

# CenCom Core™ Multi Pattern Cycle



Whelen Engineering Company, Inc.



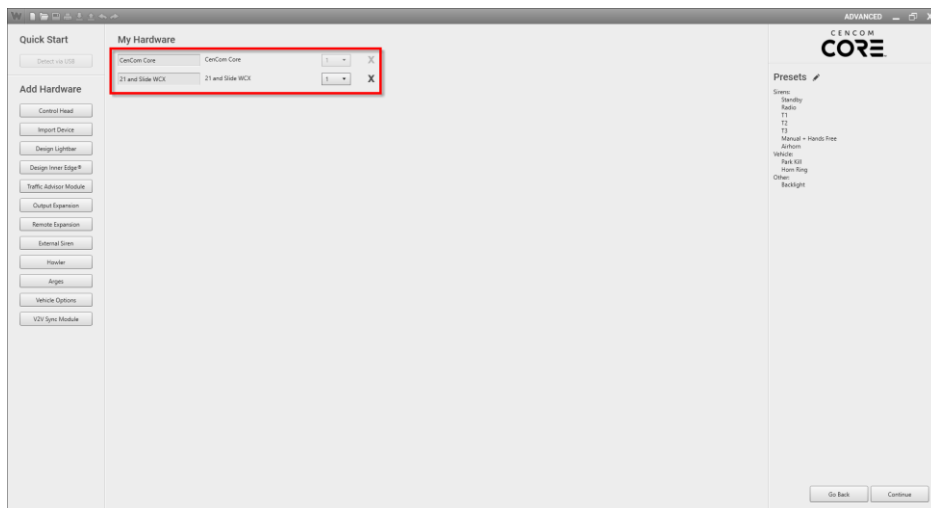
## Scenario Operation

The Multi Pattern Cycle scenario configures CenCom Core™ to cycle through multiple virtual inputs that are set for different times and different patterns.

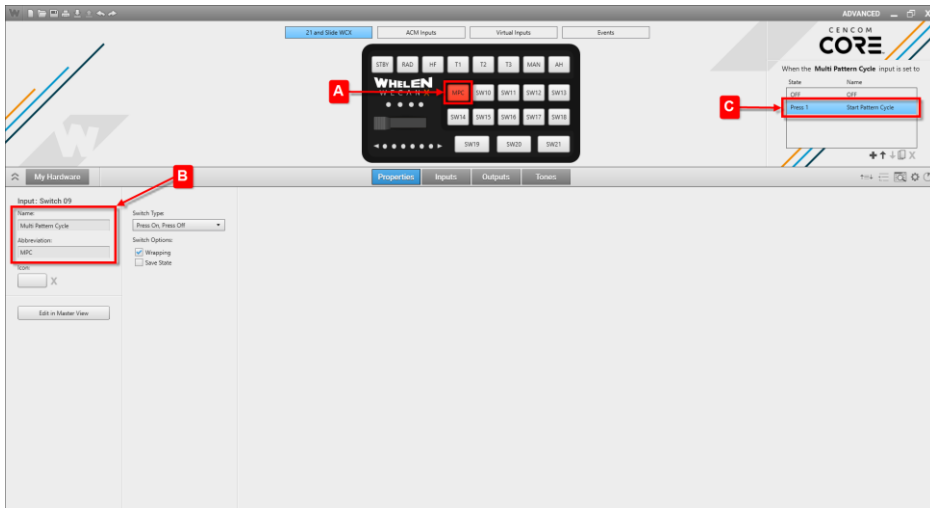
This scenario can also be applied to siren and DVM tones.

## Configuration Requirements

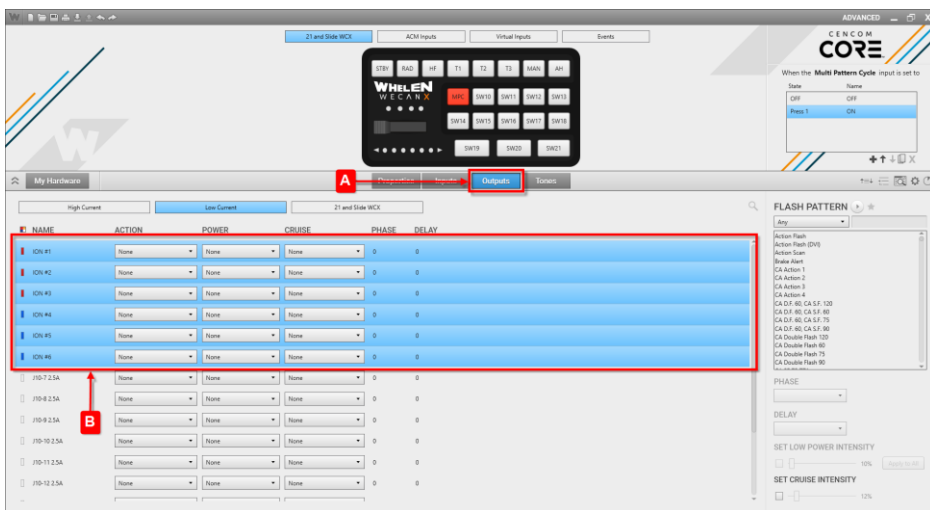
- CenCom Core™
- Control Head
- Lighting (Outputs, Lightbars, Inner Edge®)be
- 3 Virtual Inputs
- Priority Adjustments



Add all required hardware



(A). Label the button on the control head (B). Multi Pattern Cycle and abbreviate it **MPC** and label (C). Press 1 Start Pattern Cycle



(A). On the **Outputs** page under the **Low Current** tab (B). name **J10-1** through **J10-6**, **ION™ #1** through **ION #6**

WHELEN

21 and Slide WCK

ACM inputs

Virtual Inputs

Events

ADVANCED

CENCOM CORE

When the **Pattern 1** input is set to

State Name

Off Off

Press 1 Off

Press 2 Press 2

My Hardware

Properties Inputs Outputs Tones

Input: Virtual Input 49

Name: Pattern 1

Switch Type: Cycling

Time: 10 sec.

Time: 100 ms.

Edit in Master View

(A). Add a new **Virtual Input** (B). name it **Pattern 1** and set the switch type to **Cycling** (C). set Time 1 to **10 sec.** and Time 2 to **100ms.**

WHELEN

21 and Slide WCK

ACM inputs

Virtual Inputs

Events

ADVANCED

CENCOM CORE

When the **Pattern 1** input is set to

State Name

Off Off

Press 1 Play Pattern 1

Press 2 Start Pattern 2

My Hardware

Properties Inputs Outputs Tones

Input: Virtual Input 49

Name: Pattern 1

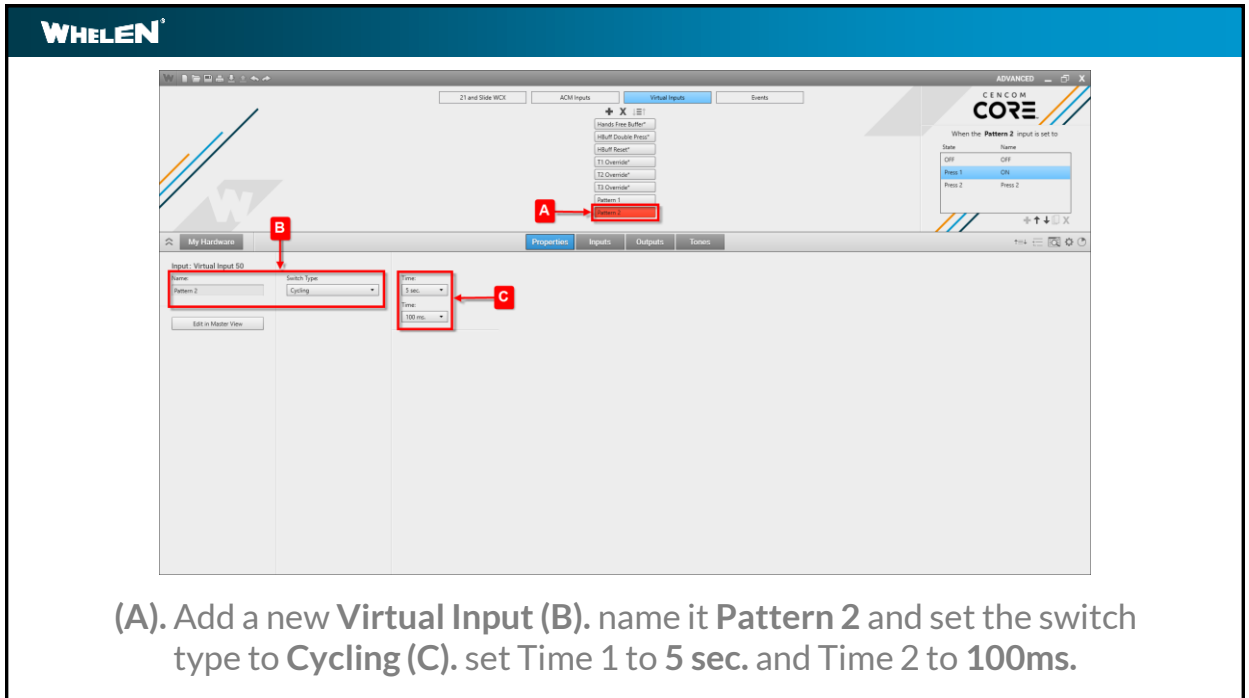
Switch Type: Cycling

Time: 10 sec.

Time: 100 ms.

Edit in Master View

(A). Name Press 1 to **Play Pattern 1** and name Press 2 to **Start Pattern 2**



WHELEN<sup>®</sup>

21 and Slide WCK

ACM Inputs

Virtual Inputs

Events

ADVANCED CORE

When the **Pattern 3** input is set to:

State	Name
OFF	OFF
Press 1	ON
Press 2	Press 2

My Hardware

Properties

Inputs

Outputs

Scenes

Input: Virtual Input 51

Name: **Pattern 3**

Switch Type: **Cycling**

Time: **11 sec.**

Time: **100 ms.**

Edit in Master View

(A). Add a new **Virtual Input** (B). name it **Pattern 3** and set the switch type to **Cycling** (C). set Time 1 to **11 sec.** and Time 2 to **100ms.**

WHELEN<sup>®</sup>

21 and Slide WCK

ACM Inputs

Virtual Inputs

Events

ADVANCED CORE

When the **Pattern 3** input is set to:

State	Name
OFF	OFF
Press 1	<b>Play Pattern 3</b>
Press 2	<b>Start Pattern 1</b>

My Hardware

Properties

Inputs

Outputs

Scenes

Input: Virtual Input 51

Name: **Pattern 3**

Switch Type: **Cycling**

Time: **11 sec.**

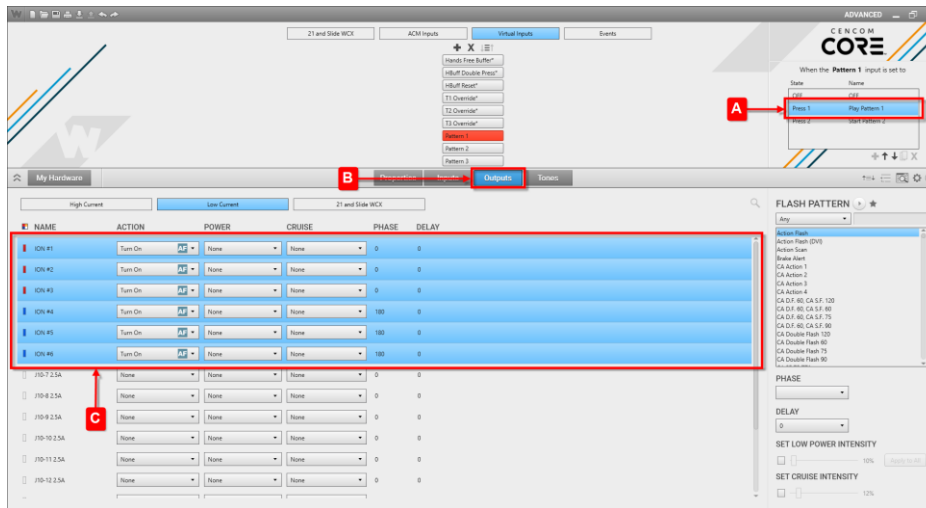
Time: **100 ms.**

Edit in Master View

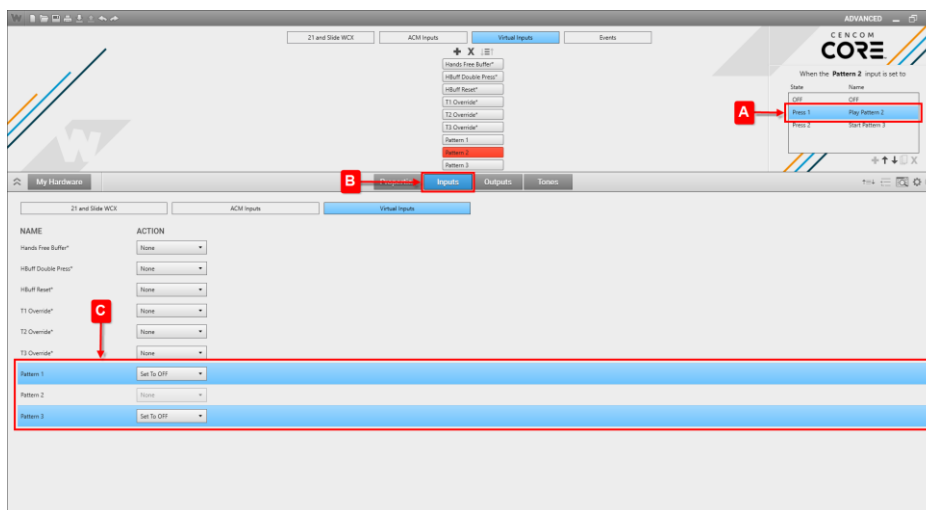
(A). Name Press 1 to **Play Pattern 3** and name Press 2 to **Start Pattern 1**

Pattern 1 (A). select Press 1 **Play Pattern 1** (B). on the Inputs page under the **Virtual Inputs** tab (C). set the action for Pattern 2 and Pattern 3 to **Set To OFF**

Pattern 1 (A). Select Press 2 **Start Pattern 2** (B). on the Inputs page under the **Virtual Inputs** tab (C). set the action for Pattern 2 to **Set To Play Pattern 2**

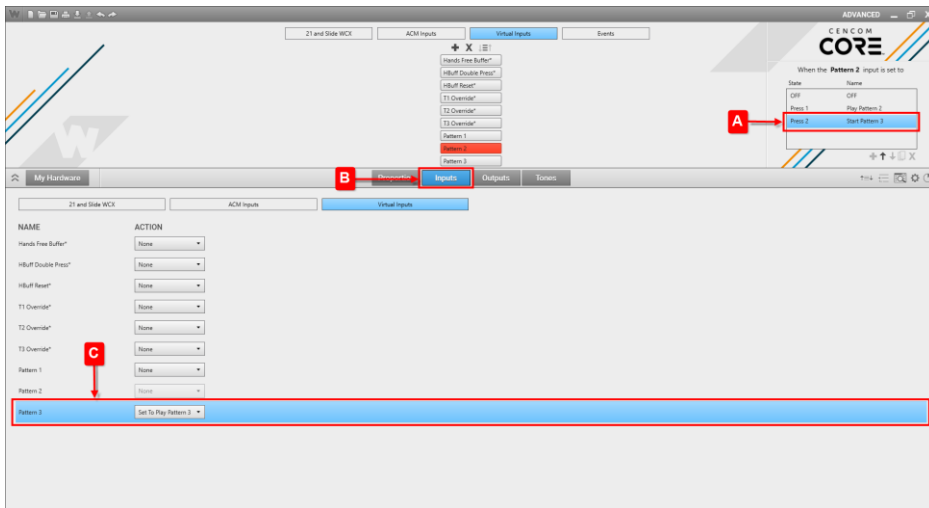


Pattern 1 (A). Select Press 1 Play Pattern 1 (B). on the Outputs page (C). set a Flash Pattern, Phase and or Delay on ION™ #1 – ION #6

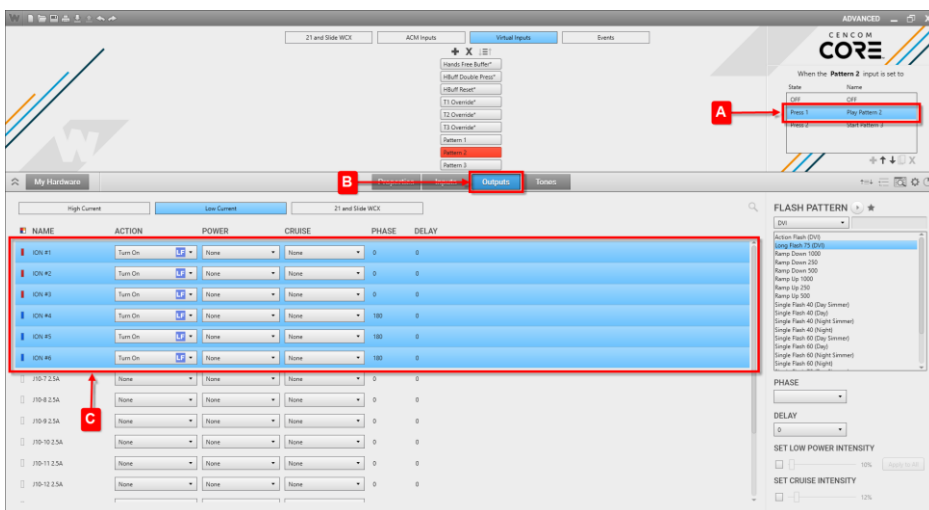


Pattern 2 (A). select Press 1 Play Pattern 2 (B). on the Inputs page under the Virtual Inputs tab (C). set the action for Pattern 1 and Pattern 3 to Set To OFF

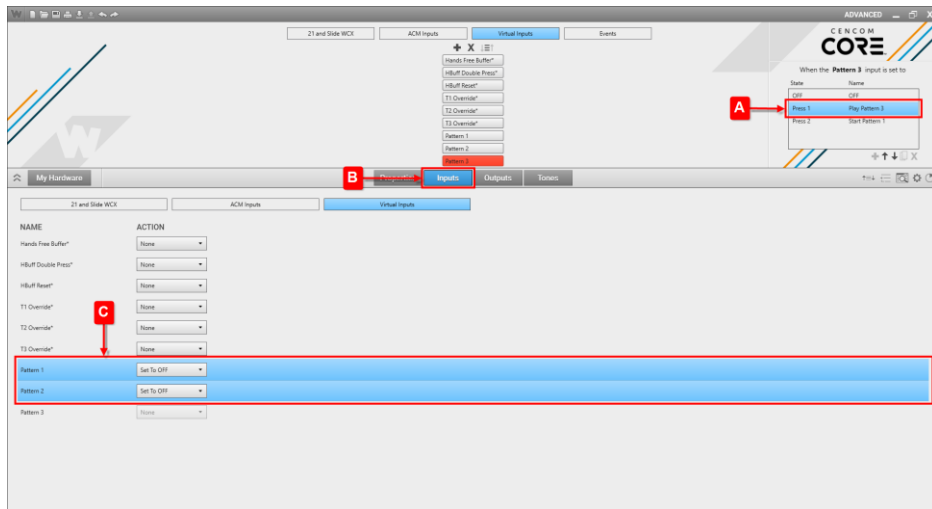




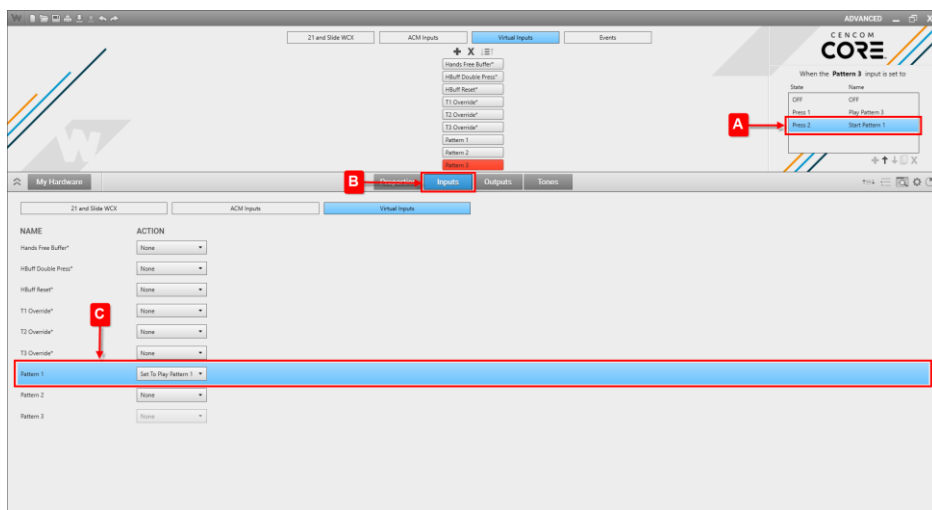
Pattern 2 (A). Select Press 2 Start Pattern 3 (B). on the Inputs page under the Virtual Inputs tab (C). set the action for Pattern 2 to Set To Play Pattern 3



Pattern 2 (A). Select Press 1 Play Pattern 2 (B). on the Outputs page (C). set a Flash Pattern, Phase and or Delay on ION™ #1 – ION #6



Pattern 3 (A). select Press 1 Play Pattern 3 (B). on the Inputs page under the Virtual Inputs tab (C). set the action for Pattern 1 and Pattern 2 to Set To OFF



Pattern 3 (A). Select Press 2 Start Pattern 1 (B). on the Inputs page under the Virtual Inputs tab (C). set the action for Pattern 1 to Set To Play Pattern 1

Pattern 3 (A). Select Press 1 Play Pattern 3 (B). on the Outputs page (C). set a Flash Pattern, Phase and or Delay on ION™ #1 – ION #6

Select the MPC button (A). Select Press 1 Start Pattern Cycle (B). on the Inputs page Virtual Inputs tab (C). set the action for Pattern 1 to Set To Play Pattern 1

On the MPC button (A), select the OFF State (B), on the Inputs page (C), set the action for Pattern 1, Pattern 2 and Pattern 3 to Set To OFF

Priorities may need to be adjusted depending on the desired result

## Scenario Synopsis

When the **MPC** button is activated **Pattern 1** will play for **10** seconds, then **Pattern 2** will play for **5** seconds and then **Pattern 3** will play for **11** seconds. All 3 patterns will cycle continuously.

When the **MPC** button is turned off the **Pattern 1**, **Pattern 2** and **Pattern 3 Virtual Inputs** are turned **OFF** stopping the cycling.

This scenario can be expanded out to cycle more patterns by extending the steps to new cycling virtual inputs.





This Document is Copyright Protected © Copyright

This document contains products that are trademarked by the Whelen Engineering Company, Inc.

Reproduction is prohibited. Prices included are for reference only, refer to the Whelen Engineering Automotive Price List and its addenda for current pricing.

Whelen Engineering Company reserves the right to modify its products from those printed in this presentation.

Refer to published product bulletins for specifications.