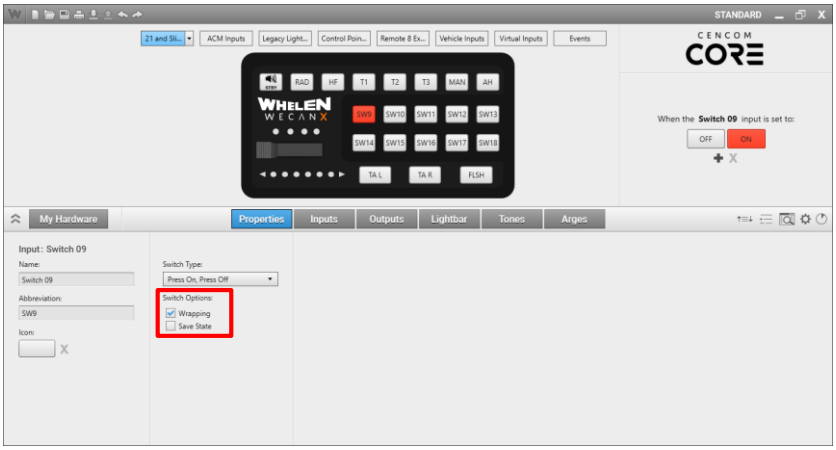
Properties Page



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

WHELEN

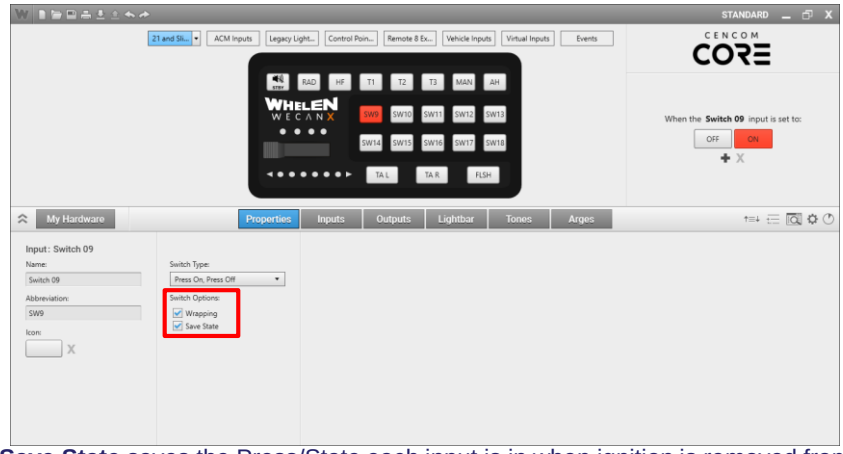
Properties Page



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**

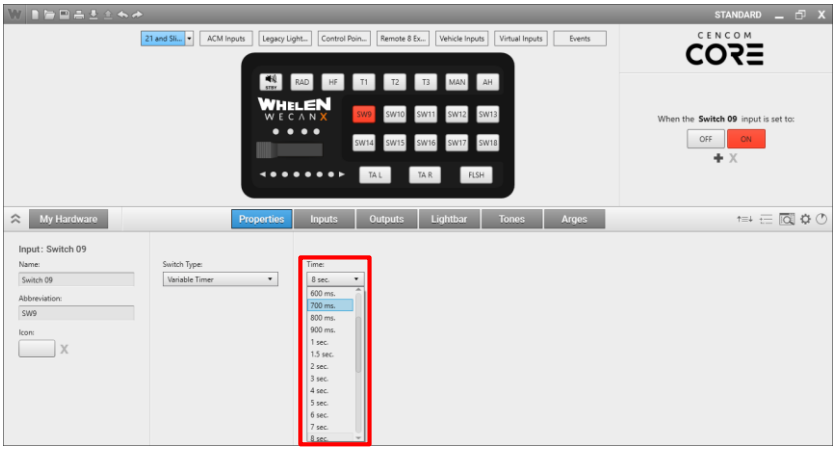
WHELEN

Properties Page



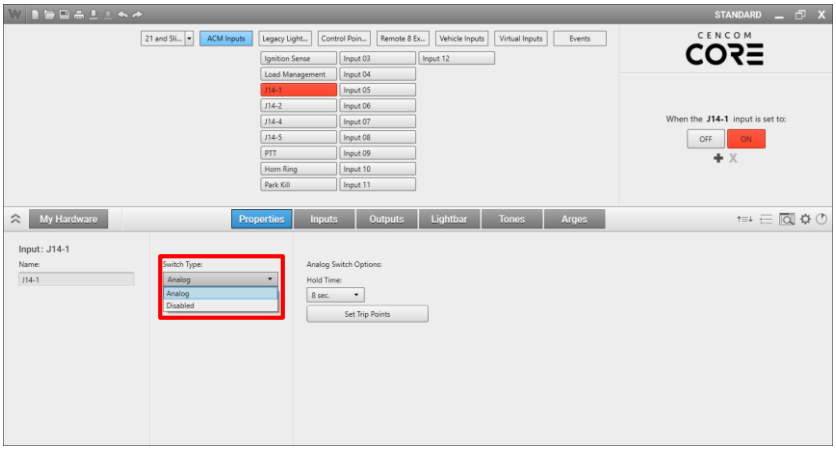
Save State saves the Press/State each input is in when ignition is removed from the system. Once ignition is reapplied the Press/State will resume from the Press/State it was in just before ignition was removed

Properties Page



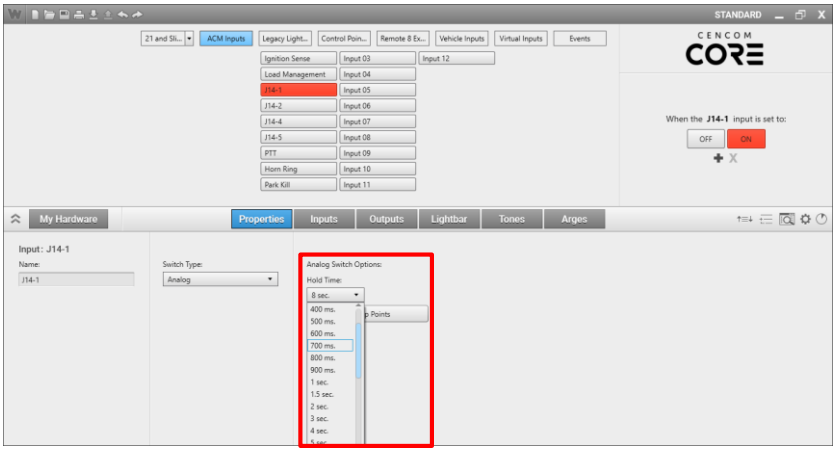
If we select the **Variable Timer** switch type we can set the Time that we want for our timer from 100 milliseconds Up to 60 minutes

Properties Page Analog Inputs



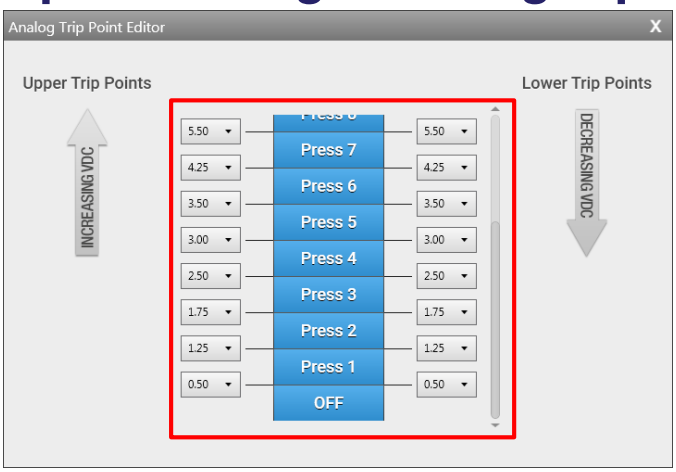
If we select an Input that is an **Analog** input, on the properties page the switch type can only be **Analog** or **Disabled**

Properties Page Analog Inputs



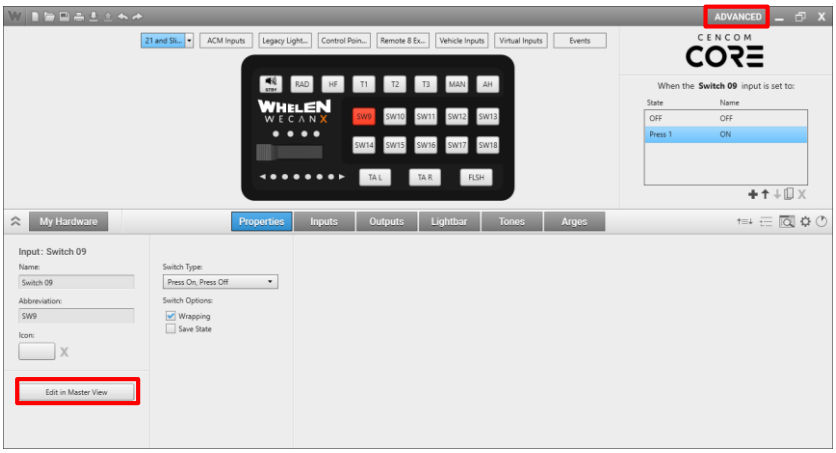
Under switch options we can set the **Hold Time** from 20ms up to 60 minutes.

Properties Page Analog Inputs



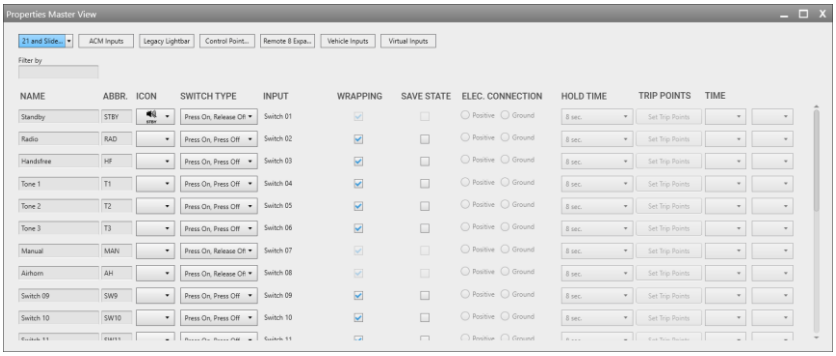
Selecting **Set Trip Points** will open the **Analog Trip Point Editor** where we can set the increasing/decreasing voltage range for each press/state of the analog input

Properties Page



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

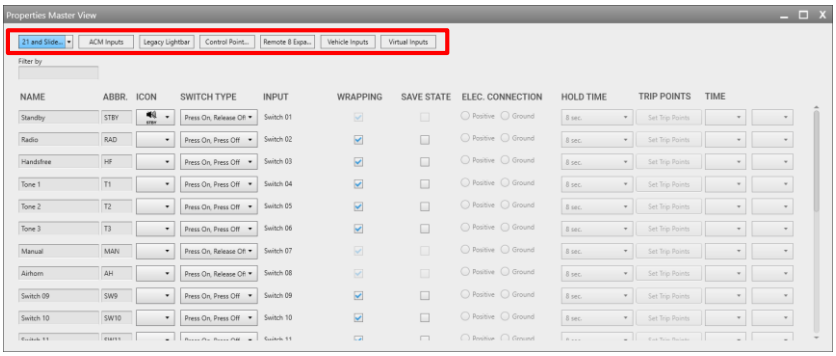
Properties Page



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

WHELEN

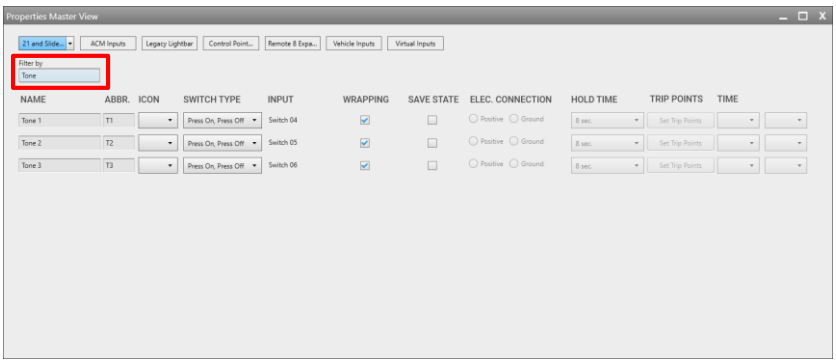
Properties Page



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

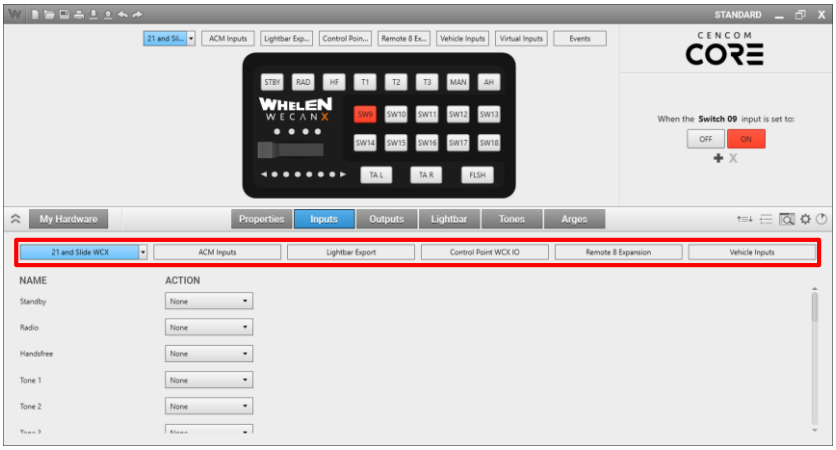
WHELEN

Properties Page



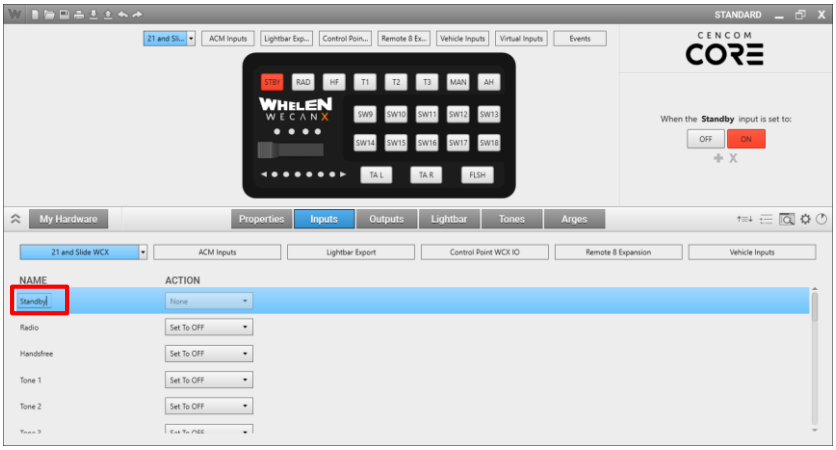
In **Master View** we can also **Filter** our control head and inputs by their name

Inputs Page



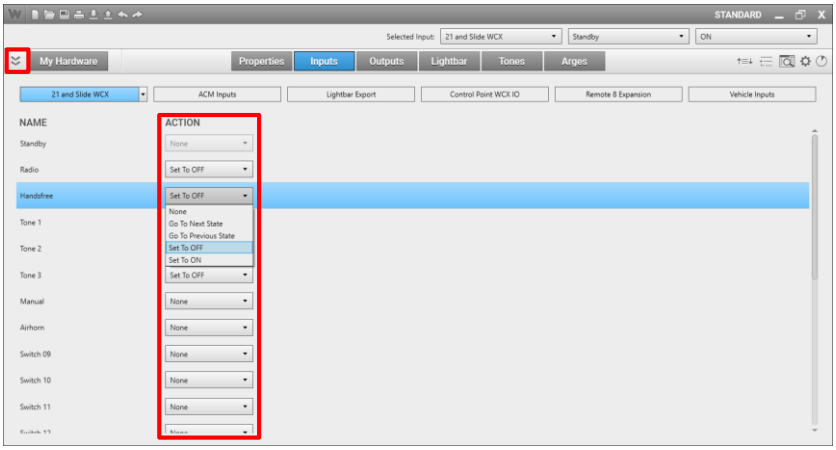
On the **Inputs** page we can filter the **Control Head**, **ACM Inputs**, **Control Point**, **Remote**, **Virtual Inputs**, **CANport™**

Inputs Page



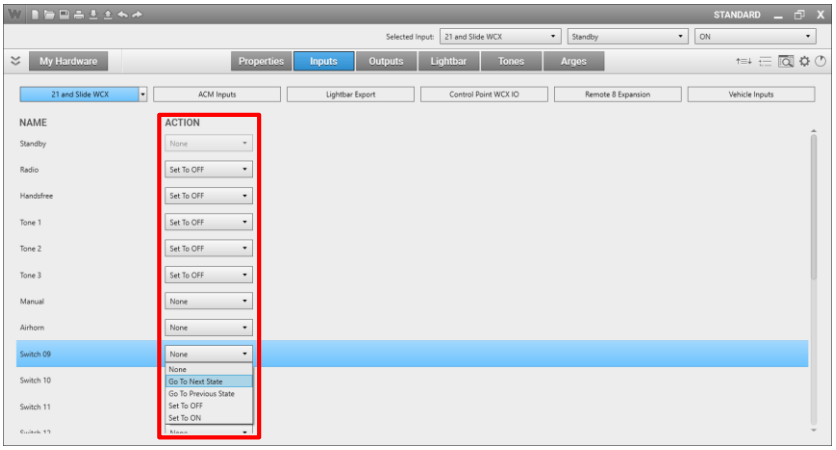
We can modify any input's name, once we select another input the name will be saved and will persist throughout our configuration

Inputs Page



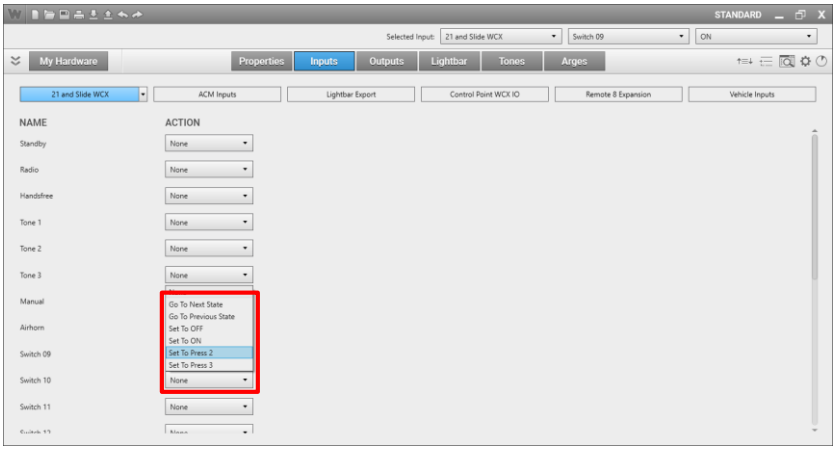
We can **Turn On** or **Off** any of our inputs by selecting **Set to ON** or **Set to OFF** from the **Action** drop down list

Inputs Page



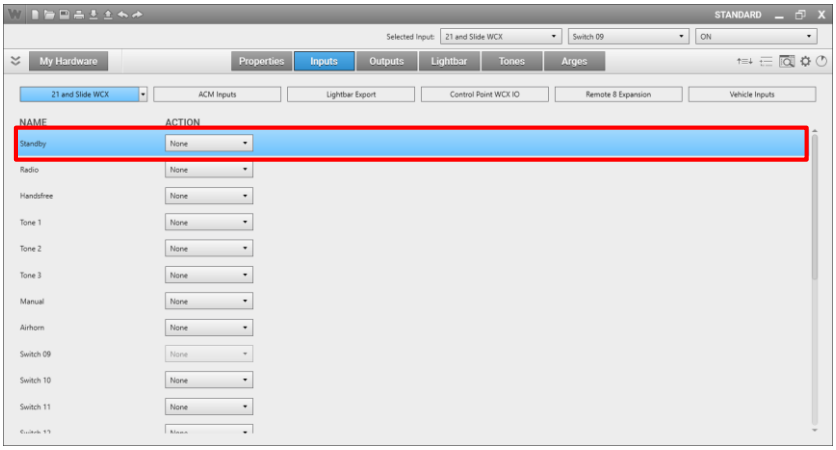
Go To Next State/Go To Previous State is the replacement action for **Simulate Pressing** it will step our inputs through their **Press/States** and allow our timers to countdown

Inputs Page



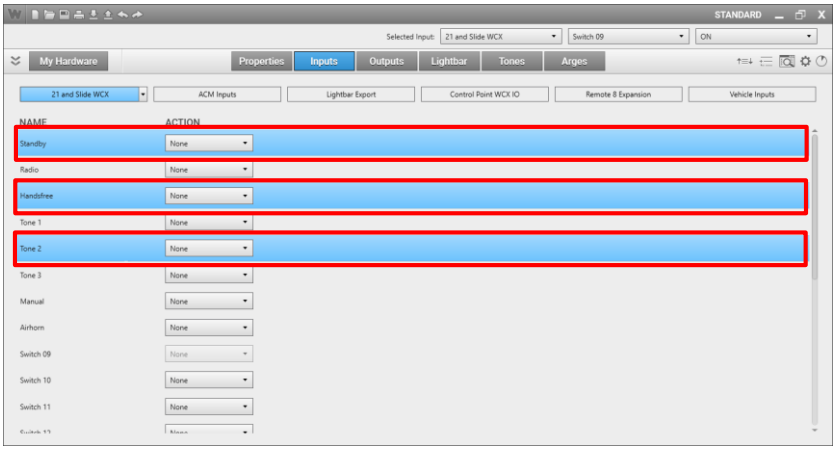
If an input has more that one **Press/State** the action drop down list will display each **Press/State** that has been added

Inputs Page



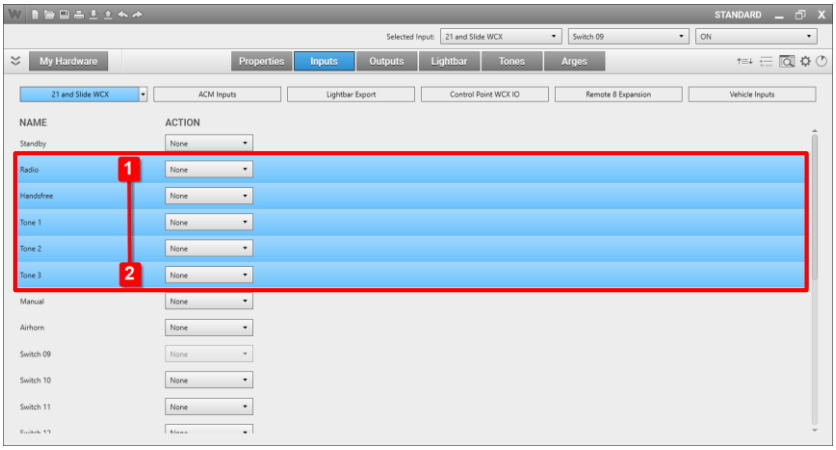
We can highlight an input by clicking on it's row

Inputs Page



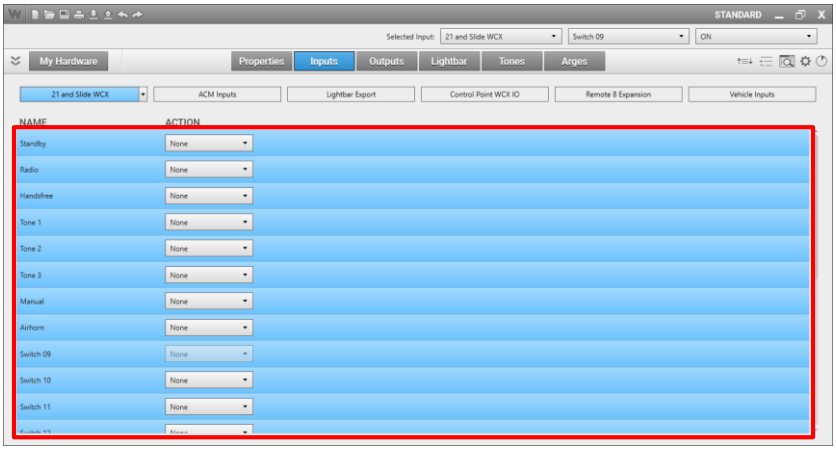
If we use **CRTL + LMB Click** we can select multiple inputs this will allow us to change the **Action** for all of the selected inputs

Inputs Page



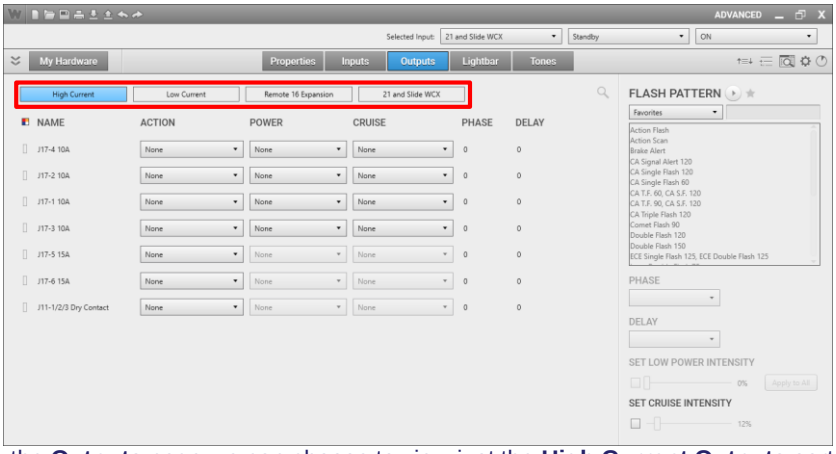
If we select one input then **SHIFT + LMB Click** another input all the inputs between click **1** and **2** will be selected

Inputs Page



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

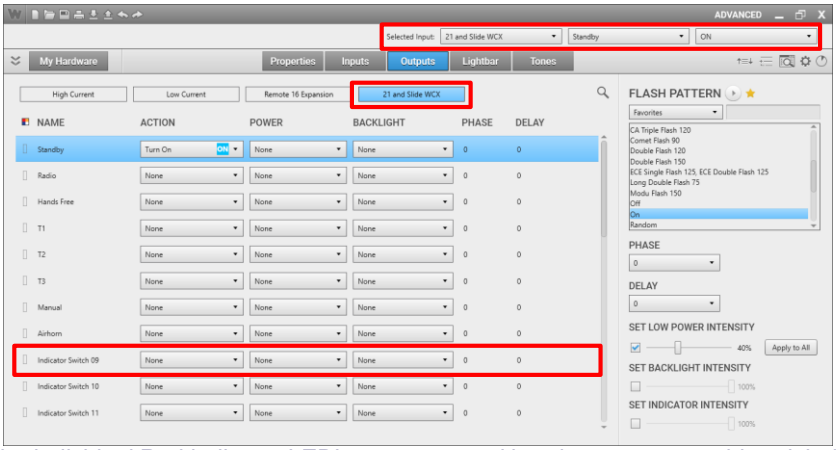
Outputs Page



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

WHELEN

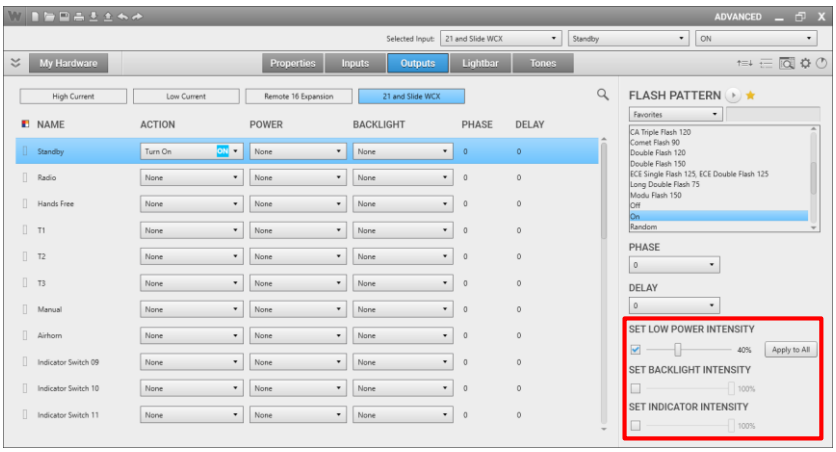
Outputs Page



The individual Red indicator LED's on our control heads are now considered their own outputs and we can control them as we wish. We see here when Switch 09 is ON, Turn On the Indicator LED

WHELEN

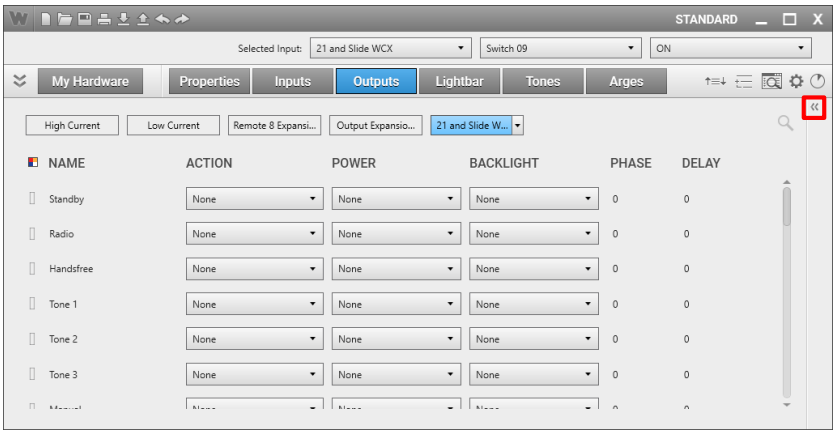
Outputs Page



This is also where we can set the **Backlight** and **Indicator Intensities**. We can also set a **Low Power Intensity** for other outputs controlled by the selected input.

WHELEN

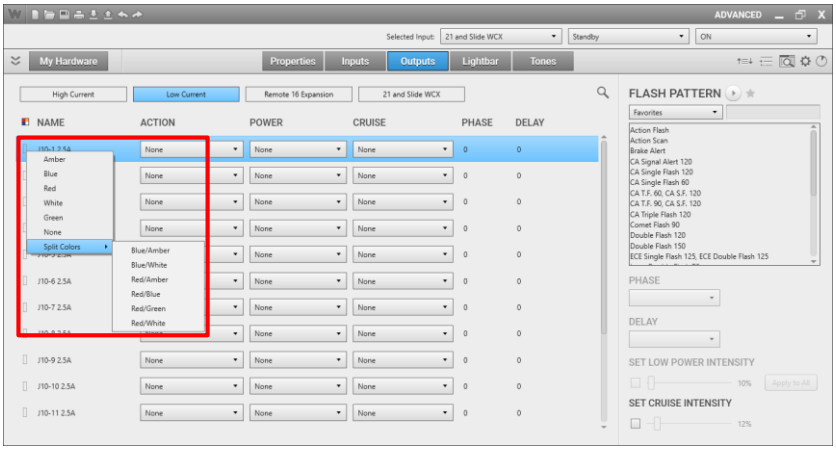
Outputs Page



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

WHELEN

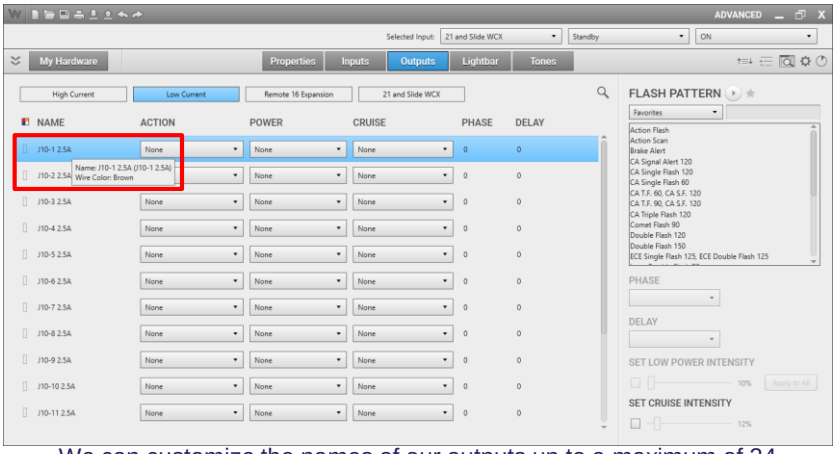
Outputs Page



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

WHELEN

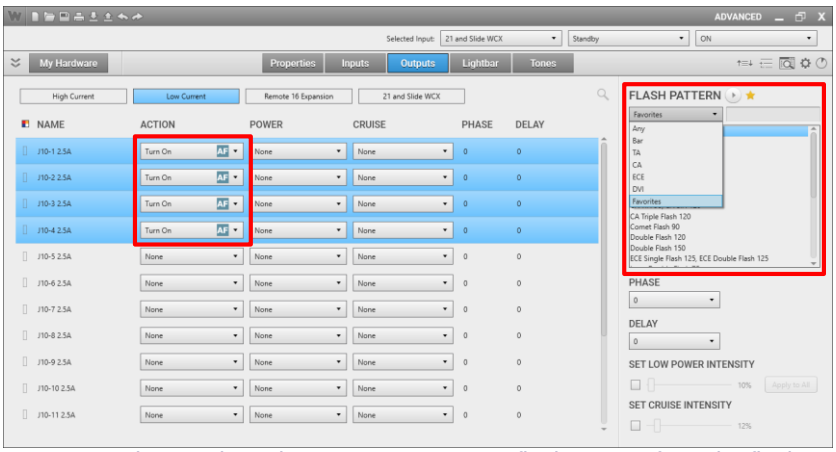
Outputs Page



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**.

WHELEN

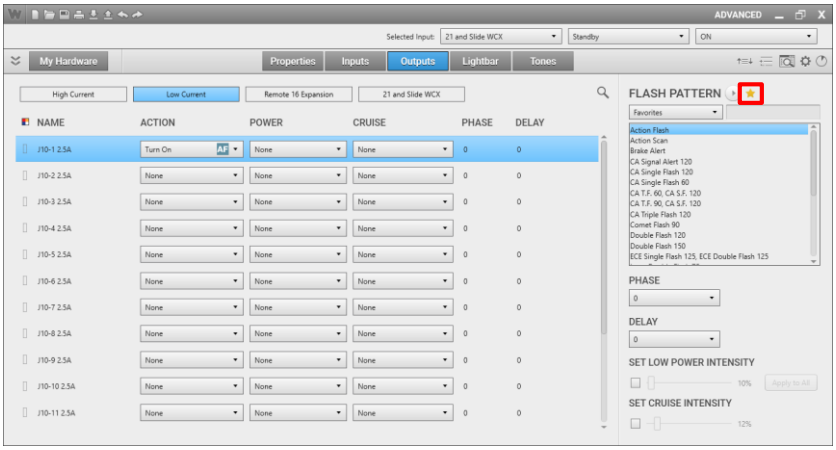
Outputs Page



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

WHELEN

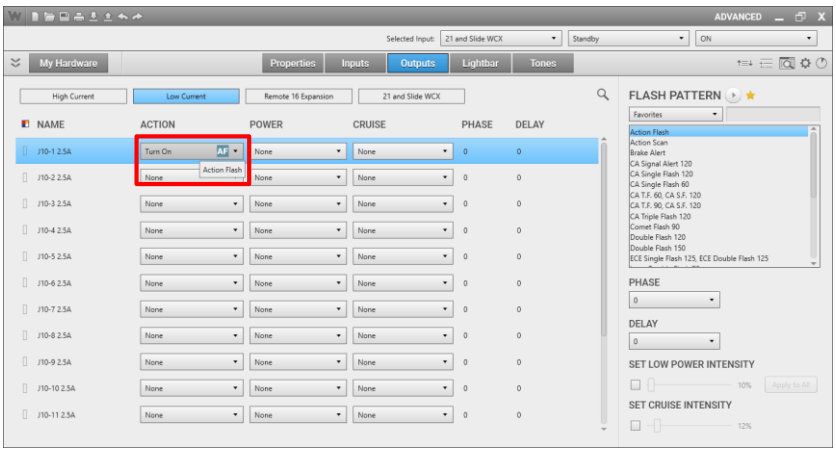
Outputs Page



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

WHELEN

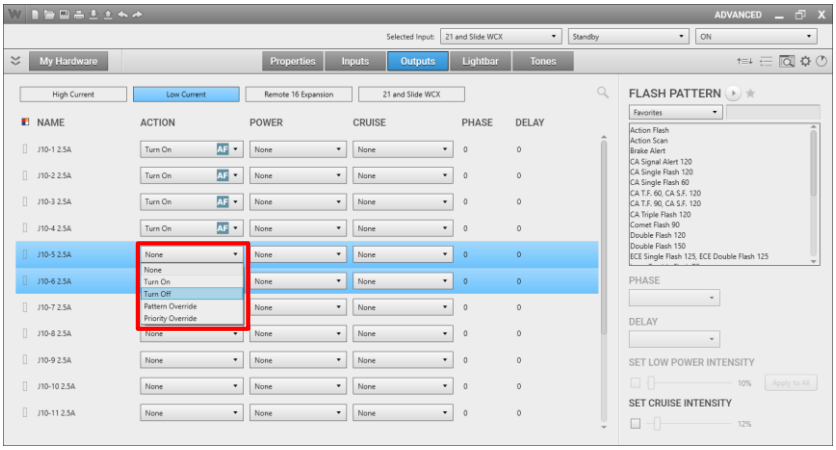
Outputs Page



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

WHELEN

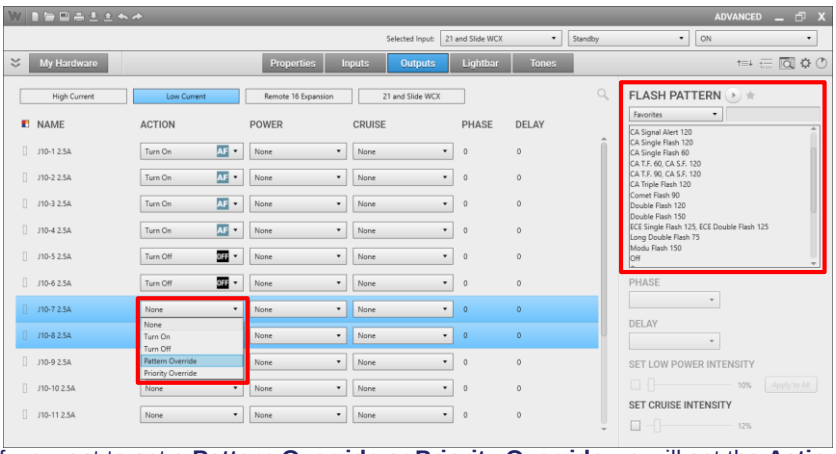
Outputs Page



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

WHELEN

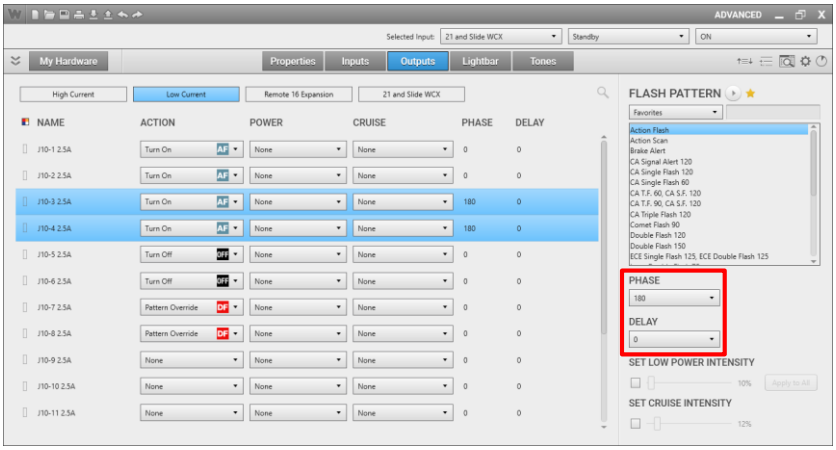
Outputs Page



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

WHELEN

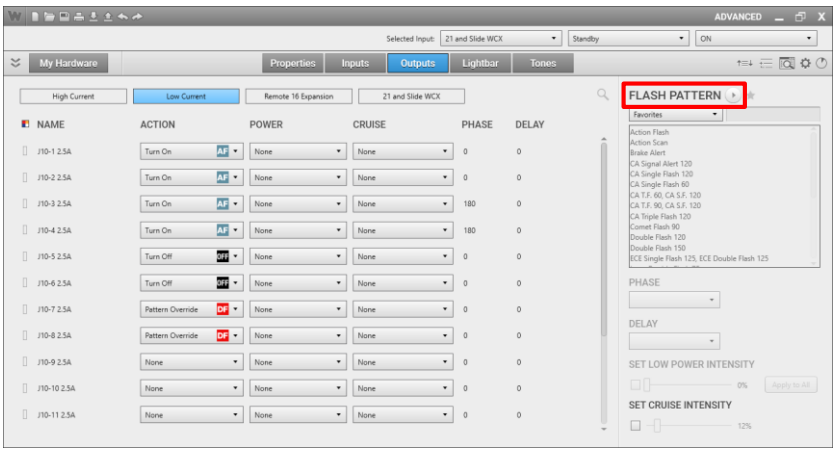
Outputs Page



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

WHELEN

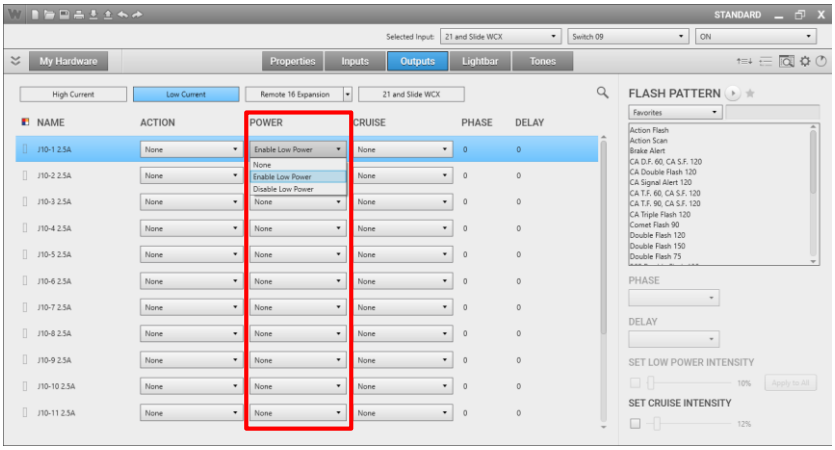
Outputs Page



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

WHELEN

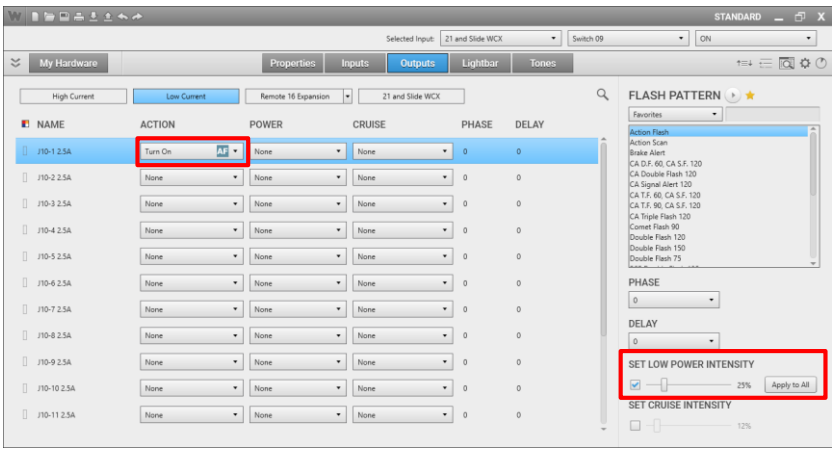
Outputs Page



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

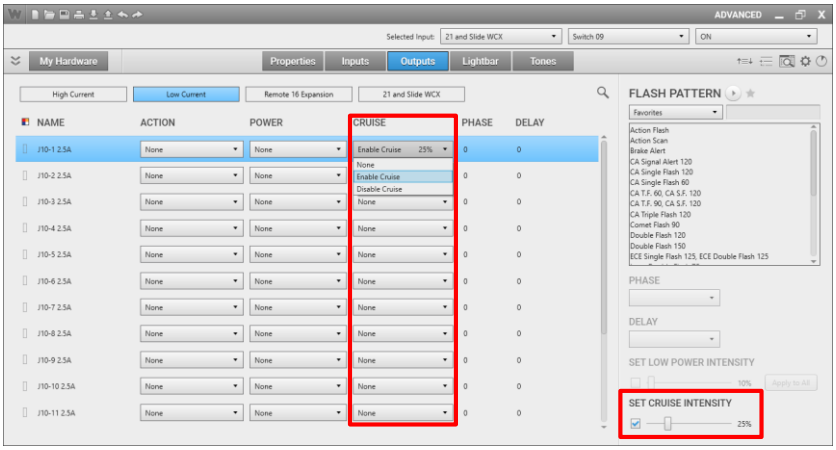
WHELEN

Outputs Page



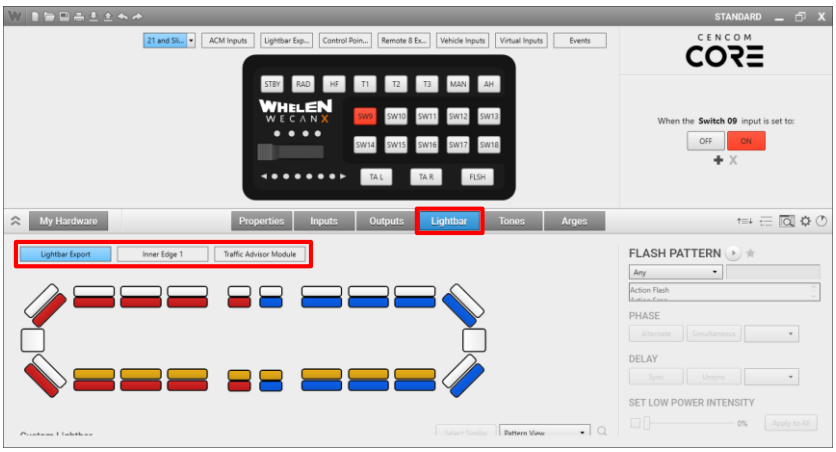
The **Low Power Intensity** can be set independently on different inputs or states. You can only set a custom intensity if an **Action** is selected for that output or lighthead.

Outputs Page



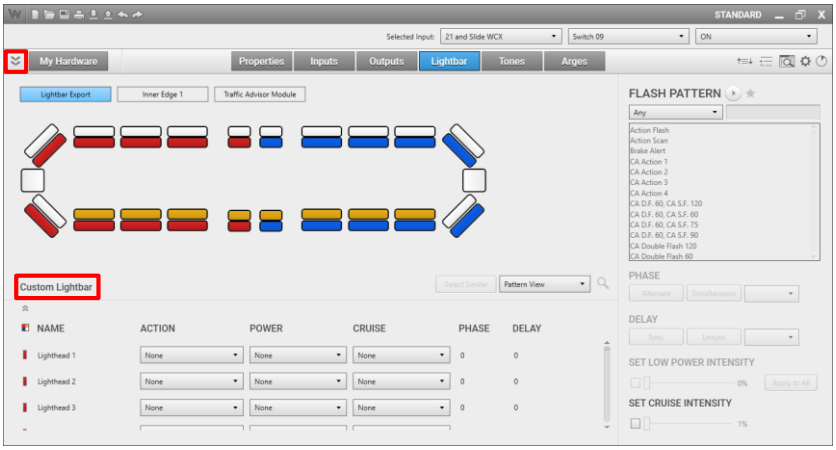
To set cruise lighting select **Enable Cruise** and **Set Cruise Intensity**.

Lightbar Page



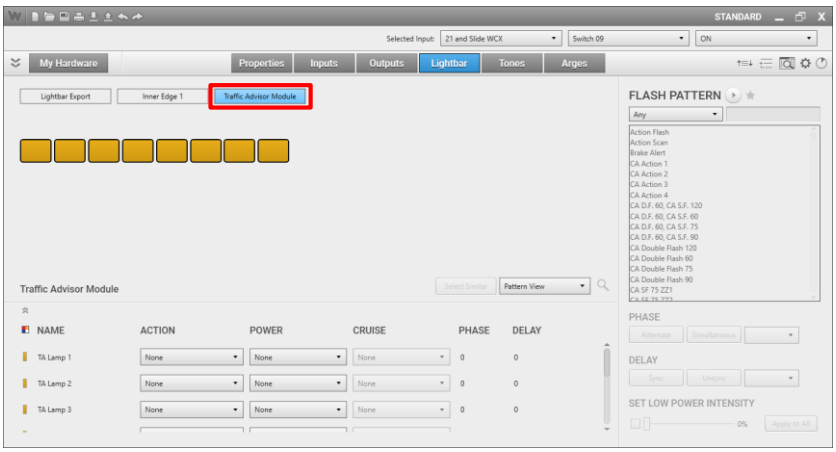
On the **Lightbar Page** we can view the **Lightbar**, the **Inner Edge** or the **Traffic Advisor Module.**

Lightbar Page



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

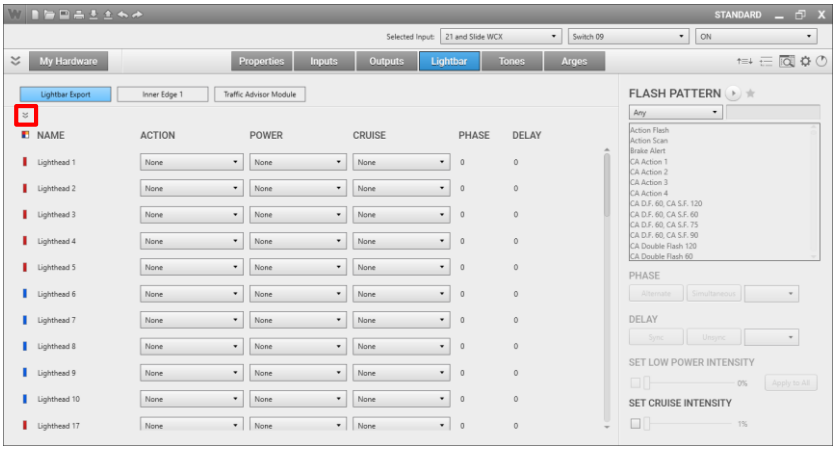
Lightbar Page Traffic Advisor



On the Traffic Advisor page we can program a remote Traffic Advisor to TA patterns. The modules can also be programed like any other output and are 1 Amp GROUND switched.

WHELEN

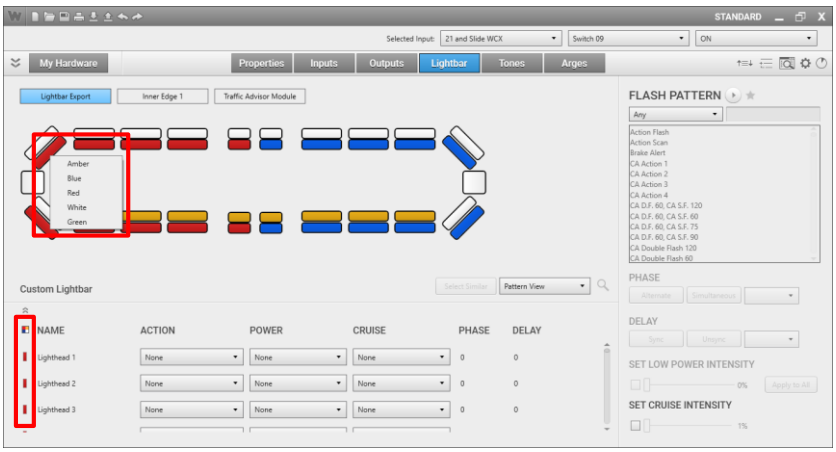
Lightbar Page



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

WHELEN

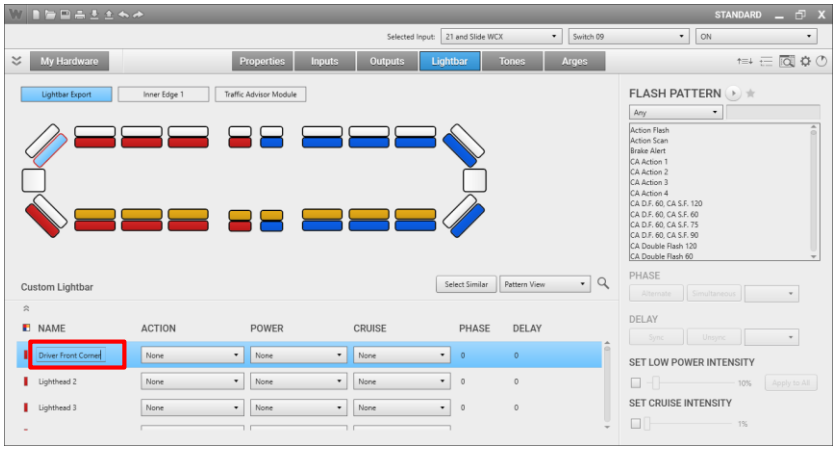
Lightbar Page



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

WHELEN

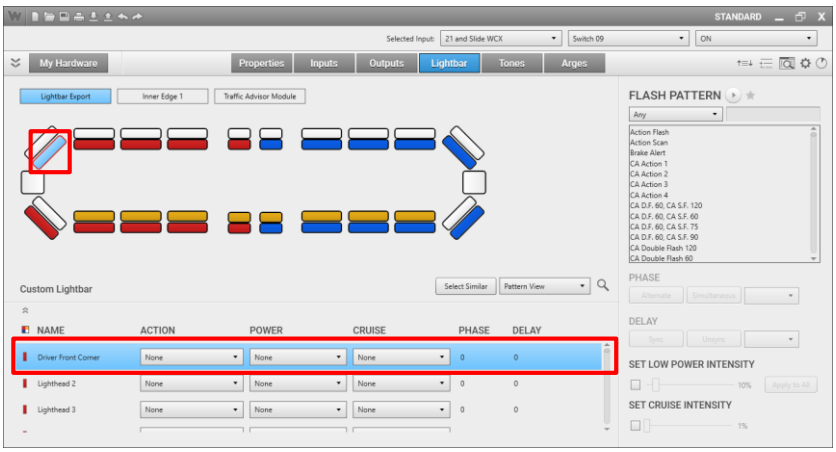
Lightbar Page



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

WHELEN

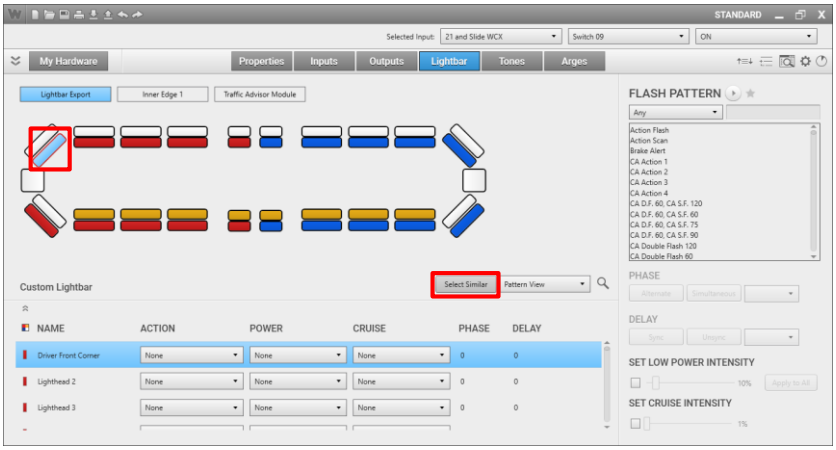
Lightbar Page



We can select a lighthead either from the Lightbar image itself or the lighthead list below.

WHELEN

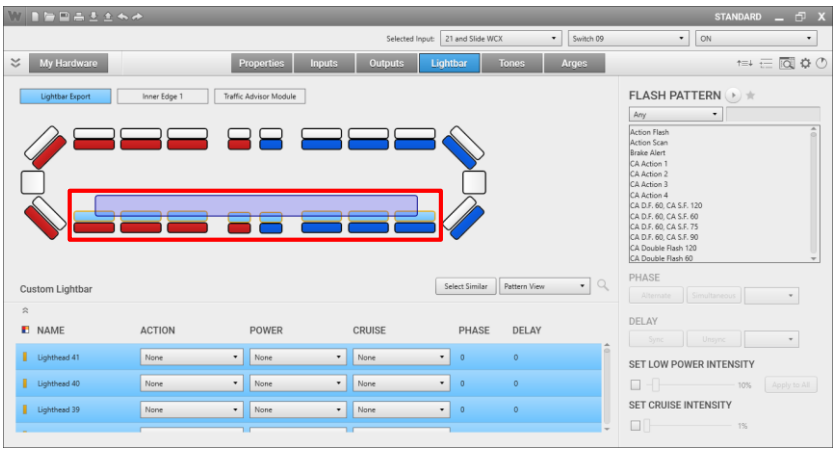
Lightbar Page



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

WHELEN

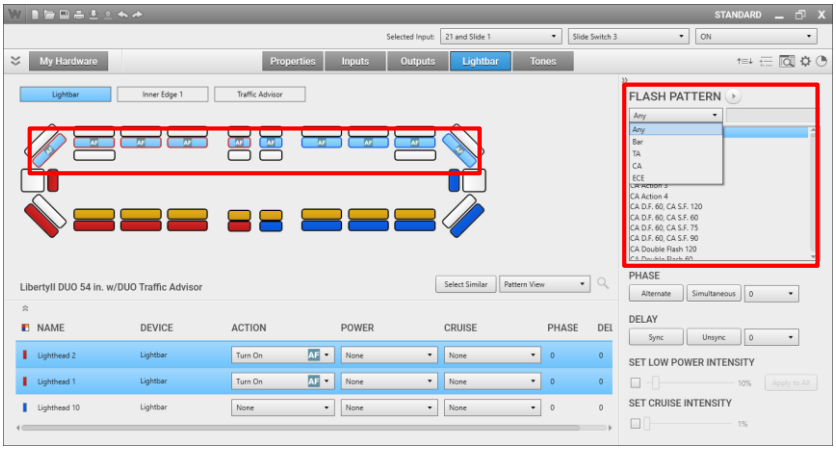
Lightbar Page



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

WHELEN

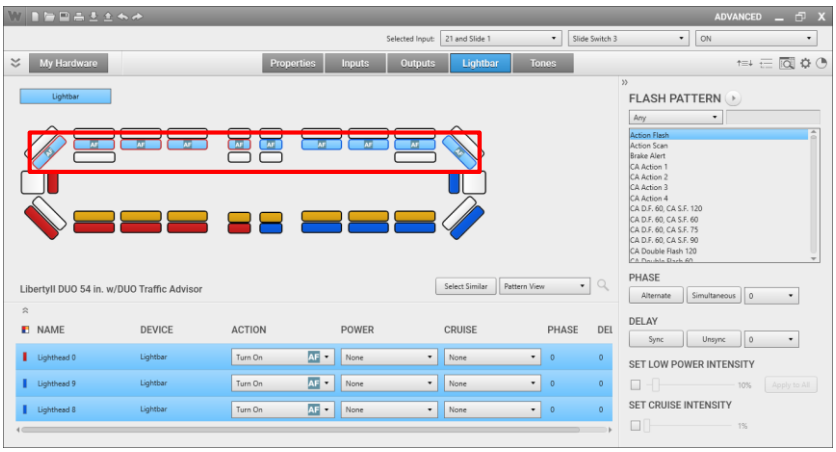
Lightbar Page Pattern View



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

WHELEN

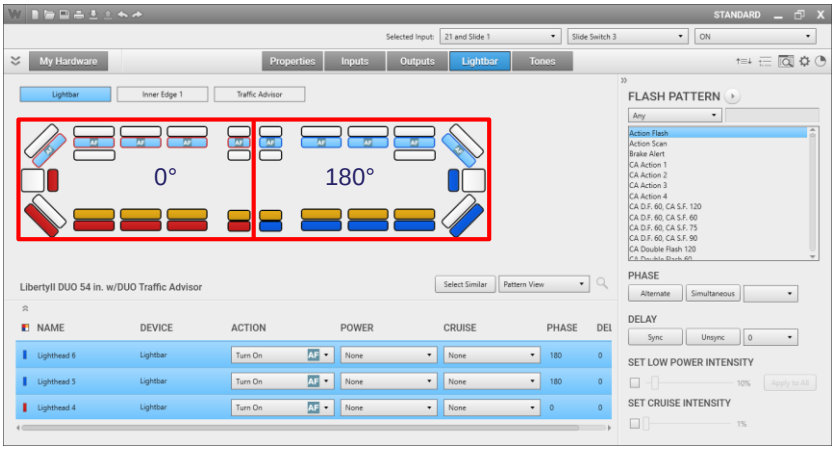
Lightbar Page Pattern View



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

WHELEN

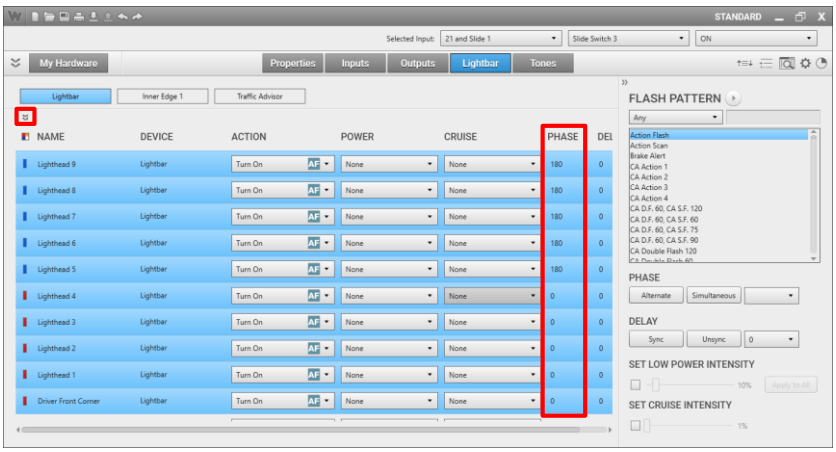
Lightbar Page Pattern View



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**°

WHELEN

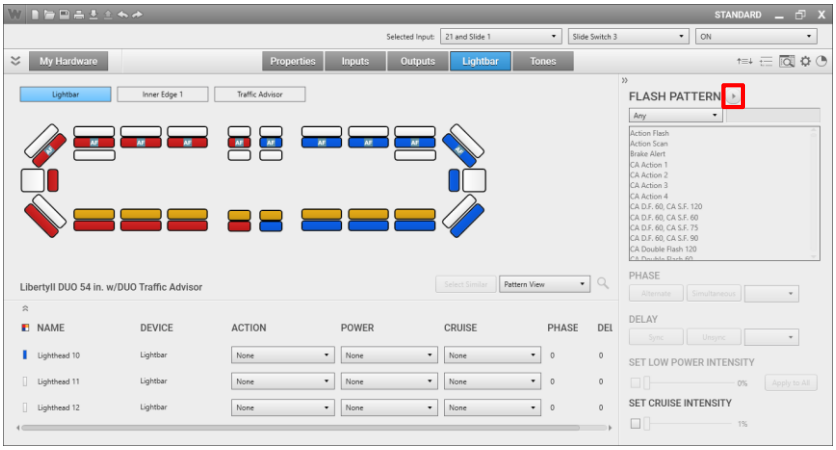
Lightbar Page Pattern View



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

WHELEN

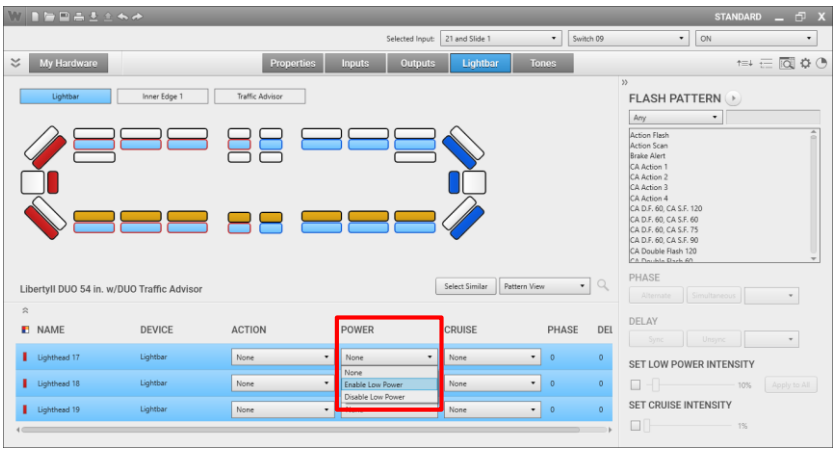
Lightbar Page Pattern View



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

WHELEN

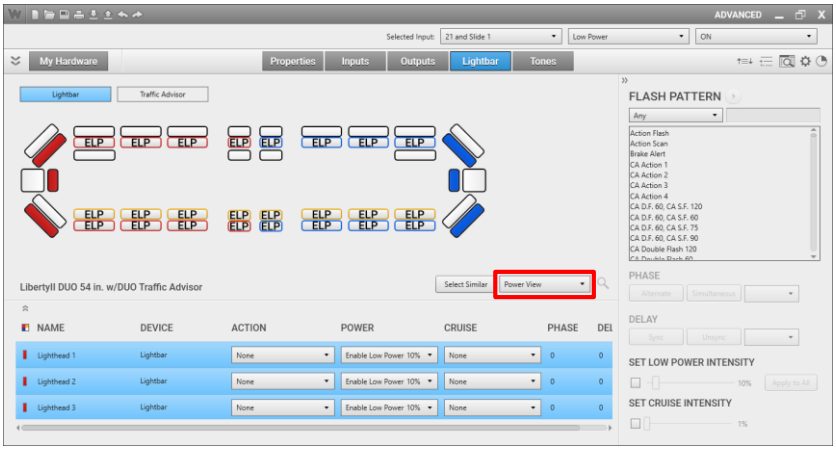
Lightbar Page Power View



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

WHELEN

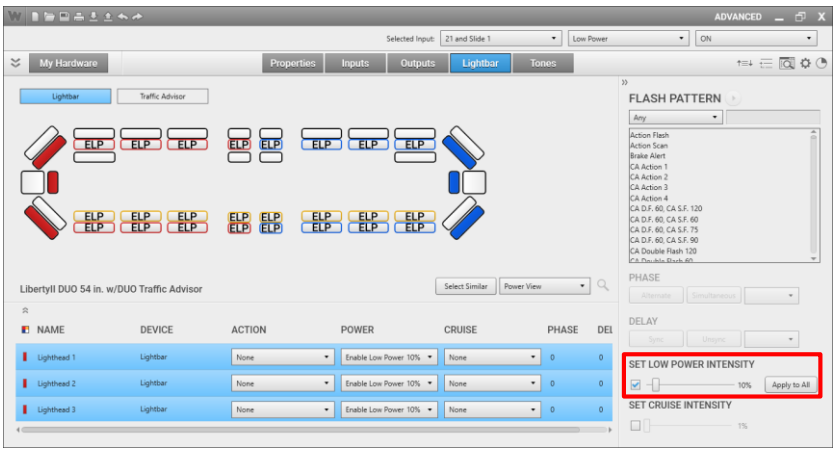
Lightbar Page Power View



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

WHELEN

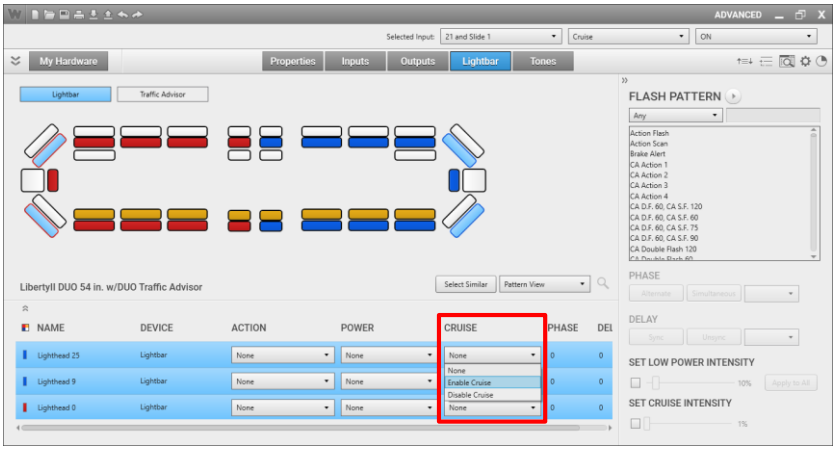
Lightbar Page Power View



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

WHELEN

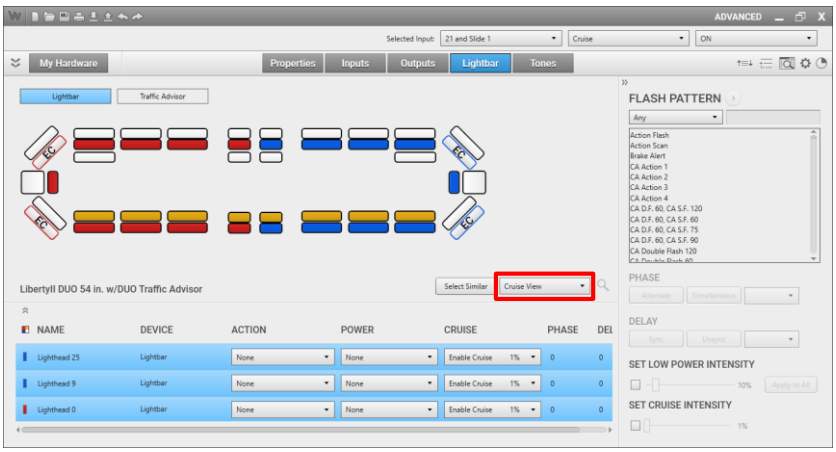
Lightbar Page Cruise View



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

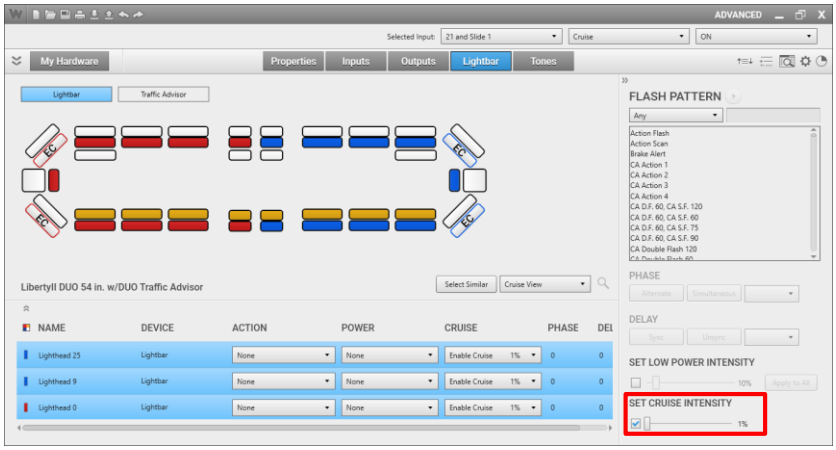
WHELEN

Lightbar Page Cruise View



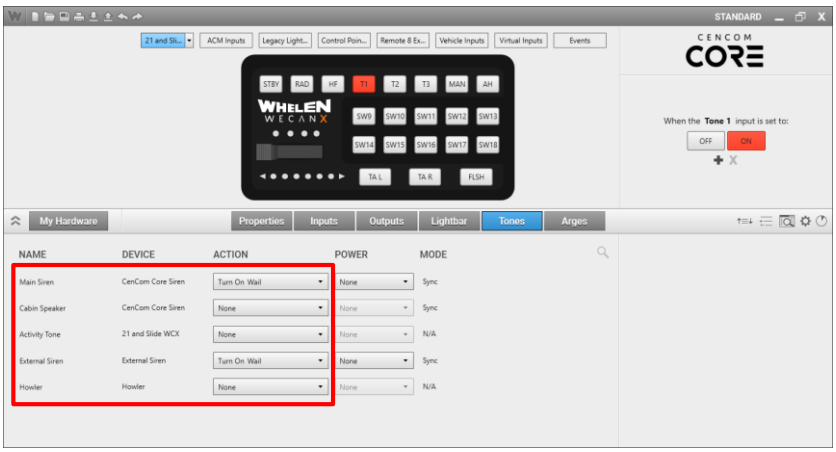
Once a selection has been made the proper symbol will be applied to the selected modules and **Cruise View** will automatically be selected from the list

Lightbar Page Cruise View



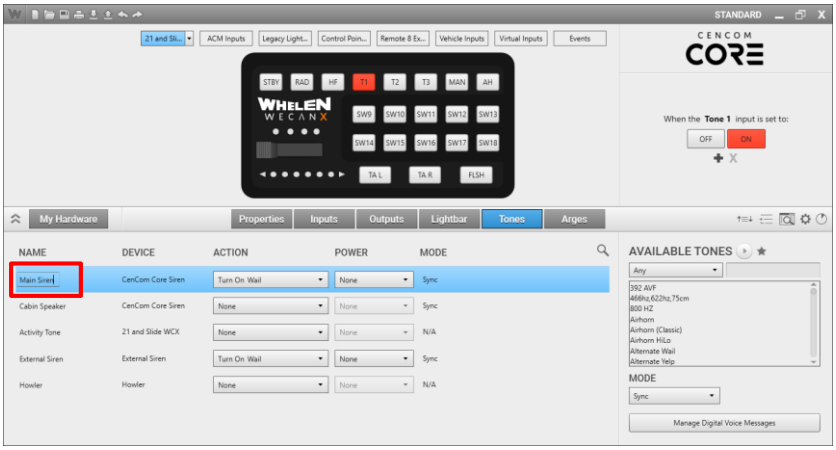
Once a selection has been made we can set a custom **Cruise Intensity**

Tones Page



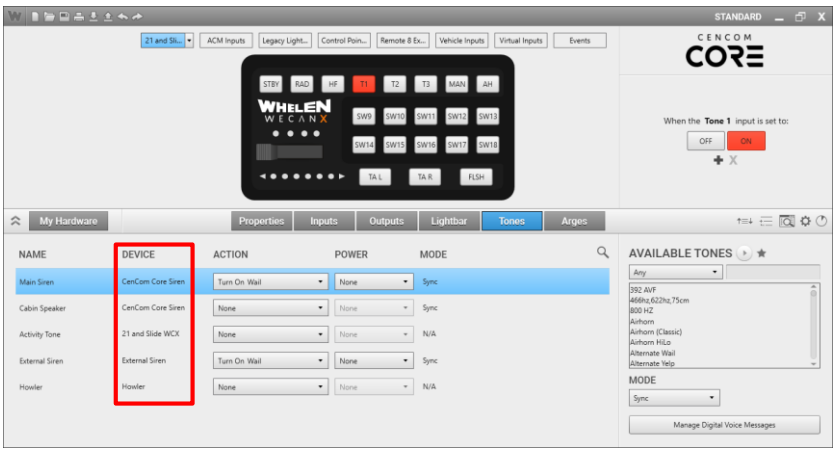
On the **Tones** page we can set the siren tone for the **Main** and the **External** siren amplifiers, **Cabin** Speaker, and **Howler**

Tones Page



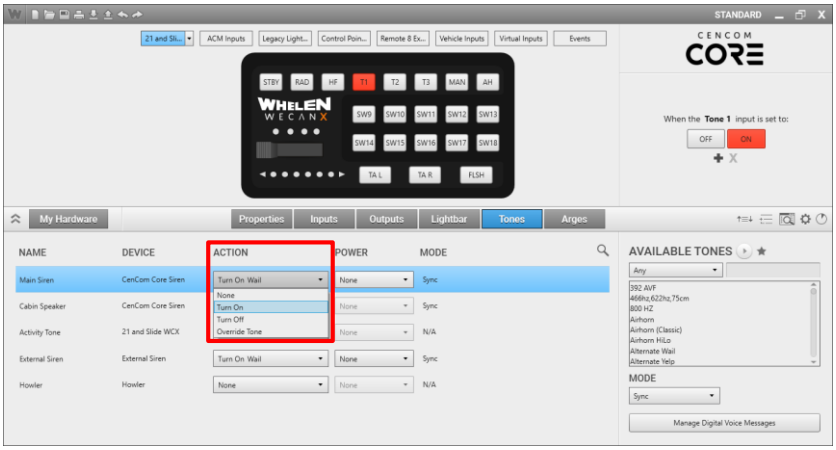
Under **Name** we can give our siren amplifiers custom nicknames

Tones Page



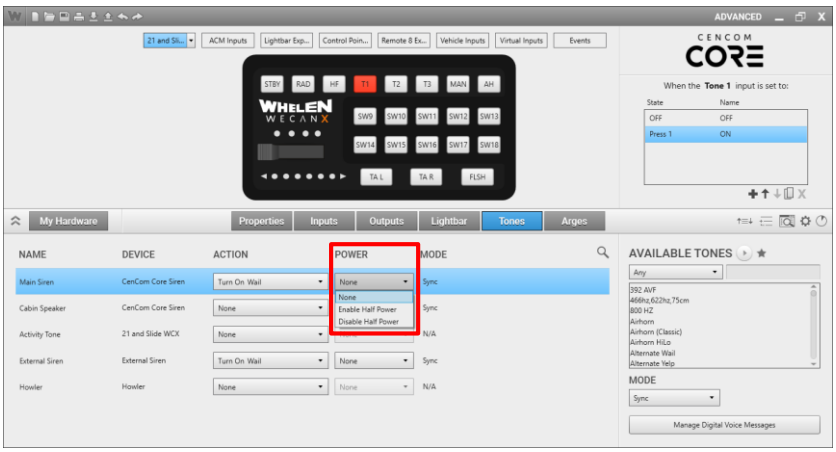
If we have given our **Devices** a custom nickname on the **My Hardware** page the nickname would be displayed in the **Device** column

Tones Page



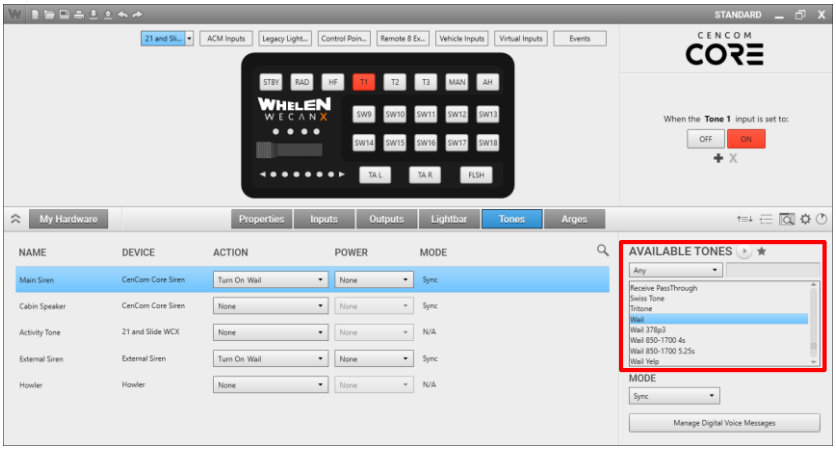
We can set the **Action** to **Turn ON**, **Turn OFF** or to **Override Tone**

Tones Page



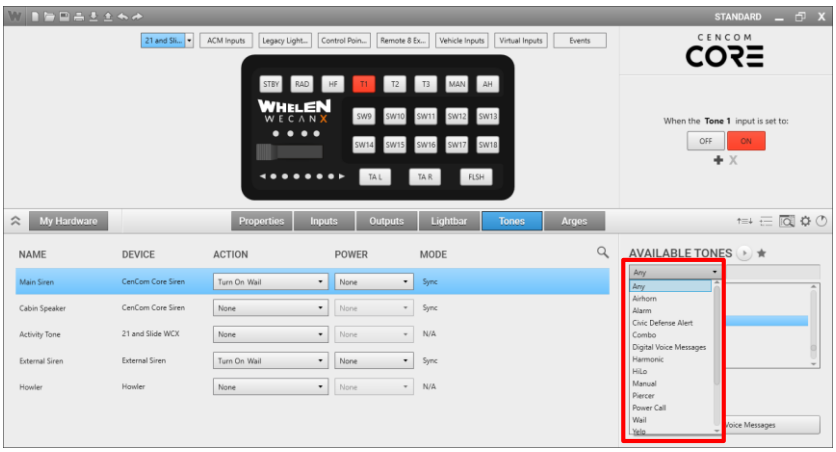
You can decide to play the tone at full power, or **Enable Half Power** mode

Tones Page



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

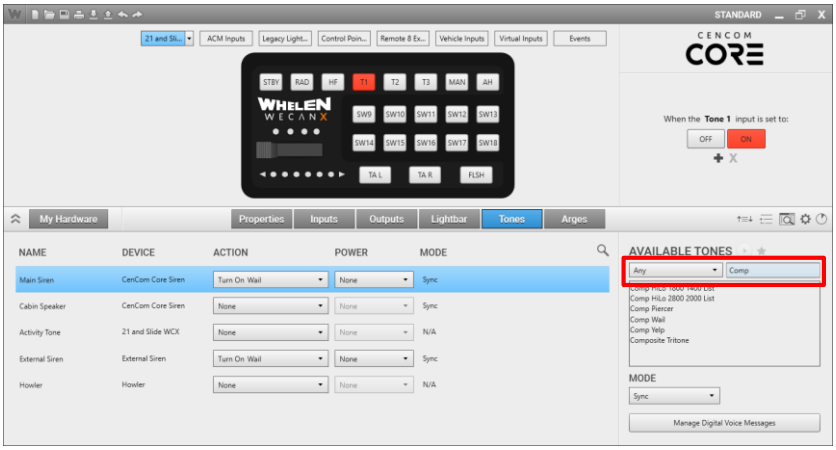
Tones Page



We can filter our siren tones by type or compliancy

WHELEN

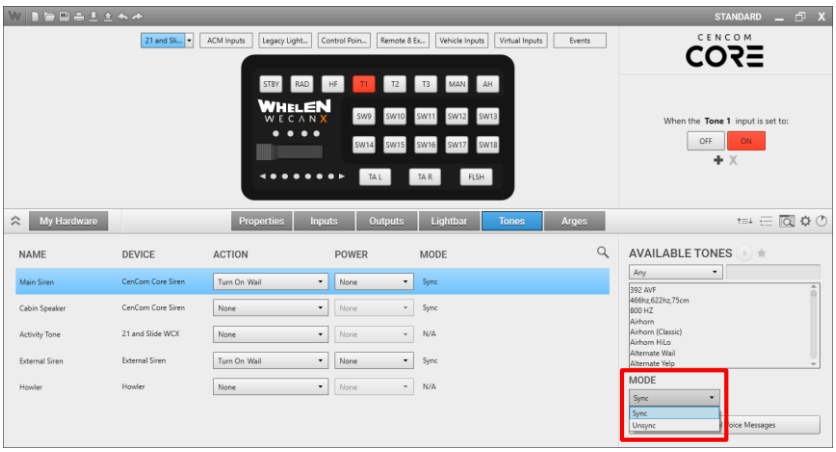
Tones Page



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

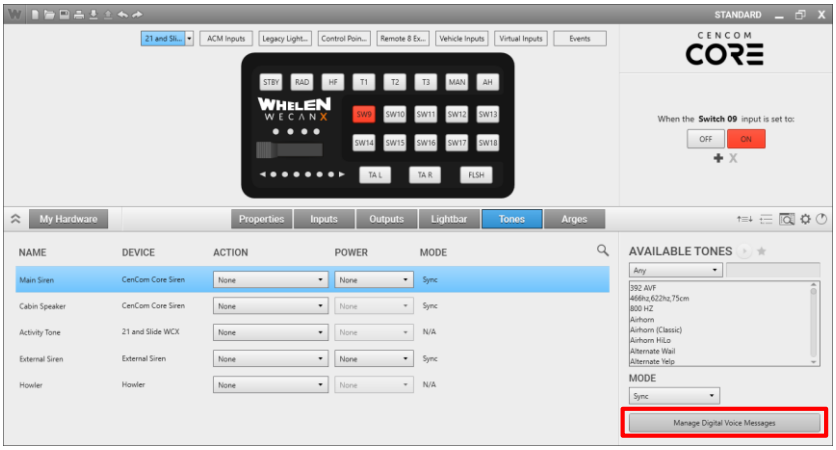
WHELEN

Tones Page



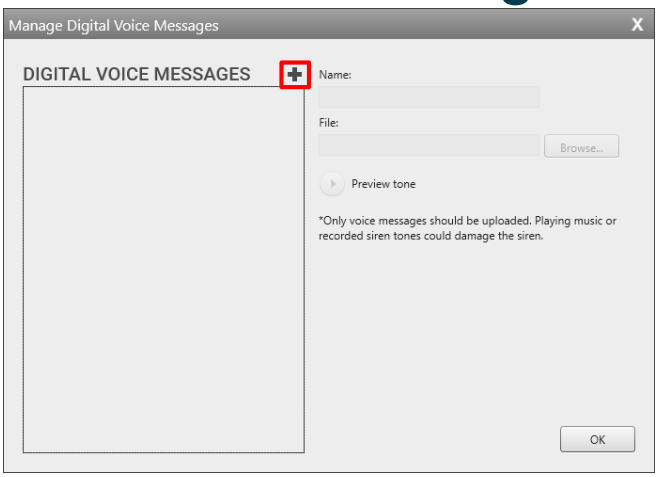
Mode allows us to decide if the tones start at the exact same time, **Sync**, or want them to play independently, **Unsync**

DVM Tones Page



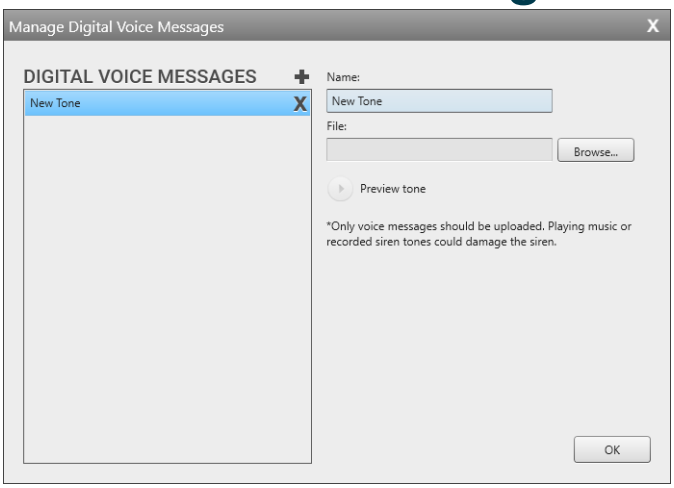
CenCom CORE adds the ability of **Digital Voice Messages** or **DVM**

DVM Tones Page



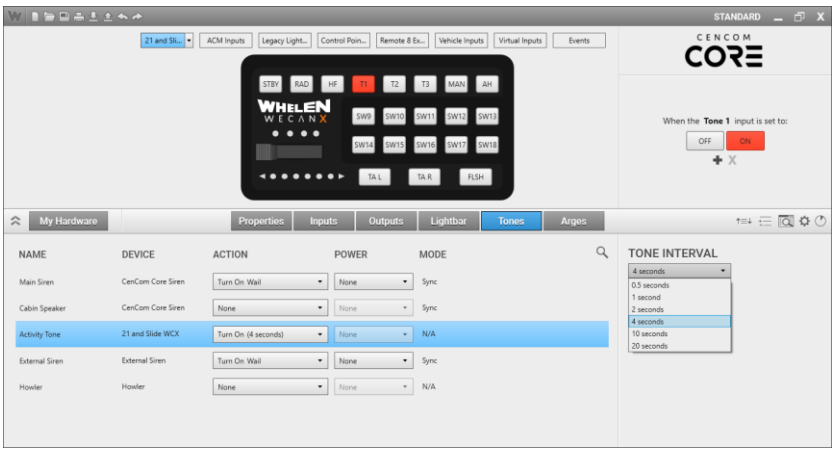
Supported file types for **DVM** are: MP3, WAVE, AIFF, FLAC, and M4A. You can have a maximum of 4 Minutes of DVM.

DVM Tones Page



Once we add a tone we can assign a **Name**, select the audio **File** to bring into the configuration, add an **Annunciation Tone**, and set the **Loop Delay**

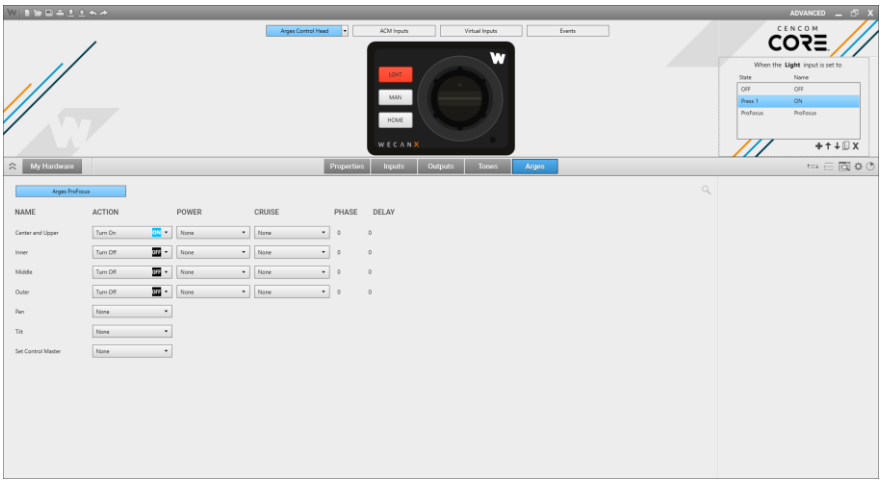
Tones Page



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.

WHELEN

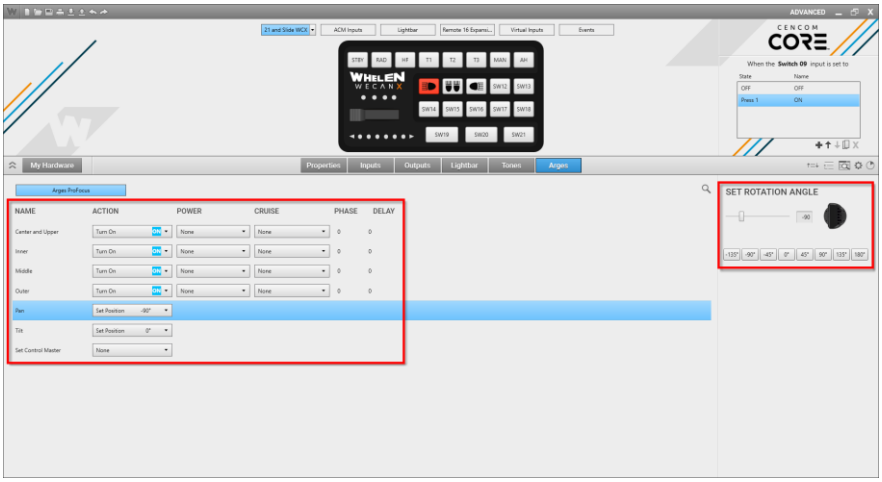
Arges™



When we add an Arges™ spotlight with a control head, the control head will be preprogrammed for its' default functionality

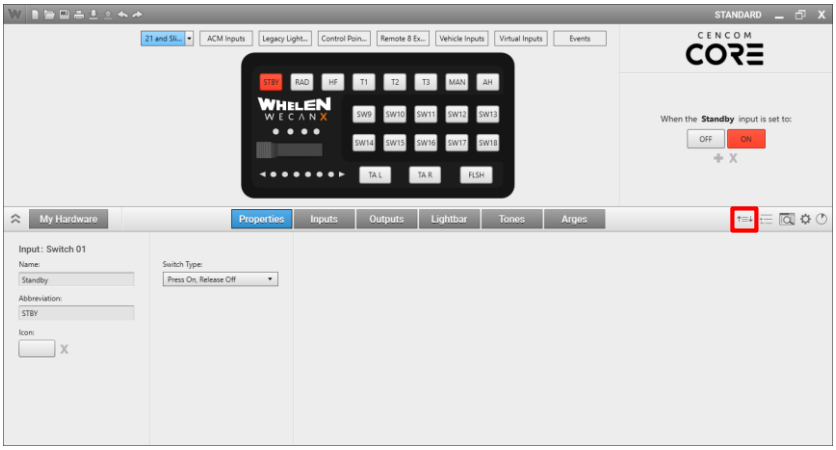
WHELEN

Arges™



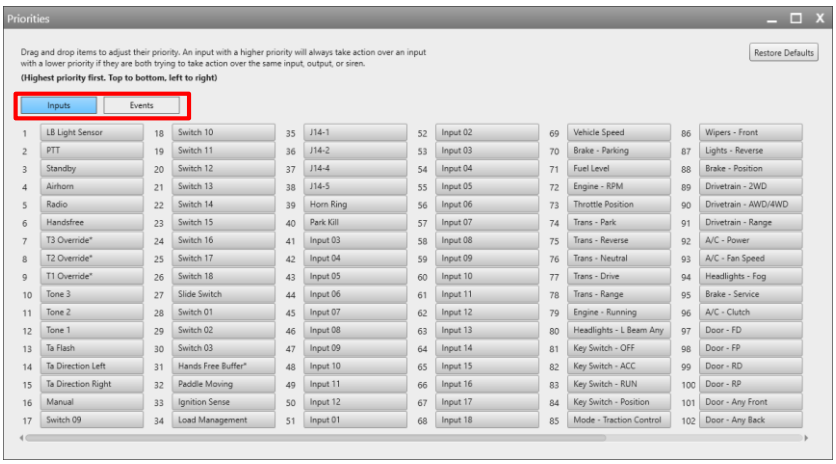
We can also program any button or input to send the Arges™ spotlight to a predetermined position such as using it in conjunction with Alley/Takedown functions

Priorities



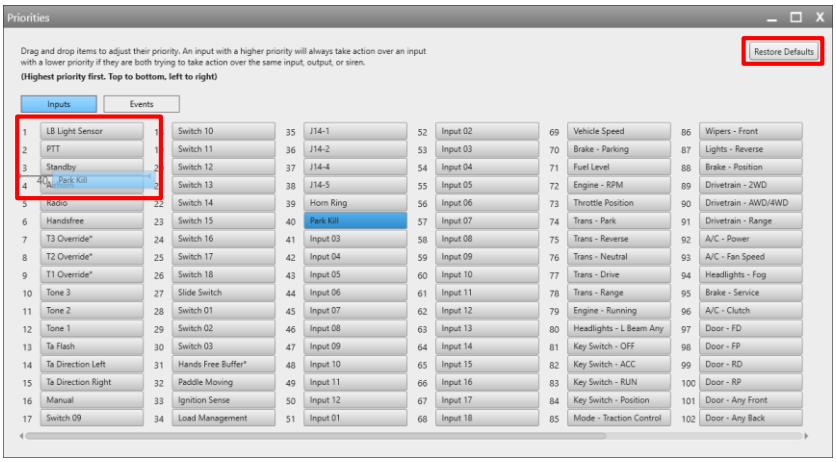
On the main navigation bar we can click on the **Priorities** control to open the **Priorities** window

Priorities



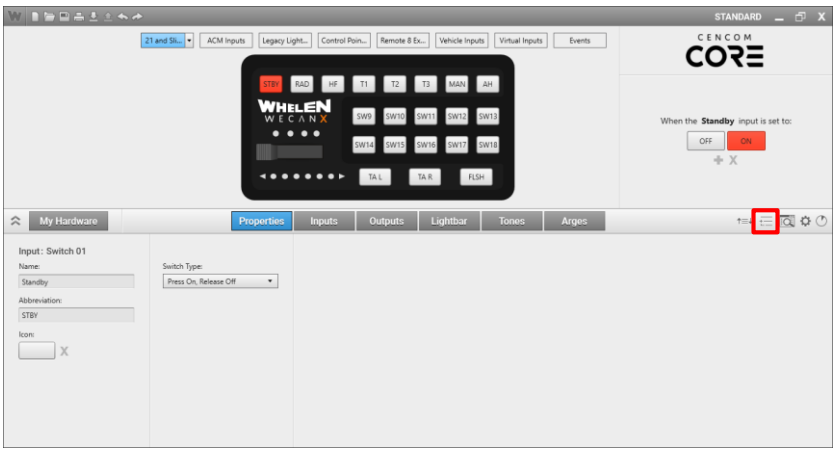
Priorities allow us to control what flash pattern/Siren tone we want to see/hear if two inputs are active at the same time. We can also set the priority level of our **Events**

Priorities



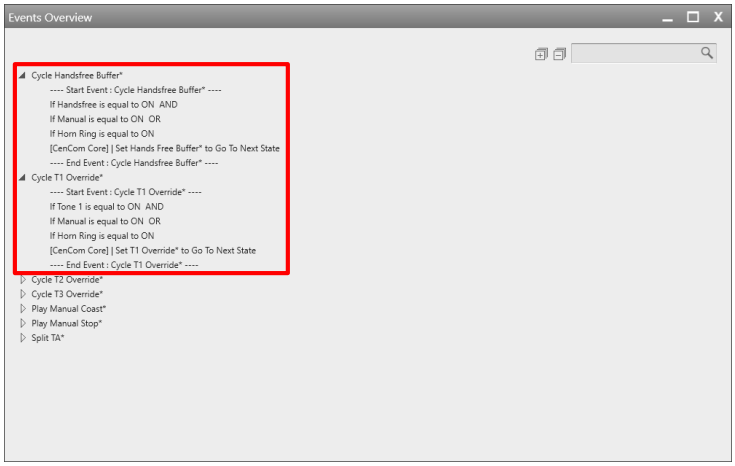
If we **LMB** click and hold we can drag and customize the priority list. If needed we can reset the priorities to their default by clicking on the **Restore Defaults** button

Events Overview



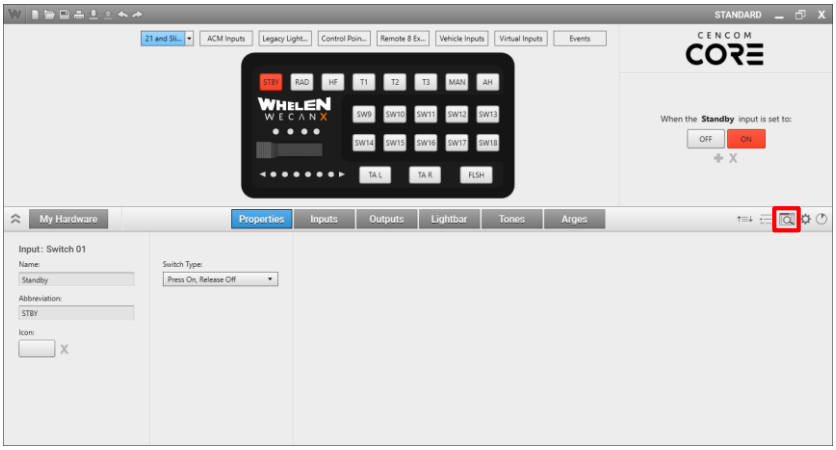
On the main navigation bar we can click on the **Events Overview** control to open the **Events Overview** window

Events Overview



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

Instruction Viewer



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

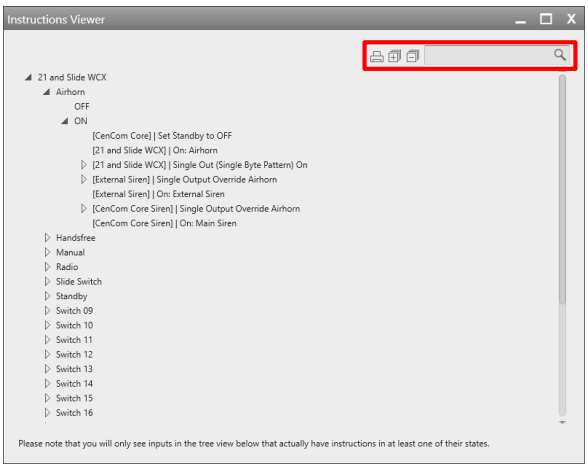
WHELEN

Instruction Viewer

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

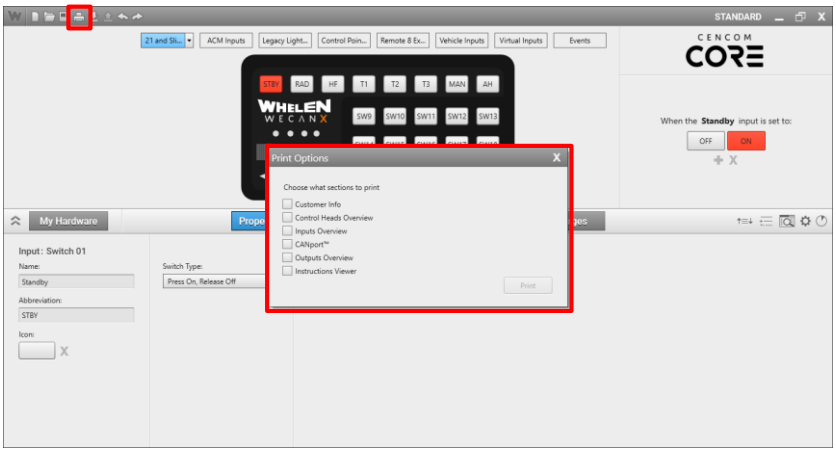
WHELEN

Instruction Viewer



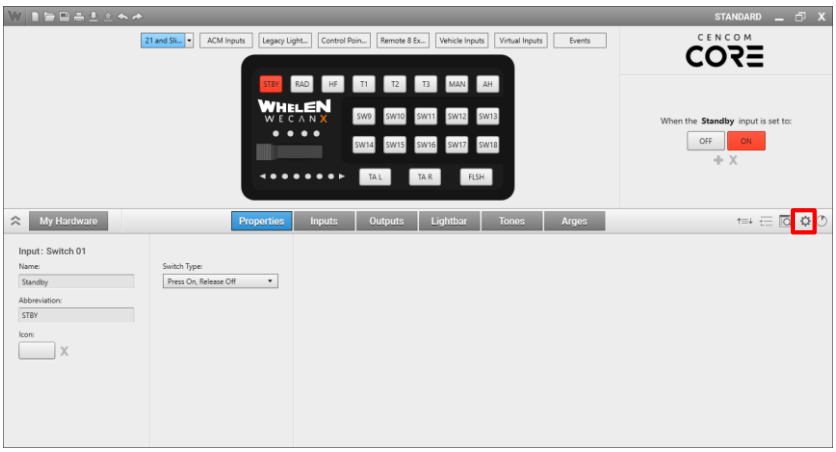
We can **Print** out all instructions, **Expand All** or **Collapse All** of our instructions, or **Search** for an Instruction

Instruction Viewer



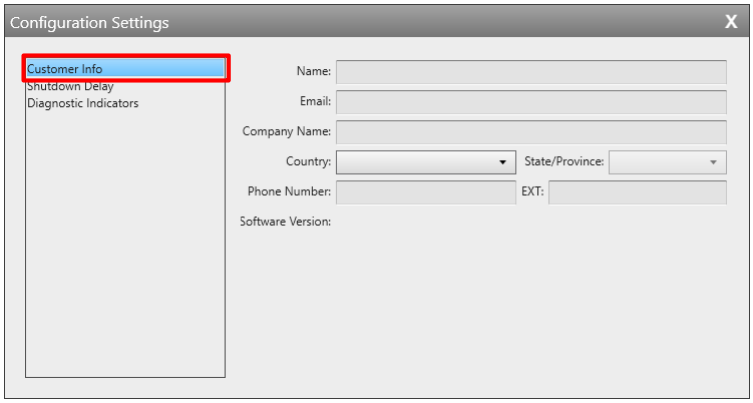
Clicking on the **Print** icon will open the **Print Options** window where we can select what information we would like to print.

Configuration Settings



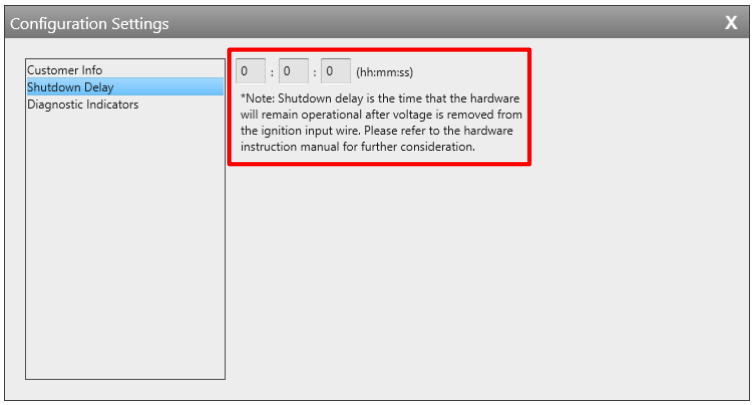
On the main navigation bar we can click on the **Configuration Settings** control to open the **Configuration Settings** window

Configuration Settings



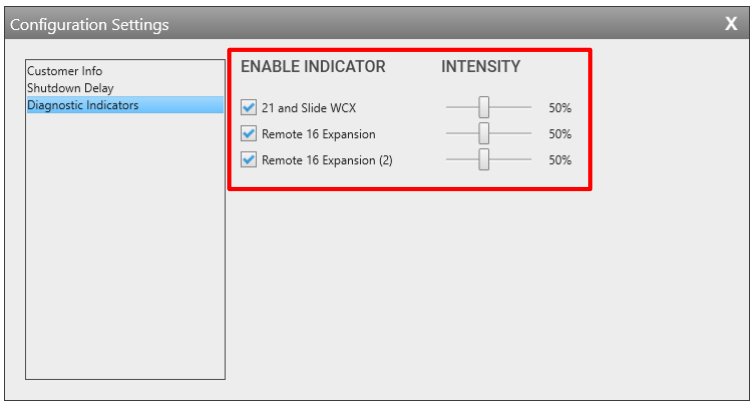
On **Customer Info** we can enter our customers information

Configuration Settings



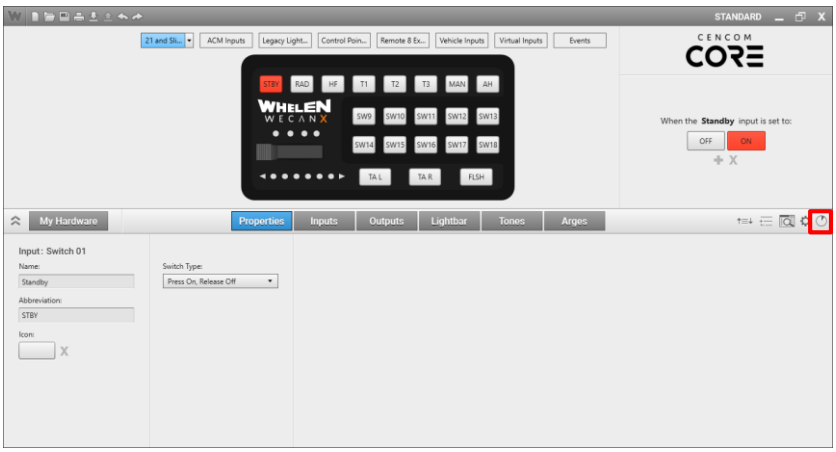
On **Shutdown Delay** we can set how long the system will stay active once ignition power is removed. Max time is 18 hours (17:59:59)

Configuration Settings



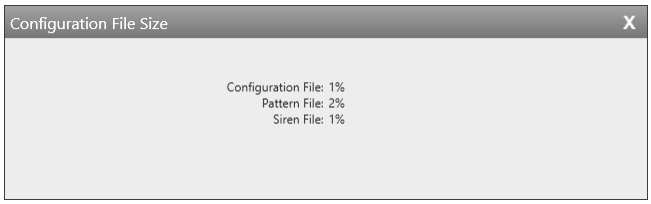
Diagnostic Indicators will allow us to adjust the brightness or turn off the WeCanX diagnostic indicators on all of your connected WeCanX devices such as Remote Expansions and Control Heads

Configuration Size

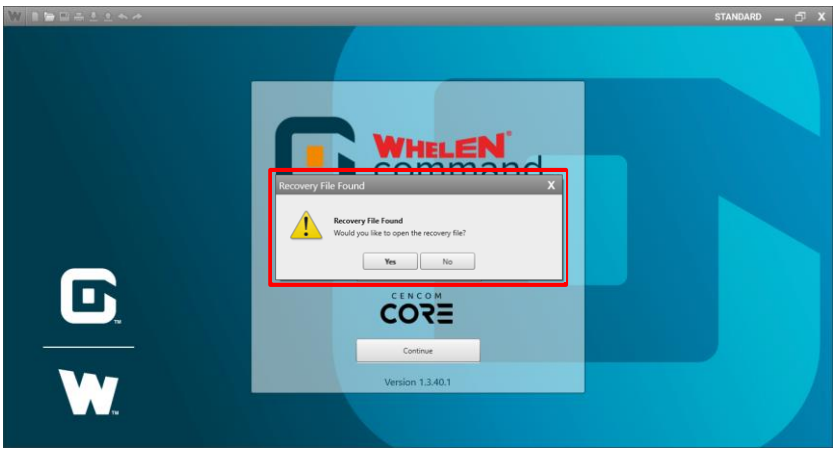


On the main navigation bar we can view our **Configuration File Size**

Configuration Size

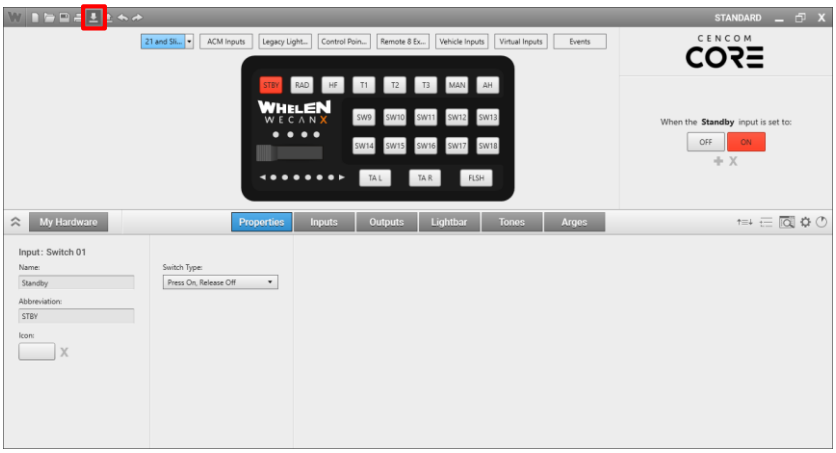


Configuration Recovery



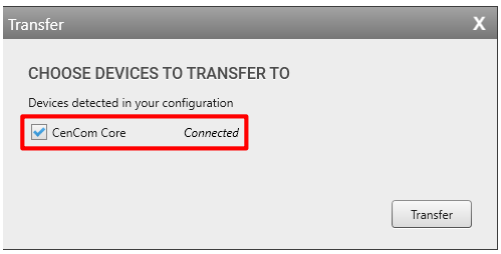
If for some reason the Command software crashes, the configuration you were working on can be recovered once the program is launched again.

Transfer



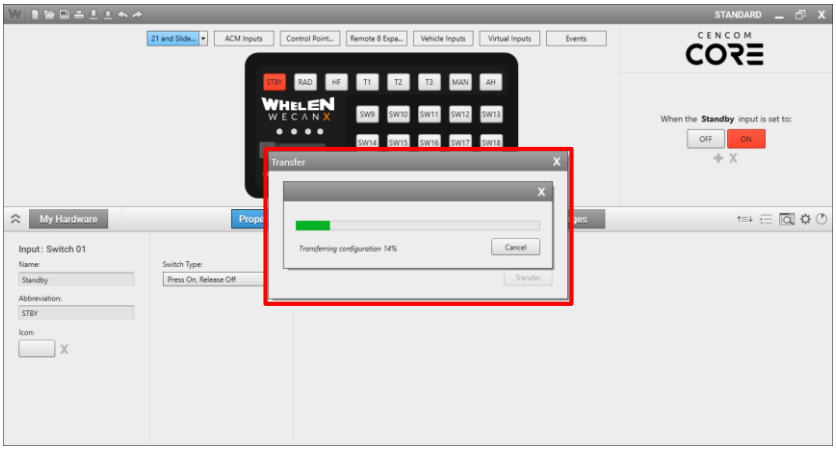
Once our configuration is complete we can transfer it to the CenCom Core ACM by clicking on the **Transfer** control or by using the shortcut **CTRL + T**

Transfer



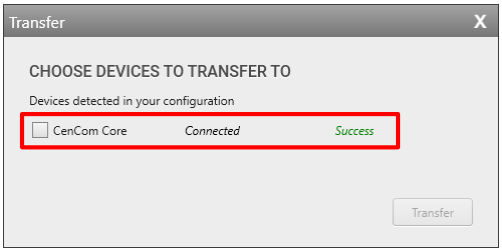
This will open the **Transfer Manager** where we can see all of our detected devices. If we have more than one USB cord we can transfer to multiple devices

Transfer



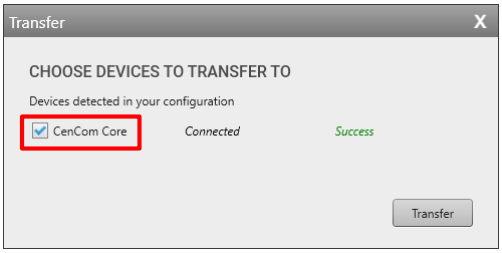
Once we click on **Transfer** we will see the status of our **Transfer**

Transfer



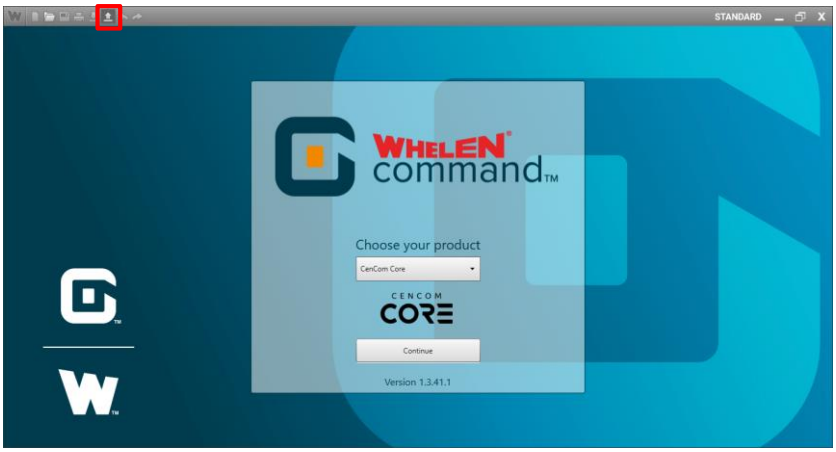
Once all of our **Transfers** are complete the status will show **Success** and the checkbox for our device's will be unchecked

Transfer



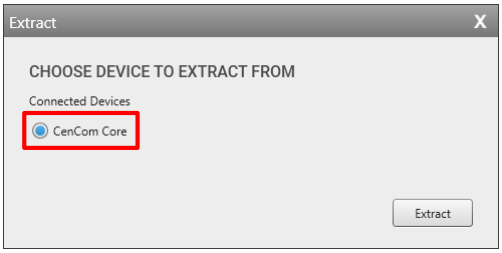
To **Transfer** to another device plug in the device and check the device's checkbox and click **Transfer**

Extract



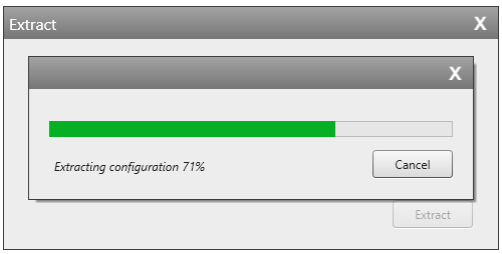
If we want to read a configuration from a CenCom Core that is already installed we can click on the **Extract** control or use the shortcut **CTRL + E**

Extract



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

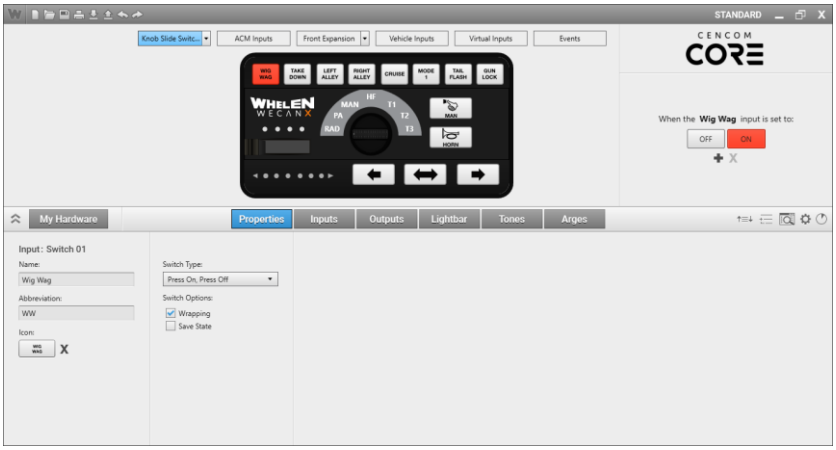
Extract



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

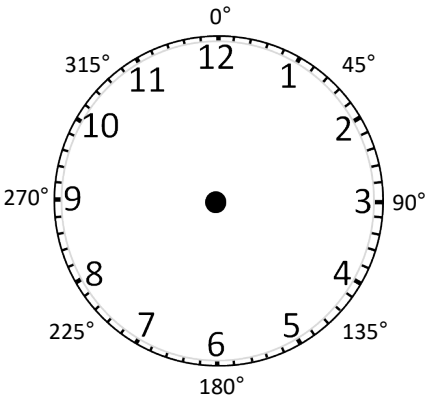
WHELEN

Extract



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

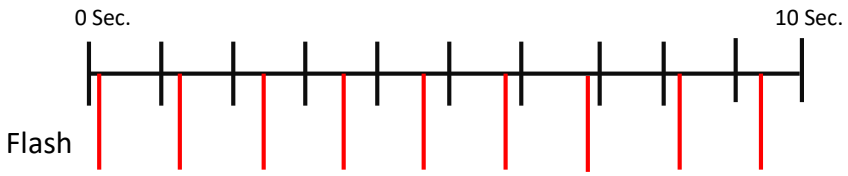
Definition: Phasing



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 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

Keyboard Shortcuts

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

Keyboard Shortcuts

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

WHELEN®
TRUSTED TO PERFORM™