

New Priority Feature for the Wallpacer - Relay Model

The Wallpacer now has two Features that can Benefit Customers who want to be Alerted to Priority Messages.

When you order a Wallpacer with the Relay Option, you can be Alerted of Priority Messages by attaching Audible and Visual Annunciators to the Relay Output of the Wallpacer.

The Wallpacer can be Programmed to Recognize Priority Messages. When the Wallpacer Detects a Priority Message, it causes the Relay Output to cycle for a Predefined Quantity of Seconds each time a Priority Message arrives.

Previously, the Wallpacer could be Programmed to have one or more Pager Cap Codes be Associated with Priority Messages, such that all Messages Assigned to a Priority Cap Code would be Treated as Priority Messages.

The New Feature allows the Wallpacer to be Programmed to Recognize Priority Key String Values that are Contained within Arriving Messages. When those Key Strings are Recognized, the Wallpacer will Treat the Message as a Priority Message. Those Priority Messages can Arrive on a Non-Priority Cap Code and still be Recognized as Priority Messages. The Wallpacer can be Programmed to use either or both Priority Message Management Features.

There are 5 New Over-the-Air Commands available with V7.9R Firmware on the AS-112R LED Sign.

GALEDPRIKEY1=xxx...xxx, where xxx.xxx is an up to 20 Character String Value

GALEDPRIKEY2=xxx...xxx

GALEDPRIKEY3=xxx...xxx

GALEDPRIKEY4=xxx...xxx

GALEDPRIKEY5=xxx...xxx

The Priority Key Values are also known as Filter Word Characters and known as Priority Messaging. The purpose of the Priority Key Values are to allow the Contents of a Message to be able to Trigger the Relay Activation Function, in addition to being able to Trigger the Relay Activation Function through Sending Messages to Particular Cap Code Values.

The Priority Key Value can be any String Value. The Priority Key Matching Function is Case-insensitive. The Priority Key Value can be included in an Incoming Message at any Position in the Message, including Front, Back, and in the Middle of the Message.

During Testing, Output Priority Key Values that were more than 20 Characters in Length were sent to the Sign, to see how the Sign would behave.

-If up to 20 Characters were sent to the Sign, everything behaved normally.

-If more than 20 Characters were sent, the Sign would Display the Over-the-Air command as if there was a Typographical Error in the Command, (Displayed on the Sign as a Message).

Following is an Example of how the Priority Key Function could be used, where the First Priority Key will be Over-the-Air Programmed with the String Value of **Code Blue**.

GALEDPRIKEY1=Code Blue

The following Messages will **NOT** Trigger the Relay Activation Function

Code Red Room 201

Activation code 101

The following Messages **WILL** Trigger the Relay Activation Function

207 code blue

Code BLUE 109

There is a Code Blue condition in ER2



P/N= AS112R

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