

*CLD Color Keypanel Family
 User Manual*



KP 32 CLD



DKP 16 CLD



EKP 32 CLD

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Table of Contents

INTRODUCTION	3	<i>Operation of Intercom Keys with Auto Functions</i>	32
<i>Features</i>	3	<i>Operation of Intercom Keys with Options</i>	32
<i>Specifications</i>	4	GROUP OPTION KEYS	32
<i>KP 32 CLD Block Diagram</i>	5	SOLO KEY	32
<i>Reference View - KP 32 CLD (90007858000)</i>	6	<i>Operation of Intercom Talk Keys with the Speaker</i>	
FRONT PANEL DESCRIPTIONS	6	DIM Setting	32
REAR PANEL DESCRIPTIONS	7	<i>Operation of Intercom Keys assigned to TIF Ports</i>	33
OPTIONAL GPI 32 CLD MODULE	7	<i>User Quick Select Scrolling</i>	33
<i>Reference View DKP 16 CLD (90007866000)</i>	8	<i>Call Waiting Operation</i>	33
FRONT PANEL DESCRIPTIONS	8	<i>Mute the Microphone/Speaker</i>	34
<i>Connector Pinouts</i>	11	<i>Mic Select</i>	35
<i>Accessing the Switch Bank</i>	14	<i>User Programmable Keys</i>	37
INSTALLATION	17	FIRMWARE DOWNLOAD	39
<i>KP 32 CLD Installation</i>	17	<i>Download Firmware to the Color</i>	
POWER UP	18	<i>Keypanel Family From AZedit</i>	39
<i>Address Setting</i>	18	<i>Download Firmware Using the BLR Function</i>	42
GENERAL INFORMATION	18	KP 32 CLD MENU SYSTEM	47
<i>Connections</i>	19	<i>Main Menu Access</i>	47
FRAME CONNECTOR	19	<i>Menu System, Audio Options</i>	48
HEADSET CONNECTOR	19	AUDIO OPTIONS MENU, DIM	50
PANEL MICROPHONE CONNECTOR	19	AUDIO OPTIONS MENU, DSP FUNCS	51
FOOTSWITCH CONNECTOR	19	Equalization	51
BASIC OPERATION	21	Filters	55
<i>Intercom Keys and Displays</i>	21	Gating	56
COLOR DISPLAY DESCRIPTIONS FOR INTERCOM KEYS	21	Metering	58
DISPLAY ICONS	22	Mixing	59
<i>Default Keypad</i>	24	AUDIO OPTIONS MENU, HEADSET	62
DEFAULT KEYPAD	25	AUDIO OPTIONS MENU, HEADSET MIC	63
<i>INFO button</i>	27	AUDIO OPTIONS MENU, KEY VOLUMES	64
<i>Intercom Key Operation</i>	28	AUDIO OPTIONS MENU, MIC GAIN	66
BASIC INTERCOM KEY OPERATION	28	AUDIO OPTIONS MENU, MIN VOLUME	68
<i>Key Gain Adjustment</i>	29	AUDIO OPTIONS MENU, MATRIX OUT	69
<i>Listen Volume Adjustments</i>	29	AUDIO OPTIONS MENU, MAX VOLUME	70
<i>Aux Volume Adjustments</i>	30	AUDIO OPTIONS MENU, OUTP LEVEL	71
		AUDIO OPTIONS MENU, PANEL MIC	72
		AUDIO OPTIONS MENU, SIDETONE	73

AUDIO OPTIONS MENU, SPEAKER	74
AUDIO OPTIONS MENU, TONE GEN	75
AUDIO OPTIONS MENU, PREAMP OUT	77
Menu System, Display	78
DISPLAY MENU, ASSIGN TYPE	79
DISPLAY MENU, CHANS ON	80
DISPLAY MENU, CHIME	80
DISPLAY MENU, EXCLUSIVE	81
DISPLAY MENU, KEY GROUPS	81
DISPLAY MENU, KEY LIST	82
DISPLAY MENU, LEVEL 2	83
DISPLAY MENU, LISTEN	83
DISPLAY MENU, MATRIX	84
DISPLAY MENU, PANEL ID	84
DISPLAY MENU, SOLO	85
DISPLAY MENU, VERSION	85
Menu System, Key Assign Menu	87
KEY ASSIGN MENU, MATRIX (TRUNKED SYSTEM ONLY)	88
KEY ASSIGN MENU, PT-TO-PT	90
KEY ASSIGN MENU, PARTY LINE	91
KEY ASSIGN MENU, IFB	91
KEY ASSIGN MENU, SPCL LIST	92
KEY ASSIGN MENU, SYS RELAY	93
KEY ASSIGN MENU, CAMERA ISO	94
KEY ASSIGN MENU, UPL	95
KEY ASSIGN MENU, IFB SL	95
KEY ASSIGN MENU, AUTO FUNC	96
Menu System, Key Options Menu	98
KEY OPTIONS MENU, AUTO DIAL	98
KEY OPTIONS MENU, CHIME	99
KEY OPTIONS MENU, EXCLUSIVE	101
KEY OPTIONS MENU, KEY GROUPS	102
KEY OPTIONS MENU, LATCHING	103
KEY OPTIONS MENU, SOLO	104
KEY OPTIONS MENU, TALLIES	105
Menu System, RVON Offers	106
Menu System, Save Config	107
Menu System, Service	108
SERVICE MENU, ALPHA SIZE	109
SERVICE MENU, AUX INPUTS	111
SERVICE MENU, BAUD RATE	111
SERVICE MENU, DISPLAY DIM	112
SERVICE MENU, FOOTSWITCH	113
SERVICE MENU, KEY VIEW	114
SERVICE MENU, KEYPAD	115
SERVICE MENU, LOCAL GPIO	117
SERVICE MENU, RESET CFG	120
SERVICE MENU, SCR SAVER	121
SERVICE MENU, SET ADDRESS	123
SERVICE MENU, SNOOP TALLY	124
SERVICE MENU, TEST PANEL	126

Dialing and Hanging Up Using KP 32 CLD	127
MANUAL DIAL	127
KEYPANEL HANG UP	128
AUTO DIAL	130

KP 32 CLD KEYPAD

QUICK REFERENCE 131

Keypad Sequence Introduction	131
------------------------------------	-----

KEYPANEL MENU

QUICK REFERENCE 137

KP 32 CLD System Menu - with GPI 32 CLD Option Card	138
KP 32 CLD System Menu - no GPI 32 CLD Option card	141

Boot Loader Reset 145

Boot Loader Reset - BLR Button	145
--------------------------------------	-----

EKP 32 CLD

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Introduction	151
Specifications	151
EKP 32 CLD Expansion Panel Reference View	152
Expansion Panel Cabling Reference	153

TELEPHONE OPERATION 127

Receiving A Phone Call	127
------------------------------	-----

List of Figures

FIGURE 1.	KP 32 CLD Block Diagram	5
FIGURE 2.	KP 32 CLD Front Panel	6
FIGURE 3.	KP 32 CLD Back Panel and GPI 32 CLD Option Card	7
FIGURE 4.	DKP 16 CLD - Top View	8
FIGURE 5.	DKP 16 CLD Front, Right and Left Side Views	9
FIGURE 6.	DKP 16 CLD Back View	10
FIGURE 7.	KP 32 CLD Top Screw Removal.	14
FIGURE 8.	KP 32 CLD Back Panel Screw Removal	14
FIGURE 9.	KP 32 CLD Inside Switch Bank	15
FIGURE 10.	Use this switch setting scheme for RTS Standard Cable (USOC).	16
FIGURE 11.	Use this switch setting scheme for a Standard CAT-5 Cable using pin 1 and pin 2 for RS485 functionality (568B).	16
FIGURE 12.	Use this switch setting scheme for a Standard CAT-5 Cable using pin 7 and pin 8 for RS485 functionality (568B).	16
FIGURE 13.	KP 32 CLD Installation	17
FIGURE 14.	KP 32 CLD Key Position Explanation	28
FIGURE 15.	Adjusting Key Volumes	29
FIGURE 16.	Main Volume Adjustment Front Speaker	30
FIGURE 17.	Main Volume Adjustment Rear Headset	30
FIGURE 18.	Aux Volume Adjustment Matrix	31
FIGURE 19.	Aux Volume Adjustment Aux 1	31
FIGURE 20.	User Select Quick Scroll	33
FIGURE 21.	All Muted Display Icons	34
FIGURE 22.	Top Level Menu Structure	47
FIGURE 23.	Main Audio Options Menu	49
FIGURE 24.	Audio Options - Dim Amount Adjustments	50
FIGURE 25.	Audio Options - DSP Function Menu	51
FIGURE 26.	Frequency Response - Preset 1 (20Hz to 300Hz)	52
FIGURE 27.	Frequency Response - Preset 2 (300Hz to 900Hz)	52
FIGURE 28.	Frequency Response - Preset 3 (900Hz to 2100Hz)	53
FIGURE 29.	Frequency Response - Preset 4 (2100Hz to 4500Hz)	53
FIGURE 30.	Frequency Response - Preset 5 (4500Hz to 24,000Hz)	54
FIGURE 31.	Audio Options - Equalization	54
FIGURE 32.	Audio Options - Presets	55
FIGURE 33.	Audio Options - Filters	56
FIGURE 34.	Audio Options - Filter Options	56
FIGURE 35.	Audio Options - Gating Options	57
FIGURE 36.	Gating - Threshold Set	57
FIGURE 37.	Metering Explanation	58
FIGURE 38.	Metering Bands display	58
FIGURE 39.	Audio Options - Metering	59
FIGURE 40.	Audio Options Menu - Mixing Output Options	61
FIGURE 41.	Audio Options Menu - Mixing Input Options	61
FIGURE 42.	Audio Options - Headset Front Rear Option	62
FIGURE 43.	Headset Always On, Disabled, and Switched	62
FIGURE 44.	Audio Options - Headset Mic Front Rear Options	63

FIGURE 45.	Audio Options - Headset Mic Options	63
FIGURE 46.	Audio Options Key Volume Adjust	64
FIGURE 47.	Audio Options - Key Volume Enabled	65
FIGURE 48.	Audio Options Menu - Key Volume Reset	65
FIGURE 49.	Key Volumes Reset	66
FIGURE 50.	Audio Options - Mic Gain - Level Option	66
FIGURE 51.	Audio Options - Mic Gain - Level Options	67
FIGURE 52.	Mic Gain Adjustments	67
FIGURE 53.	Audio Options - Mic Gain - Adjust Option	68
FIGURE 54.	Audio Options - Mic Gain - Adjust Menu Options	68
FIGURE 55.	Audio Options - Min. Volume Adjustment	69
FIGURE 56.	Audio Options Menu - Matrix Out	70
FIGURE 57.	Audio Options - Hot Mic Enabled	70
FIGURE 58.	Audio Options - Max Volume Adjustments	71
FIGURE 59.	Audio Options Menu - Output Level	71
FIGURE 60.	Audio Options - Panel Mic Front Rear Options	72
FIGURE 61.	Panel Mic Enabled, Switched, and Disabled Options	72
FIGURE 62.	Audio Options - Sidetone Level Options	73
FIGURE 63.	Sidetone Mode Options	74
FIGURE 64.	Audio Options - Front Rear Options	75
FIGURE 65.	Audio Options - Speaker Options	75
FIGURE 66.	Audio Options - Frequency Tone Off/On	76
FIGURE 67.	Audio Options - Frequency	76
FIGURE 68.	Audio Options - 1KHz and 500Hz	77
FIGURE 69.	Audio Options - Preamp Out	77
FIGURE 70.	Main Display Menu	78
FIGURE 71.	Assign Type Menu	79
FIGURE 72.	Chans On	80
FIGURE 73.	Display Menu - Chime	81
FIGURE 74.	Display Menu - Exclusive	81
FIGURE 75.	Display Menu - Key Groups	82
FIGURE 76.	Display Menu - Key List	82
FIGURE 77.	Display Menu - Level 2	83
FIGURE 78.	Display Menu - Listen	83
FIGURE 79.	Display Menu - Matrix	84
FIGURE 80.	Display Menu - Panel ID	85
FIGURE 81.	Display Menu - Solo	85
FIGURE 82.	Display Menu - Version	86
FIGURE 83.	Main Key Assign Menu	87
FIGURE 84.	Key Assign - Matrix Remote Intercoms	88
FIGURE 85.	Remote Pt-to-Pt Key Assign	88
FIGURE 86.	Auto Functions	88
FIGURE 87.	Key Assign Menu - Pt-to-Pt	90
FIGURE 88.	Auto Functions	90
FIGURE 89.	Key Assign Menu - Party Line	91
FIGURE 90.	Key Assign Menu - IFB	92
FIGURE 91.	Key Assign Menu - Special List	93
FIGURE 92.	Key Assign Menu - System Relay	94
FIGURE 93.	Key Assign Menu - Camera ISO	94
FIGURE 94.	Key Assign Menu - UPL Assignments	95
FIGURE 95.	Key Assign Menu - Assign IFB SL	96
FIGURE 96.	Auto Functions	97
FIGURE 97.	Main Key Option Menu	98
FIGURE 98.	Key Option Menu - Chime Assignment	100
FIGURE 99.	Key Options Menu - Chime Duration	101
FIGURE 100.	Key Options Menu - Exclusive Key Assignment	101
FIGURE 101.	Key Options Menu - Key Groups	102
FIGURE 102.	Key Options Menu - Creating Master and Slave Keys	103
FIGURE 103.	Key Options Menu - Latching Enabled	104
FIGURE 104.	Key Options Menu - Solo Key Assignment	104

FIGURE 105.	Key Options Menu - Tallies Menu	105
FIGURE 106.	Key Options Menu - Tally Time Options	106
FIGURE 107.	RVON Offers Display	106
FIGURE 108.	Main Save Config Menu	107
FIGURE 109.	Configuration Saved	107
FIGURE 110.	Main Service Menu	108
FIGURE 111.	Service Menu - Alpha Size Scroll List	109
FIGURE 112.	Alpha Menu Restarting	110
FIGURE 113.	Service Menu - Baud Rate Selection	112
FIGURE 114.	Service Menu - Footswitch Enabled	114
FIGURE 115.	Service Menu - Talk/Listen Keypanel View	115
FIGURE 116.	Service Menu - Keypad Options	115
FIGURE 117.	Service Menu - Keypad Sequences Option	116
FIGURE 118.	Service Menu - Keypad Backlight Option	117
FIGURE 119.	Service Menu - GPIO Inputs	117
FIGURE 120.	GPIO Input Options	118
FIGURE 121.	Service - Key Group Options	119
FIGURE 122.	Service Menu - GPIO Output Options	119
FIGURE 123.	Service Menu - Reset Cfg - Do Reset	120
FIGURE 124.	Reset Cfg - Configuration Reset	120
FIGURE 125.	Service Menu - Screen Saver Options	121
FIGURE 126.	Screen Saver Activate Option	121
FIGURE 127.	Screen Saver Delay Option	122
FIGURE 128.	Screen Saver Mode Options	123
FIGURE 129.	Service - Set Address Poll ID	123
FIGURE 130.	Set Address Save and Restart	124
FIGURE 131.	Set Address Restarting	124
FIGURE 132.	Service Menu - Snoop Tally Enabled	125
FIGURE 133.	Snoop Tallies Disable	125
FIGURE 134.	Service Menu - Test Panel	126
FIGURE 135.	TIF Operation - Manual Dial Feature	128
FIGURE 136.	TIF Operation - Manual Dial, Dial Number	128
FIGURE 137.	TIF Operation - Hang Up	128
FIGURE 138.	TIF Operation - Redial	129
FIGURE 139.	TIF Operation - Redial Hang Up	129
FIGURE 140.	TIF Operation - Auto Dial Function	130
FIGURE 141.	TIF Operation - Auto Dial Numbers	130
FIGURE 142.	Audio Options Menu for the KP 32 CLD with GPI 32 CLD Option card installed.	138
FIGURE 143.	Display, Key Assign, Key Options Menu, RVON Offers and Save Configuration for the KP 32 CLD with GPI 32 CLD Option card installed. RVON Offers only displays if the keypanel is connected to an RVON device, otherwise the menu item is not available	139
FIGURE 144.	Service Menu for the KP 32 CLD with GPI 32 CLD Option card installed.	140
FIGURE 145.	Audio Options Menu for the KP 32 CLD without GPIO Option card installed.	141
FIGURE 146.	Display, Key Assign, and Key Options Menu for the KP 32 CLD without GPI 32 CLD Option card installed.	142
FIGURE 147.	RVON Offers, Save Configuration and Service Menu for the KP 32 CLD without GPI 32 CLD Option card installed. RVON Offers only displays if the keypanel is connected to an RVON device, otherwise the menu item is not available	143
FIGURE 149.	Boot Loader Fail Message	149
FIGURE 150.	EKP CLD Expansion Panel Reference View - Front and Rear	152
FIGURE 151.	Expansion Panel Cabling	153

The revolutionary CLD family of keypanels from RTS introduces several new features designed to enhance capability and ease of use. The intuitive graphic interface is housed inside two (2) full-color 4.9" LCD displays. The front panel also features conveniences such as two (2) user-programmable buttons, one-touch listen volume adjustment on each of the 32 new multifunction user keys, and a backlit keypad. In addition, the CLD units can be ordered with the new, more intuitive CLD key sequences, or the classic key sequences. Like all RTS® products, the CLD family of keypanels are designed with expansion in mind. The USB port and modular panel allow for future upgrades that will keep the CLD units on the forefront of technology for years to come.

Features

<i>Full-Color LCD Displays</i>	The new color displays host to a rich and intuitive graphic user interface that indicates different keypanel functions in different colors.
<i>Modern, Modular Design</i>	Flat front panel is ergonomically designed to fit easily into any control room or truck application. The back panel is optimized for future expansion.
<i>Multi-Directional Keys</i>	32, multi-directional keys used for talk, listen, and emulation of traditional level control functions.
<i>Future Expansion</i>	Designed to allow for an expansion panel and optional connections to the matrix through current and future standard transmission formats.
<i>Enhanced Features</i>	KP 32 CLD allows up to six (6) auxiliary inputs, three (3) relays, independent digital gain control for microphone sources, configurable audio routing and much more through the use of an option board.
<i>DSP Processing</i>	Acoustic Echo Cancellation, Equalization, Mixing, Filtering and Metering are available.
<i>USB</i>	For future expansion and other planned interface features.
<i>User-Programmable Buttons</i>	Two (2) user-programmable buttons (UPG-1 and -2) provide custom shortcuts to various menu functions.
<i>GPI Option Board Available</i>	The GPI 32 CLD provides additional connectors for relay, headset, footswitch/speaker, Mic In/Out, Auxiliary, and other functions.

Specifications

LCD Display

Size
4.9" LCD
Resolution:
320 x 96 (RGB)

Input Sources

Panel Microphone / GPIO MIC IN
Electric Microphone Input Level
Nominal Level
-42.5dBu
Maximum Level
-22.5dBu
Impedance
1 to 10k Ω

Headset
Dynamic Microphone Input Level
Nominal Level
-50dBu
Maximum Level
-30dBu
Impedance
 $\leq 600 \Omega$

Electric Microphone Input Level
Nominal Level
-45dBu
Maximum Level
-25dBu
Impedance
1 to 10k Ω

Keypanel Input
Nominal Input Level
8dBu
Maximum Input Level
20dBu

Auxiliary Input
Nominal Input Level
8dBu
Maximum Input Level
20dBu

Output Sources

Keypanel Output
Nominal Input Levels
8dBu
Maximum Input Level
20dBu
Frequency Response
100 - 15kHz ± 2 dB

MIC OUT
Nominal Input Level
8dBu
Maximum Input Level
20dBu
Frequency Response
100 - 15kHz ± 2 dB

Headphone Speaker
Power
80mW into 600 Ω
Impedance
 $\geq 8\Omega$

Panel Speaker
Frequency Response
250 - 15kHz ± 2 dB
Sensitivity, W/dB
84

Power
4W, 8 Ω

Tone Generator
Output Level
8dBu
Output Frequency
500Hz or 1kHz

General IO
1-4 Relay Outputs
1-2 Open Collectors
1-4 Opto-Isolators

Connectors^a

Panel Microphone 1/4" Jack (see "1 1/4" Stereo Jack (Panel Mic)" on page 11 for pinouts).

Panel Headset 4-, 5-, 6-pin Female XLR (see "4-, 5-, 6-, 7-pin XLR(Female) Headset" on page 11 for pinouts).

USB USB Type A

Keypanel Audio Input / Output DB-9, RJ-45 (Supports RTS RJ-11 cabling or Standard Cat5 cabling) See "RJ-45 Frame (RTS RJ11 Cable)" and "DB-9 (male) Frame" on page 12 for pinouts.

Expansion RJ-45 (see "RJ-45 EXP (expansion)" on page 13 for pinouts).

GPIO MIC OUT Male XLR-3 (see "XLR-3(male) - Mic OUT" on page 12 for pinouts).

GPIO MIC IN Female XLR-3 (see "XLR-3(female) - Mic IN" on page 12 for pinouts).

GPIO Aux 1-2 Female XLR-3 (see "XLR-3(female) - AUX 1 & 2" on page 12 for pinouts).

GPIO Aux 3-6 DB-15 (see "DB-15 (male) Aux 3, Aux 4, Aux 5, Aux 6" on page 11 for pinouts).

GPIO Headset DB-9 (see "DB-9 (male) Headset" on page 12 for pinouts).

GPIO Relays 1-4 DB-9 (see "DB-9 Relay 1, 2, 3, 4" on page 11 for pinouts).

GPIO Open Collector 1-2 DB-9 (see "DB-9 (male) Open Collector (1-2)" on page 11 for pinouts).

GPIO Opto-Isolators 1-4 DB-9 (see "DB-9 (male) Opto-Isolator (1-4)" on page 11 for pinouts).

General

KP 32 CLD

Storage Temperature
-40°C to 70°C (-40°F to 158°F)

Operating Temperature
-15° C to 50°C (5°F to 122°F)

Dimensions
19"L x 3.47"H x 3.25"D (482.6mm x 88.138mm x 82.55mm)

Weight
6.30 lbs (2.85kg)

Power Consumption
Quiescent - 10W
Full Load - 35W

Input Power
100~240VAC, 50-60Hz

DKP 16 CLD

Storage Temperature
-40°C to 70°C (-40°F to 158°F)

Operating Temperature
-15° C to 50°C (5°F to 122°F)

Dimensions
3.2"H x 10.1"W x 9.2"D (81.28mm x 256.54mm x 233.68mm)

Weight
TBD

Power Consumption
Quiescent - 8W
Full Load - 33W

Input Power
TBD

a. See the DKP 16 CLD Reference View on page 10 or the EKP 32 CLD Reference View on page 152 for the connectors associated with each device.

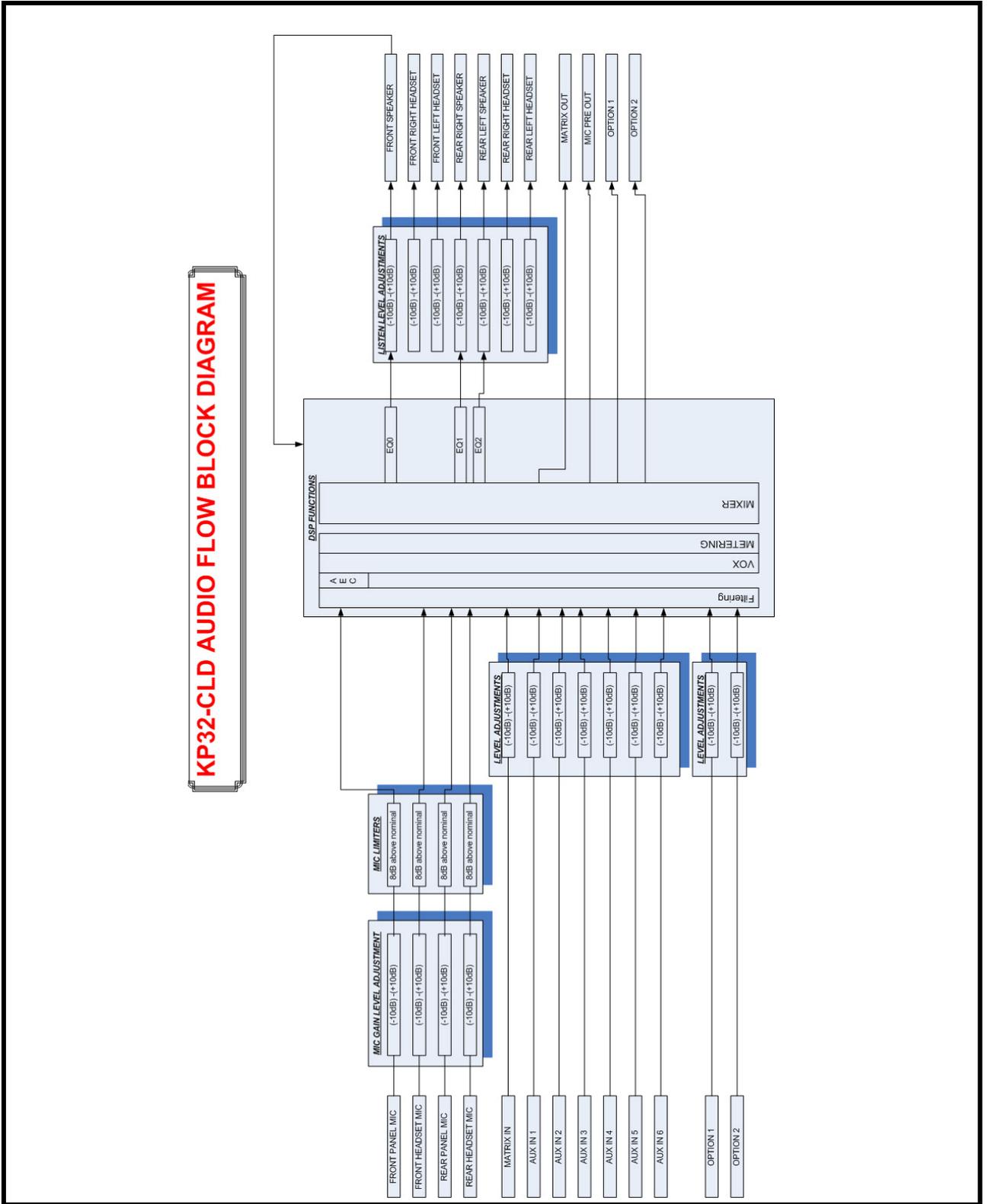


FIGURE 1. KP 32 CLD Block Diagram

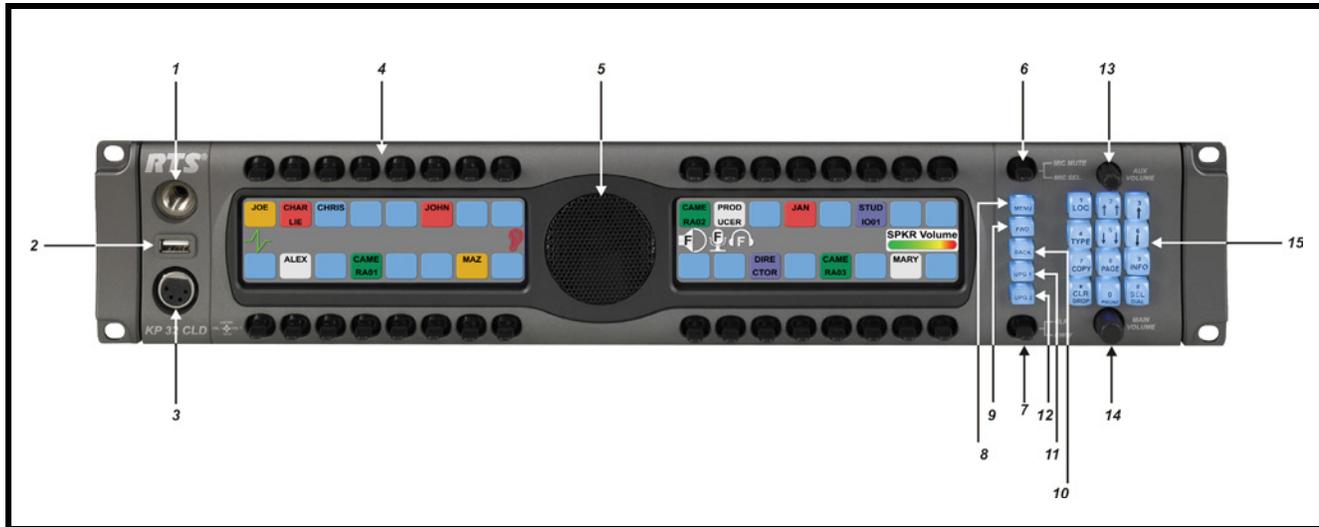


FIGURE 2. KP 32 CLD Front Panel

Front Panel Descriptions

1. 1 1/4" Stereo Jack - Panel Mic
2. USB - Data Storage
3. 4- or 5-pin XLR(female) - Headset only connection
6- or 7-pin XLR (female) - Headset and Footswitch connection.
4. Keypanel Keys - Press down to talk, press up to listen. For more information, see "Basic Intercom Key Operation" on page 28
5. Panel Speaker - For more information, see "Mute the Microphone/Speaker" on page 34
6. Mic Mute / Mic Sel - When the key is pressed up, all active mics are muted. When the key is pressed down the focus switches between the selected headset or panel mic.

NOTE: Panel Mic indicates front or rear panel mic. Or, it indicates the front or rear headset speaker. The configuration of this feature is dependent upon the Audio Out configuration (see "Audio Options Menu, Speaker" on page 74).

7. CLR/CWW Key - Clears the panel menu or answers the call waiting window.
8. Menu button - For detailed explanation, see "KP 32 CLD Menu System" on page 47.
9. FWD button - Allows you to go forward in the menu structure.
10. BACK button - Allows you to go backward in the menu structure.
11. UPG 1 button - The user can assign any function from the menu structure to this key.
12. UPG 2 button - The user can assign any function from the menu structure to this key.
13. Aux Volume - The Aux volume adjusts the volume of the Aux 1 through Aux 6 connections, the Matrix connections, and input channels from the option card (future). The range for this feature is *Mute, -48dB to 10dB*.
14. Main Volume - The main volume adjusts the volume for the front speaker, rear speaker, front headset and rear headset.
15. Keypad - The keypad is used to navigate through the KP 32 CLD menu structure, configure keypad features, as well as utilize the TIF dial-out features.

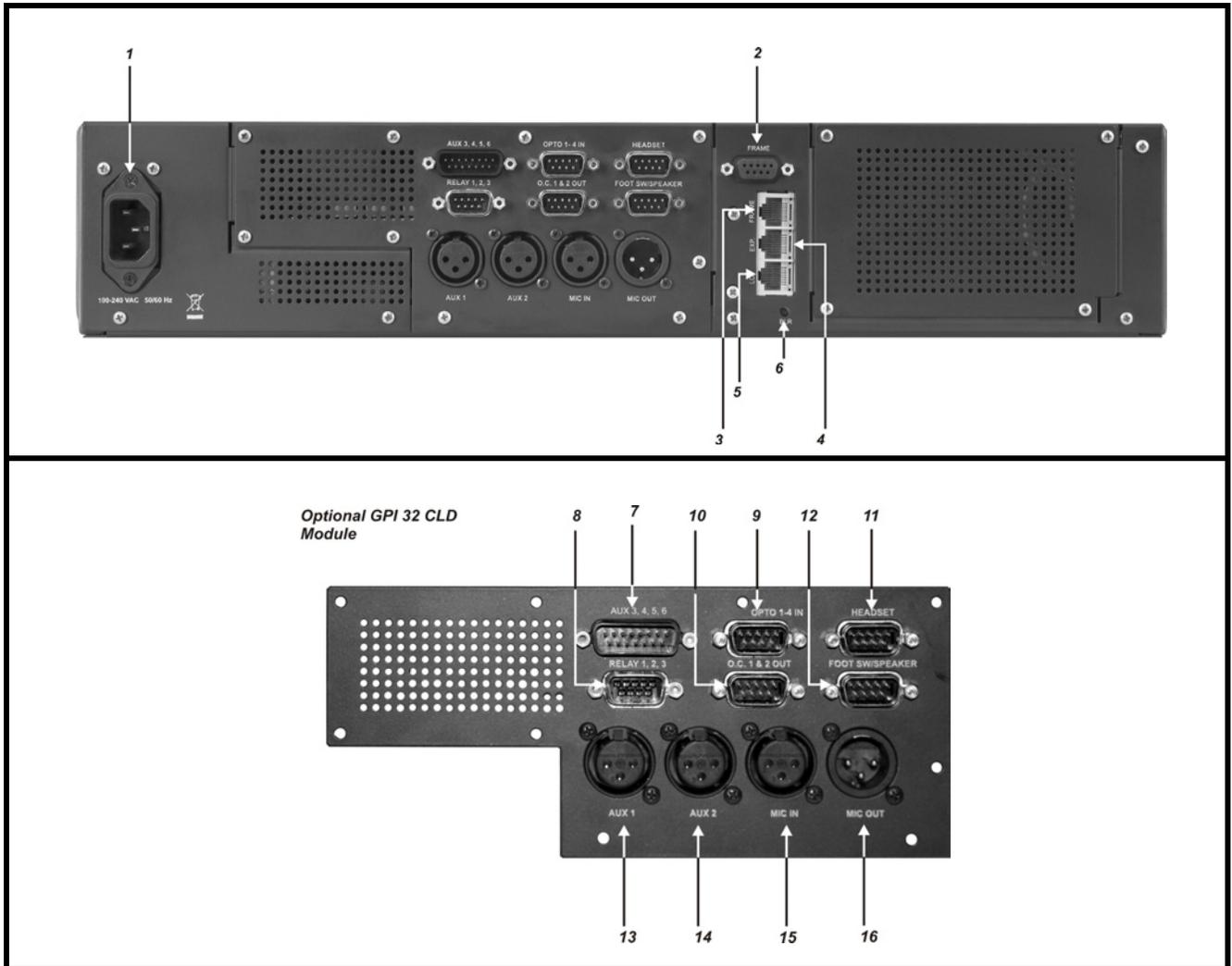


FIGURE 3. KP 32 CLD Back Panel and GPI 32 CLD Option Card

Rear Panel Descriptions

1. AC Power Connector
2. DB-9 (female) Connector - Frame
3. RJ-45 Connector - Frame
4. RJ-45 Connector - Expansion
5. RJ-45 Connector - LCP (for future expansion)
6. Boot Loader Reset - For more information, see “Download Firmware Using the BLR Function” on page 42.

Optional GPI 32 CLD Module

7. DB-15 Connector - Aux 3 through Aux 6
8. DB-9 (male) Connector - Relay 1, 2, 3
9. DB-9 (male) Connector - Opto 1-4 IN
10. DB-9 (male) Connector - OC 1 and 2 OUT
11. DB-9 (male) Connector - Headset
12. DB-9 (male) Connector - Footswitch/Speaker
13. XLR-3 (female) Connector - Aux 1
14. XLR-3 (female) Connector - Aux 2
15. XLR-3 (female) Connector - Mic IN
16. XLR-3 (male) Connector - Mic OUT

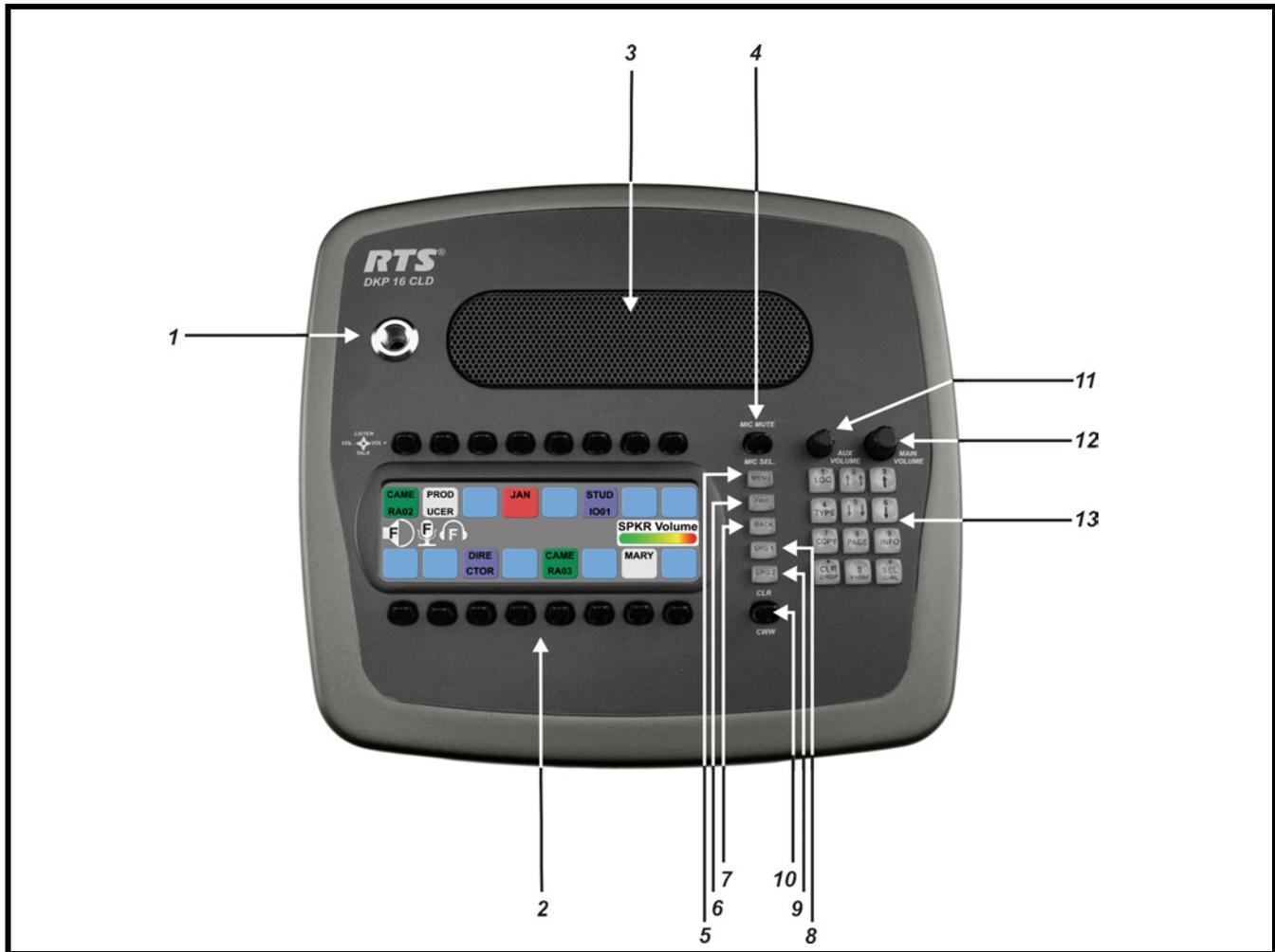


FIGURE 4. DKP 16 CLD - Top View

Front Panel Descriptions

1. 1 1/4" Stereo Jack - Panel Mic
2. Keypanel Keys - Press down to talk, press up to listen. For more information, see "Basic Intercom Key Operation" on page 28
3. Panel Speaker - For more information, see "Mute the Microphone/Speaker" on page 34
4. Mic Mute / Mic Sel - When the key is pressed up, all active mics are muted. When the key is pressed down the focus switches between the selected headset or panel mic.

NOTE: Panel Mic indicates front or rear panel mic. Or, it indicates the front or rear headset speaker. The configuration of this feature is dependent upon the Audio Out configuration (see "Audio Options Menu, Speaker" on page 74).

5. Menu button - For detailed explanation, see "KP 32 CLD Menu System" on page 47.

6. FWD button - Allows you to go forward in the menu structure.
7. BACK button - Allows you to go backward in the menu structure.
8. UPG 1 button - User can assign any function from the menu structure to this key.
9. UPG 2 button - User can assign any function from the menu structure to this key.
10. CLR/CWW Key - Clears the panel menu or answers the call waiting window.
11. Aux Volume - The Aux volume adjusts the volume of the Aux 1 through Aux 6 connections, the Matrix connections, and input channels from the option card (future). The range for this feature is *Mute, -48dB to 10dB*.
12. Main Volume - The main volume adjusts the volume for the front speaker, rear speaker, front headset and rear headset.
13. Keypad - The keypad keypad is used to navigate through the KP 32 CLD menu structure, configure keypad features, as well as utilize the TIF dial-out features.

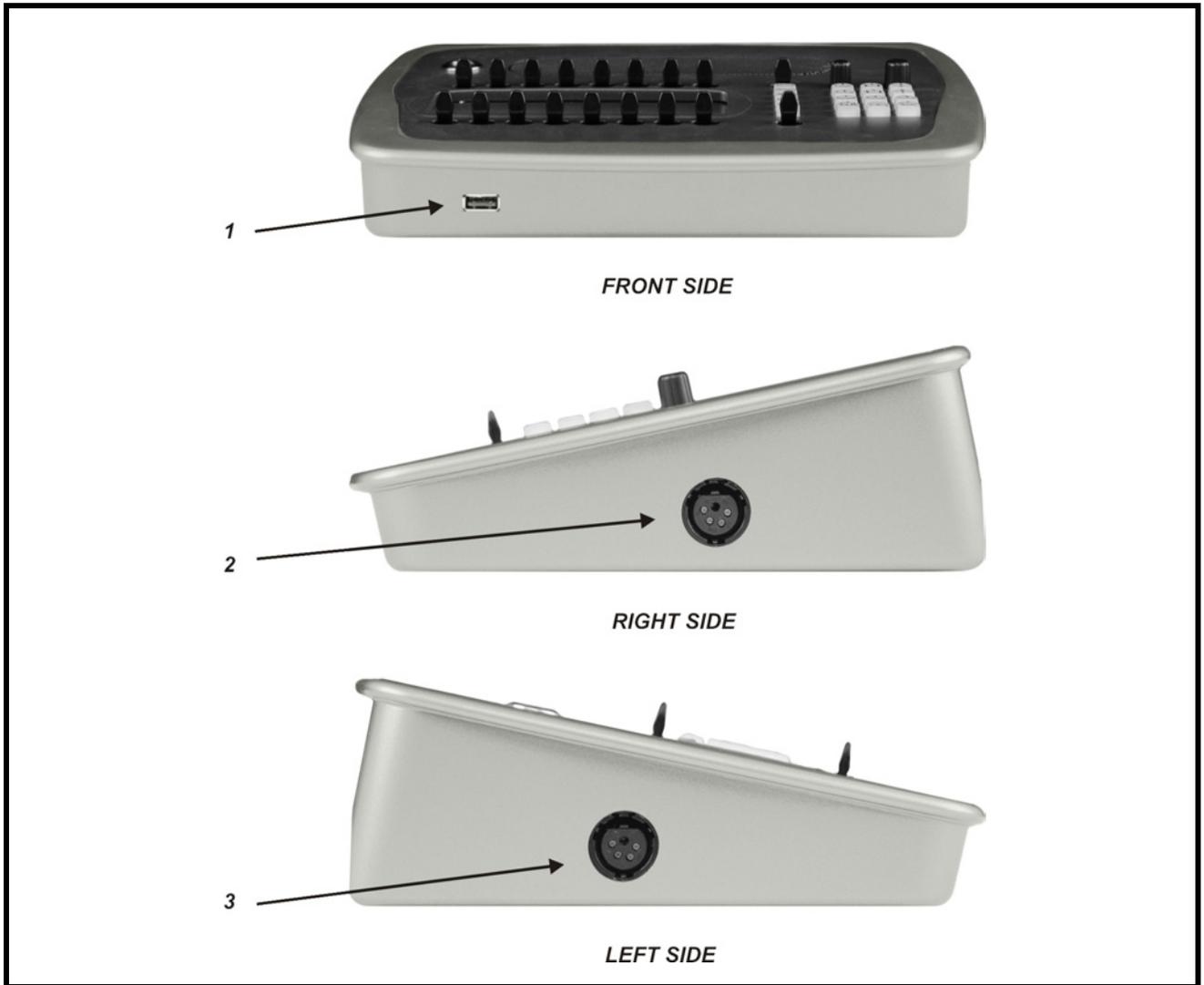


FIGURE 5. DKP 16 CLD Front, Right and Left Side Views

1. USB - Data Storage
2. Right side 4-, 5-pin XLR(female) for Headset.
6-, 7-pin XLR(female) for Headset and Footswitch connection.
3. Left side 4-, 5-pin XLR(female) for Headset.
6-, 7-pin XLR(female) for Headset and Footswitch connection.

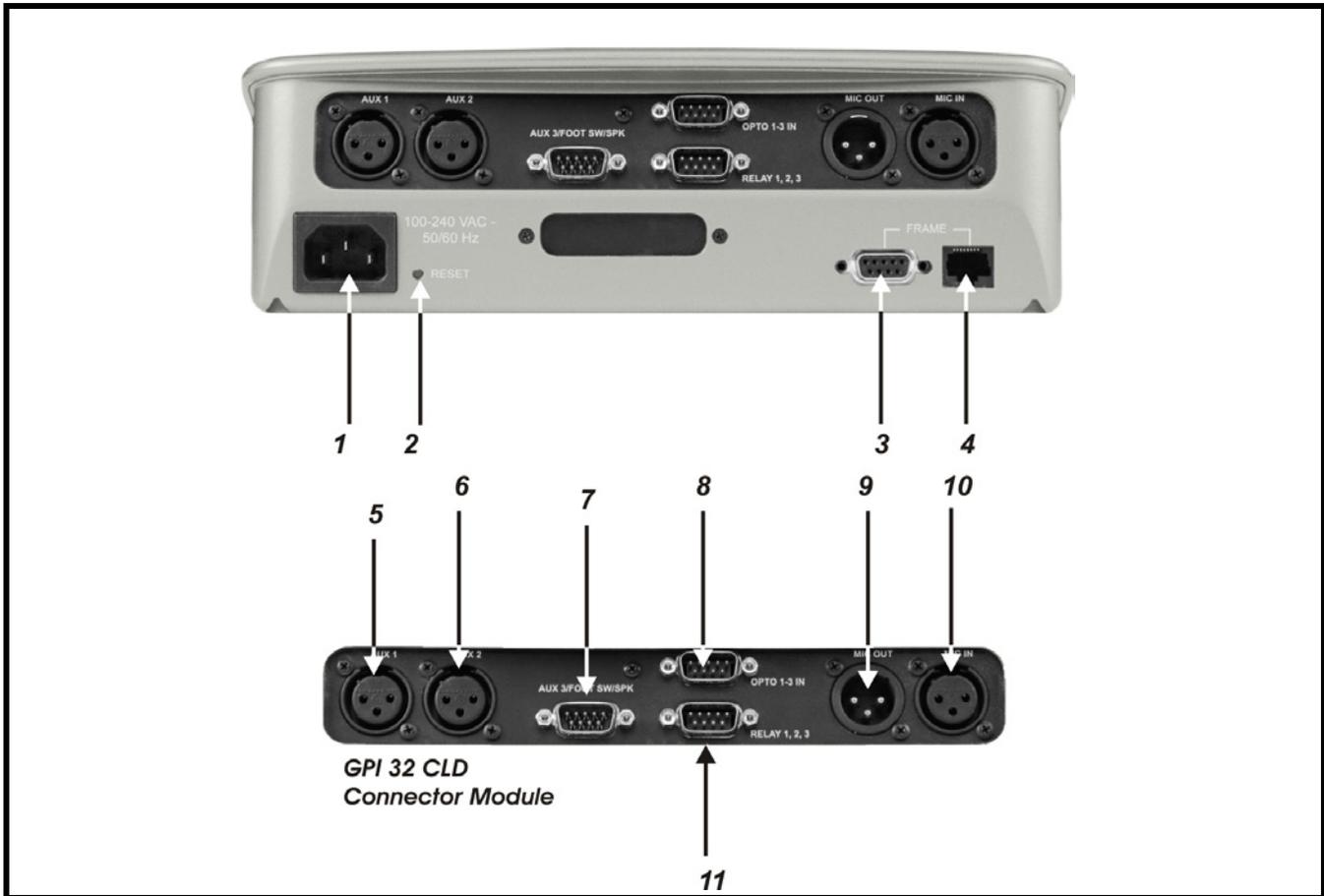


FIGURE 6. DKP 16 CLD Back View

1. AC/Power
2. Boot Loader Reset - For more information, see “Download Firmware Using the BLR Function” on page 42.
3. DB-9 (female) Connector - Frame
4. RJ-45 Connector - Frame
5. XLR-3 (female) Connector - Aux 1
6. XLR-3 (female) Connector - Aux 2
7. DB-9 Connector - Aux 3, Footswitch and Speaker
8. DB-9 (male) Connector - Opto 1-3 IN
9. XLR-3 (male) Connector - Mic OUT
10. XLR-3 (female) Connector - Mic IN
11. DB-9 (male) Connector - Relay 1, 2, 3

Connector Pinouts

USB Type A	
1	USB 5V
2	Data -
3	Data +
4	DGND

1 1/4" Stereo Jack (Panel Mic)	
Tip	Audio + and DC Bias
Ring	GND
Sleeve	Chassis GND

4-, 5-, 6-, 7-pin XLR(Female) Headset				
	4-pin	5-pin	6-pin	7-pin
Pin 1	MIC +	MIC +	MIC +	Mic +
Pin 2	GND(MIC)	GND (MIC)	GND (MIC)	GND (MIC)
Pin 3	GND (SPK)	GND (SPK)	GND (SPK)	GND (SPK)
Pin 4	L SPK	L SPK	L SPK	L SPK
Pin 5		R SPK	GND (FS)	R SPK
Pin 6			Footswitch	GND (FS)
Pin 7				Footswitch

DB-15 (male) Aux 3, Aux 4, Aux 5, Aux 6	
Pin	Assignment
1	AUX 3 Input +
2	AUX 3 Input -
3	AGND
4	AUX 4 Input +
5	AUX 4 Input -
6	AGND
7	DGND
8	+5VD
9	AGND
10	AUX 5 Input +
11	AUX 5 Input -
12	AUX 6 Input +
13	AUX 6 Input -
14	DGND
15	+5VD

DB-9 Relay 1, 2, 3, 4			
	RLY 1	RLY2	RLY3
Common	Pin 2	Pin 5	Pin 8
NC	Pin 1	Pin 4	Pin 7
NO	Pin 3	Pin 6	Pin 9

DB-9 (male) Opto-Isolator (1-4)	
Pin	Assignment
1	GND
2	GND
3	GND
4	GND
5	GND
6	Switch Contact Input 1
7	Switch Contact Input 2
8	Switch Contact Input 3
9	Switch Contact Input 4

DB-9 (male) Open Collector (1-2)	
Pin	Assignment
1	DGND
2	Emitter OC1
3	Collector OC2
4	DGND
5	Emitter OC2
6	Collector OC2
7	+5VD
8	NC
9	+5VD

DB-9 (male) Headset	
Pin	Assignment
1	AGND
2	NC
3	NC
4	NC
5	Mic Input +
6	AGND
7	Headset Listen Out Left
8	Headset Listen Out Right
9	AGND

XLR-3(female) - Mic IN	
Pin	Assignment
1	AGND
2	Audio + and DC Bias
3	AGND

XLR-3(male) - Mic OUT	
Pin	Assignment
1	AGND
2	Audio Output +
3	Audio Output -

DB-9 (male) Footswitch/Speaker	
Pin	Assignment
1	AGND
2	Speaker Left -
3	AGND
4	Speaker Right -
5	Footswitch
6	Speaker Left +
7	NC
8	Speaker Right +
9	AGND

DB-9 (male) Frame	
Pin	Assignment
1	RS485 +
2	RS485 -
3	Audio IN (from Matrix) shield
4	Audio OUT (to Matrix) +
5	Audio OUT (to Matrix) -
6	Data Shield
7	Audio IN (from Matrix)-
8	Audio IN (from Matrix)+
9	Audio OUT (from Matrix) shield

XLR-3(female) - AUX 1 & 2	
Pin	Assignment
1	GND
2	Input +
3	Input -

RJ-45 Frame (RTS RJ11 Cable)	
Pin	Assignment
1	N/A
2	RS485 -
3	Audio IN (from Matrix) +
4	Audio OUT (to Matrix) +
5	Audio OUT (to Matrix) -
6	Audio IN (from Matrix) -
7	RS485 +
8	N/A

NOTE: See Figures 10, 11, 12 for specific switch settings for the type of RJ-45 cable connection used.

RJ-45 Frame (Standard Cable)	
Pin	Assignment
1	RS485 + (pair 1&2)
2	RS485 - (pair 1&2)
3	Audio IN (from Matrix) +
4	Audio OUT (to Matrix) +
5	Audio OUT (to Matrix) -
6	Audio IN (from Matrix) -
7	RS485 + (pair 7&8)
8	RS485 - (pair 7&8)

RJ-45 EXP (expansion)	
Pin	Assignment
1	GND
2	GND
3	GND
4	GND
5	RS485 +
6	RS485 -
7	GND
8	Reserved

RJ-45 LCP	
Pin	Assignment
1	Clock OUT
2	Data to LCP
3	Data from LCP
4	GND
5	GND
6	GND
7	GND
8	GND

Accessing the Switch Bank

To **access the switch bank**, do the following:

1. Remove the **four (4) screws** on the top of the unit (shown in Figure 7).

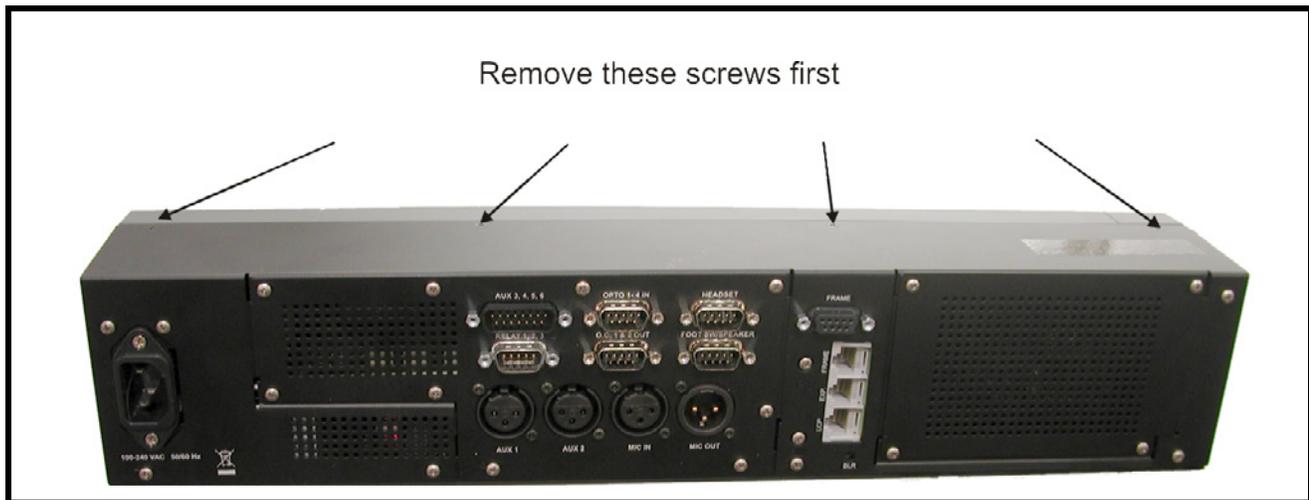


FIGURE 7. KP 32 CLD Top Screw Removal.

2. In no certain order, remove the **following screws** (shown in Figure 8).

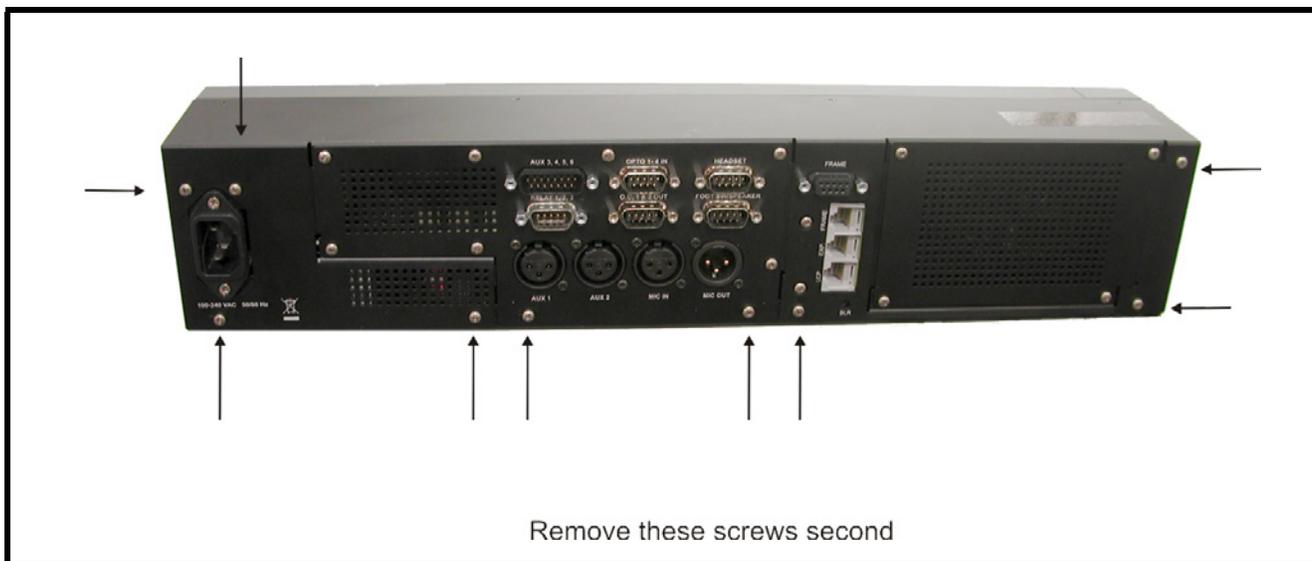


FIGURE 8. KP 32 CLD Back Panel Screw Removal

3. Carefully lift the chassis up and back to remove the **back panel**. Note, the back panel is still attached by the DB-9 Frame ribbon cable.

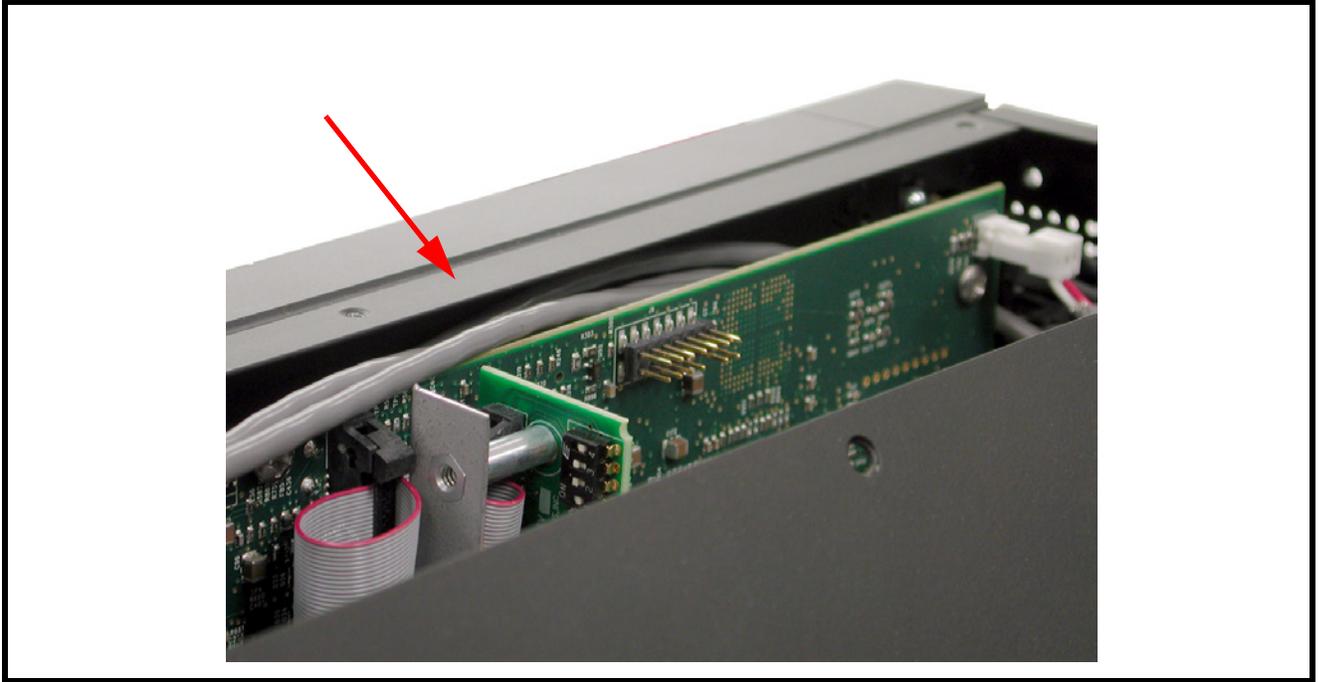


FIGURE 9. KP 32 CLD Inside Switch Bank

4. Using a pointed object, set the **switches** to the type of operation you desire. For operation modes, see Figure 10, Figure 11, or Figure 12.

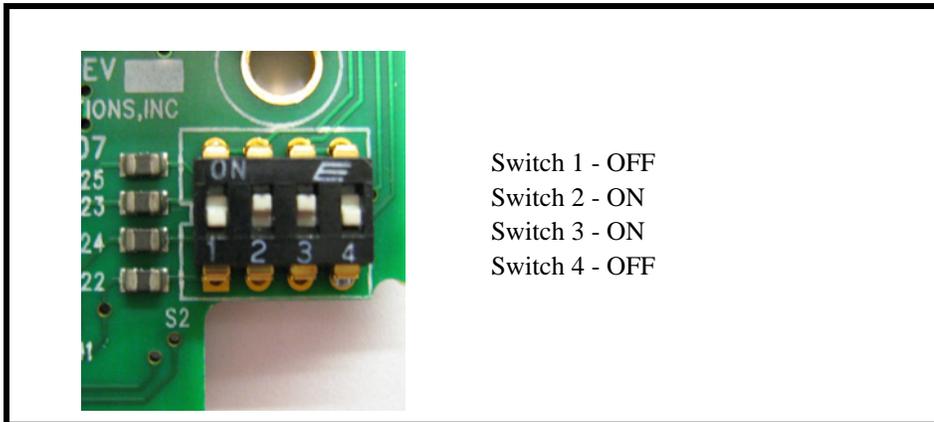


FIGURE 10. Use this switch setting scheme for RTS Standard Cable (USOC).

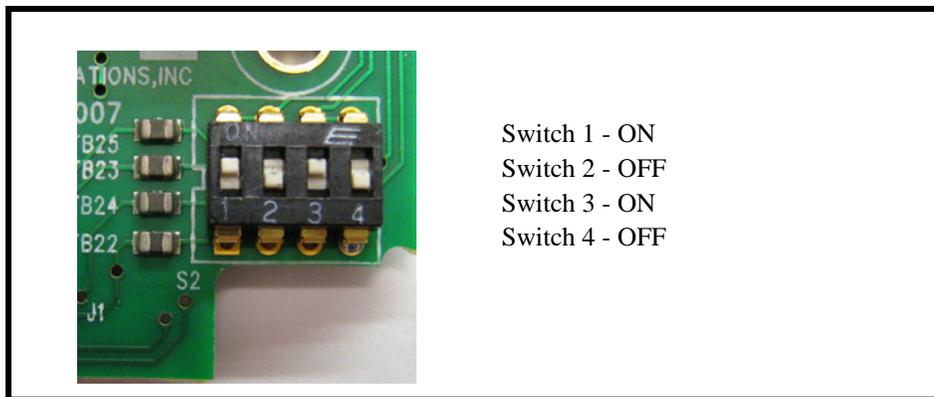


FIGURE 11. Use this switch setting scheme for a Standard CAT-5 Cable using pin 1 and pin 2 for RS485 functionality (568B).

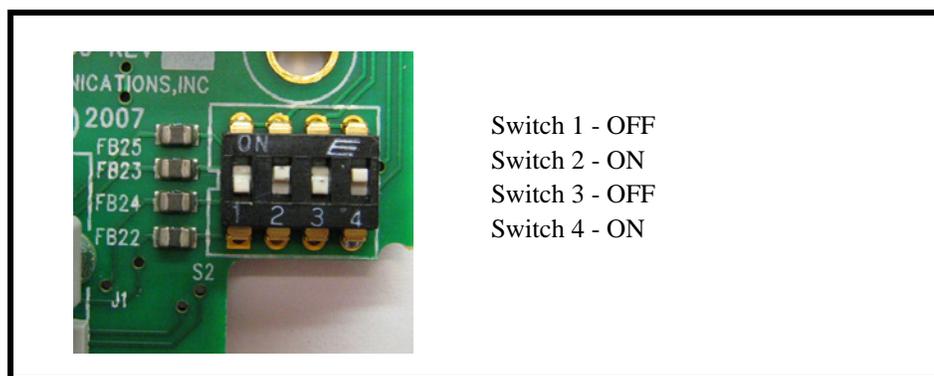


FIGURE 12. Use this switch setting scheme for a Standard CAT-5 Cable using pin 7 and pin 8 for RS485 functionality (568B).

KP 32 CLD Installation

NOTE: You can use only one (1) type of Frame connection to the Matrix at a time.

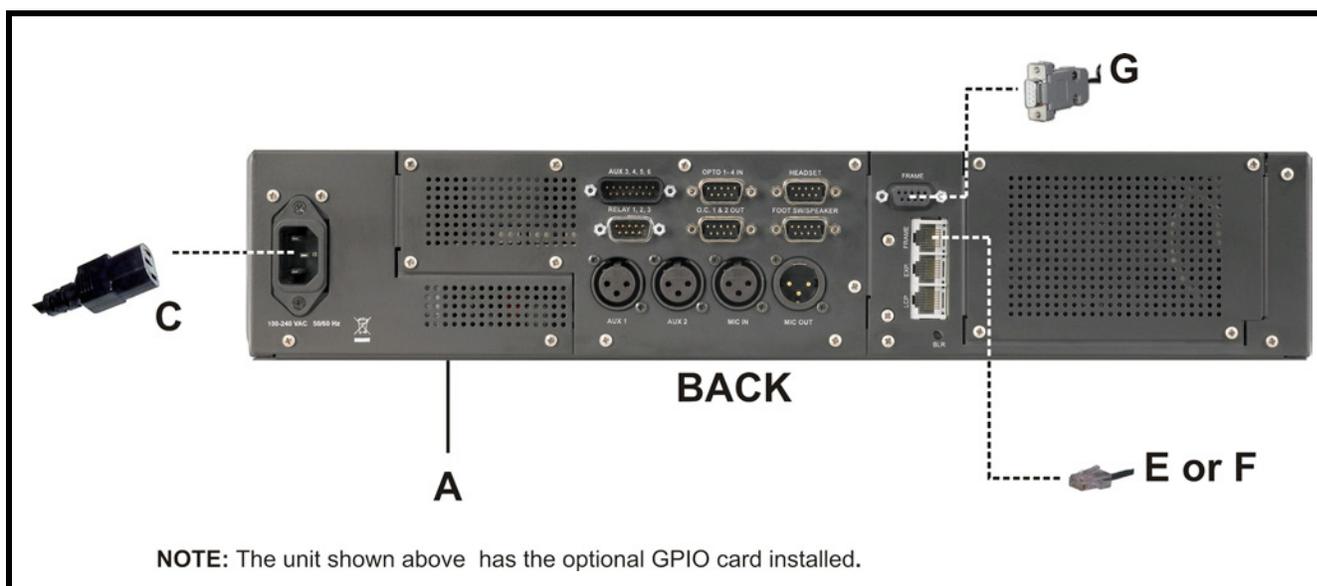


FIGURE 13. KP 32 CLD Installation

1. Plug the **Power Cord (C)** into the power connector KP 32 CLD.
2. If required, set the **keypanel address**.
3. Connect an **RJ11 cable with RTS® cabling (E)** or **RJ45 cable with RTS® cabling (F)** to the frame connector (see Figure 13).
OR
Connect a **DB9 cable (G)** to the DB9 frame connector (see Figure 13).
4. Using the KP 32 CLD and AZedit, **configure** your keypanel for operation.

Power Up

Connect a power cord to the unit and then to an AC power source. The power supply accepts 100-240 VAC, 50/60 Hz.

At power-up, if the keypanel is connected to the matrix, the alphanumeric display shows dashes in the light blue color key



. After several seconds to a minute, the intercom key assignments display with the appropriate color keys and alphas.

NOTE: If the keypanel cannot establish communications with the intercom system, all alphanumeric displays continue to

show asterisks and the *Disconnected from Matrix* icon



appears in the display window. Check the keypanel to matrix cable connection if this occurs. If the keypanel loses communications with the intercom,

the display window shows the Disconnected from Matrix icon immediately, but will not display for approximately 30 seconds.

Address Setting

General Information

In ADAM, ADAM CS, and Zeus intercom systems, intercom ports are arranged in groups of eight (8). All ports in a group share a common data port. Each keypanel is uniquely identified on the data port by its address. The method of determining the proper address varies for each intercom system. Use the method for your intercom system, as described on the following pages.

TABLE 1. KP 32 CLD Addressing

Manually Addressed	Automatically Addressed
<p>You must manually address^a the keypanel when using the following:</p> <ul style="list-style-type: none">• AIO-8 on ADAM• AIO-16 SCSI on ADAM• ADAM CS• Zeus I• Zeus II	<p>The keypanel is automatically addressed when using the following:</p> <ul style="list-style-type: none">• AIO-16 MDR on ADAM• Cronus• RVON Products - RVON-8, RVON-1, RVON-C, and RVON-16. <p>NOTE: Keypanels using RVON-I/O need to be individually addressed. See the RVON-I/O user manual for further instruction.</p>

a. To manually address the KP 32 CLD, see “Using the 3(!) or 6(Ø), select Always On to have the keypad backlight always ON. OR Using the 3(!) or 6(Ø), select Always Off to have the keypad backlight never ON OR Using the 3(!) or 6(Ø), select Activate to have the keypad turn ON when the keypad is pressed.” on page 117.

To see specific addressing information for ADAM with AIO-8 cards, see the ADAM installation user manual. To see specific addressing information for ADAM CS, see the ADAM CS Installation user manual. To see specific addressing information for the ADAM with AIO-16 cards, see the AIO-16 user manual.

NOTE: If you are connecting to an ADAM frame with AIO-16 cards or a Cronus frame, you do not need to set the address, it is done dynamically.

Frame Connector

Use either of the Frame connectors (but not both) to connect to an intercom port of the intercom system. For frame connector locations, see Figure 3 on page 7. The intercom port you connect to should agree with the address you set previously.

Headset Connector

A stereo headset may be connected to the front of the unit (or rear, with optional GPI 32 CLD option card installed) for use along with or in place of the front/rear panel speaker and a separate microphone. Headphones may be connected for use with a separate microphone.

Panel Microphone Connector

A panel microphone may be connected to the front (or rear, with optional GPI 32 CLD option card installed) of the unit for talking with either the front/rear panel speaker or headphones used for listening. The connector accepts MCP5, MCP6, or MCP90 series panel microphones. Insert the microphone and rotate the entire microphone body several turns to lock in place.

Footswitch Connector

A 6- or 7-pin headset connector may replace the standard 4- or 5-pin headset connector to include a front footswitch to the front panel of the KP 32 CLD, in place of the headset connector.

*Intercom Keys and Displays***Color Display Descriptions for Intercom Keys**

The KP 32 CLD display uses key colors to distinguish the type of key assignment assigned to the key. Use Table 2, Default Key Colors, to help you determine the available key assignment colors.

TABLE 2. Default Key Colors

	Default Color	Description
	Amber	Waiting for Footswitch
	Bright Green	Talk ON
	Brown	IFB Special List
	Teal	Point-to-Point
	Dark Yellow	ISO
	Light Blue	Unassigned
	Pale Yellow	Special Functions
	Magenta	Relay
	Pink	Party Line
	Red	Test Mode
	Salmon	IFB
	Tan	Special List
	Periwinkle	UPL Resource
	White Border	Listen ON

Display Icons

Display icons are used to indicate the accessories and features enabled, disabled, active, and inactive. Use Table 3 for a complete description of each icon seen on the KP 32 CLD.

TABLE 3. Display Icon Descriptions

Icon	Icon Name	Description
	Matrix Connected	The keypanel is connected to the Matrix. This icon briefly displays at connection.
	Disconnected From Matrix	There is no connection between the Matrix and the keypanel. This icon briefly displays and then disappears.
	Firmware Download	The firmware is being downloaded to the keypanel. For more information, see “Download Firmware to the Color Keypanel Family From AZedit” on page 39.
	Footswitch Active	The footswitch is active.
	Footswitch Enabled	The footswitch is enabled, but not active. NOTE: When a keypanel key is pressed while the Footswitch is enabled, the key display turns amber to signify that it is waiting for footswitch.
	Front Headphones	The front headphones are enabled.
	Front Headset	The front headset is enabled.
	Front Headset Mic Muted	The front headset mic is muted.
	Front Microphone	The front microphone is enabled.
	Front Microphone Muted	The front microphone is muted. To mute the front microphone, see “Mute the Microphone/Speaker” on page 34. NOTE: A flashing mute icon  appears on any active mics when the mic mute key is pressed. If tone is enabled, which disables mics, the mute icon appears on any active mic, but does not flash.
	Front Speaker	The front speakers are enabled. To enable the front speaker, see “Audio Options Menu, Speaker” on page 74.

TABLE 3. Display Icon Descriptions

Icon	Icon Name	Description
	Front Speaker Muted	The front speakers are muted. To mute the front speaker, see “Mute the Microphone/ Speaker” on page 34.
	Rear Headphones	The rear headphones are active. To activate the rear headphones, see “Audio Options Menu, Headset” on page 62.
	Rear Headset	The rear headset is active.
	Rear Headset Muted	The rear headset mic is muted.
	Rear Microphone	The rear microphone is active. To activate the rear microphone, see “Audio Options Menu, Panel Mic” on page 72.
	Rear Microphone Muted	<p>The rear microphone is muted.</p> <p>NOTE: A flashing mute icon  appears on any active mics when the mic mute key is pressed.</p> <p>If tone is enabled, which disables mics, the mute icon appears on any active mic, but does not flash.</p>
	Rear Speaker	The rear speaker is active. To activate the rear speaker, see “Audio Options Menu, Speaker” on page 74.
	Rear Speaker Muted	The rear speaker is muted. To mute the rear speaker, see “Mute the Microphone/ Speaker” on page 34.
	Both Headphones	Both front and rear headphones are enabled. To enable the front headphones, see “Audio Options Menu, Headset” on page 62.
	Both Headsets	Both front and rear headsets are active.
	Both Headsets Muted	Both front and rear headset mics are muted.
	Both Microphones	Both front and rear microphones are enabled.

TABLE 3. Display Icon Descriptions

Icon	Icon Name	Description
	Both Microphones Muted	<p>Both front and rear microphones are muted. To mute the front microphone, see “Mute the Microphone/Speaker” on page 34.</p> <p>NOTE: A flashing mute icon  appears on any active mics when the mic mute key is pressed.</p> <p>If tone is enabled, which disables mics, the mute icon appears on any active mic, but does not flash.</p>
	Both Speakers	Both front and rear speakers are enabled. To enable the front speaker, see “Audio Options Menu, Speaker” on page 74.
	Both Speakers Muted	Both front and rear speakers are muted. To mute the front speaker, see “Mute the Microphone/Speaker” on page 34.
	Snoop Tally Active	<p>Snoop Tally is Active on the keypad.</p> <p>You must have the Hot Mic enabled to use snoop tallies.</p> <p>To enable snoop tallies, see “Service Menu, Snoop Tally” on page 124.</p>
	Hot Mic	The hot mic is active. To activate Hot Mic, see “Audio Options Menu, Matrix Out” on page 69.
	Tone 1kHz Enabled	Tone 1kHz is enabled on the keypad. To enable tone 1kHz, see “Audio Options Menu, Tone Gen” on page 75.
	Tone 500Hz Enabled	Tone 500Hz is enabled on the keypad. To enable tone 500Hz, see “Audio Options Menu, Tone Gen” on page 75.
	Main Volume Bar	<p>The main volume bar is used to control the volume for the speaker, rear speaker, headset, and rear headset.</p> <p>If the volume of a speaker or headset is turned down to mute, the non-flashing mute icon appears on the speaker or headset.</p> <p>NOTE: If both the front and rear speaker or headset are enabled, the mute icon only appears if both the front and rear volumes are in the mute position.</p>
	User Volume Bar	<p>The user volume bar is used to control the listen gain on a per key level. The listen gain range is +10dB to -80db, or Mute.</p> <p>NOTE: Listen must be assigned on the key assignment for this function to operate. If listen is not</p>

Default Keypad

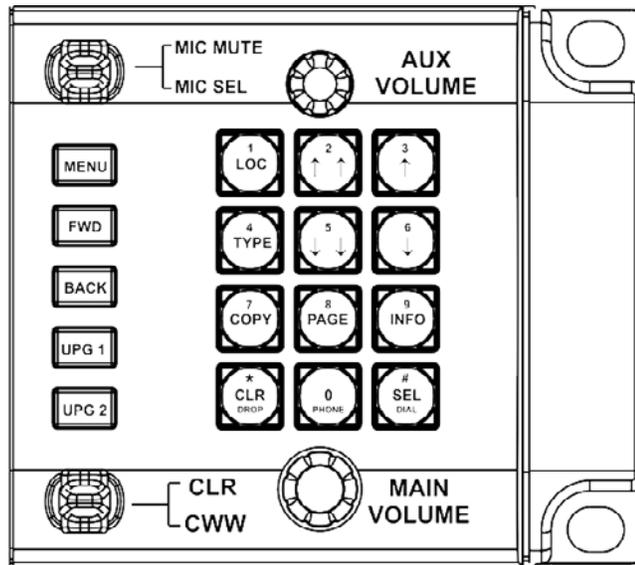
There are two (2) different keypad sequences you can apply to the KP 32 CLD unit, the Default keypad sequence and the Classic keypad sequence. See “KP 32 CLD Keypad Quick Reference” on page 131 to view the Keypad Sequence Quick Reference.

To **select the keypad sequence desired**, do the following:

1. On the KP 32 CLD, press the **MENU** button.
The top-level menu appears.
2. Using the (3)↑ or (6)↓, scroll to **Service**.
3. Press the **SEL** button.
The Service menu appears.
4. Using the (3)↑ or (6)↓, scroll to **Keypad**.
5. Press the **SEL** button.
Sequences and Backlight appear in the display window.
6. Verify **Sequences** is highlighted.
7. Press the **SEL** button.
Classic and Default appear in the display window.
8. Using the (3)↑ or (6)↓, select the **keypanel sequence** you want to enable.
9. Press the **SEL** button.

Default Keypad

For information on Default keypad sequences, see “Default Keypad Sequence” on page 134. For information on the Classic Keypad, see “Classic Keypad Sequence” on page 132.



KEYPAD BUTTON	DESCRIPTION
MENU button	<p>The MENU button is used to access the top-level menu structure.</p> <ul style="list-style-type: none"> > Press the Menu button once. <i>The top-level menu appears in the display window.</i> <p>NOTE: If the keypad backlight is set to Activate (<i>Service/Keypad/Backlight</i>), you must press the Menu button twice to access the top-level menu.</p>
FWD button	<p>The FWD button moves you forward through the menu option highlighted. For example, if Display is highlighted in the display window and FWD is pressed, the second level of the display menu appears.</p>

BACK button	<p>The BACK button moves you backward, one level, through the menu structure.</p> <p>NOTE: If you are at the top-level of the menu structure and press BACK, you cannot move backward any further.</p>
UPG 1 button	The UPG 1 button is used to assign a frequently used menu item. This allows users to access the menu item quickly.
UPG 2 button	The UPG 2 button is used to assign a frequently used menu item. This allows users to access the menu item quickly.
LOC (1) button	The LOC (1) button displays LOCL in the display window. Press the SEL button to display the available key assignments for the local intercom system.
TYPE (4) button	The TYPE (4) button displays the keypad type assignments available for use.
COPY (7) button	<p>The COPY (7) button is used to copy an incoming call key assignment from the CWW to a specific keypad key.</p> <p>For example, if caller THRE calls the keypad, and there is no keypad key assigned, THRE appears in the CWW window in the keypad display. If the keypad operator wants to assign the caller (THRE) a key, use the COPY (7) key on the keypad, and then tap the keypad key where THRE is to be assigned.</p>
CLR/DROP (*) button	<p>The CLR/DROP (*) button is used to clear the CWW window or exit out of the menu structure.</p> <p>If the CLR/DROP button is pressed when in TIF mode, it hangs up the TIF connection.</p>
↑↑ (2) button	The ↑↑(2) button is used to page DOWN through available key assignments or menu options.
↓↓ (5) button	The ↓↓ (5) button is used to page UP through available key assignments or menu options.
PAGE (8) button	The PAGE button is used to access a different setup page. There are four (4) available setup pages. To change setup pages using the keypad: press 0,8, 1-4, depending on the setup page you want to view.
PHONE (0) button	The PHONE button access the TIF connection allowing you to dial out from the keypad.
↑ (3) button	<p>The ↑ (3) button moves you forward through the menu structure or available key assignments one at a time.</p> <p>When in the MENU mode, pressing the ↑ (3) button moves you forward through the menu option highlighted.</p>
↓ (6) button	<p>The ↓ (6) button moves you backward through the menu structure or available key assignments one at a time.</p> <p>When in the MENU mode, pressing the ↓ (6) button moves you backward through the menu structure.</p> <p>NOTE: If you are at the top-level of the menu structure and press BACK, you cannot move backward any further.</p>

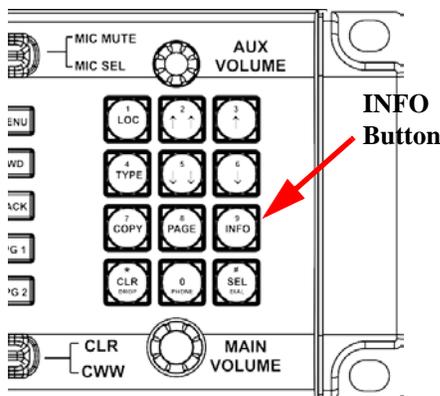
INFO (9) button	<p>The INFO (9) button displays commonly used menu items in a side scroll list. Using the ↑ (3) and ↓ (6) button you can scroll through the list of options available. When a selection is highlighted, press the SEL button to navigate down one level in the menu structure.</p> <p>By default, the INFO (9) list contains the following options: <i>Id, Lev2, Lstn, Name, Type, Mtx, Tone, VRst, Asgn, Test, and Ver.</i></p> <p>For more details about the INFO button, see “INFO button” on page 27.</p>
SEL/DIAL (#) button	<p>The SEL/DIAL (#) button is used to select options highlighted in the menu structure.</p> <p>The SEL/DIAL (#) button, when in TIF mode, is used to dial out from the keypanel.</p>

INFO button

The **INFO** button is used to access commonly used features and configuration options for the KP 32 CLD. These include the following:

TABLE 4. INFO Button Feature and Option Descriptions

Graphical Representation



FEATURE	DESCRIPTION
Id	Displays the port ID where the keypanel is located
Lev 2	Displays the Level 2 key assignments on the keypanel
Lstn	Displays the listen key assignments on the keypanel
Name	Displays a list of current callers to the keypanel
Type	Displays the assignment types of all the configured keypanel keys
Mtx	Displays the Matrix system of each key assignment
Tone	Opens the Tone Generator menu. For more information, see “Audio Options Menu, Tone Gen” on page 75.
VRst	Opens the Key Volumes Reset menu. For more information, see “Audio Options Menu, Key Volumes” on page 64.
Asgn	Displays all the other assignments on other keypanel pages not currently showing.
Test	Enables the Test Panel feature. For more information, see “Service Menu, Test Panel” on page 126.

TABLE 4. INFO Button Feature and Option Descriptions

Ver	Displays the firmware version currently loaded on the KP 32 CLD. For more information, see “Display Menu, Version” on page 85.
-----	--

Intercom Key Operation

Basic Intercom Key Operation

Coupled with the traditional operation of keys, the KP 32 CLD keypanel also has an integrated LCP (level control panel). This feature allows the user to adjust the volume for individual keys on the keypanel. Figure 14 displays the different key positions and their meanings.

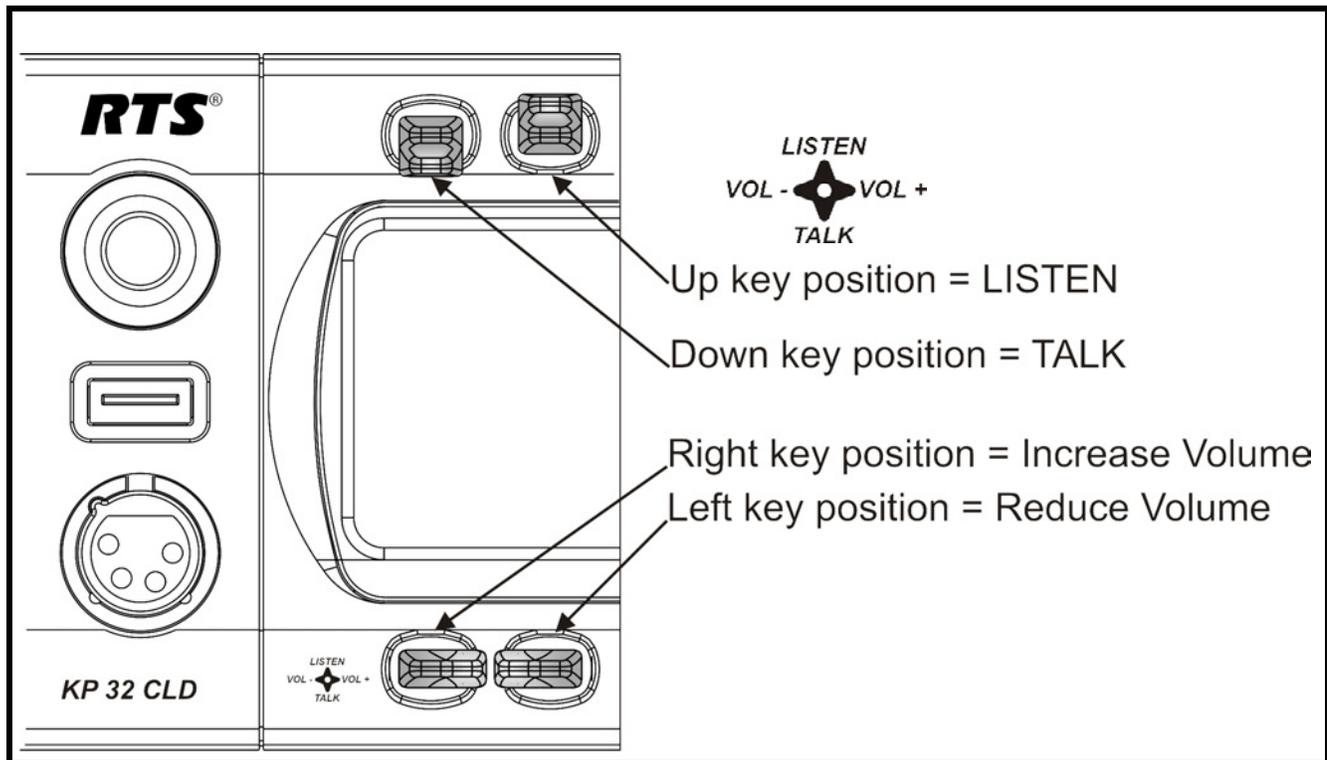


FIGURE 14. KP 32 CLD Key Position Explanation

Key Gain Adjustment

The **Key Gain Adjustment** is used to change the crosspoint listen gain on a specific key from the Matrix. This adjustment is automatically reflected in AZedit on the Crosspoint Gains window. (*System/Gains/Crosspoint*).

The range for this feature is *Mute, -80dB to +6dB*.

NOTE: A listen assignment must be configured for key gain to be enabled on a keypanel key.

To **change key volumes**, do the following:

1. On the KP 32 CLD front panel
 - press the **keypanel key** to the right to increase the listen gain for the selected key assignment.
 - press the **keypanel key** to the left to decrease the listen gain for the selected key assignment.
A volume status bar () and the volume level, in dB, appear on the specified key in the display window.

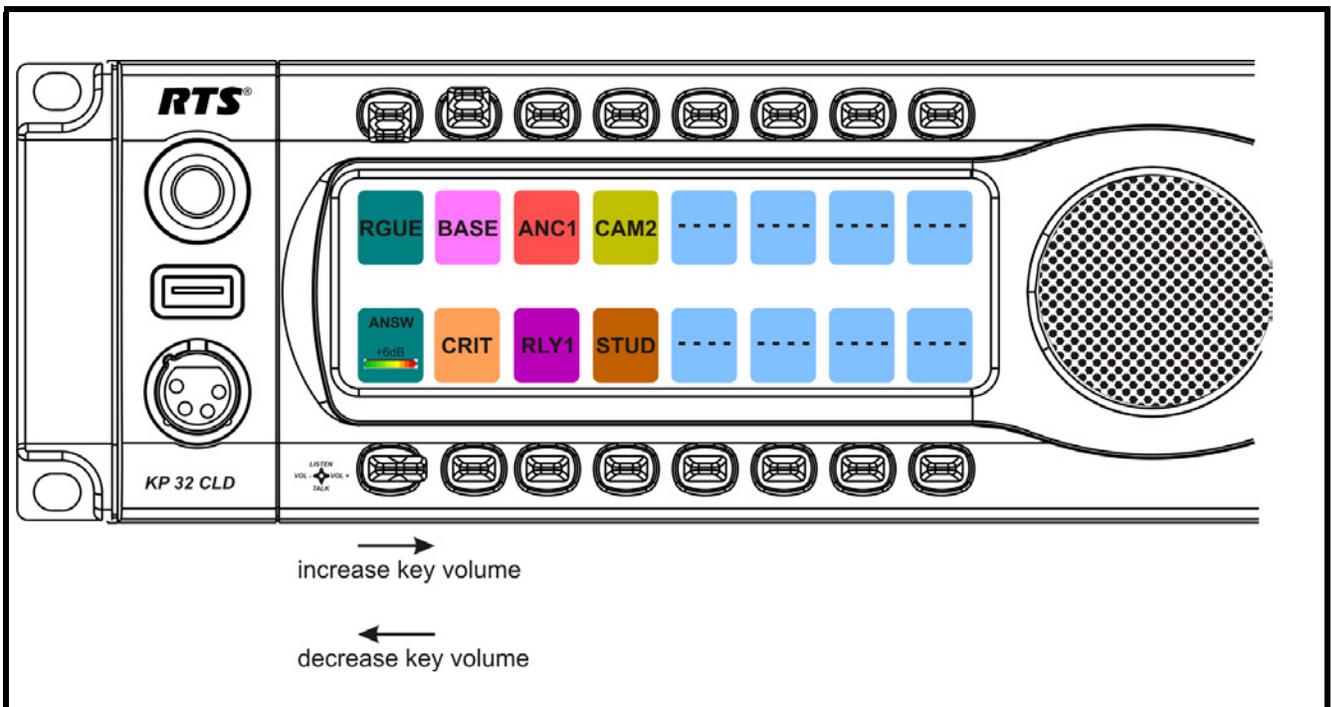


FIGURE 15. Adjusting Key Volumes

Listen Volume Adjustments

By default, the Main Volume control adjusts the listen volume for the speaker (front/rear) or headset (front/rear), whichever is shown in the keypanel display. The main volume adjusts the level of incoming audio from the intercom matrix.

Main Volume ranges from *+10dB to -48dB* and *Mute*.

To **adjust listen volume level**, do the following:

- > On the KP 32 CLD, turn the **MAIN VOLUME encoder** to the right to increase the volume for the listen destination
OR
Turn the **MAIN VOLUME encoder** to the left to decrease the volume for the listen destination.

NOTE: When the MAIN VOLUME encoder is turned, the volume level bar appears in the display window (see Figure 16).

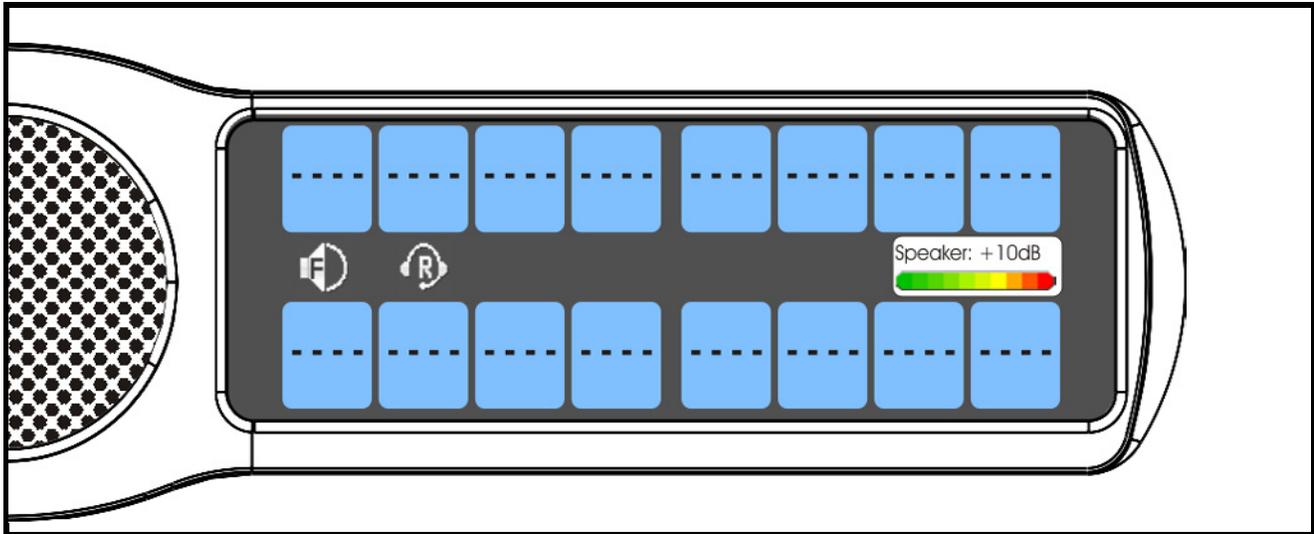


FIGURE 16. Main Volume Adjustment Front Speaker

NOTE: You can save the volume adjustments to be power-up defaults using “Service Menu, Save Cfg”.

To select a different listen destination volume control, do the following:

- > On the KP 32 CLD, push the **MAIN VOLUME encoder** once.
The listen destination main volume focus switches to next listen destination shown, if applicable.

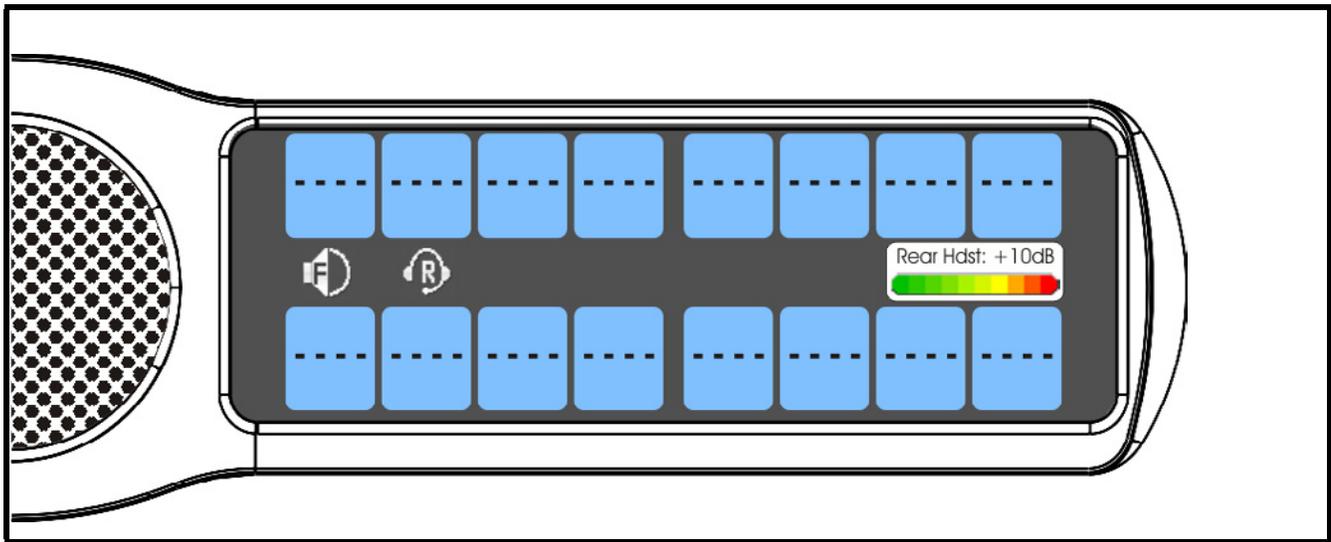


FIGURE 17. Main Volume Adjustment Rear Headset

Aux Volume Adjustments

By default, the **Aux Volume** control adjusts the listen volume for the listen source, which includes Aux 1-Aux-6, option card Channel 1, Channel 2, and Matrix IN.

Aux Volume ranges from +10dB to -48dB and Mute.

To **adjust listen volume level**, do the following:

- > On the KP 32 CLD, turn the **AUX VOLUME encoder** to the right to increase the volume for the listen source.
OR
Turn the **AUX VOLUME encoder** to the left to decrease the volume for the listen source.

NOTE: When the AUX VOLUME encoder is turned, the volume level bar appears in the display window (see Figure 16).

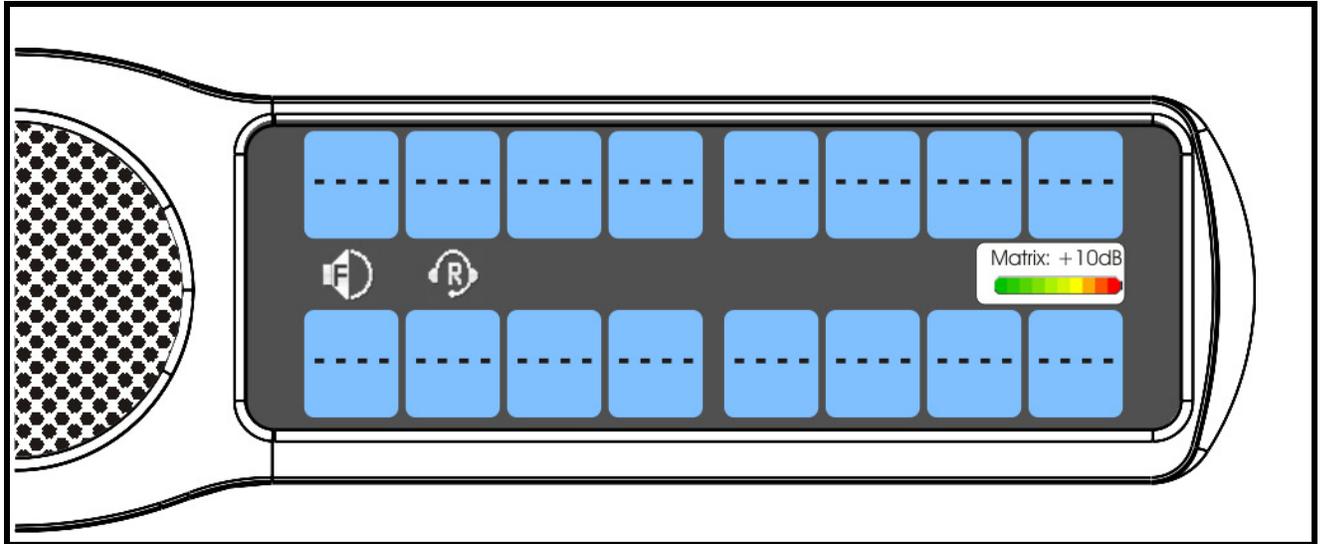


FIGURE 18. Aux Volume Adjustment Matrix

NOTE: You can save the volume adjustments to be power-up defaults using “Service Menu, Save Cfg”.

NOTE: The listen source appears in the Aux Volume menu if they are enabled or present. For more information, see “Service Menu, Aux Inputs” on page 111.

To **change the focus of the volume control**, do the following:

- > On the KP 32 CLD, push the **AUX VOLUME encoder** once.
The aux volume focus switches to next source shown, if applicable.

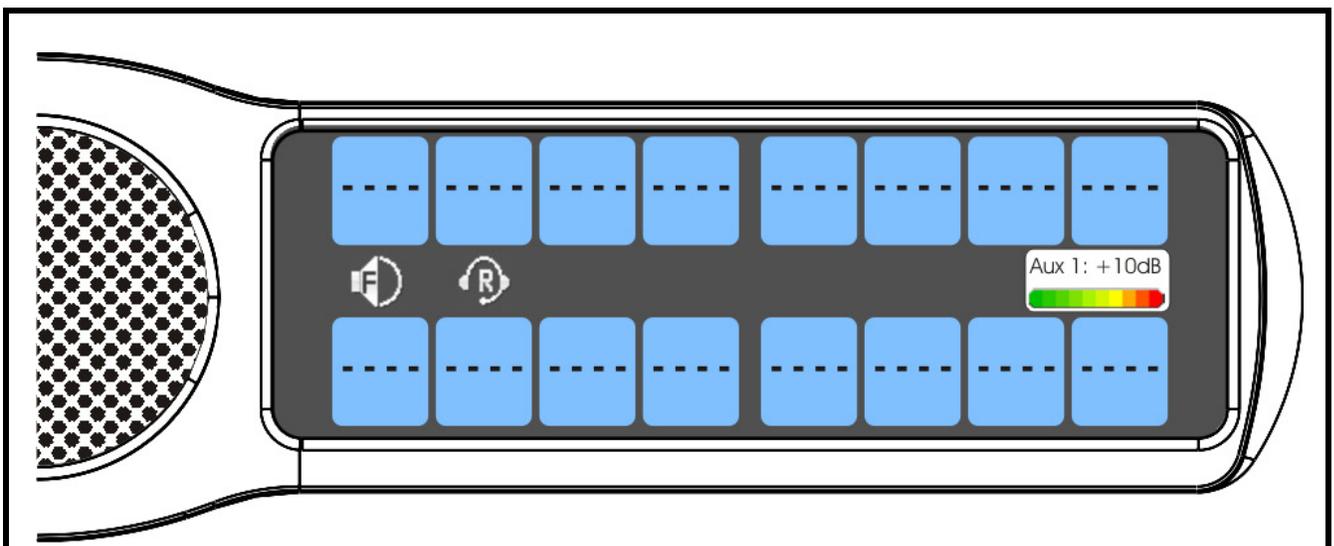


FIGURE 19. Aux Volume Adjustment Aux 1

Operation of Intercom Keys with Auto Functions

NOTE: Assignment of keys with auto functions is described in the programming section that follows.

Operation of keys with auto functions, is as follows:

<i>Talk+auto follow</i>	Talk and listen can be activated separately. The listen assignment listens to whatever is assigned to the talk key.
<i>Talk+auto listen</i>	Both talk and listen activates when talk is activated.
<i>Talk+auto mute</i>	Listen turns OFF when talk is activated.
<i>Talk+auto reciprocal</i>	Listen is always ON and talk may be turned ON or OFF
<i>Talk+auto table</i>	If an IFB talk key has an auto table listen assignment, talk and listen is independently activated. The listen key listens to whatever is defined as the IFB Listen Source for the IFB assigned to the talk key.
<i>All Call</i>	Activating this key activates all keys to the left of it (up to, but not including another all call key).
<i>Talk+DIM</i>	If a point-to-point key has the DIM function as a level 2 talk assignment, activating the key causes the crosspoint levels to diminish for any other intercom ports currently listening to the same destination and are in the same DIM tables.

Operation of Intercom Keys with Options

Group Option Keys

Activating the master key in a key group activates all keys in the group according to each key's individual key assignment. Activating a slave key does not affect any other keys in the group (see "Key Options Menu, Key Groups" on page 102).

Solo Key

Activating a key with the solo option causes all other keys to turn OFF until the solo key is turned OFF. For more information, see "Key Options Menu, Latching" on page 103.

Operation of Intercom Talk Keys with the Speaker DIM Setting

Activating any talk key causes the speaker or headphone volume at the keypanel to diminish by the amount specified in the Dim menu item on the Service menu (see, "Audio Options Menu, Dim" on page 50).

NOTE: Do not confuse this with the Talk+DIM auto function previously described. Talk+DIM affects the speaker or headphones on other keypanels when a particular talk key is activated on the keypanel. Speaker DIM affects the speaker or headphone level on the keypanel when any talk key on the keypanel is activated.

Operation of Intercom Keys assigned to TIF Ports

If a keypanel key is assigned to talk to an intercom port designated as a TIF port in AZedit, placing the key in the talk position activates the KP 32 CLD dialing menu.

PROCEDURE: To designate an intercom port as a TIF port, select the *Port is TIF* check box in AZedit. (In AZedit, select the port you want to designate as a TIF port on the Keypanel/Port window, click **Edit**. On the Advanced tab, select the **Port is TIF** check box. Remember to send the change to the intercom system.)

User Quick Select Scrolling

User Quick Select Scrolling is a fast and easy way to call or assign a point-to-point key on the KP 32 CLD. Depending on the keypad and/or keypanel sequence chosen (see “Service Menu, Keypad” on page 115), determines how this feature is used.

To use the **User Quick Select Scroll** feature to call a user, do the following:

NOTE: If you are using the default keypad (see “Default Keypad Sequence” on page 134).

1. On the KP 32 CLD keypad, press the **6** (↓) or **3** (↑) key to scroll through the list of point-to-point connections available.
The selected port is highlighted in white.

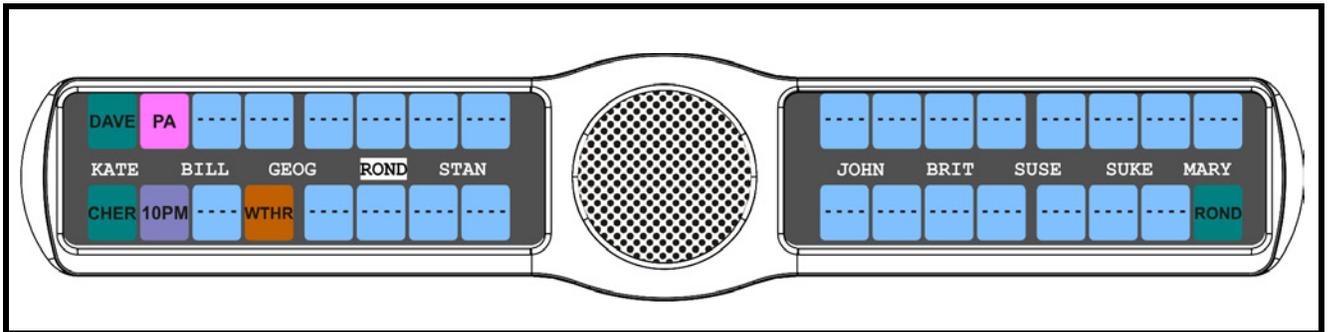


FIGURE 20. User Select Quick Scroll

NOTE: You can also use the **5** (↓↓) or **3** (↑↑) to page scroll through the list of ports available. Page scroll is useful when you have a large intercom system and you want to find a port quickly.

2. When the port is selected, press down on the **CWW** key to talk to the selected port.

NOTE: If you are using the Classic keypad (see “Classic Keypad Sequence” on page 132).

3. On the KP 32 CLD keypad, press the **6** (↑) or **9** (↓) key to scroll through the list of point-to-point connections available.
The selected port is highlighted in white.

TIP: To enable page scroll using the Classic keypad sequence, press **5**, and then use the **6** (↑↑) or **9** (↓↓) key to page scroll. Page scroll is useful when you have a large intercom system and you want to find a port quickly. To exit page scroll mode, press **PGM**.

4. When the port is selected, press down on the **CWW** key to talk to the selected port.

Call Waiting Operation

Occasionally, a keypanel may call and there is not a key assigned to talk back to the caller. In this case, the caller’s name appears in the **CWW** (Call Waiting Window). For CWW key location, see “Reference View - KP 32 CLD (90007858000)” on page 6.

To **answer a CWW call**, do the following:

- > Press down and hold the **CWW key** to talk back.

To **clear a name from the CWW window**, do the following:

- > When the CWW window is populated, tap **up** on the CWW key.

NOTE: If a second call is received in the CWW while a caller name is already displayed, the Call Waiting window flashes.

To **answer a second call**, do the following:

- > Tap **up** to clear the first name, and then hold the **key** down to talk to the second caller.

NOTE: By default, only the names of callers who are not currently assigned to intercom keys appear in the call waiting window. Alternately, you can force all caller names to display in the call waiting window. This is controlled by DIP Switch 2 on the ADAM Master Controller card or the *Always stack callers in the call waiting window* option found in AZedit (*Options/Intercom Configuration/Options*). Setting this option in AZedit overrides the DIP Switch 2 setting on the Master Controller.

Mute the Microphone/Speaker

Depending on the source selected, shown in the display window, when the Mic Mute switch is pressed UP, the corresponding feature is muted (shown with a mute icon  overlaid on the feature icon). For CWW key location, see “Reference View - KP 32 CLD (90007858000)” on page 6.

NOTE: Figure 21 is a representation of what the mute icon looks like in the display. All muted icons cannot be seen as shown in Figure 20. See Table 5 on page 35 for information on when the various display icons appear relative to the configuration options specified.

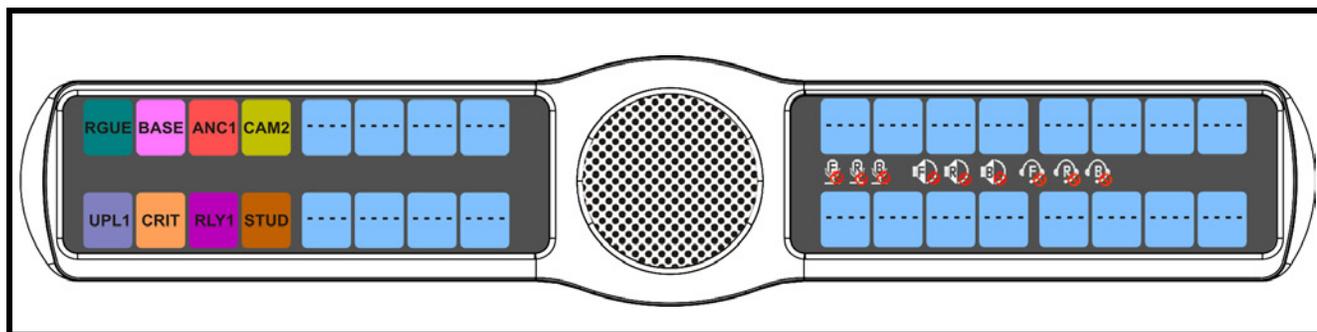


FIGURE 21. All Muted Display Icons

NOTE: A flashing mute icon appears on any active mics when the mic mute key is pressed. If tone is enabled, which disables mics, the mute icon appears on any active mic, but does not flash.

Mic Select

The **MIC SEL** display alternates between Headset and Speaker with each key press. When active the Headset or Speaker icon appear in the keypad display.

To **switch between active sources**, do the following:

- > On the KP 32 CLD, press down on the **MIC SEL** switch (see Figure 2 on page 6).
The audio source is changed.

NOTE: The audio source chosen directly affects the listen destination to which the audio is sent.

NOTE: You must configure the source on the keypad for the type of operation you require. For more information, see “Audio Options Menu, Headset” on page 62, “Audio Options Menu, Panel Mic” on page 72, or “Audio Options Menu, Headset Mic” on page 63.

TABLE 5. Source Configuration Matrix and Display icons

	ALWAYS ON/ENABLED	SWITCHED	DISABLED	ICON DISPLAYED
Panel Mic				
	Front and Rear			
	Front	Rear		 
	Rear	Front		 
	Front		Rear	
	Rear		Front	
			Front and Rear	No icons display on the keypad.
Headset Mic				
	Front and Rear			
	Front	Rear		 
	Rear	Front		 
	Front		Rear	
	Rear		Front	
			Front and Rear	No icons display on the keypad.

TABLE 5. Source Configuration Matrix and Display icons

	ALWAYS ON/ENABLED	SWITCHED	DISABLED	ICON DISPLAYED
Speaker				
	Front and Rear			
	Front	Rear		 
	Rear	Front		 
	Front		Rear	
	Rear		Front	
			Front and Rear	No icons display on the keypanel.
Headset				
	Front and Rear			
	Front	Rear		 
	Rear	Front		 
	Front		Rear	
	Rear		Front	
			Front and Rear	No icons display on the keypanel.

NOTE: All four (4) mics cannot be enabled at the same time. If three (3) mic sources are turned ON, the external panel mic is not available. For example, if the front panel mic, the front headset mic, and the rear headset mic are configured as *Always ON*, the external panel mic is not available.

User Programmable Keys

UPG 1 and **UPG 2** (see Figure 2 and Figure 4) gives you the option to assign frequently used menu items to a single key on the keypad, eliminating the need to navigate through the menu structure. Not all menu items can be programmed to the UPG keys, such as any assignment group menu, any TIF menu items, or scrolling menu items. Basically, any menu that requires context or history cannot be saved. If a menu item cannot be saved, a prompt appears in the display window showing *Cannot save this menu position*.

NOTE: You can even program a UPG key to activate the screen saver option on the keypad. For more information, see “**To activate the screen saver from a UPG key**” on page 37.

The UPG keys can also be used to activate relays. When a relay is assigned to the key, and while the keypad is not in menu mode, pressing the UPG key activates the relay for as long as the UPG key is held down. Once the key is released, the relay becomes inactive.

To **assign a menu item to a UPG key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), **navigate** to the menu item you want to assign to either UPG 1 or UPG 2.
3. Press and hold the **UPG key** for two (2) seconds.
Menu position saved appears in the display window.

To **assign a relay to a UPG key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press **SEL**.
The Service menu appears.
4. Using the 3(↑) or 6(↓), select **Local GPIO**.
5. Press **SEL**.
GPIO Inputs and GPIO Outputs appears in the display window.
6. Using the 3(↑) or 6(↓), select **GPIO Outputs**.
7. Press **SEL**.
OC Out 1, OC Out 2, Relay 1, Relay 2, and Relay 3 appear in the display window.
8. Using the 3(↑) or 6(↓), select the **Relay 1, Relay 2, or Relay 3**.
9. Press **SEL**.
Not Assigned, Talk Key, UPG 1, and UPG 2 appear in the display window.
10. Using the 3(↑) or 6(↓), select **UPG 1** or **UPG 2**.
The relay is assigned to the desired UPG key.

NOTE: Once a relay is programmed to the key, and the keypad is not in menu mode, pressing the UPG key activates the assigned relay until the key is released.

To **activate the screen saver from a UPG key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service menu appears.
4. Using the 3(↑) or 6(↓), select **Scrn Saver**.
Activate, Delay and Mode appear.

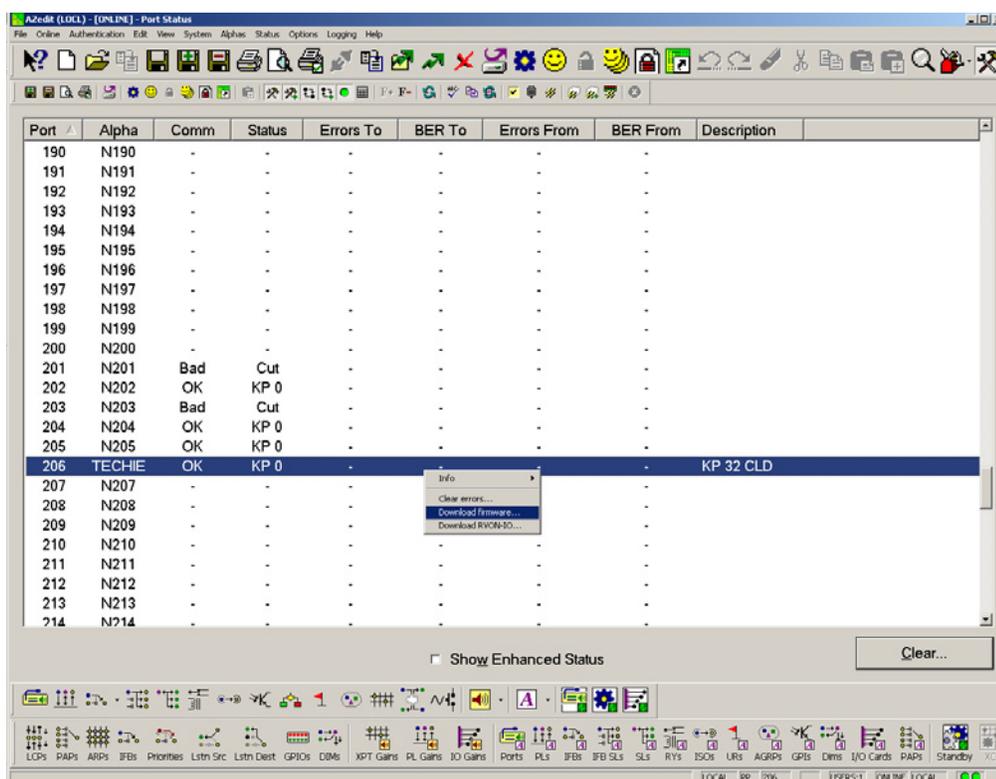
-
5. Using the 3(↑) or 6(↓), select **Activate**.
 6. Press **SEL**.
The screen saver activates on the keypad.
 7. Press and hold the **UPG key** you want to assign this option to for two (2) seconds.
Menu position saved appears in the display window and the screen saver feature is assigned to the UPG key.

Firmware Download

NOTE: The instructions provided below are applicable for all CLD family keypanels; however, the instructions below display the KP 32 CLD.

Download Firmware to the Color Keypanel Family From AZedit

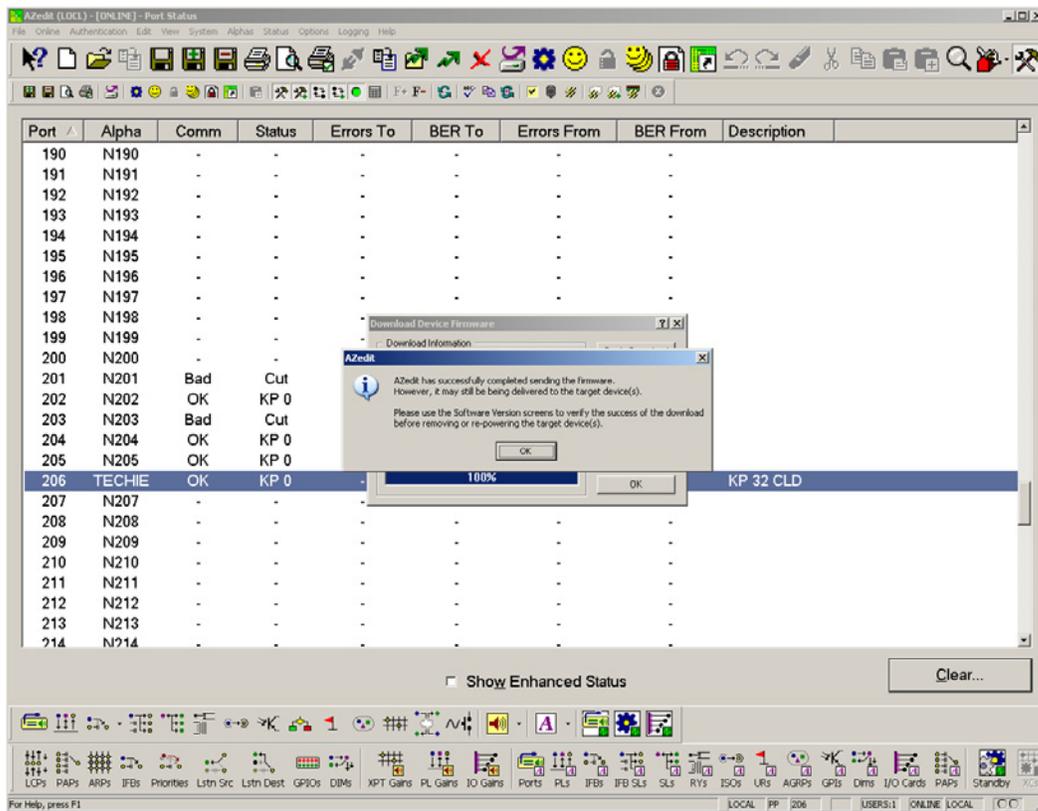
1. Open **AZedit**.
2. From the Status menu, select **Port**.
The Port Status window appears.
3. Find the **port number** where the KP 32 CLD is assigned.



4. Highlight the **Port (keypanel)** to be updated.
You may select more than one at a time by holding CTRL key down while you select.
5. Right-click the **highlighted selections** and select **Download Firmware**.
The Firmware Download window appears.
6. Using the browse button, browse to the **file to be downloaded**.
7. Click **Open**.
The Download Device Firmware window appears.



8. Click **Begin Download**.
The download begins.

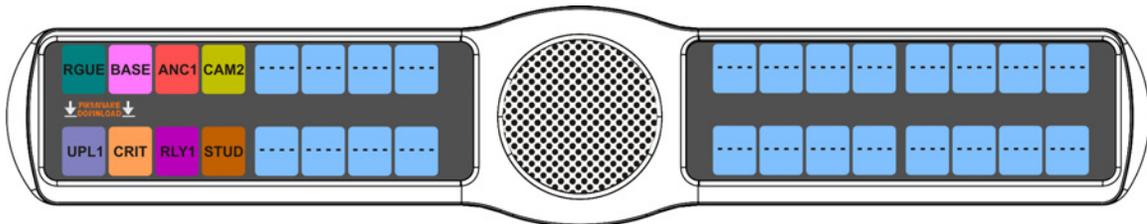


9. Click **OK**.
The KP 32 CLD firmware download finishes. This can take up to 30 minutes to complete. Use the Keypanel Version Information window to follow the progress of the download. Also, the keypanel displays Firmware Download on the display window until the download is complete.

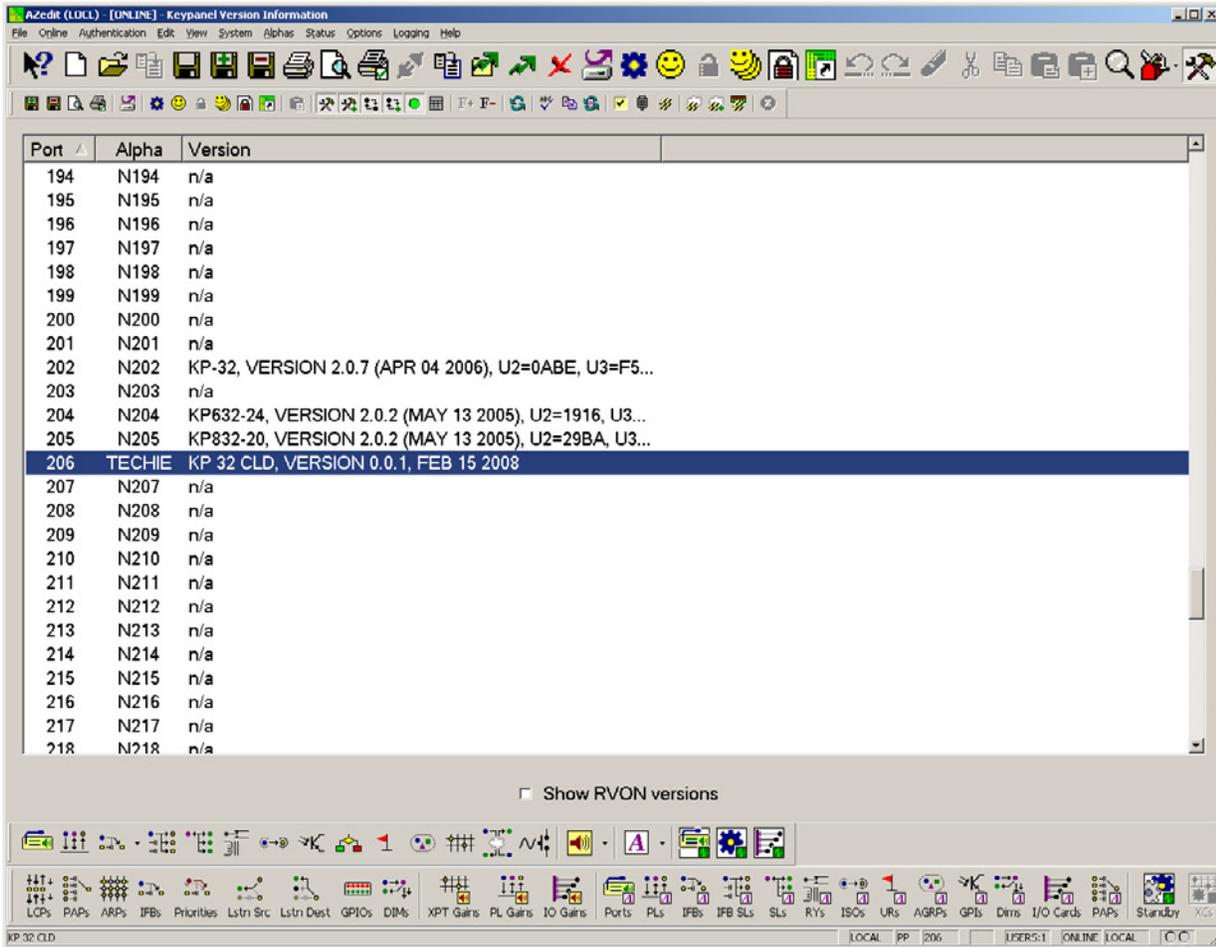
NOTE: The KP 32 CLD resets itself once the firmware download is complete.

Port	Alpha	Version
194	N194	n/a
195	N195	n/a
196	N196	n/a
197	N197	n/a
198	N198	n/a
199	N199	n/a
200	N200	n/a
201	N201	n/a
202	N202	KP-32, VERSION 2.0.7 (APR 04 2006), U2=0ABE, U3=F5...
203	N203	n/a
204	N204	KP632-24, VERSION 2.0.2 (MAY 13 2005), U2=1916, U3...
205	N205	KP832-20, VERSION 2.0.2 (MAY 13 2005), U2=29BA, U3...
206	TECHIE	DOWNLOAD: CHUNK 10 OF 29, TRY 1, 89%
207	N207	n/a
208	N208	n/a
209	N209	n/a
210	N210	n/a
211	N211	n/a
212	N212	n/a
213	N213	n/a
214	N214	n/a
215	N215	n/a
216	N216	n/a
217	N217	n/a
218	N218	n/a

Show RVON versions



10. Verify the **version upgrade** in the I/O Card Version Information window is correct.



Download Firmware Using the BLR Function

NOTE: The instructions provided below are applicable for all CLD family keypanels; however, the instructions below display the KP 32 CLD

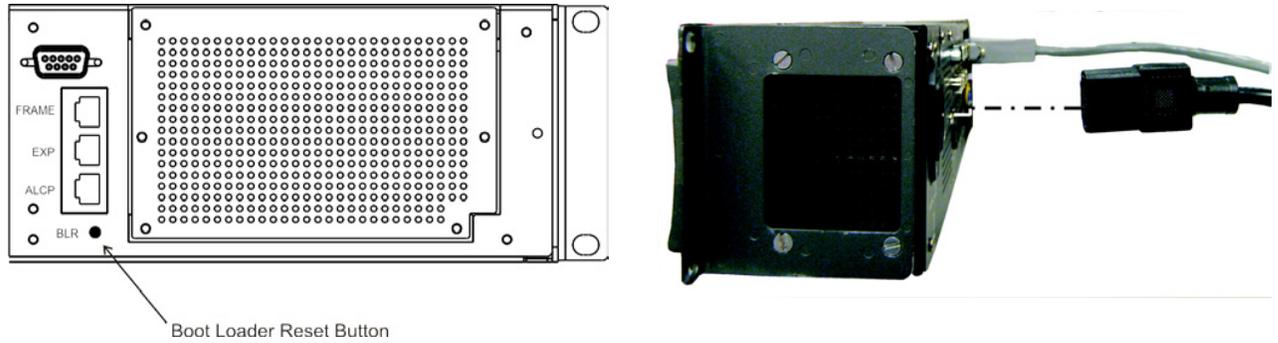
The **BLR** (Boot Loader Reset) button is used to upload new firmware to a keypanel with a corrupt/bad image installed.

To **run the boot loader**, do the following:

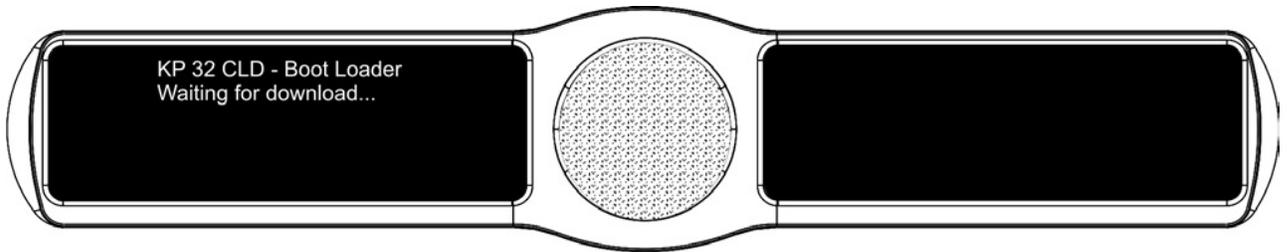
NOTE: To force a boot reload, the keypanel must first be powered down.

1. Verify the **KP 32 CLD** is powered off, but still connected to the FRAME.

- Using a screwdriver, press the **BLR button** located on the back of the keypanel.



- While the BLR button is pressed, connect the **power cord** to the keypanel.
KP 32 CLD - Boot Loader Waiting for download... appears in the display window.



- In AZedit, from the Status menu, select **Software Versions**.
The Software Versions popup menu appears.
- From the Software Versions popup menu, select **Keypanels**.
The Keypanel Version Information window appears.

The screenshot shows the 'AZedit (LOCL) - [ONLINE] - Keypanel Version Information' window. It features a menu bar with 'File', 'Online Authentication', 'Edit', 'View', 'System', 'Alphas', 'Status', 'Options', 'Logging', and 'Help'. Below the menu bar is a toolbar with various icons. The main area contains a table with the following data:

Port	Alpha	Version
200	N200	n/a
201	N201	n/a
202	N202	n/a
203	N203	n/a
204	N204	n/a
205	N205	n/a
206	N206	KP 32 CLD BOOT LOADER, VERSION
207	N207	n/a
208	N208	n/a
209	N209	n/a
210	N210	n/a
211	N211	n/a
212	N212	n/a
213	N213	n/a
214	N214	n/a
215	N215	n/a
216	N216	n/a

- From the Keypanel Version Information window, find and highlight the specified **KP 32 CLD**.

NOTE: Notice the Version Information column is showing KP 32 CLD Bootloader Version X.X.X is shown.

7. Right-click on the **KP 32 CLD**.
A popup menu appears.
8. From the popup menu, select **Download Firmware....**
The Firmware Download navigation window appears.
9. Navigate to your **firmware file** (i.e., KP32CLD.hex).
10. Click **Open**.
The Download Device Firmware window appears.



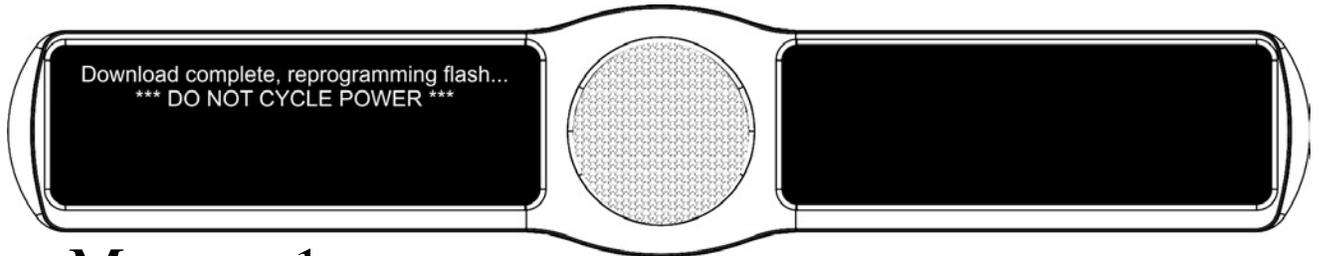
11. Click **Begin Download**.
The Download begins and a popup message appears.



12. Click **OK**.
The KP 32 CLD firmware download finishes. This can take up to 20 minutes to complete. Use the Keypanel Version Information window to follow the progress of the download (the number and percentage of chunks completed). Also, the firmware progression is displayed on the KP 32 CLD display window until the download is complete.

Port	Alpha	Version
194	N194	n/a
195	N195	n/a
196	N196	n/a
197	N197	n/a
198	N198	n/a
199	N199	n/a
200	N200	n/a
201	N201	n/a
202	N202	KP-32, VERSION 2.0.7 (APR 04 2006), U2=0ABE, U3=F5...
203	N203	n/a
204	N204	KP632-24, VERSION 2.0.2 (MAY 13 2005), U2=1916, U3=...
205	N205	KP832-20, VERSION 2.0.2 (MAY 13 2005), U2=29BA, U3=...
206	TECHIE	DOWNLOAD: CHUNK 10 OF 29, TRY 1, 89%
207	N207	n/a
208	N208	n/a
209	N209	n/a
210	N210	n/a
211	N211	n/a
212	N212	n/a
213	N213	n/a
214	N214	n/a
215	N215	n/a
216	N216	n/a
217	N217	n/a
218	N218	n/a

NOTE: Once the Boot Loader is finished downloading, it reboots itself. The KP 32 CLD displays one of two messages, shown below. If the download is brand new, you will see message 1.



Message 1

KP 32 CLD Menu System

NOTE: A menu system quick reference chart is located at “Keypanel Menu Quick Reference” on page 137.

Main Menu Access

The **Main Menu** is the top most level of the menu structure for the KP 32 CLD. This menu has the following selections:

Audio Options
Display
Key Assign
Key Options
RVON Offers
Save Config
Service

To access the main menu structure for the KP 32 CLD, do the following:

1. On the Keypanel keypad, press **MENU**.
The top level menu structure displays across the middle of the display window.

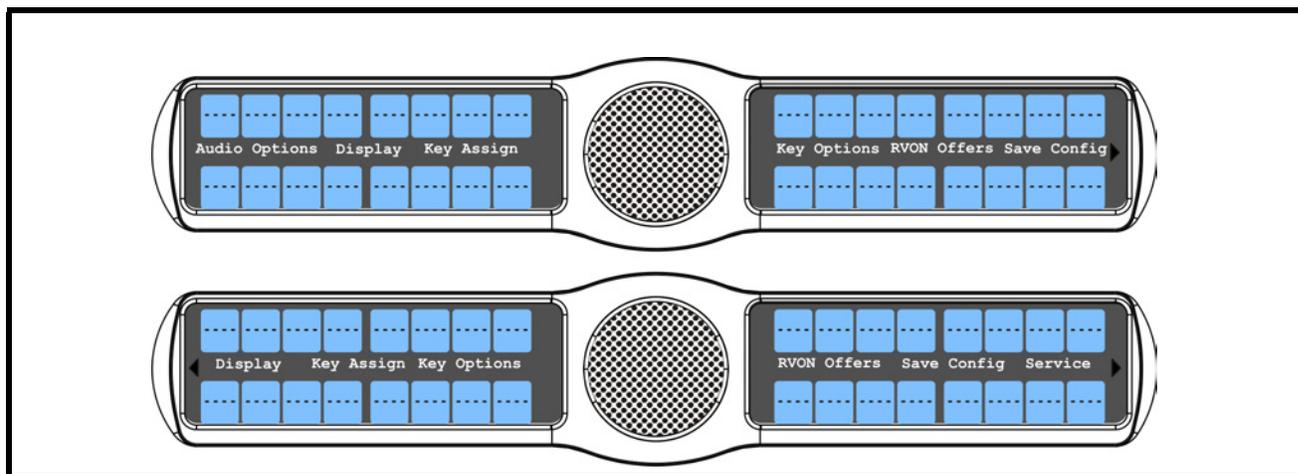


FIGURE 22. Top Level Menu Structure

-
2. Use the 3 (↑) and 6 (↓) on the keypad to **navigate through the menu options**.
 3. Press the **SEL** button to select the menu option.
The submenu for the selection appears.

Menu System, Audio Options

The information available for audio options is as follows:

Dim
DSP Funcs
Headset
Headset Mic
Key Volumes
Mic Gain
Min Volume
Max Volume
Matrix Out
Output Lvl
Panel Mic
Sidetone
Speaker
Tone Gen
Preamp Out

IMPORTANT: Some menu items shown on the following pages are not present unless the GPI 32 CLD option card and/or the RVON option card is installed.

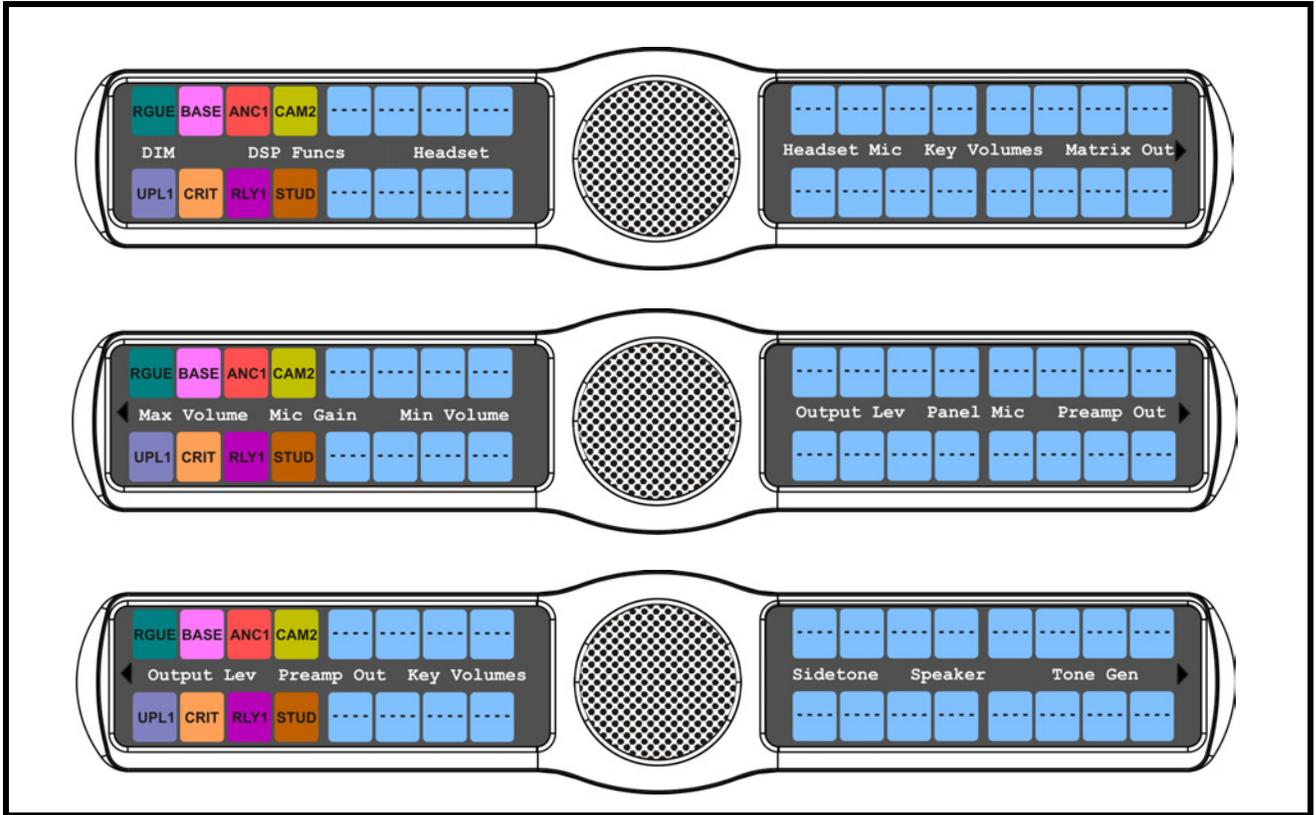


FIGURE 23. Main Audio Options Menu

Audio Options Menu, Dim

Dim allows the user to set the level of audio, in dB, heard from the front speaker, rear speaker, front headphone and rear headphone, when a talk key is activated.

By default, Dim volume for speakers is set at *8dB*, and for headsets it is set at *0dB*.

The dim volume range is *-20dB to 0dB*.

To set the dim amount for either the keypad speaker and/or headset, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options menu appears.
4. Using the 3(↑) or 6(↓), select **Dim**.
5. Press the **SEL** button.
Headset and Speaker appear in the display window.
6. Using the 3(↑) or 6(↓), select **Headset** to set the dim level for headsets.
OR
Using the 3(↑) or 6(↓), select **Speaker** to set the dim level for speakers.
7. Press the **SEL** button
Front and Rear appear in the display window.
8. Using the 3(↑) or 6(↓), select **Front** to set the dim level for the front speaker/headset.
OR
Using the 3(↑) or 6(↓), select **Rear** to set the dim level for the rear speaker/headset.
9. Press the **SEL** button.
The Dim Amount: scroll box appears.

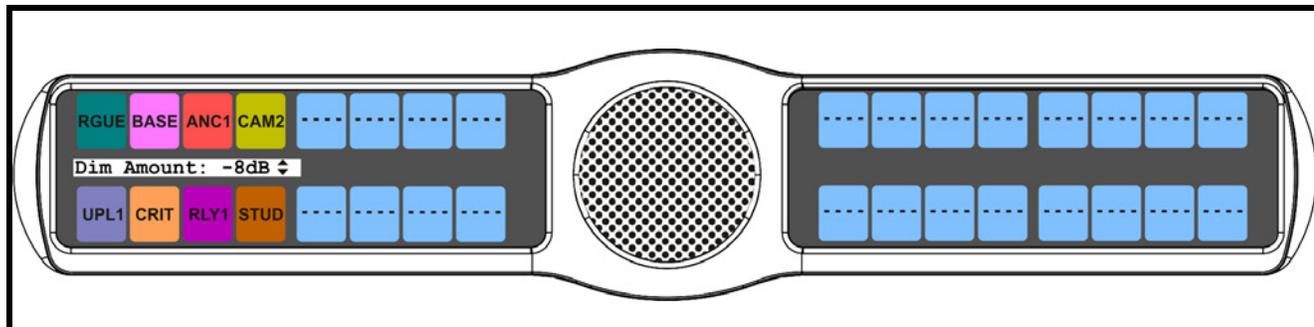


FIGURE 24. Audio Options - Dim Amount Adjustments

10. Using the 3(↑) or 6(↓), scroll to the **Dim Volume** you desire.

Audio Options Menu, DSP Funcs

DSP Funcs accesses the digital signal processing options for the KP 32 CLD. These options include: *Equalization, Filters, Gating, Metering, and Mixing*. Each of these options is described in detail below.

To access the **DSP Func menu**, do the following:

1. On the KP 32 CLD keypad, press the **MENU** button.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options menu appears.
4. Using the 3(↑) or 6(↓), select **DSP Funcs**.
5. Press the **SEL** button.
Equalization, Filters, Gating, Metering, and Mixing appears in the display window.

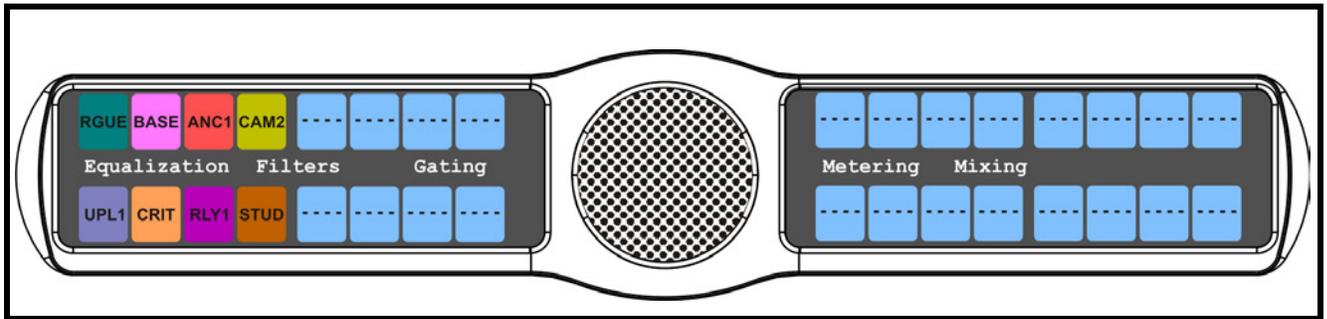


FIGURE 25. Audio Options - DSP Function Menu

Equalization

Equalization allows the user to select predefined settings that modify the frequency envelope of an audio channel for the front and rear speakers. This is a five-band equalizer. Each preset provides a different EQ to be applied to the audio sent to the speakers.

By default, *None* is configured. There is no preset equalization configured.

The available selections are *None, Preset #1, Preset #2, Preset #3, Preset #4, and Preset #5*.

The presets are as follows:

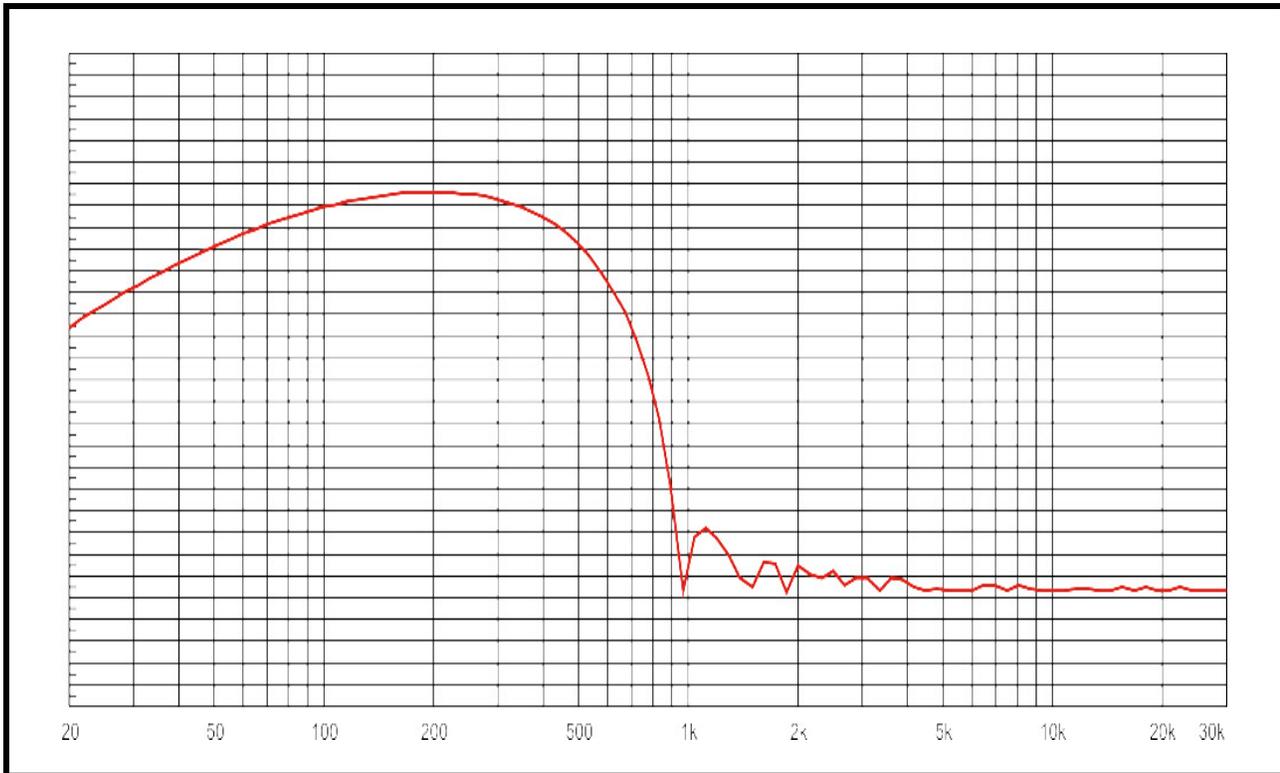


FIGURE 26. Frequency Response - Preset 1 (20Hz to 300Hz)

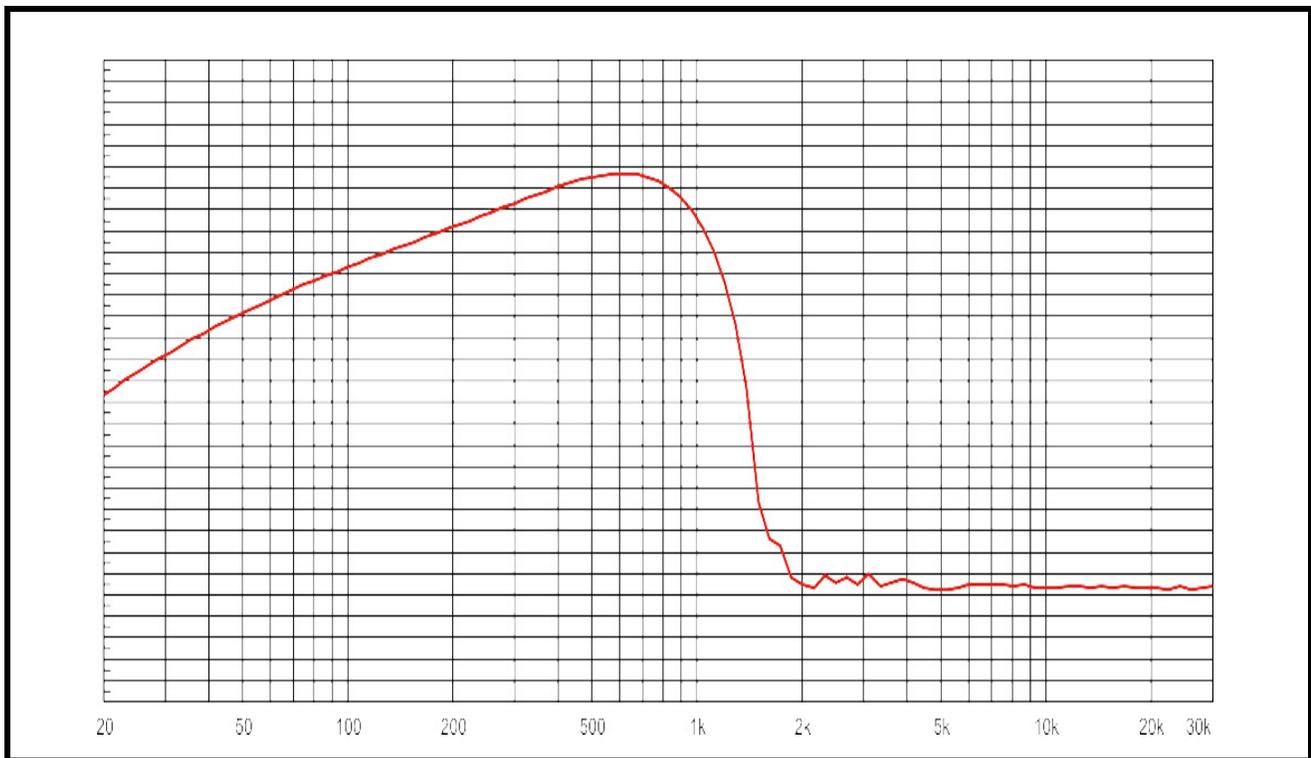


FIGURE 27. Frequency Response - Preset 2 (300Hz to 900Hz)

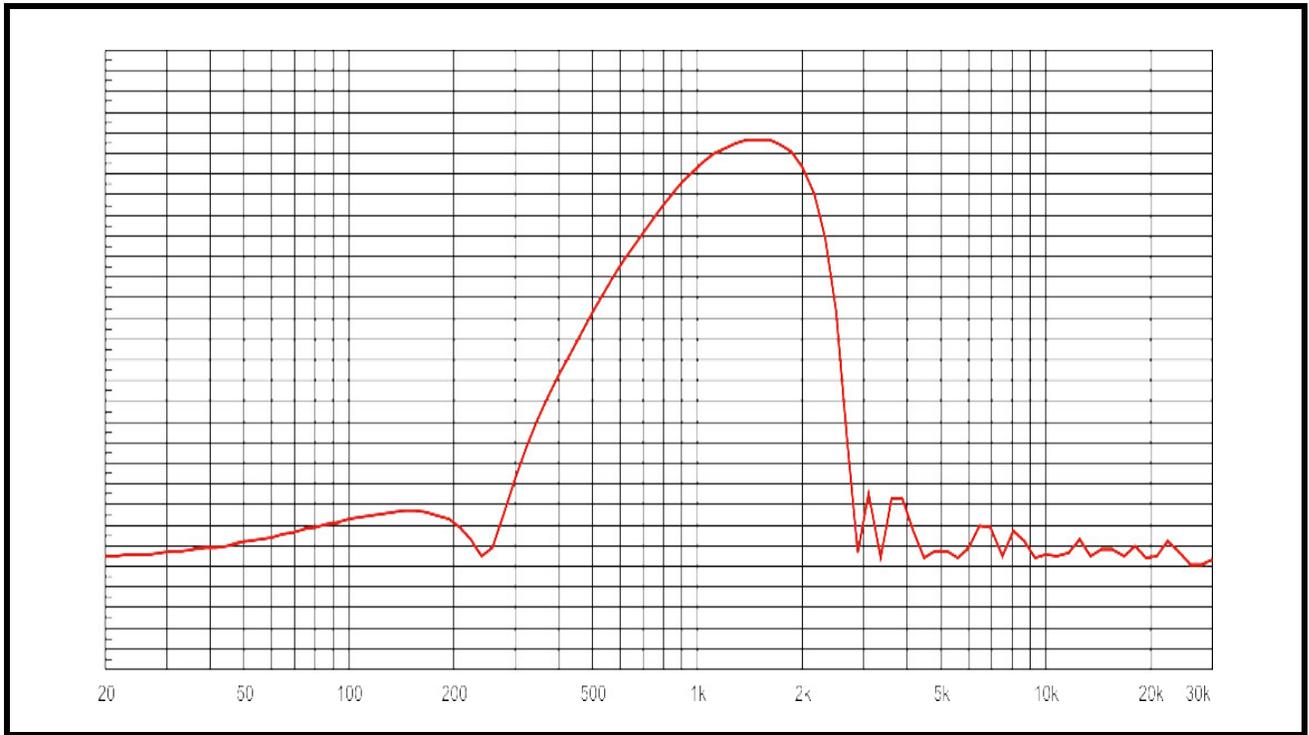


FIGURE 28. Frequency Response - Preset 3 (900Hz to 2100Hz)

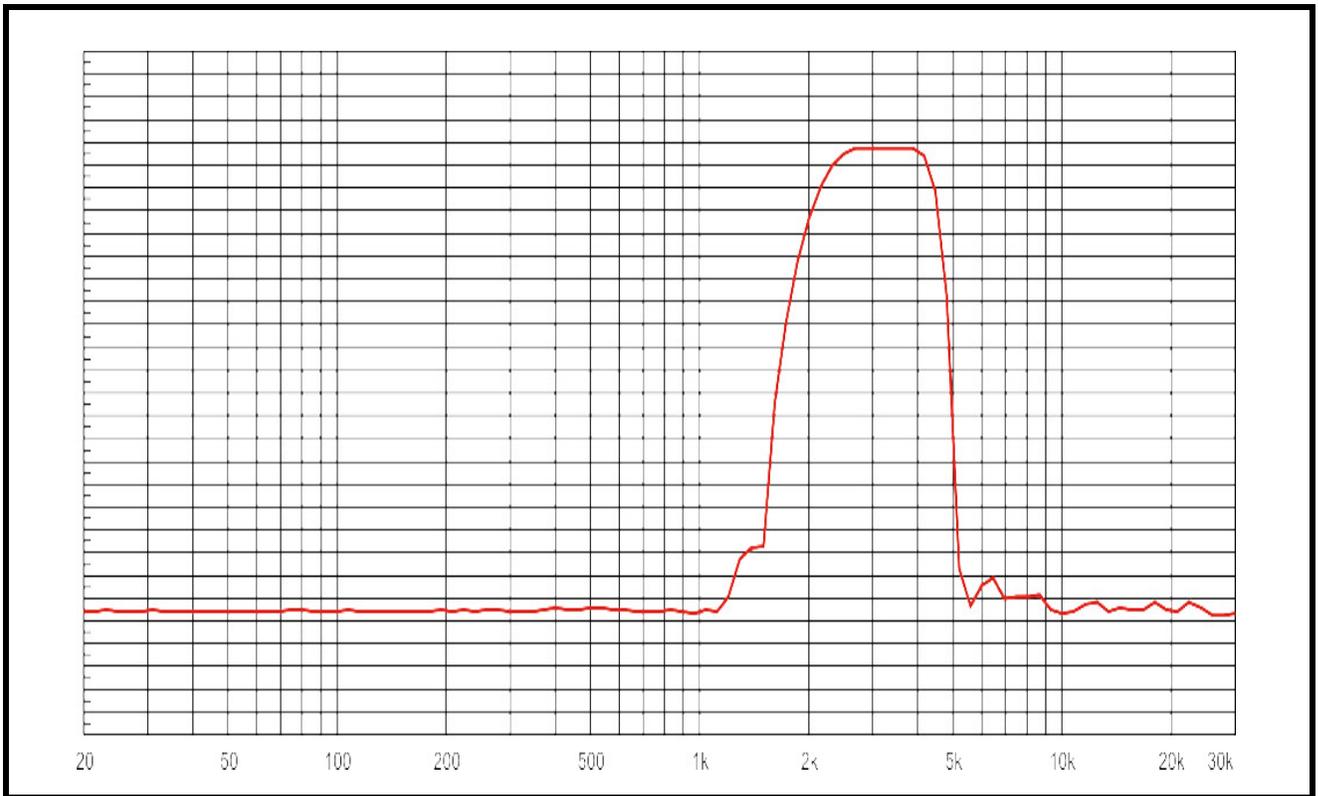


FIGURE 29. Frequency Response - Preset 4 (2100Hz to 4500Hz)

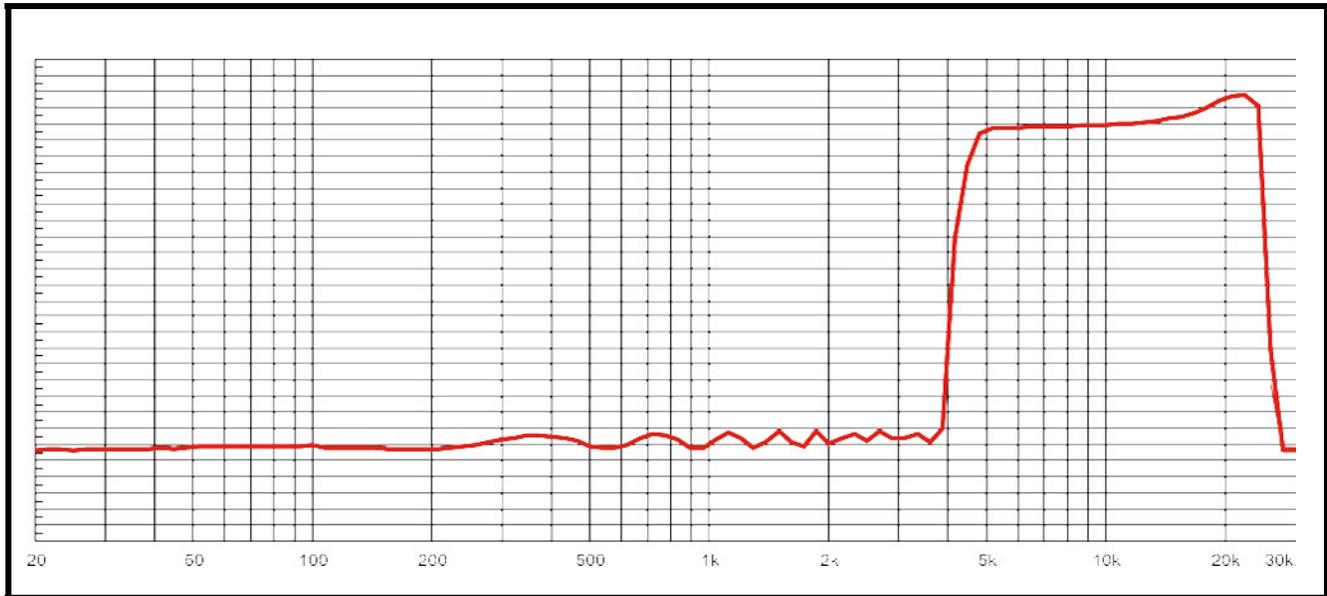


FIGURE 30. Frequency Response - Preset 5 (4500Hz to 24,000Hz)

NOTE: The EQ feature is only used for Front and Rear Speakers.

To configure a preset frequency response on the front speaker, rear left speaker, or rear right speaker, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.
4. Using the 3(↑) or 6(↓), select **DSP Funcs**.
5. Press the **SEL** button.
The DSP Funcs menu appears in the display window.
6. Using the 3(↑) or 6(↓), select **Equalization**.
7. Press the **SEL** button.
Front Speaker, Rear Left, and Rear Right appear in the display window.

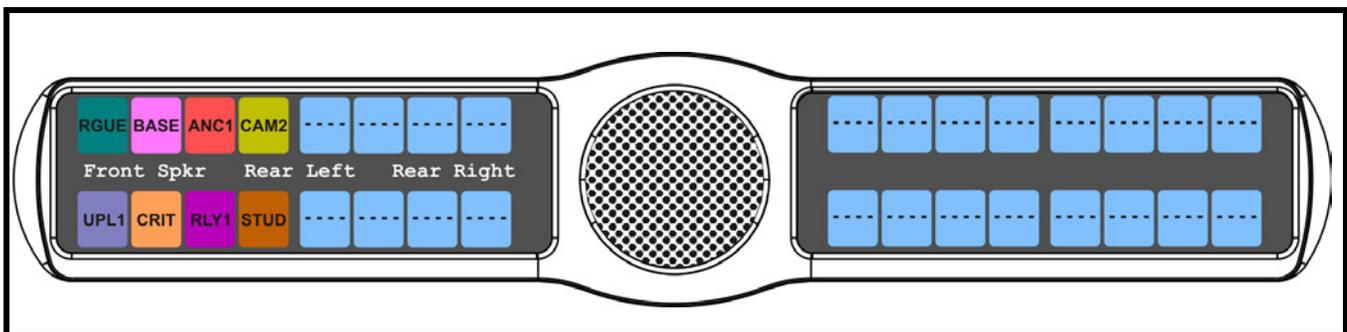


FIGURE 31. Audio Options - Equalization

8. Using the 3(↑) or 6(↓), select either **Front Speaker, Rear Left, or Rear Right**.

NOTE: Rear Left and Rear Right only appear when the GPI 32 CLD option card is installed.

9. Press the **SEL** button.
None, Preset #1, Preset #2, Preset #3, Preset #4, and Preset #5.

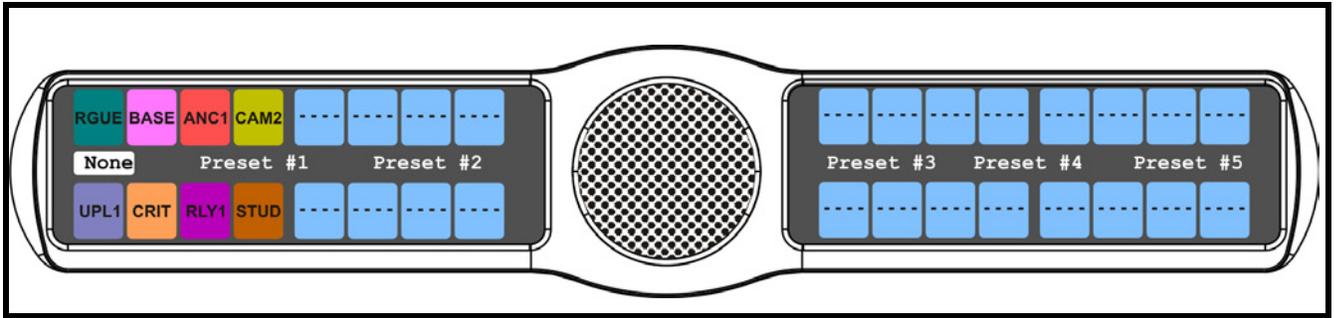


FIGURE 32. Audio Options - Presets

10. Using the 3(↑) or 6(↓), select the **preset** you want to enable.
11. Press the **SEL** button.
A blue arrow  appears next to the selected option

Filters

Filters allow you to add a 9600Hz notch filter to one or more audio sources. This can be useful when the keypad data port signal is being heard in the audio line due to cable routing problems.

By default, filters is set to *None*.

Filter options:

Aux 1 - 6 (This feature is only available when GPI 32 CLD option card is installed)

Headset Mic

Panel Mic

Rear Headset Mic (This feature is only available when GPI 32 CLD option card is installed)

Rear Panel Mic (This feature is only available when GPI 32 CLD option card is installed)

To **configure filtering on the KP 32 CLD keypad**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.
4. Using the 3(↑) or 6(↓), select **DSP Funcs**.
5. Press the **SEL** button.
The DSP Funcs menu appears in the display window.
6. Using the 3(↑) or 6(↓), select **Filters**.

- Press the **SEL** button.

Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Front Hdst, Front Mic, Matrix In, Rear Hdst, and Rear Mic appear in the display window.

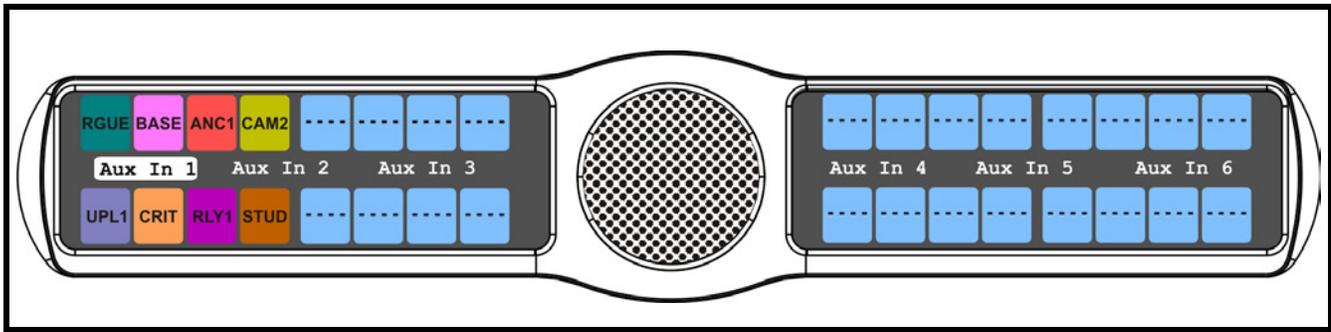


FIGURE 33. Audio Options - Filters

- Using the 3(↑) or 6(↓), select **Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Front Hdst, Front Mic, Matrix In, Rear Hdst, or Rear Mic.**
- Press the **SEL** button.
None and 9600Hz appears in the display window.
- Using the 3(↑) or 6(↓), select either **None** or **9600Hz** baud.

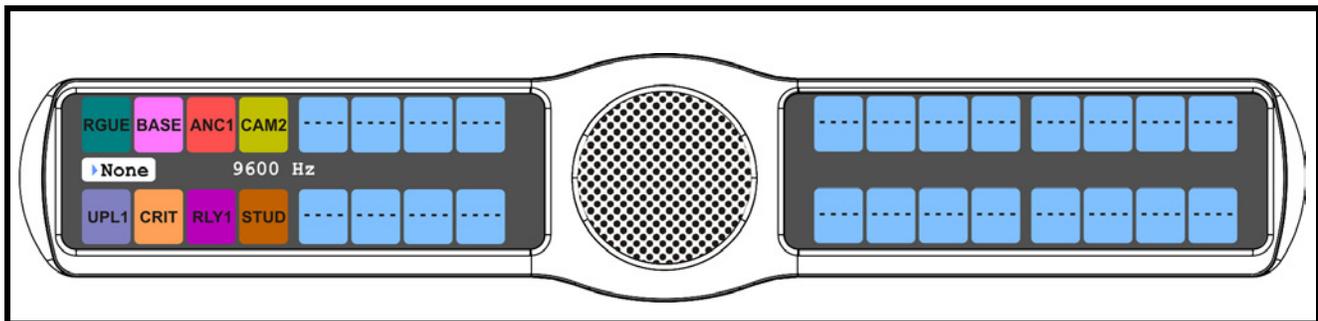


FIGURE 34. Audio Options - Filter Options

- Press the **SEL** button.

A blue arrow appears next to the selected option

Gating

Gating allows you to minimize or eliminate background noise problems by shutting OFF an audio source when the sound level drops below a certain threshold.

You can set gating thresholds on the following:

Aux 1 - 6 (This feature is only available when GPI 32 CLD option card is installed) Headset Mic

Matrix

Panel Mic

Rear Headset Mic (This feature is only available when GPI 32 CLD option card is installed)

Rear Panel Mic (This feature is only available when GPI 32 CLD option card is installed)

By default, the gating threshold is set to *0dB*. The gating threshold range is *-17dB to 18dB* and *Disabled*.

NOTE: *0dB* threshold is *12dB* below nominal. Nominal inputs are as follows:

Aux In 1-6 = 8dBu
Headset Mic = -50dBu
Matrix In = 8dBu
Panel Mic = -42.5dBu

To configure Gating on the KP 32 CLD keypad, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.
4. Using the 3(↑) or 6(↓), select **DSP Funcs**.
5. Press the **SEL** button.
The DSP Funcs menu appears in the display window.
6. Using the 3(↑) or 6(↓), select **Gating**.
7. Press the **SEL** button.
Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Front Hdst, Front Mic, Matrix In, Rear Hdst, and Rear Mic appear in the display window.

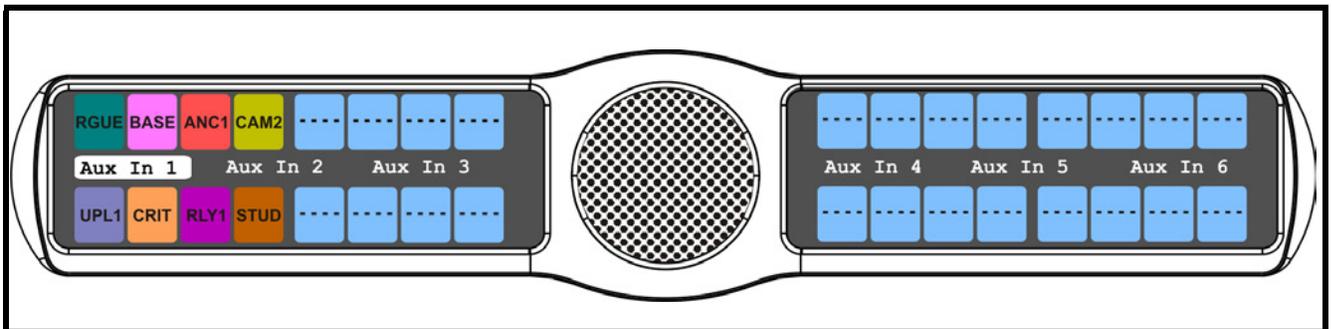


FIGURE 35. Audio Options - Gating Options

8. Using the 3(↑) or 6(↓), select **Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Front Hdst, Front Mic, Matrix In, Rear Hdst, or Rear Mic**.
9. Press the **SEL** button.
The Threshold scroll box appears in the display window.

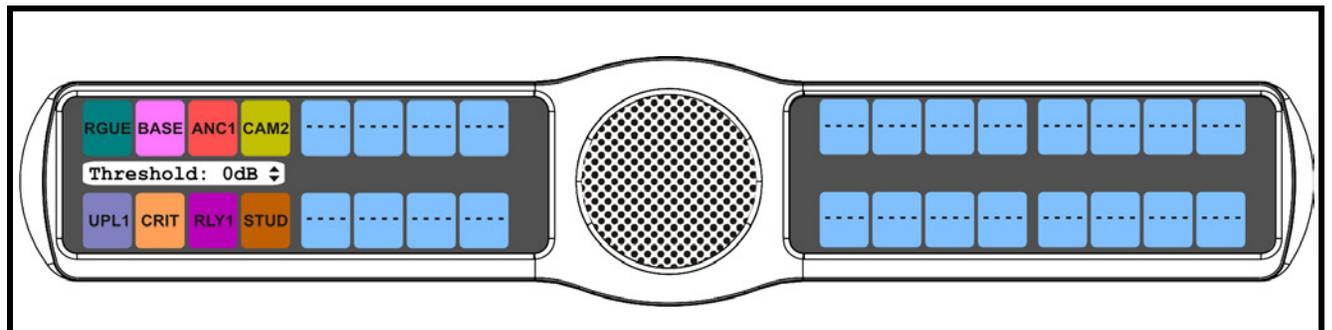


FIGURE 36. Gating - Threshold Set

10. Using the 3(↑) or 6(↓), select the **threshold** you want to set for the option selected.
11. Press the **SEL** button.

A blue arrow appears next to the selected option

Metering

Metering allows you to monitor an audio source connected to the keypanel. The energy of that incoming audio is split into five (5) bands and displayed on the left side of the keypanel, when enabled.

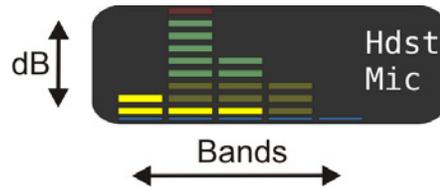


FIGURE 37. Metering Explanation

The dB display range is from 28dB below nominal to 8dB above nominal.

The ranges are as follows:

<i>Band 1</i>	<i>100Hz to 400Hz</i>
<i>Band 2</i>	<i>400Hz to 800Hz</i>
<i>Band 3</i>	<i>800Hz to 1.6KHz</i>
<i>Band 4</i>	<i>1.6KHz to 3.2KHz</i>
<i>Band 5</i>	<i>3.2KHz to 15KHz</i>

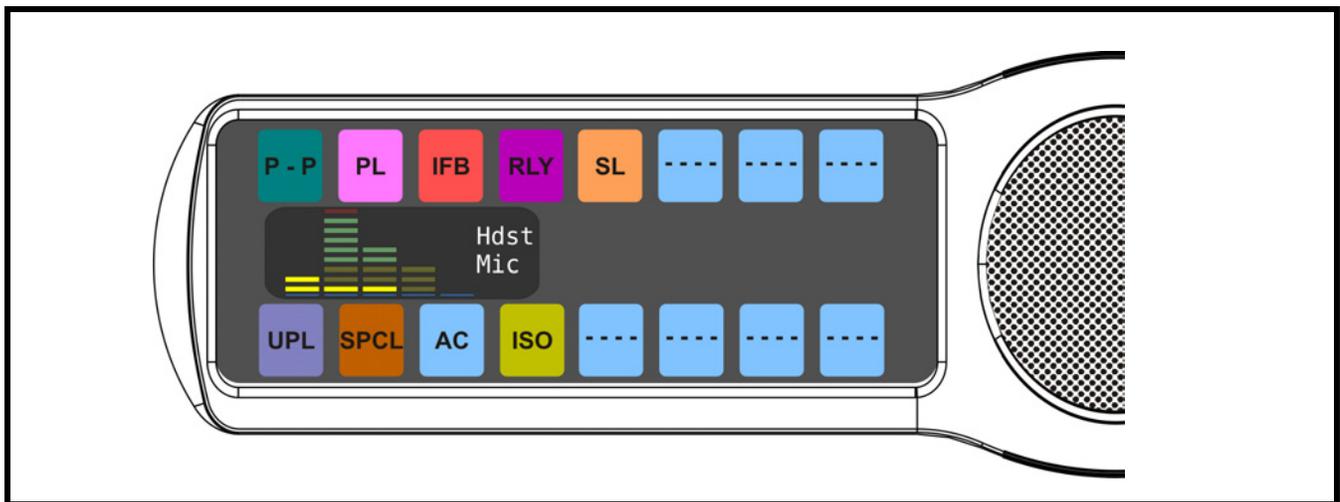


FIGURE 38. Metering Bands display

By default, *None* is configured for metering.

NOTE: Only one channel can be metered at a time.

You can enable metering on:

- *Aux In 1 - 6* (This feature is only available when GPI 32 CLD option card is installed)
- *Front Headset*
- *Front Mic*
- *Matrix In*
- *Rear Headset* (This feature is only available when GPI 32 CLD option card is installed)
- *Rear Mic* (This feature is only available when GPI 32 CLD option card is installed)

To **enable metering on the KP 32 CLD**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.
4. Using the 3(↑) or 6(↓), select **DSP Funcs**.
5. Press the **SEL** button.
The DSP Funcs menu appears in the display window.
6. Using the 3(↑) or 6(↓), select **Metering**.
7. Press the **SEL** button.
Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Matrix In, None, Front Hdst, Front Mic, Rear Hdst, or Rear Mic appear in the display window.

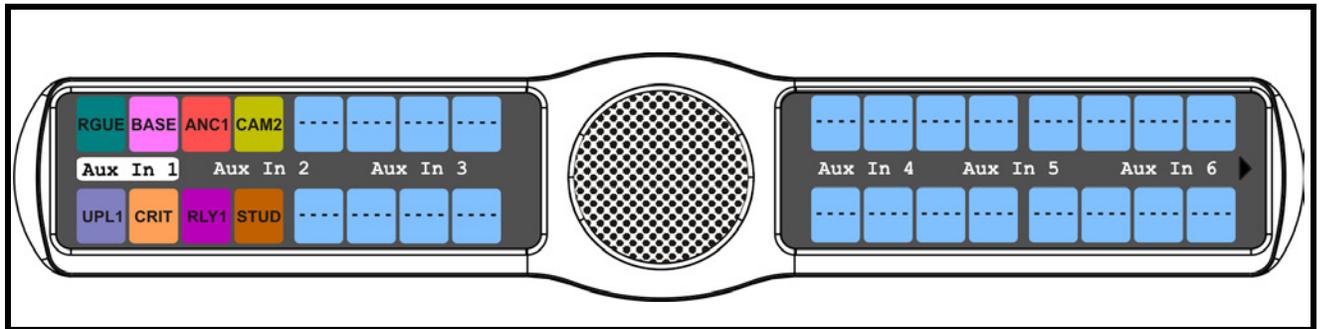


FIGURE 39. Audio Options - Metering

8. Using the 3(↑) or 6(↓), select **Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, Matrix In, None, Front Hdst, Front Mic, Rear Hdst, or Rear Mic**.
9. Press the **SEL** button.
A blue arrow  appears next to the selected option.

Mixing

Mixing allows you to route selected audio signals to the following destinations

- *To Matrix*
- *Front Left Headphone*
- *Front Right Headphone*
- *Front Speaker*
- *Rear Left Speaker*
- *Rear Right Speaker*
- *Rear Left Headphone*
- *Rear Right Headphone*
- *Mic Pre Out*

By default, the microphone signal is routed to the matrix, and the matrix signal is routed to the speaker and to the left and right headphones.

The sources available for mixing and sending are as follows:

- *Aux 1 – 6* (This feature is only available when GPI 32 CLD option card is installed)
- *Headset Mic*
- *Matrix*
- *Panel Mic*
- *Rear Headset Mic* (This feature is only available when GPI 32 CLD option card is installed)
- *Rear Panel Mic* (This feature is only available when GPI 32 CLD option card is installed)

DESTINATION	Front Pane Mic	Matrix Audio In	Front Headset Mic	Rear Headset Mic	Rear Panel Mic	Aux IN 1	Aux IN 2	Aux IN 3	Aux IN 4	Aux IN 5	Aux IN 6
Matrix OUT	X	X	X	X	X	X	X	X	X	X	X
Front Speakers	X	X	X	X	X	X	X	X	X	X	X
Front Headset Left	X	X	X	X	X	X	X	X	X	X	X
Front Headset Right	X	X	X	X	X	X	X	X	X	X	X
Rear Headset Left	X	X	X	X	X	X	X	X	X	X	X
Rear Headset Right	X	X	X	X	X	X	X	X	X	X	X
Rear Speaker Left	X	X	X	X	X	X	X	X	X	X	X
Rear Speaker Right	X	X	X	X	X	X	X	X	X	X	X
Mic OUT	X	X	X	X	X	X	X	X	X	X	X

NOTE: If all resources are being used, the Rear Panel Mic is not available.

To **configure mixing on the KP 32 CLD**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.
4. Using the 3(↑) or 6(↓), select **DSP Funcs**.
5. Press the **SEL** button.
The DSP Funcs menu appears in the display window.
6. Using the 3(↑) or 6(↓), select **Mixing**.

7. Press the **SEL** button.
Front Hdst, Front Spkr, Preamp Out, Rear Hdst, Rear Spkr and To Matrix appear in the display window.

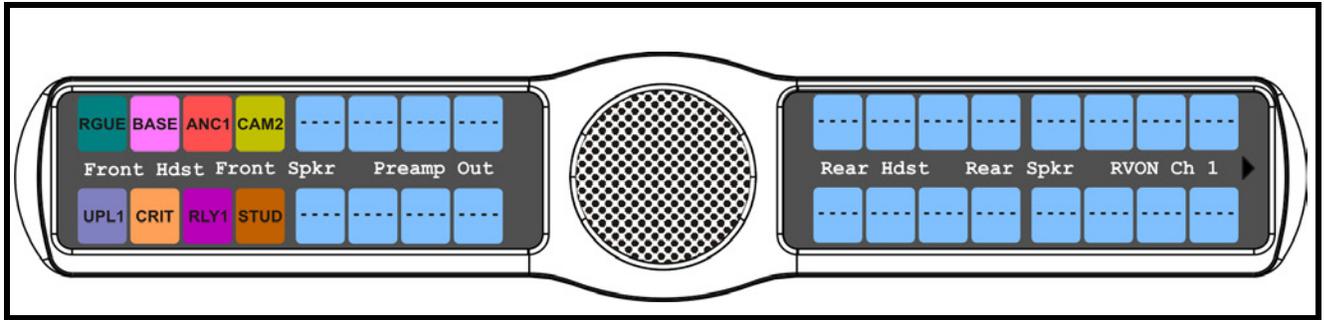


FIGURE 40. Audio Options Menu - Mixing Output Options

8. Using the 3(↑) or 6(↓), select the **Output** you want to mix.
9. Press the **SEL** button.
Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, and Matrix In appear in the display window.

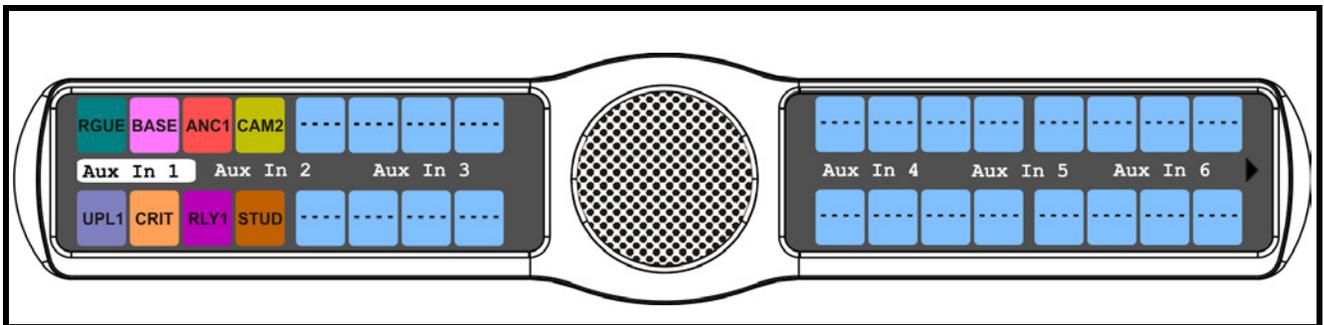


FIGURE 41. Audio Options Menu - Mixing Input Options

10. Using the 3(↑) or 6(↓), select the **Input** you want to mix.
11. Press the **SEL** button.

Audio Options Menu, Headset

The **Headset** menu option is used to configure how the headset operates. When a GPI 32 CLD option card is installed, Front and Rear options are displayed.

You can configure the speaker with one of the following:

Always ON (default) - no matter what is selected, Always ON overrides the manual selection.

Disabled

Switched - when enabled, whichever mic is selected, the corresponding speaker/headphone is active.

NOTE: Where the audio is heard is directly related to the state of the Hdst - Panel Mic. See “Reference View - KP 32 CLD (90007858000)” on page 6.

NOTE: When using the DKP 16 CLD, *Left* and *Right* appear as options, instead of *Front* and *Rear*.

To **configure the Headset**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options menu appears.
4. Using the 3(↑) or 6(↓), select **Headset**.
5. Press the **SEL** button.
Front and Rear appear.

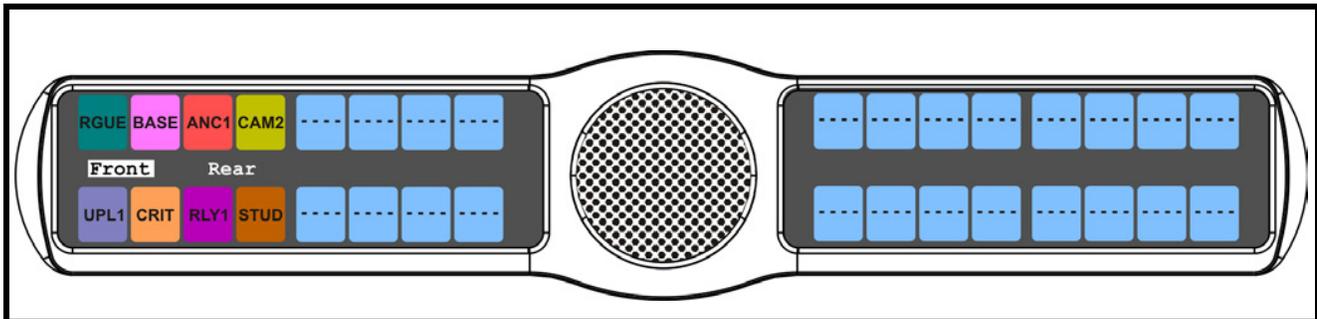


FIGURE 42. Audio Options - Headset Front Rear Option

6. Using the 3(↑) or 6(↓), select either **Front** or **Rear**.
7. Press the **SEL** button.
Always On, Disabled, and Switched appears.

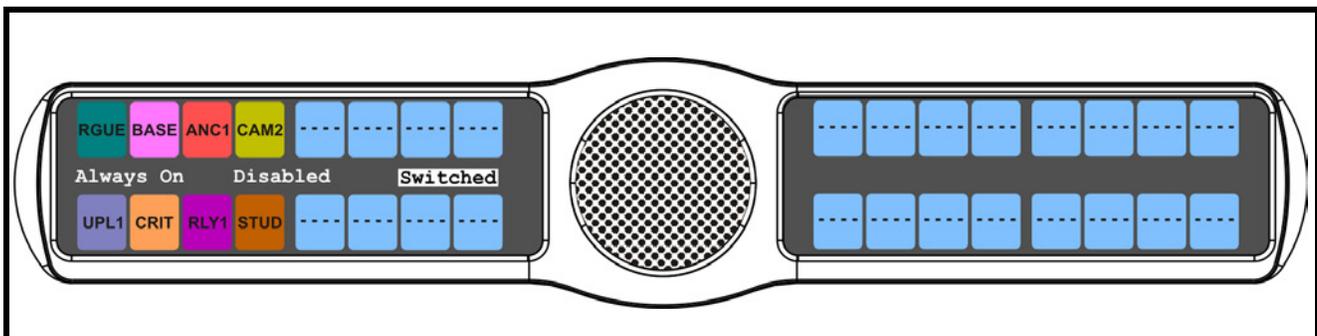


FIGURE 43. Headset Always On, Disabled, and Switched

8. Using the 3(↑) or 6(↓), select the **mode**.

9. Press the **SEL** button.

A blue arrow  appears next to the selected option.

Audio Options Menu, Headset Mic

The **Headset Mic** option allows the user to select where audio is coming from. When a GPI 32 CLD option card is installed, Front and Rear options are displayed.

You can configure the speaker with one of the following:

Disabled

Enabled

Switched (default) - when enabled, whichever mic is selected, the corresponding speaker/headphone is active.

NOTE: When using the DKP 16 CLD, *Left* and *Right* appear as options, instead of *Front* and *Rear*.

To **configure the Headset Mic**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options menu appears.
4. Using the 3(↑) or 6(↓), select **Headset Mic**.
5. Press the **SEL** button.
Front and Rear appear.

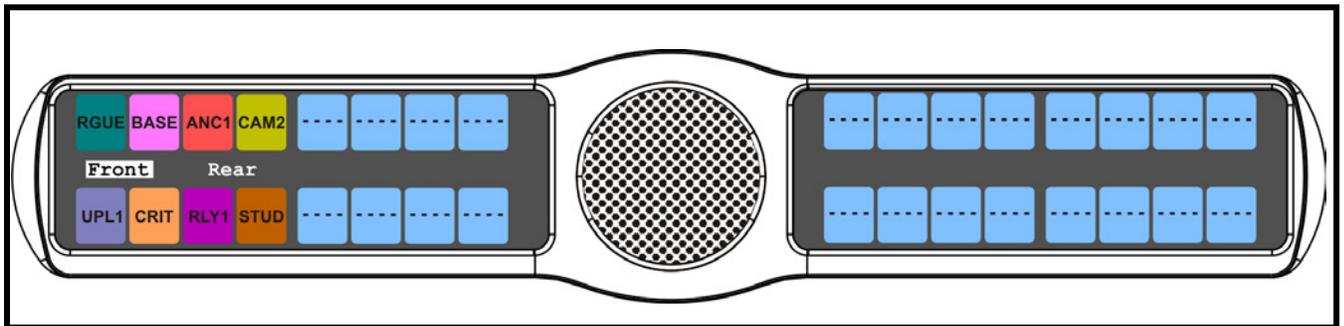


FIGURE 44. Audio Options - Headset Mic Front Rear Options

6. Using the 3(↑) or 6(↓), select either **Front** or **Rear**.
7. Press the **SEL** button.
Disabled, Enabled, and Switched appears.

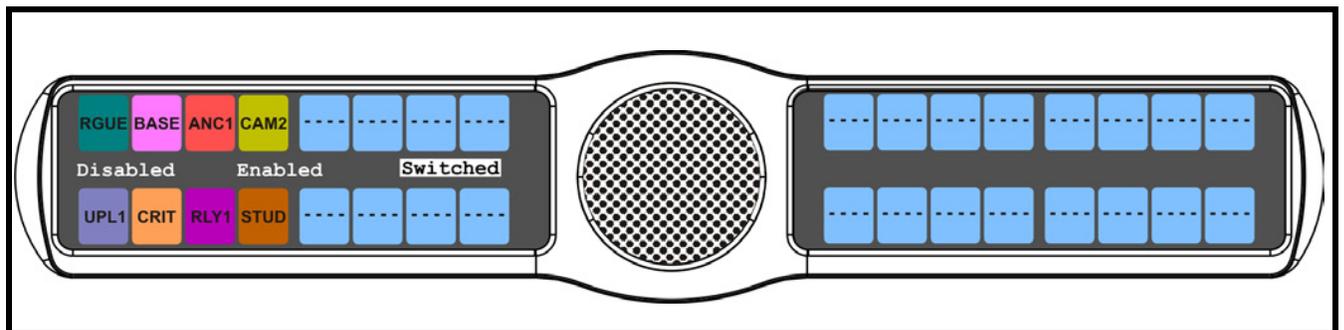


FIGURE 45. Audio Options - Headset Mic Options

8. Using the 3(↑) or 6(↓), select the **mode**.
9. Press the **SEL** button.
A blue arrow ▶ appears next to the selected option.

Audio Options Menu, Key Volumes

Key Volumes are used to adjust the crosspoint listen gains. If Key Volumes are enabled, the user can adjust the listen gains for Matrix crosspoints or point-to-point key assignments from the KP 32 CLD. You can only adjust keys with existing point-to-point listen assignments.

By default, key volumes are set at *0dB*.

The key volume range is *+6dB* to *-80dB* and *Mute*.

Also from this menu item you can reset all the modified key gains back to their default settings.

NOTE: Key Volumes are either enabled for the entire keypanel or disabled for the entire keypanel. This setting cannot be set on a per key basis.

To **enable key volumes on the KP 32 CLD**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Key Volumes**.
5. Press the **SEL** button.
Adjust and Reset appear in the display window.
6. Using the 3(↑) or 6(↓), select **Adjust**.

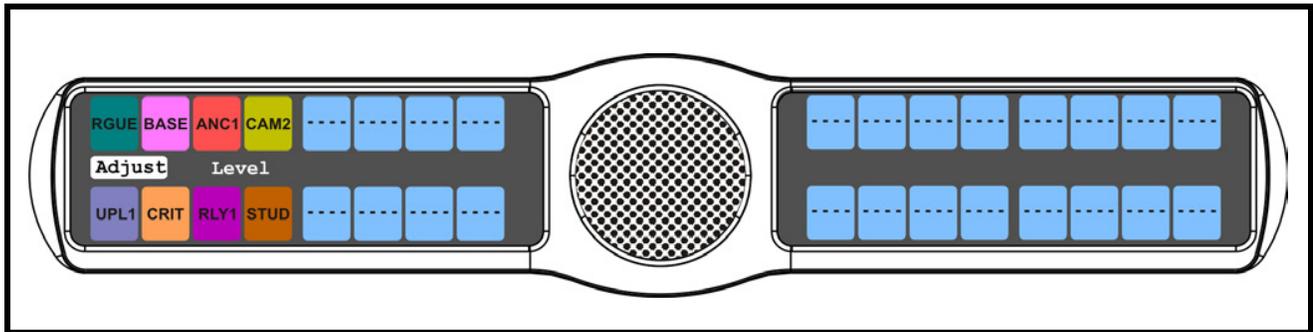


FIGURE 46. Audio Options Key Volume Adjust

7. Press the **SEL** button.
Disabled and Enabled appear in the display window.

- Using the 3(↑) or 6(↓), select **Enabled**.

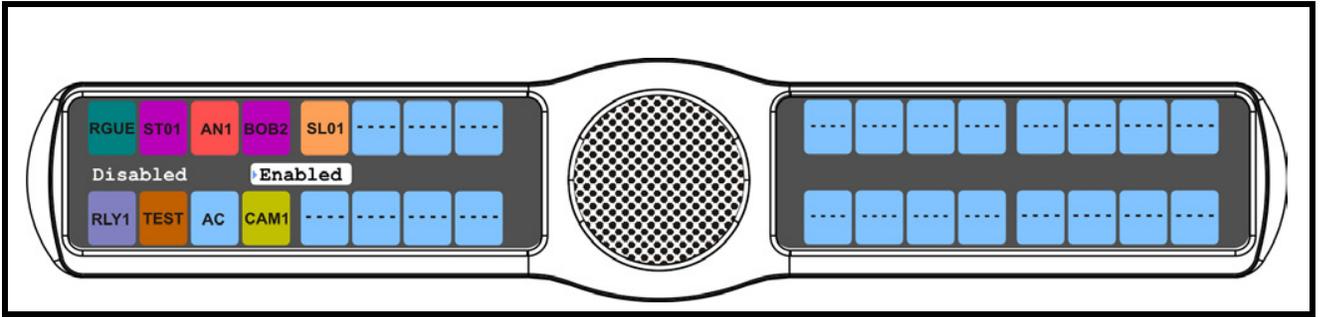


FIGURE 47. Audio Options - Key Volume Enabled

- Press the **SEL** button.
Key volume adjustments by users are allowed.

To **reset all key gains to their default value**, do the following:

- On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
- Using the 3(↑) or 6(↓), select **Audio Options**.
- Press the **SEL** button.
The Audio Options submenu appears.
- Using the 3(↑) or 6(↓), select **Key Volumes**.
- Press the **SEL** button.
Adjust and Reset appear in the display window.

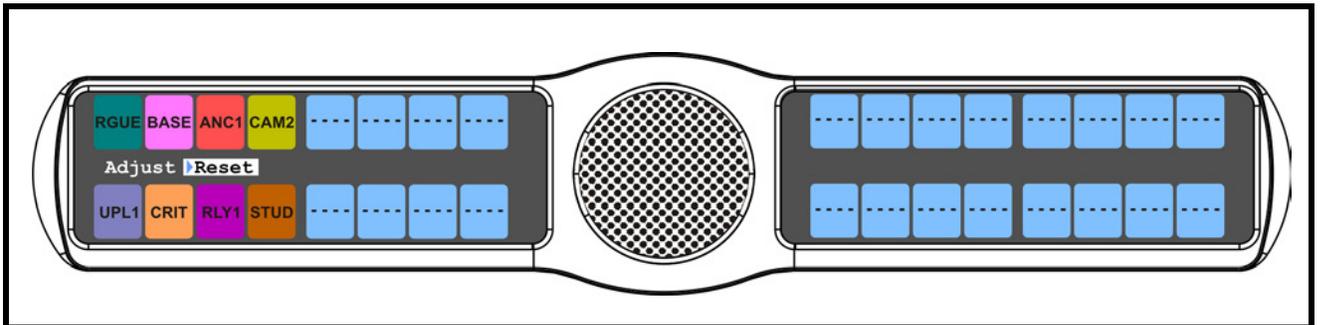


FIGURE 48. Audio Options Menu - Key Volume Reset

- Using the 3(↑) or 6(↓), select **Reset**.
- Press the **SEL** button.
Cancel and Do Reset appear in the display window.
- Using the 3(↑) or 6(↓), select **Do Reset**.

9. Press the **SEL** button.
Volumes Reset appears in the display window.

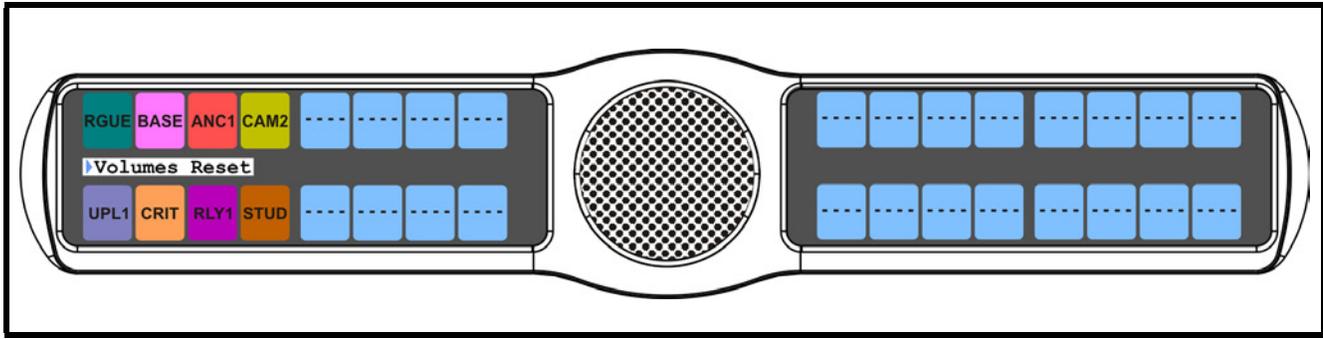


FIGURE 49. Key Volumes Reset

Audio Options Menu, Mic Gain

Mic Gain allows the user to adjust the mic gain level, in dB, and enable or disable mic gain on the keypad.

By default, mic gain is set at *0dB*. The mic gain can be configured from *-20dB to 10dB*.

To set the mic gain level, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options menu appears.
4. Using the 3(↑) or 6(↓), select **Mic Gain**.
5. Press the **SEL** button.
Adjust and Level appears in the keypad display.
6. Using the 3(↑) or 6(↓), select **Level**.

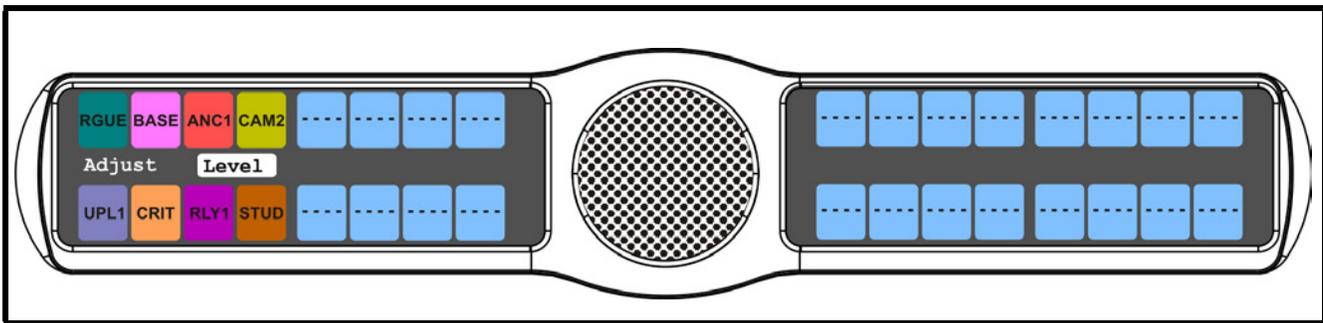


FIGURE 50. Audio Options - Mic Gain - Level Option

7. Press the **SEL** button.
Front Hdst, Front Mic, Rear Hdst, and Rear Mic appear in the display window.

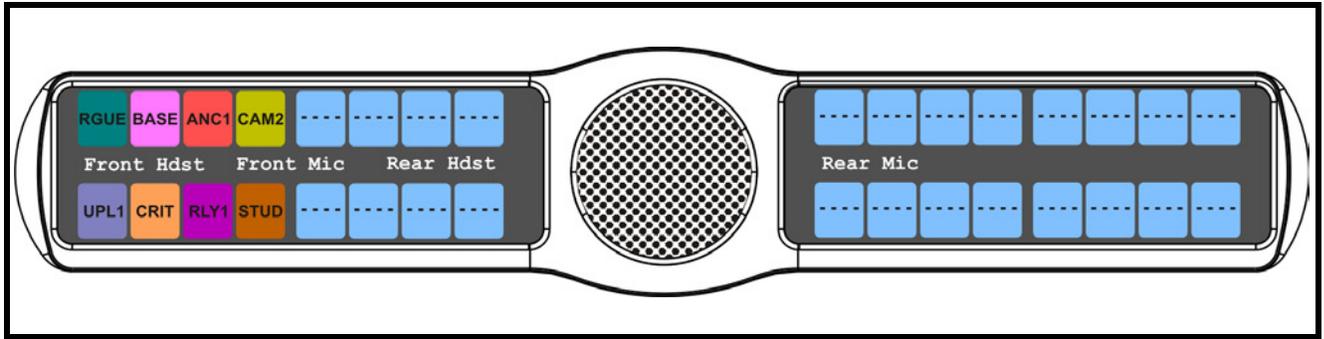


FIGURE 51. Audio Options - Mic Gain - Level Options

8. Using the 3(↑) or 6(↓), select the **source to configure mic gain**.
9. Press the **SEL** button.
The mic gain scroll box appears in the keypad display.

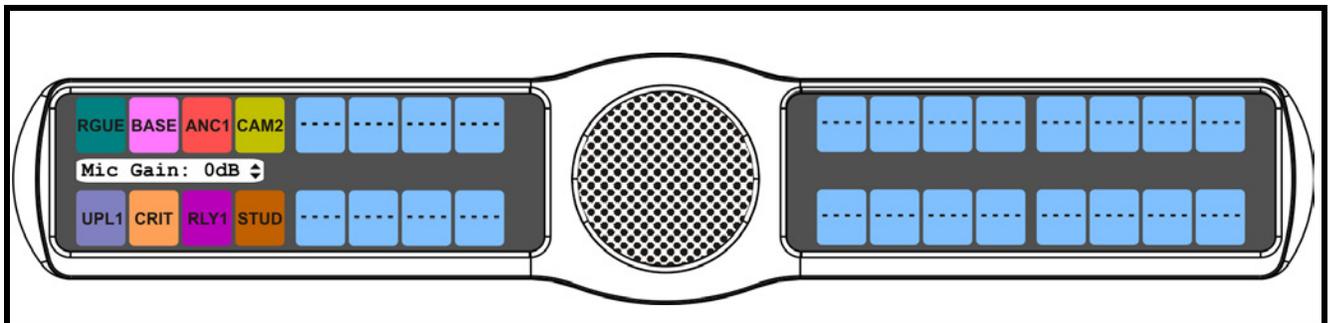


FIGURE 52. Mic Gain Adjustments

10. Using the 3(↑) or 6(↓), scroll to the **mic gain level** (in dB) you want.
11. Press the **CLR** button.
The mic gain level is set.

To **enable/disable the mic gain level adjustment from the front mic select switch for the KP 32 CLD**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options menu appears.
4. Using the 3(↑) or 6(↓), select **Mic Gain**.
5. Press the **SEL** button.
Adjust and Level appears in the keypad display.

- Using the 3(↑) or 6(↓), select **Adjust**.

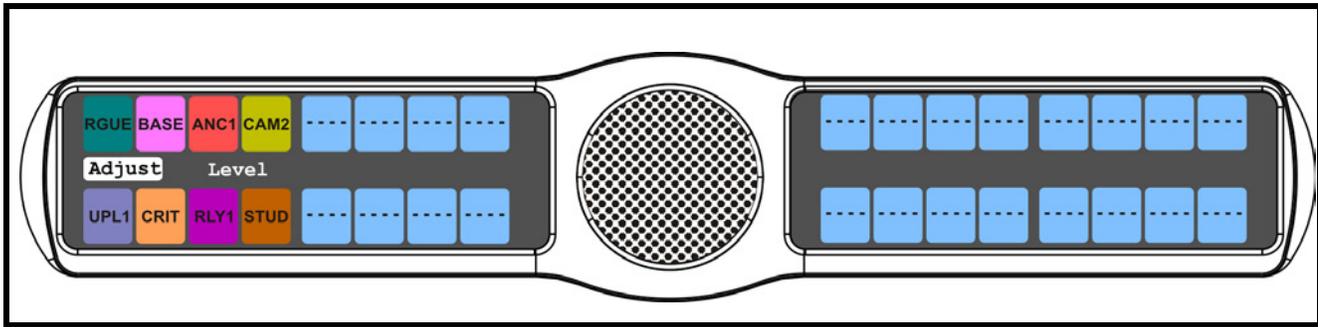


FIGURE 53. Audio Options - Mic Gain - Adjust Option

- Press the **SEL** button.
Disabled (default), Front Hdst, Front Mic, Rear Hdst, and Rear Mic appear in the display window.

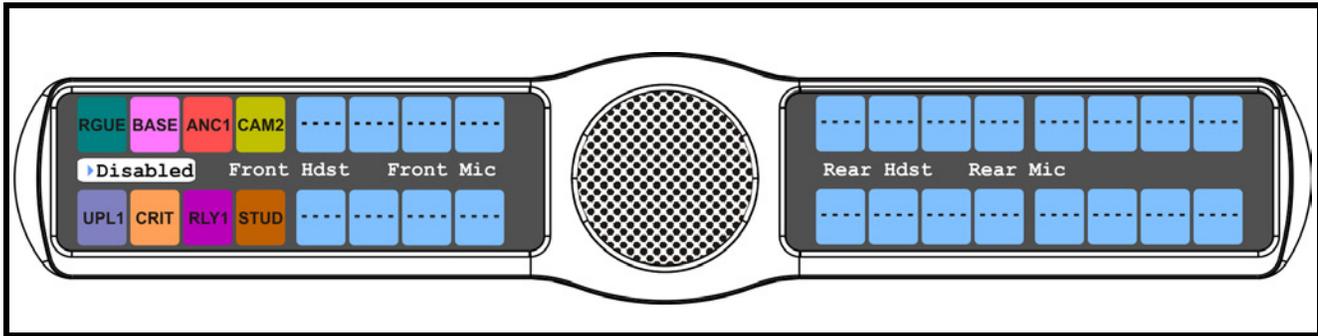


FIGURE 54. Audio Options - Mic Gain - Adjust Menu Options

- Using the 3(↑) or 6(↓), select the **resource** you want to configure.
- Press the **SEL** button.
Disabled and Enabled appear.
- Using the 3(↑) or 6(↓), select **Disabled** to prohibit mic gain adjustments.
OR
Using the 3(↑) or 6(↓), select **Enabled** to allow mic gain adjustments.
A blue arrow appears next to the selected option.

Audio Options Menu, Min Volume

Min Volume allows the user to set the minimum volume level, in dB, for both the keypad speaker and/or the headset speaker. This is the minimum volume level available on the volume control, located on the front of the KP 32 CLD.

By default, Min Volume is set to *Mute*. The Min Volume range is *-48dB to 10dB* and *Mute*.

To set the min volume for either the keypad speaker and/or headset speaker, do the following:

- On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
- Using the 3(↑) or 6(↓), select **Audio Options**.
- Press the **SEL** button.
The Audio Options menu appears.
- Using the 3(↑) or 6(↓), select **Min Volume**.
- Press the **SEL** button.
Headset and Speaker appear in the display window.

6. Using the 3(↑) or 6(↓), select **Headset** to set the minimum volume for headsets.
OR
Using the 3(↑) or 6(↓), select **Speaker** to set the minimum volume for speakers.
7. Press the **SEL** button
Front and Rear appear in the display window.
8. Using the 3(↑) or 6(↓), select **Front** to set the minimum volume for the front speaker/headset.
OR
Using the 3(↑) or 6(↓), select **Rear** to set the minimum volume for the rear speaker/headset.
9. Press the **SEL** button.
The Min Volume: scroll box appears.

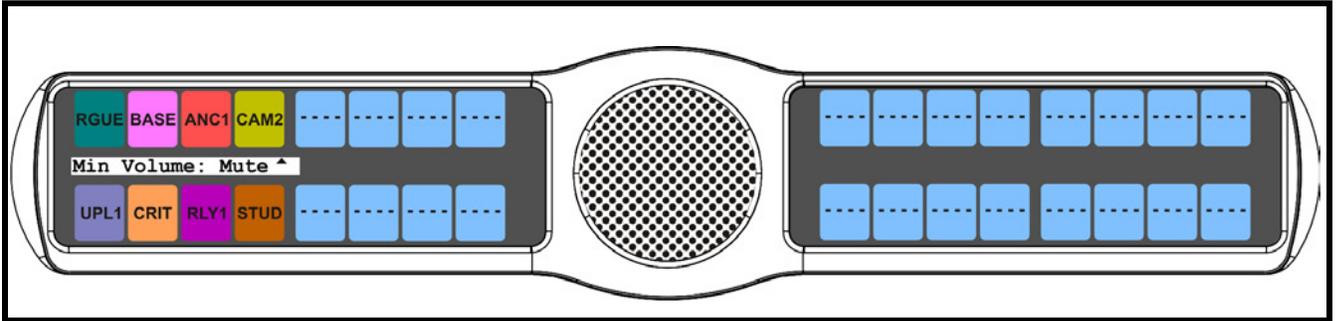


FIGURE 55. Audio Options - Min. Volume Adjustment

10. Using the 3(↑) or 6(↓), scroll to the **minimum volume** you desire.

Audio Options Menu, Matrix Out

Matrix Out allows the user to select between Normal or Hot Mic. In the Normal setting, audio from the selected active mic (based on the mic select feature, see “Audio Options Menu, Panel Mic” on page 72) goes out to the Matrix when the talk key is latched. In the Hot Mic setting, audio from the mic goes out to the Matrix without regard to the talk key’s state.

By default, Matrix Out is set to *Normal* operation.

To **configure the matrix out**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Matrix Out**.
5. Press the **SEL** button.
Hot Mic and Normal appear on the display window.

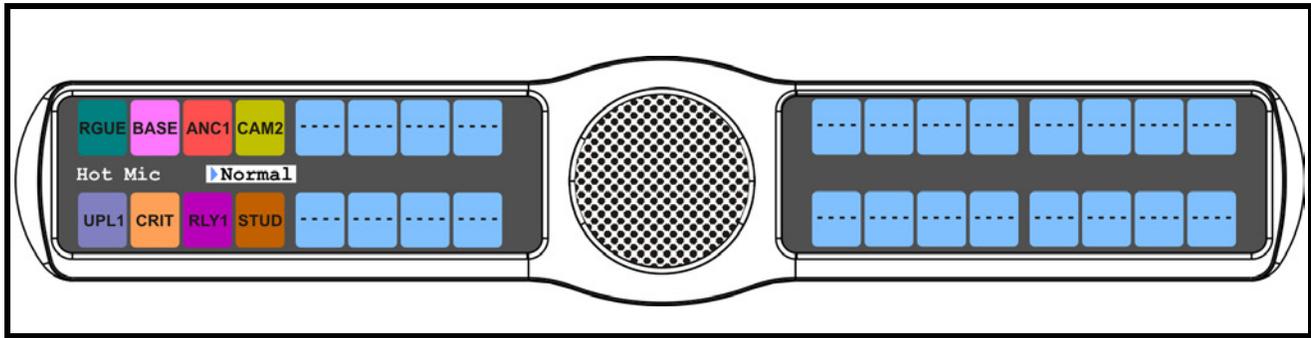


FIGURE 56. Audio Options Menu - Matrix Out

6. Using the 3(↑) or 6(↓), select **Hot Mic** or **Normal**.
7. Press the **SEL** button.

A blue arrow  appears next to the selected option.

NOTE: When Hot Mic is enabled, the Hot Mic  icon appears in the display window.

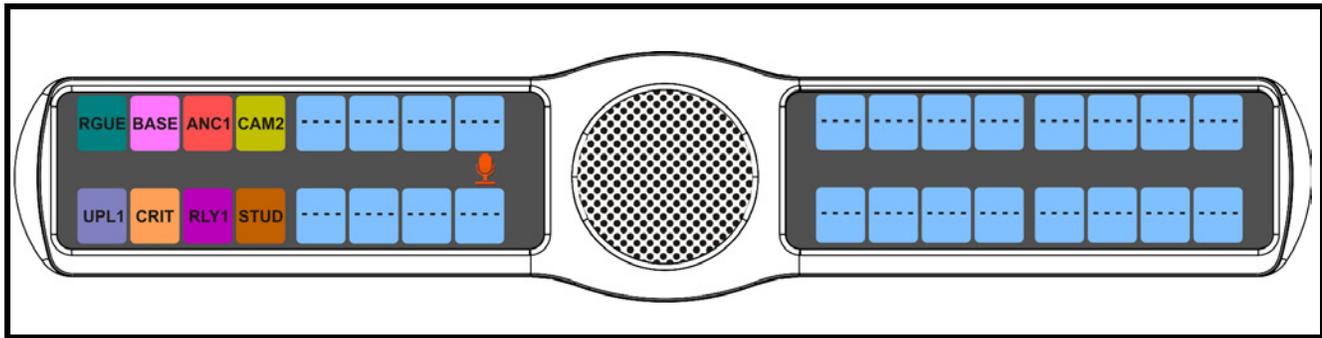


FIGURE 57. Audio Options - Hot Mic Enabled

Audio Options Menu, Max Volume

Max Volume sets the maximum level, in dB, of volume the user can configure the headset for. This feature prevents incoming audio from being too loud, resulting in ear injury to the headset user.

The default setting is *10dB*, but can be adjusted up or down to address individual user needs.

The Maximum Volume range is *-48dB to 10dB*, and *Mute*.

To **set the max volume for the headset**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options menu appears.
4. Using the 3(↑) or 6(↓), select **Max Volume**.
5. Press the **SEL** button.
Headset appears in the display window.
6. Using the 3(↑) or 6(↓), select **Headset** to set the maximum volume for headsets.

7. Press the **SEL** button
Front and Rear appear in the display window.
8. Using the 3(↑) or 6(↓), select **Front** to set the maximum volume for the front headset.
OR
Using the 3(↑) or 6(↓), select **Rear** to set the maximum volume for the rear headset.
9. Press the **SEL** button.
The Max Volume: scroll box appears.

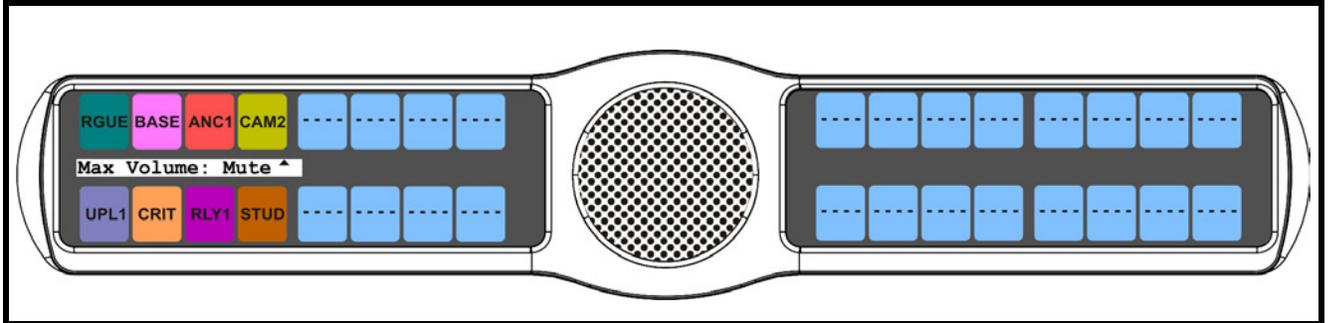


FIGURE 58. Audio Options - Max Volume Adjustments

10. Using the 3(↑) or 6(↓), scroll to the **maximum volume** you desire.

Audio Options Menu, Output Level

Output Level allows the user to adjust the nominal audio output level to the matrix from $0dB$ to $+8dB$.

By default, the Output Level is set to $8dB$.

To **set the output level**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Output Lev**.
5. Press the **SEL** button.
The Output Level scroll box appears in the display window.

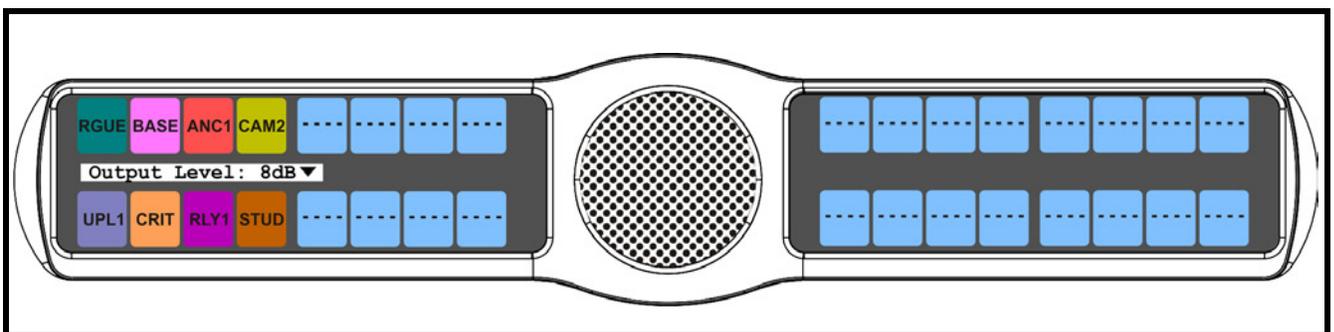


FIGURE 59. Audio Options Menu - Output Level

6. Using the 3(↑) or 6(↓), select the **Output Level** you want to configure.
7. Press the **SEL** button.

Audio Options Menu, Panel Mic

The **Panel Mic** menu option is used to configure how the panel mic operates. When a GPI 32 CLD option card is installed, Front and Rear options are displayed.

You can configure the speaker with one of the following:

Disabled

Enabled

Switched (default) - when enabled, whichever mic is selected, the corresponding speaker/headphone is active.

To **configure the Panel Mic**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options menu appears.
4. Using the 3(↑) or 6(↓), select **Panel Mic**.
5. Press the **SEL** button.
Front and Rear appear.

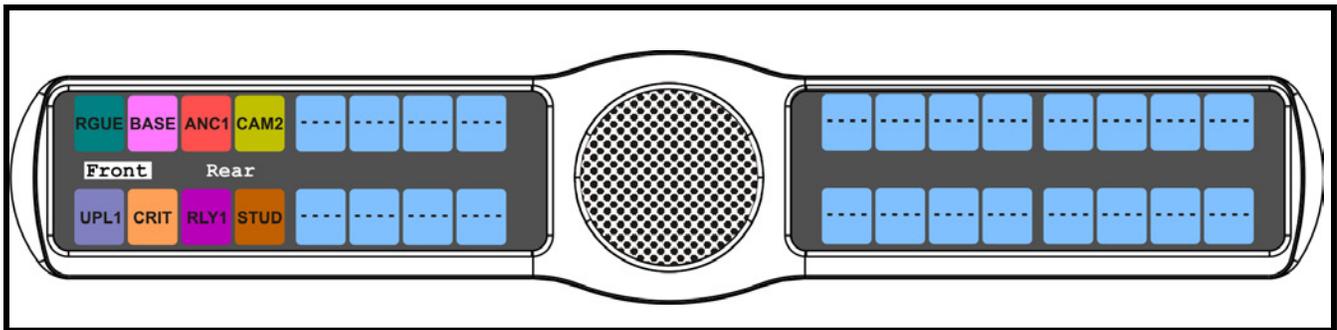


FIGURE 60. Audio Options - Panel Mic Front Rear Options

NOTE: All four (4) mics cannot be enabled at the same time. If three mic sources are turned ON, the rear panel mic is not available. For example, if the front panel mic, the front headset mic, and the rear headset mic are configured as *Enabled*, the rear panel mic is not available.

6. Using the 3(↑) or 6(↓), select either **Front** or **Rear**.
7. Press the **SEL** button.
Disabled, Enabled, and Switched appears.

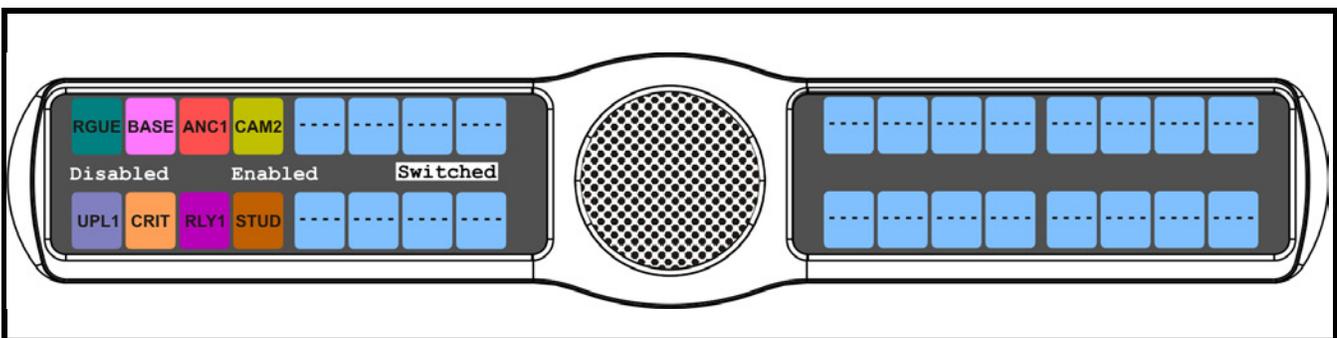


FIGURE 61. Panel Mic Enabled, Switched, and Disabled Options

8. Using the 3(↑) or 6(↓), select the **mode**.

9. Press the **SEL** button.

A blue arrow  appears next to the selected option.

Audio Options Menu, Sidetone

Sidetone indicates the level, in dB, and duration the users own voice is heard. Most people prefer some amount of sidetone to overcome the muffled sensation when talking, especially when wearing a full-muff headset.

By default, the sidetone level is set at $-20dB$. The sidetone can be set from $-35dB$ to $0dB$.

The duration sidetone heard is set to one of the following:

- Always On*
- Disabled*
- Switched (default)*

By default, sidetone is configured for Switched operation. When sidetone is set to Switched, the user's voice is heard only when the talk is activated.

To **set the sidetone level**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Sidetone**.
5. Press the **SEL** button.
Level and Mode appear in the display window.
6. Using the 3(↑) or 6(↓), select **Level**.
7. Press the **SEL** button.
The Sidetone Level adjustment appears in the display window. By default, sidetone is set to $-21dB$.

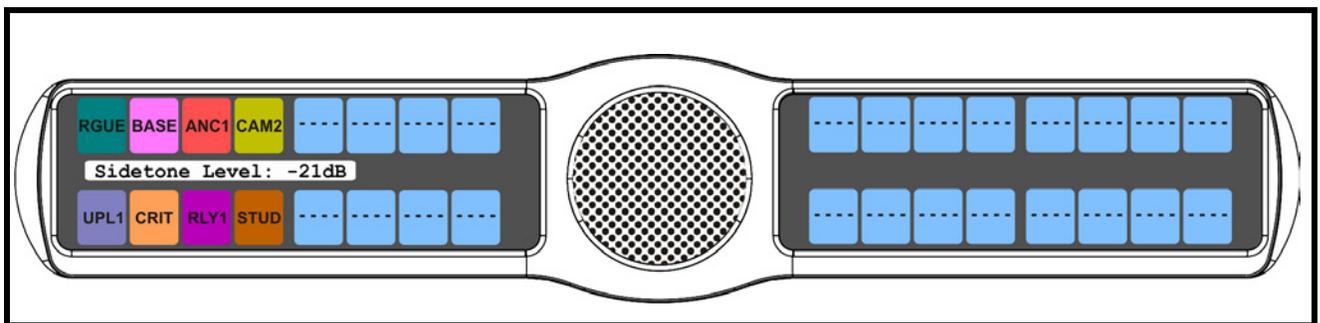


FIGURE 62. Audio Options - Sidetone Level Options

8. Use the scroll arrows  to adjust the **sidetone level**.

To **set the sidetone mode**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.

4. Using the 3(↑) or 6(↓), select **Sidetone**.
5. Press the **SEL** button.
Level and Mode appear in the display window.
6. Using the 3(↑) or 6(↓), select **Mode**.
7. Press the **SEL** button.
Always On, Disabled, and Switched appear in the display window. By default, Switched is selected.

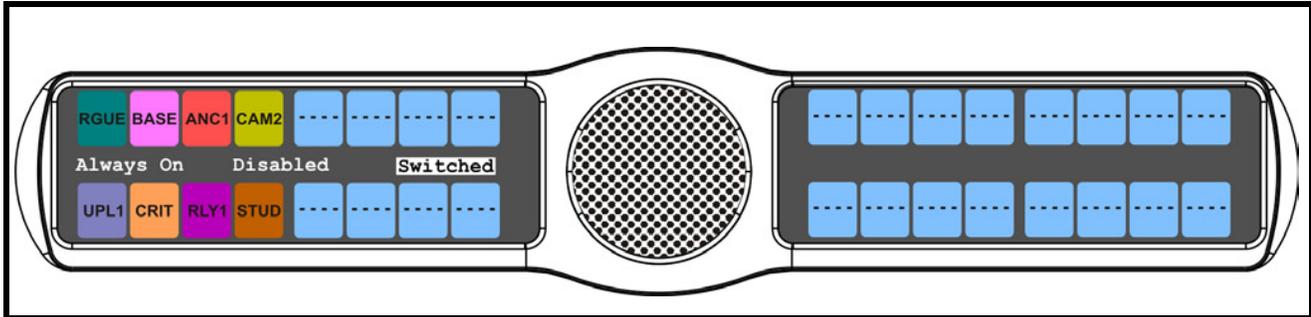


FIGURE 63. Sidetone Mode Options

8. Using the 3(↑) or 6(↓), select the **mode** to operate sidetone.
9. Press the **SEL** button.
10. Run “**Menu System, Save Config**” on page 107 to save the modification to non-volatile memory.

Audio Options Menu, Speaker

The **Speaker** menu option is used to configure how the speaker operates. When a GPI 32 CLD option card is installed, Front and Rear options are displayed.

You can configure the speaker with one of the following:

Always ON - no matter what is selected, Always ON overrides the manual selection.

Disabled

Switched (default) - when enabled, whichever mic is selected, the corresponding speaker/headphone is active.

NOTE: Where the audio is heard, is directly related to the state of the Mic Mute/Mic Select switch.
See “Reference View - KP 32 CLD (90007858000)” on page 6.

To **configure the speaker**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options menu appears.
4. Using the 3(↑) or 6(↓), select **Speaker**.

- Press the **SEL** button.
Front and Rear appear.

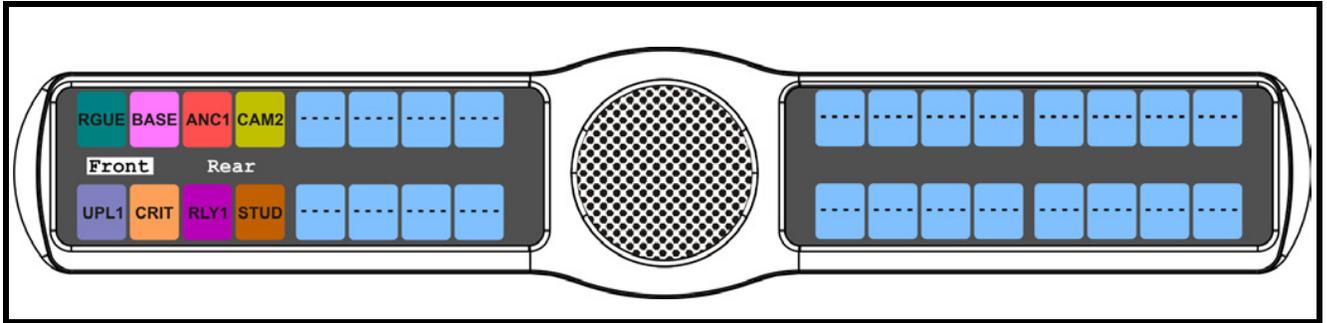


FIGURE 64. Audio Options - Front Rear Options

- Using the 3(↑) or 6(↓), select either **Front** or **Rear**.
- Press the **SEL** button.
Always On, Disabled, and Switched appears.

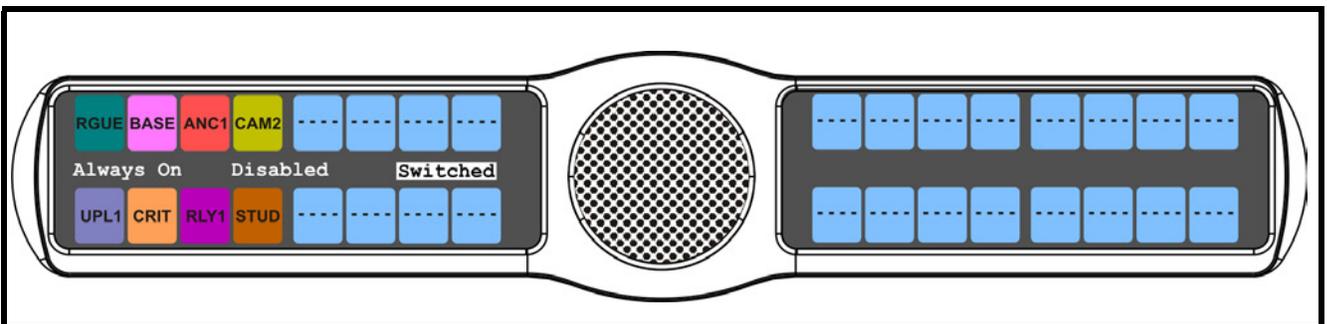


FIGURE 65. Audio Options - Speaker Options

- Using the 3(↑) or 6(↓), select the **option** you want to configure.
- Press the **SEL** button.
A blue arrow ▶ appears next to the selected option.

Audio Options Menu, Tone Gen

Tone Gen (tone generation) allows the user to turn the tone generator ON or OFF. The tone generator is used to check the audio path from the keypad to the matrix.

There are two tones available:

- 500Hz Tone (default)*
- 1kHz Tone*

The selected tone can be activated from either the menu or from the keypad.

To **enable/disable the tone generator**, do the following:

- On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
- Using the 3(↑) or 6(↓), select **Audio Options**.
- Press the **SEL** button.
The Audio Options menu appears.
- Using the 3(↑) or 6(↓), select **Tone Gen**.
- Press the **SEL** button.
Frequency, Tone Off, and Tone On appear in the display window.

6. Using the 3(↑) or 6(↓), select **Tone Off** to disable the tone generator.
OR
Using the 3(↑) or 6(↓), select **Tone On** to enable the tone generator.
A blue arrow ▶ appears next to the selected option.

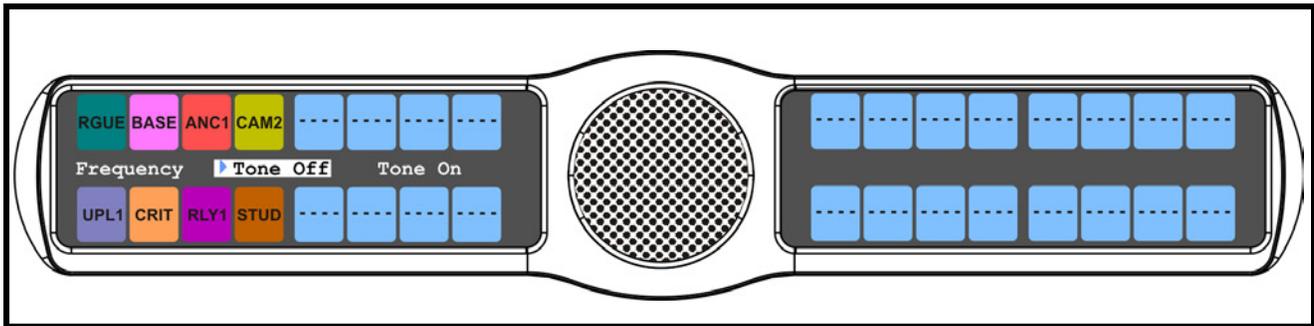


FIGURE 66. Audio Options - Frequency Tone Off/On

To set the frequency level for the tone, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options menu appears.
4. Using the 3(↑) or 6(↓), select **Tone Gen**.
5. Press the **SEL** button.
Frequency, Tone Off, and Tone On appear in the display window.
6. Using the 3(↑) or 6(↓), select **Frequency**.

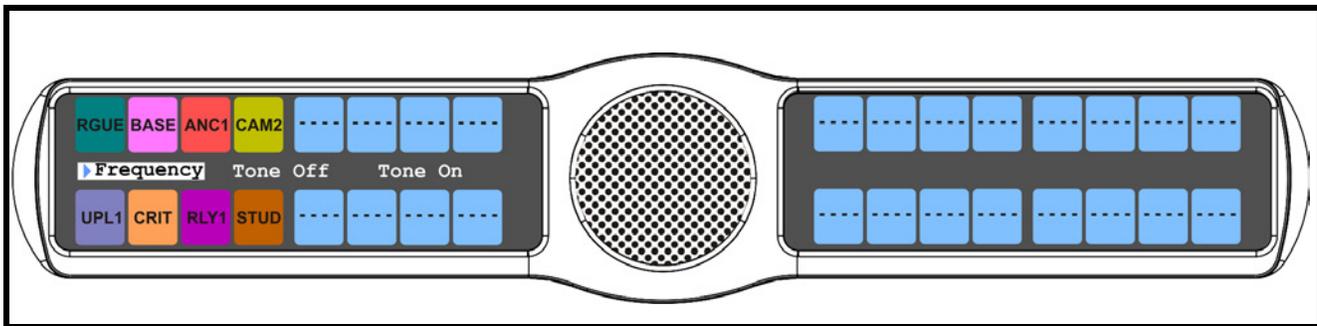


FIGURE 67. Audio Options - Frequency

7. Press the **SEL** button.
1kHz Tone and 500Hz Tone appears in the display window.

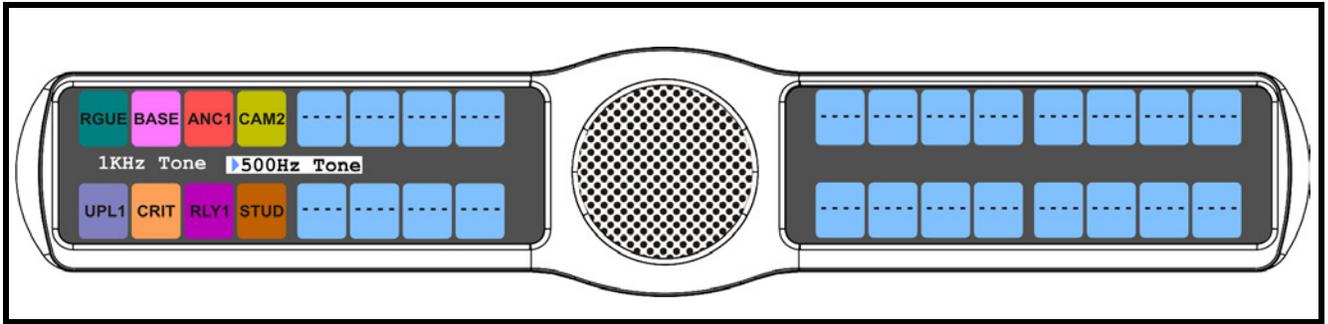


FIGURE 68. Audio Options - 1KHz and 500Hz

8. Using the 3(↑) or 6(↓), select **1KHz Tone**.
OR
Using the 3(↑) or 6(↓), select **500Hz Tone**.

A blue arrow  appears next to the selected option and the 500Hz  or 1KHz  icon displays in the display window.

Audio Options Menu, Preamp Out

Preamp Out allows the user to choose how audio is routed to the Preamp Output connector. When *Switched* is selected, keypanel audio is routed to the preamp output connector when a talk key is latched. When *Hot Mic* is selected, audio is always available at the preamp output connector. When *Disabled* is selected, keypanel audio is isolated from the preamp output connector.

NOTE: The GPI 32 CLD option card must be installed for the Preamp Out menu item to appear.

The selections available are: *Disabled, Hot Mic, and Switched (default)*.

To **configure the preamp output connector**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Audio Options**.
3. Press the **SEL** button.
The Audio Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Preamp Out**.
5. Press the **SEL** button.
Disabled, Hot Mic, and Switched appears in the display window.

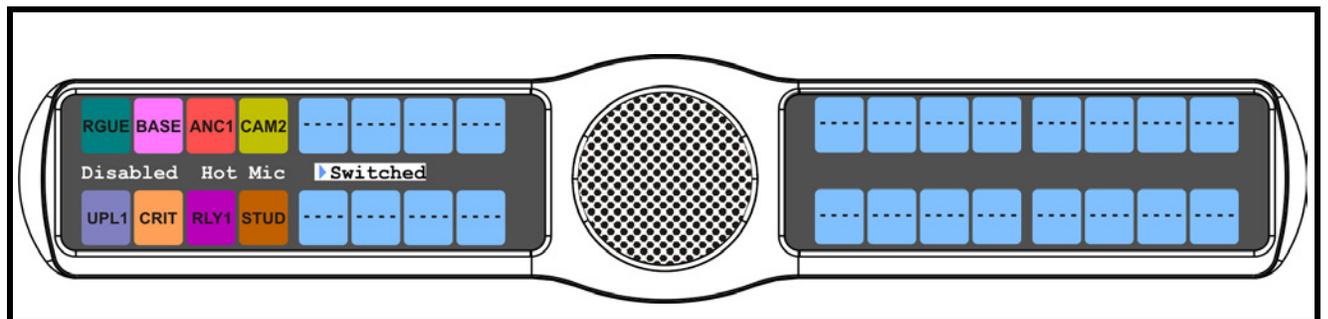


FIGURE 69. Audio Options - Preamp Out

6. Using the 3(↑) or 6(↓), select **Preamp Out option** you want.
7. Press the **SEL** button

Menu System, Display

Use this menu to display various information about the keypad configuration.

The information available for display is as follows:

Assign Type

Chans ON

Chime

Exclusive

Key Groups

Key List

Level 2 (Key Assignments)

Listen (Assignments)

Matrix

Panel ID

Solo Key

(Keypad Firmware) Version

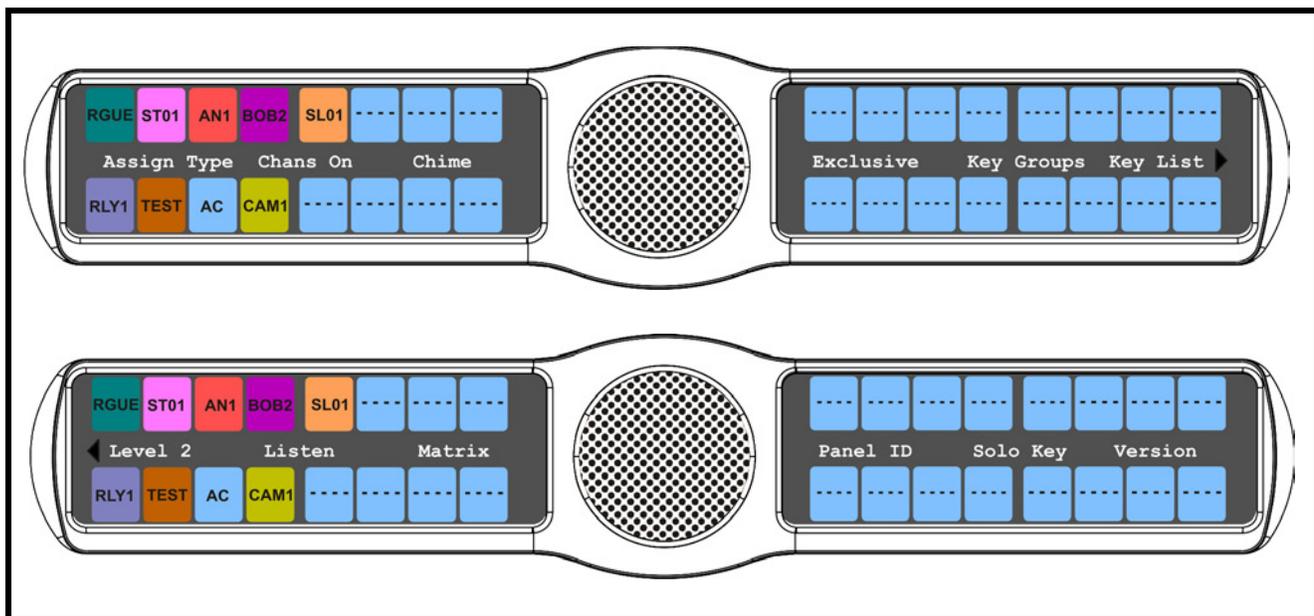


FIGURE 70. Main Display Menu

The following pages detail each of these menu options in detail.

Display Menu, Assign Type

Assign Type displays the talk level 1 assignment types for all keys.

Abbreviations for the key assignment types appear in the display as follows:

<i>Pt-to-Pt:</i>	Point-to-Point Talk Key
<i>Party Line:</i>	Party Line Talk Key
<i>IFB:</i>	IFB Talk Key
<i>Special List:</i>	Special List Talk Key
<i>System Relay:</i>	The key activates a GP output at the intercom frame, or a relay output at a UIO-256/GPIO-16 or FR9528 frame.
Camera ISO:	Camera ISO Talk Key
UPL RSRC:	UPL Resource Key
IFB SL:	IFB Special List Key
AC:	All Call Key

To display the types of key assignments assigned to the KP 32 CLD, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.
3. Press the **SEL** button.
The Display submenu appears.
4. Verify **Assign Type** is selected.
5. Press the **SEL** button.
The assignment types appear on the appropriate key displays (see Figure 71).

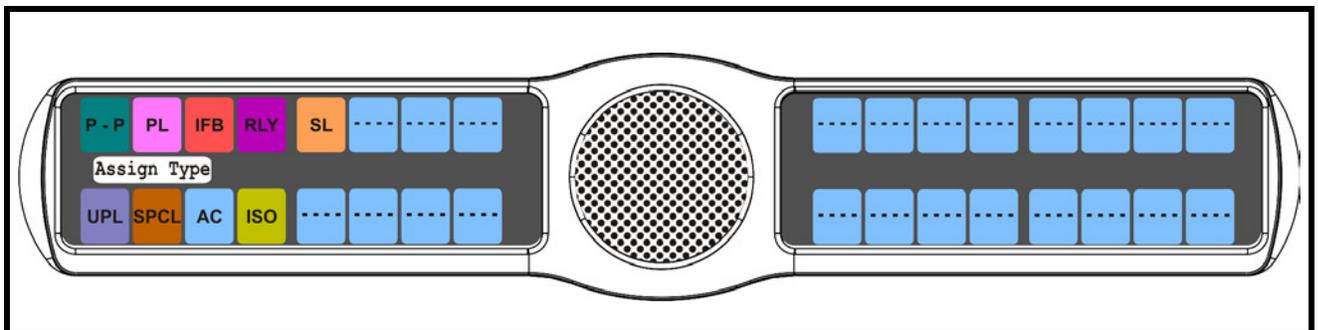


FIGURE 71. Assign Type Menu

Display Menu, Chans On

Chans On displays an alpha list of all intercom ports with talk crosspoints currently closed to this keypanel. Chans On is typically used to locate an open mic or other open audio source that needs to be shut off. The most likely cause is a talk key that has been left on at some keypanel. In this case, use the ↓ ↓ and ↑ ↑ keys to quickly page-scroll through the list of names. Press the call waiting window key to ask the person at the other end of the connection to turn off the talk key.

To **display the Chans ON information**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.
3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3 (↑) or 6 (↓), select **Chans On**.
5. Press the **SEL** button.
The Chans On display appears showing the channels that are ON (see Figure 72).

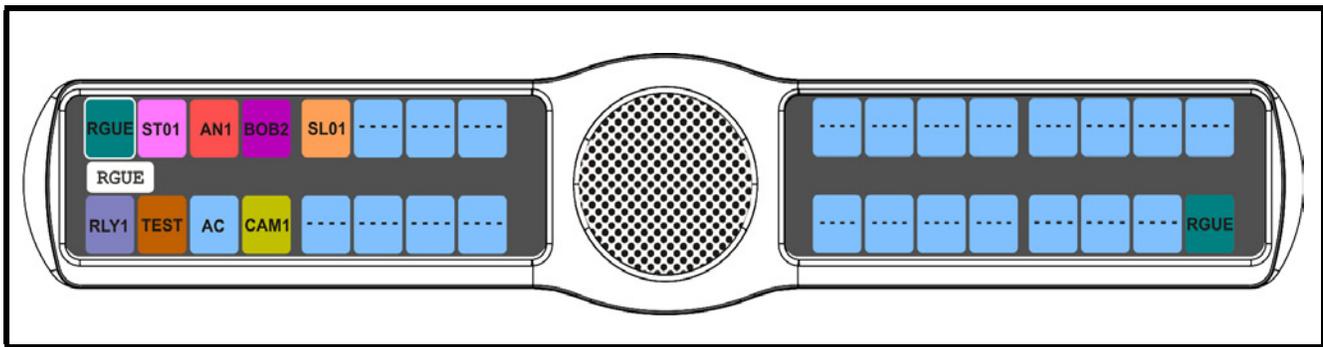


FIGURE 72. Chans On

Display Menu, Chime

Chime displays all keys with the chime option enabled on them in red. For more information on the Chime option, see “Key Options Menu, Chime” on page 99.

To **display keys with Chime enabled**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.
3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3 (↑) or 6 (↓), select **Chime**.

5. Press the **SEL** button
The Chime display appears showing chime enabled keys in red

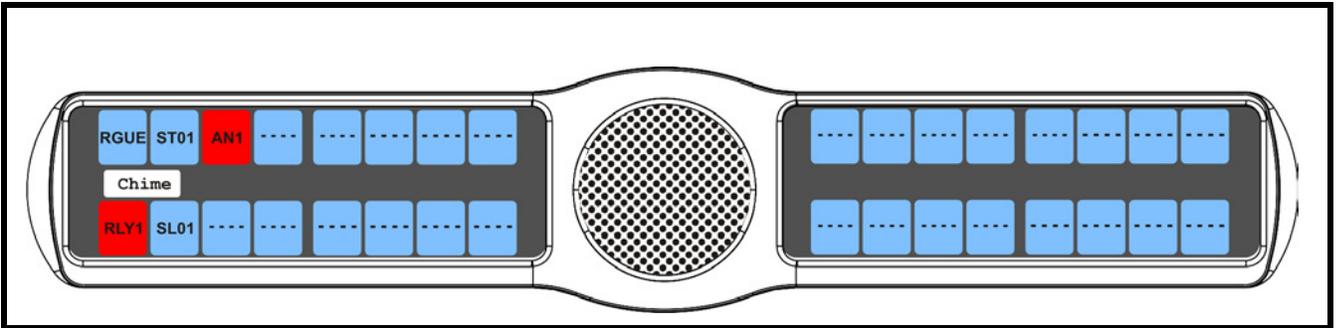


FIGURE 73. Display Menu - Chime

Display Menu, Exclusive

Exclusive displays all keys with the exclusive key assignment. For more information on the exclusive assignment, see “Key Options Menu, Exclusive” on page 101.

To **display the Exclusive Keys information**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.
3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3(↑) or 6(↓), select **Exclusive**.
5. Press the **SEL** button
The Exclusive display appears showing exclusive keys in red (as shown in Figure 74).

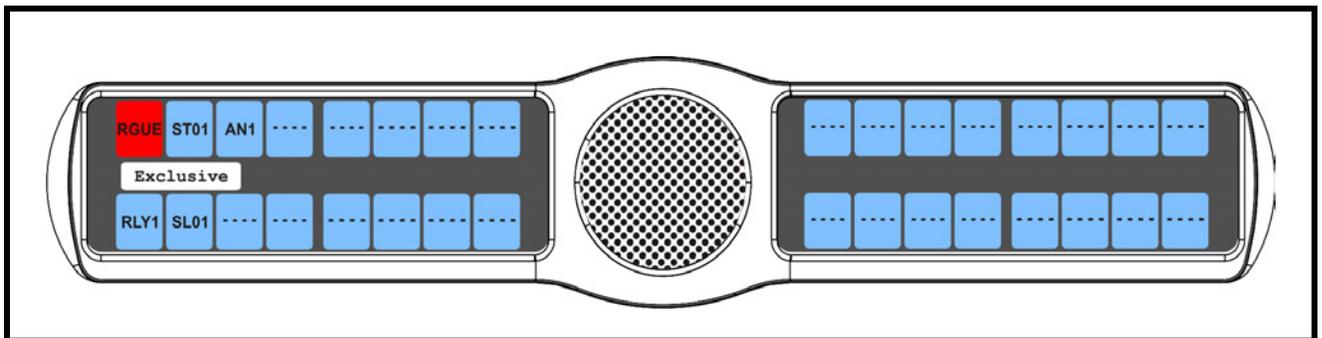


FIGURE 74. Display Menu - Exclusive

NOTE: You can assign more than one Exclusive key.

Display Menu, Key Groups

Key Groups displays a scroll list of groups available on the keypad.

To **display the different groups available**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.

3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3(↑) or 6(↓), select **Key Groups**.
5. Press the **SEL** button
Group 1, Group 2, Group 3, and Group 4 appear in the display window.
6. Using the 3(↑) or 6(↓), select the **Group** you want to display.
7. Press the **SEL** button.
The Master key appears in red, while the slave keys appear in green (see Figure 75).

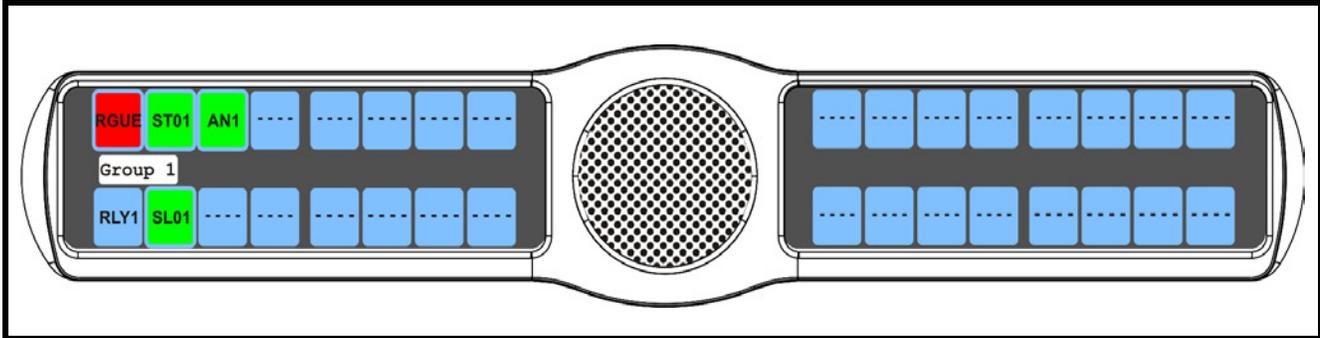


FIGURE 75. Display Menu - Key Groups

Display Menu, Key List

Key List displays and allows users to see all the other assignments on other keypad pages not currently showing in the keypad display.

To **display the Key List information**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.
3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3(↑) or 6(↓), select **Key List**.
5. Press the **SEL** button.
The Key List displays all the assignments not currently displayed on the keypad.

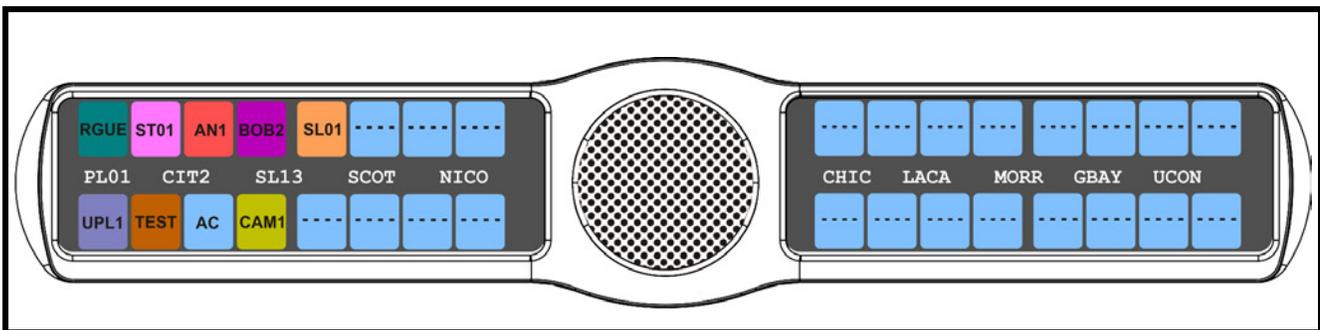


FIGURE 76. Display Menu - Key List

Display Menu, Level 2

Level 2 displays the talk level 2 assignments for all keys. Talk Level 2 assignments are used to be able to call two users at one time or to assign an auto function that is activated when the Level 1 assignment is used.

To **display the Level 2 Talk information**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.
3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3(↑) or 6(↓), select **Level 2**.
5. Press the **SEL** button.
The Level 2 display appears showing the level 2 talk keys (see Figure 77).

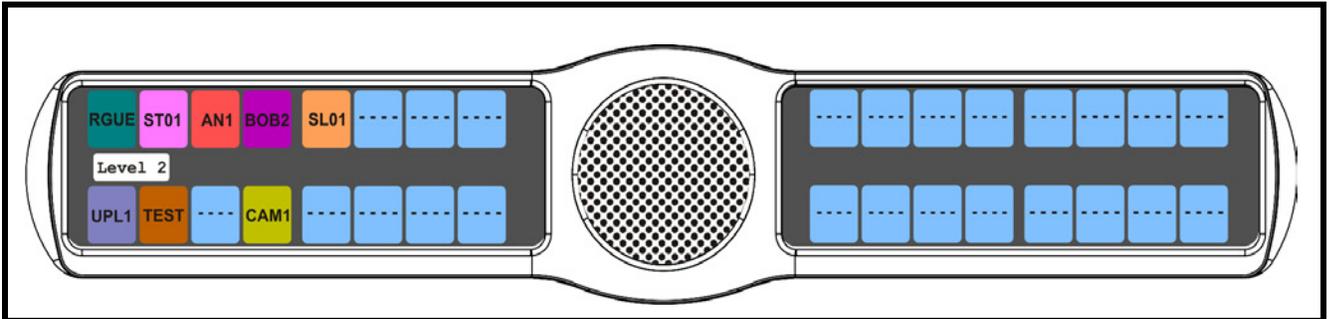


FIGURE 77. Display Menu - Level 2

Display Menu, Listen

Listen displays the listen assignments for all keys, if applicable.

To **display the Level 2 Talk information**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.
3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3(↑) or 6(↓), select **Listen**.
5. Press the **SEL** button.
The Listen display appears showing the listen assignments on the specified keys (see Figure 78).

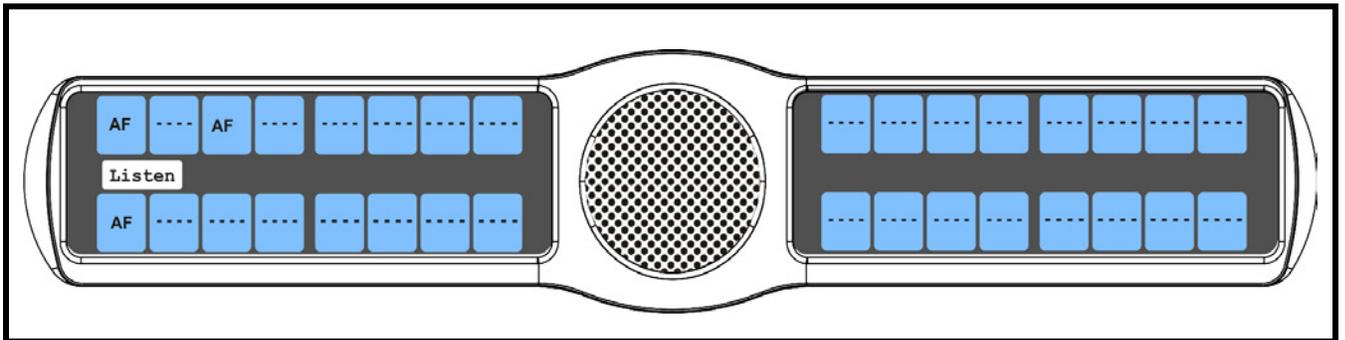


FIGURE 78. Display Menu - Listen

Display Menu, Matrix

Matrix displays the intercom system name for all talk level 1 key assignments. The local intercom is represented by a green key, while a remote intercom is represented by a red key. If a key assignment is not present on a key, an unassigned key  displays.

In non-trunked intercom systems, the intercom system name is always LOCL (local). In trunked systems, intercom system names are created in TrunkEdit (*Intercoms/Names*).

To **display the matrix intercom system name**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.
3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3(↑) or 6(↓), select **Matrix**.
5. Press the **SEL** button.
The Matrix display appears showing the matrix intercom system (see Figure 79).

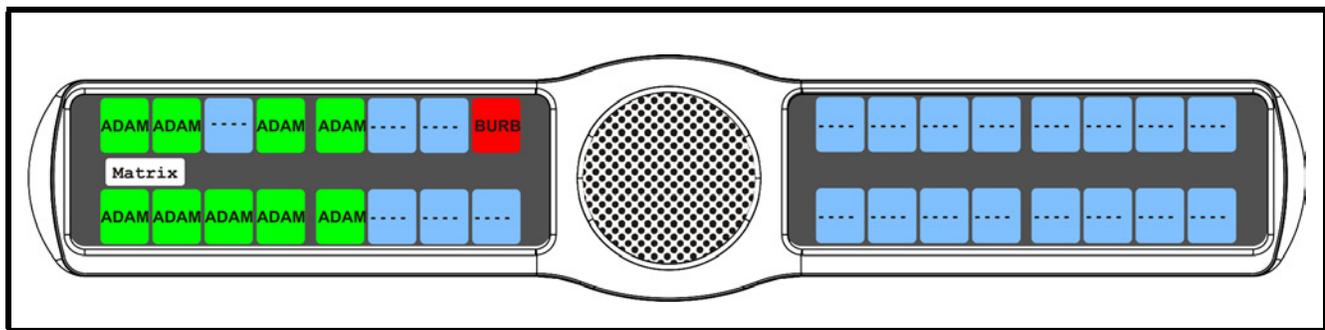


FIGURE 79. Display Menu - Matrix

Display Menu, Panel ID

Panel ID displays the port number to which the keypad is connected (used only with an AIO-8 card). The calculation is based on the data group to which the keypad is connected. If the address switch is incorrectly set, the wrong panel ID displays. There is no need for this address if an AIO-16 card is used. Address setting is automatically generated when an AIO-16 card is used.

NOTE: When the keypad is not scroll enabled, the Panel ID displays only the port number in the panel display window. When the keypad is scroll enabled, the port number and port alpha are displayed.

To **display the panel ID**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.
3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3(↑) or 6(↓), select **Panel ID**.
5. Press the **SEL** button.
The Panel ID display appears showing the port number and alpha (if applicable) for the keypad (see Figure 80).

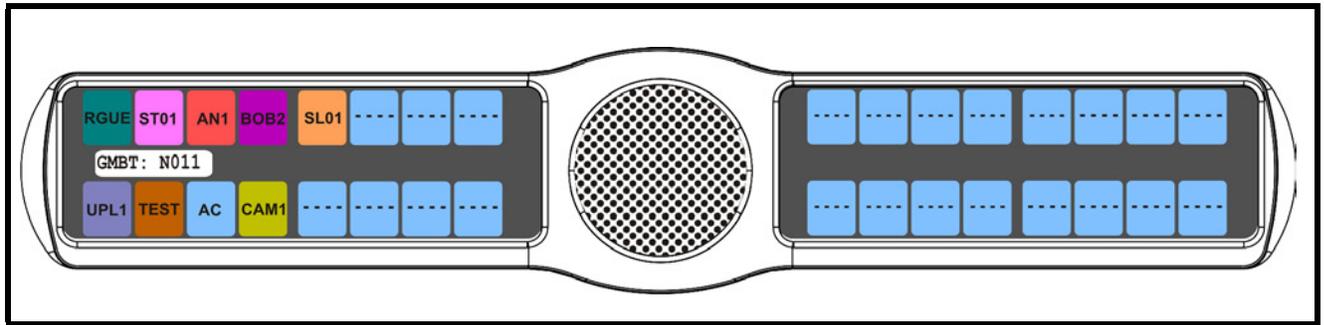


FIGURE 80. Display Menu - Panel ID

Display Menu, Solo

Solo displays all keys with the solo assignment. For more information on the solo assignment, see “Key Options Menu, Latching” on page 103.

To **display the Solo Key information**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.
3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3(↑) or 6(↓), select **Solo**.
5. Press the **SEL** button.
The Solo display appears showing solo keys in red (see Figure 81).

NOTE: You may only assign one solo key at a time.

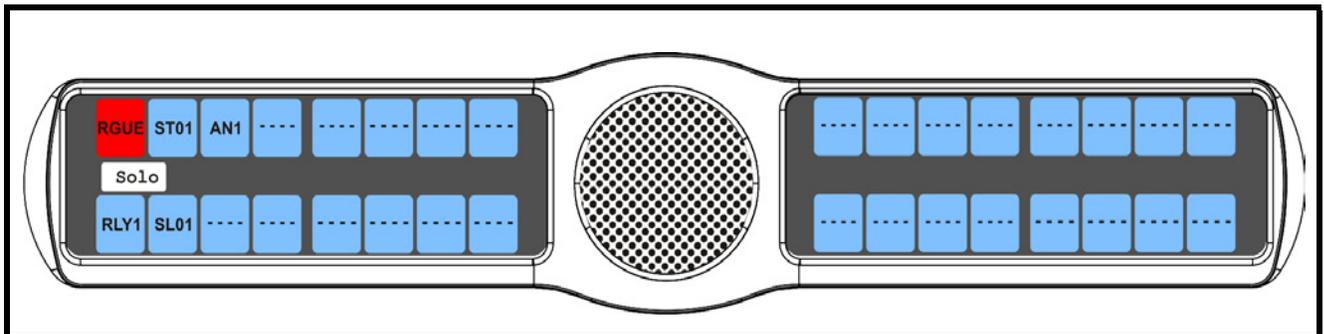


FIGURE 81. Display Menu - Solo

Display Menu, Version

Version displays the firmware version currently running on the keypad.

NOTE: For firmware upgrades, contact customer service. The KP 32 CLD firmware can be upgraded through AZedit.

To **display the firmware version currently loaded on the keypad**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Verify **Display** is selected.

3. Press the **SEL** button.
The Display submenu appears.
4. Using the 3(↑) or 6(↓), select **Version**.
5. Press the **SEL** button.
The Version display appears showing firmware version for the keypad (see Figure 82).

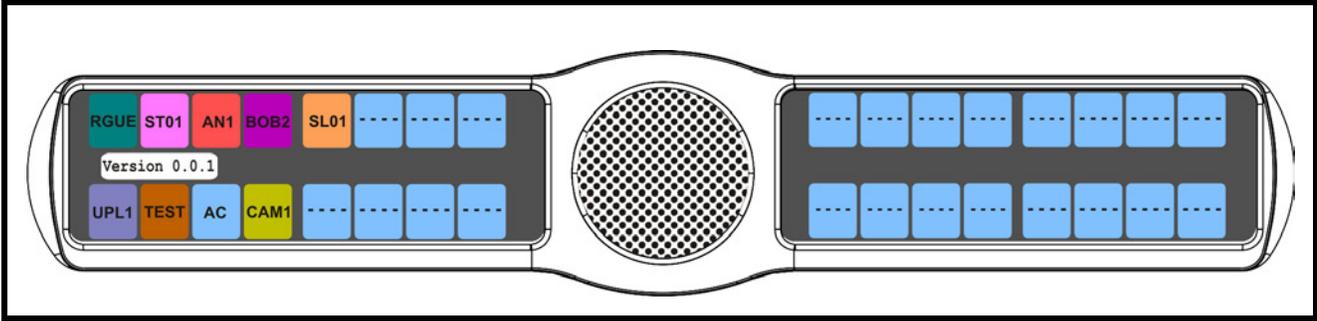


FIGURE 82. Display Menu - Version

Menu System, Key Assign Menu

The **Key Assign** menu, shown in Figure 83, is used to assign intercom key assignments and auto functions to keypad keys.

The Key Assign menu consists of the following:

Matrix (only in trunked systems)

Pt-to-Pt

Party Line

IFB

Special List

Sys Relay

Camera ISO

UPL

IFSL

Auto Func

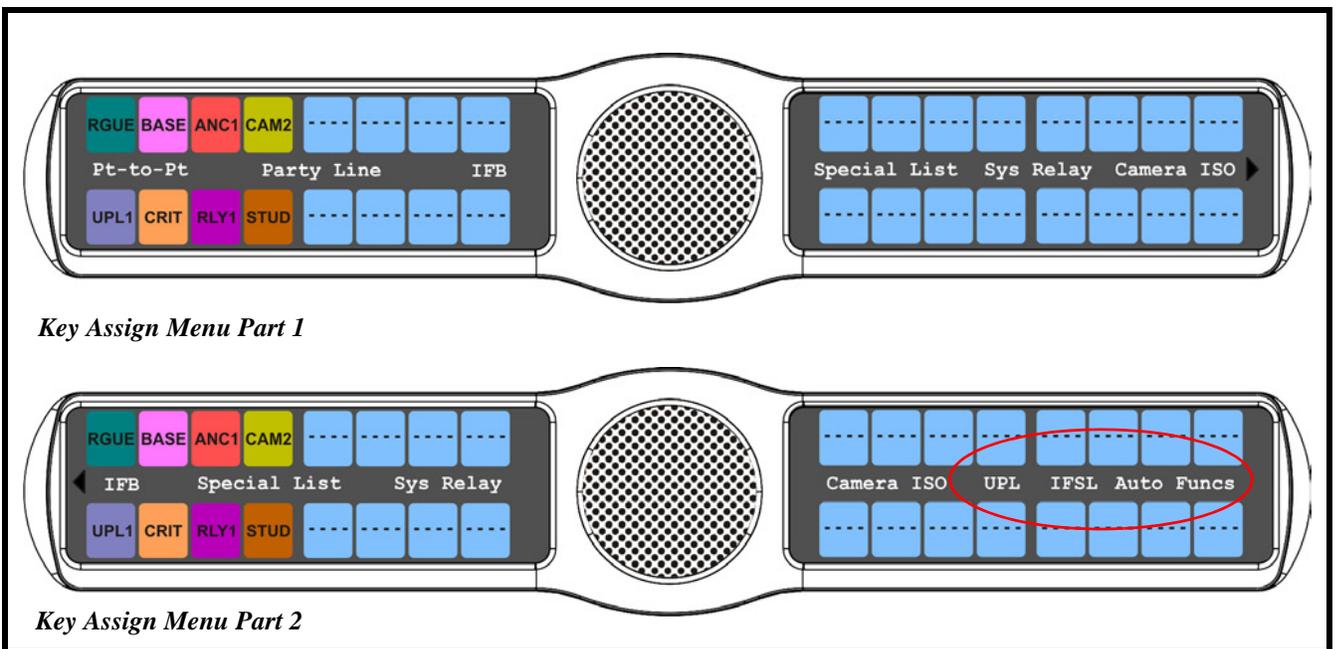


FIGURE 83. Main Key Assign Menu

To access the key assign menu options, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.
3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select the **key assignment** you want to assign.
5. Press the **SEL** button.
A scroll list of available ports appears.

Key Assign Menu, Matrix (Trunked System Only)

Matrix only appears for trunked intercom systems. You must select a remote intercom matrix before assigning intercom keys to destinations in that matrix. You do not need to select matrix to assign keys to destinations in your own matrix. Also, you do not need to select matrix when assigning an auto function key to a matrix.

To assign a remote assignment to the KP 32 CLD, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.
3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select **Matrix**.
5. Press the **SEL** button.
A scrollable list of remote intercoms appears.

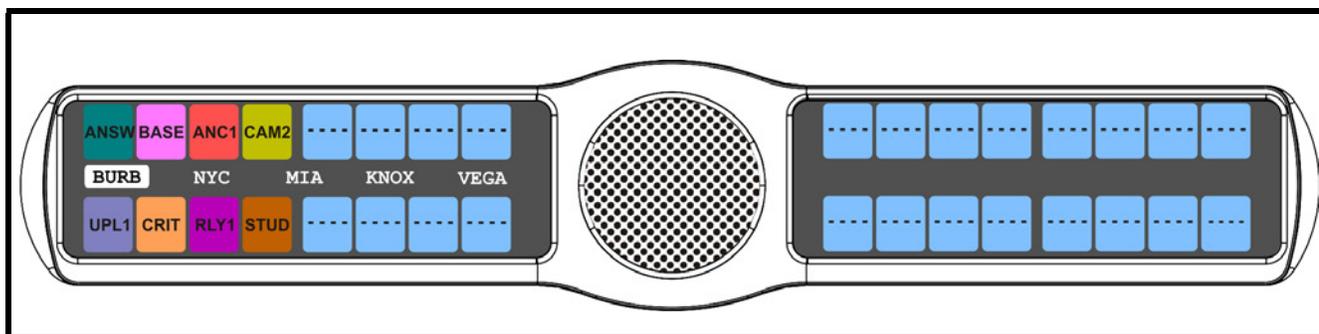


FIGURE 84. Key Assign - Matrix Remote Intercoms

6. Using the 3(↑) or 6(↓), select a **remote intercom**.
7. Press the **SEL** button.
A scroll list of available ports appears.
8. Using the 3(↑) or 6(↓), select the **port** you want to assign to the keypad key.

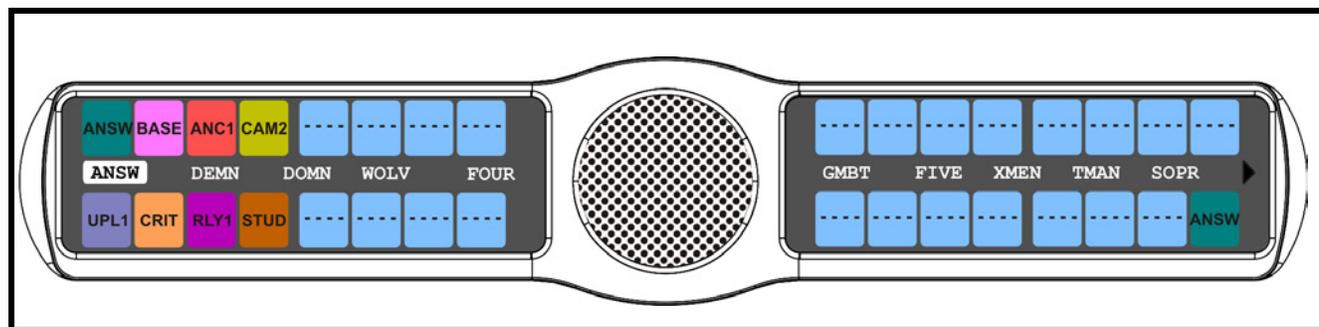


FIGURE 85. Remote Pt-to-Pt Key Assign

9. Press the **SEL** button.
A list of auto-functions appear.

- Using the 3(↑) or 6(↓), select the **auto-function** you want to assign to the Pt-to-Pt assignment, if applicable.

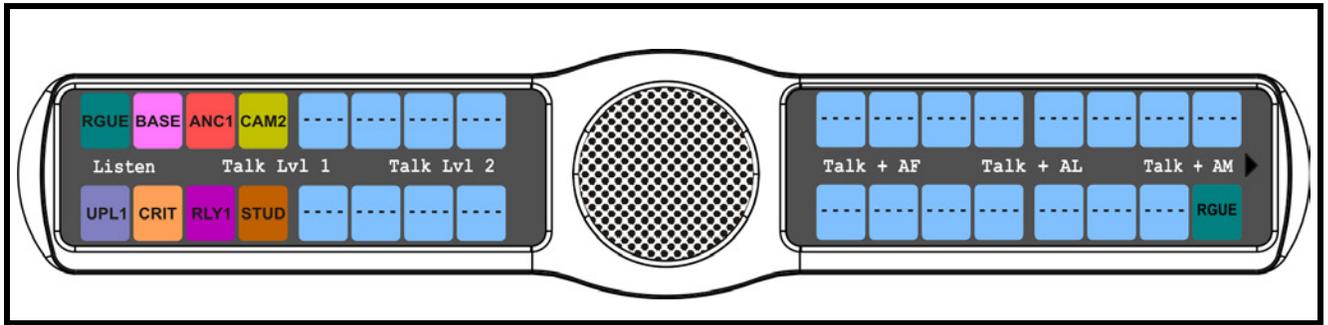


FIGURE 86. Auto Functions

- Press the **SEL** button.
Tap Key appears.
- Press down on the **keypanel key position** where you want the Pt-to-Pt assignment to appear.
The key color changes to teal and the alpha name appears on the key.

Key Assign Menu, Pt-to-Pt

Pt-to-Pt assigns a key that talks or listens to a another intercom port.

NOTE: Some Pt-to-Pt destinations may be non-keypanel devices that cannot activate talk and listen paths. Therefore, if you want full communication, you may need to assign both talk and listen on the key. To assign auto functions, see “Key Assign Menu, Auto Func” on page 96.

To **assign Pt-to-Pt to the keypanel key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.
3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select **Pt-to-Pt**.
5. Press the **SEL** button.
A scroll list of available ports appears.
6. Using the 3(↑) or 6(↓), select the **port** you want to assign to the keypanel key.

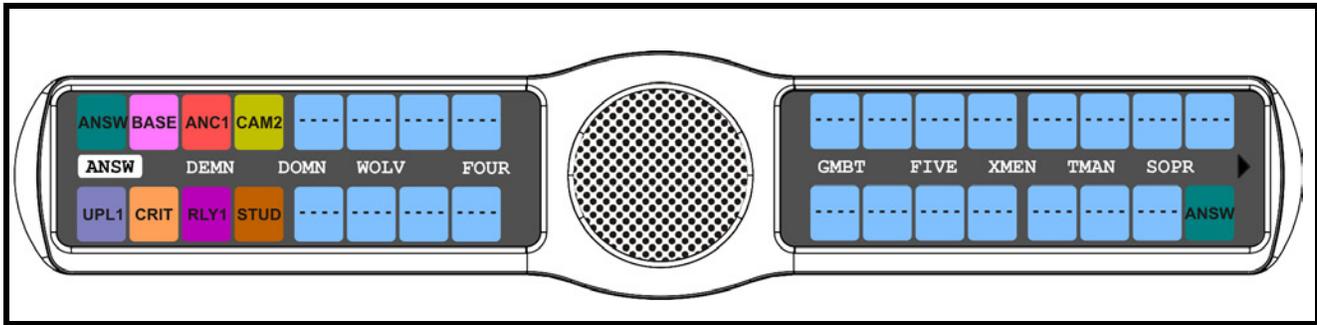


FIGURE 87. Key Assign Menu - Pt-to-Pt

7. Press the **SEL** button.
A list of auto-functions appear.
8. Using the 3(↑) or 6(↓), select the **auto-function** you want to assign to the Pt-to-Pt assignment, if applicable.

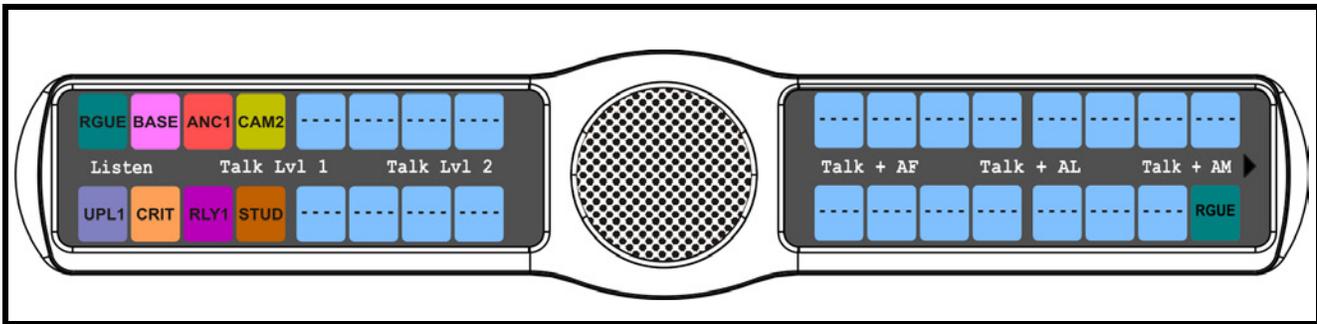


FIGURE 88. Auto Functions

9. Press the **SEL** button.
Tap Key appears.
10. Press down on the **keypanel key position** where you want the Pt-to-Pt assignment to appear.
The key color changes to teal, and the alpha appears on the key.

Key Assign Menu, Party Line

Party Line assigns a key that talks and/or listens to a party line. The key is not available until members have been assigned to the party line, done in AZedit.

NOTE: Party Line members are usually non-keypanel devices that cannot activate talk and listen paths. Therefore, if you want full communication, you may need to assign both talk and listen on the key. If all communications are normally 2-way, you may wish to assign the key as Talk+Auto Listen.

To assign a Party Line to the keypanel key, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.
3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select **Party Line**.
5. Press the **SEL** button.
A scroll list of available party lines appears.

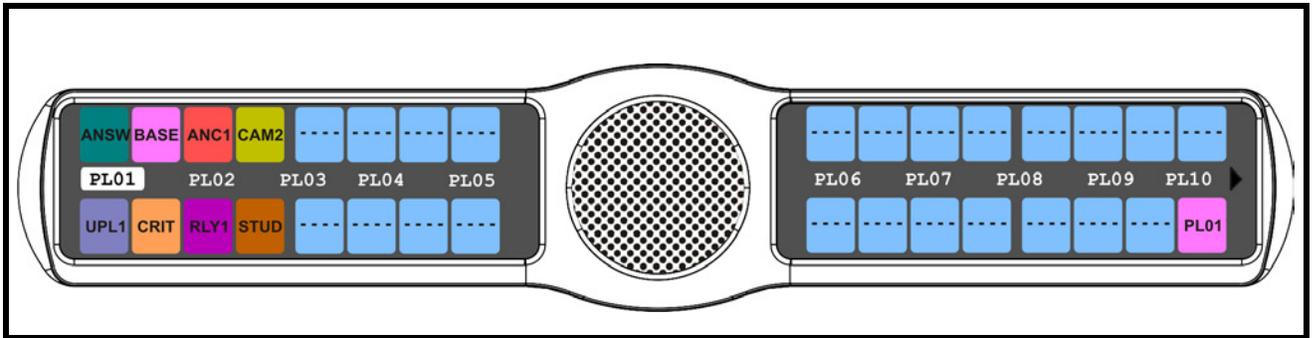


FIGURE 89. Key Assign Menu - Party Line

6. Using the 3(↑) or 6(↓), select the **party line** you want to assign to the keypanel key.
7. Press the **SEL** button.
A list of auto-functions appear (See Figure 88, “Auto Functions,” on page 90).
8. Using the 3(↑) or 6(↓), select the **auto-function** you want to assign to the Party Line assignment, if applicable.
9. Press the **SEL** button.
Tap Key appears.
10. Press down on the **keypanel key position** where you want the Party Line assignment to appear.
The key color changes to pink and the alpha appears on the key.

Key Assign Menu, IFB

IFB assigns the IFB assignment type to a key. By default, all IFBs are restricted. To see IFBs, you must select the appropriate scroll enable check box in AZedit.

To assign an IFB to the keypanel key, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.
3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select **IFB**.

5. Press the **SEL** button.
A scroll list of available IFBs appears.

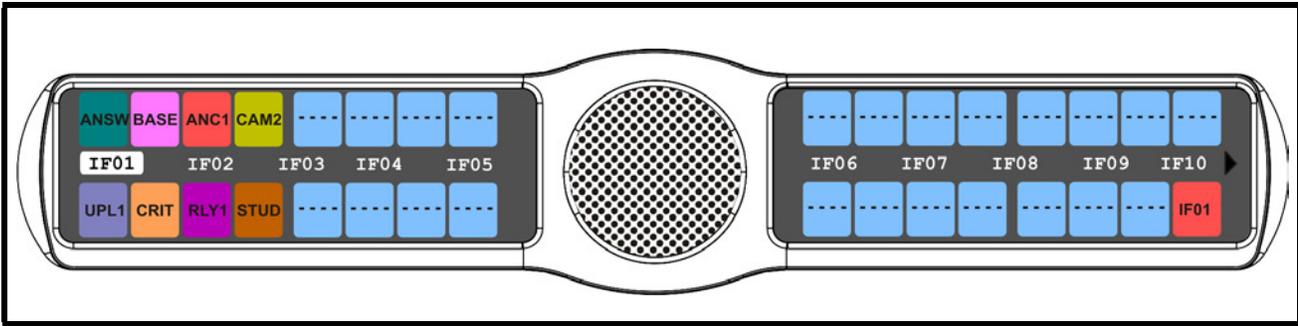


FIGURE 90. Key Assign Menu - IFB

6. Using the 3(↑) or 6(↓), select the **IFB assignment** you want to assign to the keypad key.
7. Press the **SEL** button.
A list of auto-functions appear (see, Figure 88, “Auto Functions,” on page 90).
8. Using the 3(↑) or 6(↓), select the **auto-function** you want to assign to the IFB assignment, if applicable.
9. Press the **SEL** button.
Tap Key appears.
10. Press down on the **keypanel key position** where you want the IFB assignment to appear.
The key color changes to salmon and the alpha appears on the key.

Key Assign Menu, Spcl List

Spcl List assigns a key that talk and/or listens to a special list. The key is not available until members have been assigned to the special list in AZedit.

NOTE: Special List members can be non-keypanel devices that cannot activate talk and listen paths. Therefore, if you want full communication with all members of the special list, you may need to assign both talk and listen on the key.

To **assign a Special List to the keypad key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.
3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select **Special List**.
5. Press the **SEL** button.
A scroll list of available Special List assignments appears.

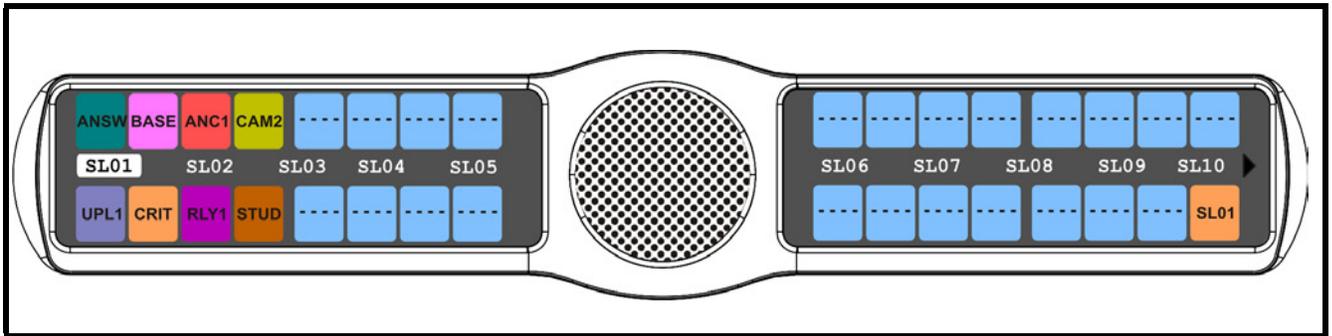


FIGURE 91. Key Assign Menu - Special List

6. Using the 3(↑) or 6(↓), select the **Special List** you want to assign to the keypanel key.
7. Press the **SEL** button.
A list of auto-functions appear (see Figure 88, “Auto Functions,” on page 90).
8. Using the 3(↑) or 6(↓), select the **auto-function** you want to assign to the Special List assignment, if applicable.
9. Press the **SEL** button.
Tap Key appears.
10. Press **down** on the keypanel key position where you want the Special List assignment to appear.
The key color changes to tan and the alpha appears on the key.

Key Assign Menu, Sys Relay

Sys Relay refers to any of several types of control devices that can exist in the intercom system, including:

- The 8 GPI outputs from an ADAM Frame (J11 on the XCP-ADAM-MC Breakout Panel).
- The 8 GPI outputs from an ADAM CS Frame (J903 on the ADAM CS back panel).
- The relay outputs of an FR9528 Relay Frame (RELAY OUTPUTS connector on the FR9528 back panel).
- The 16 GPI outputs of a UIO-256 or GPIO-16 Frame (J5 on the UIO-256/GPIO-16 back panel).

To **assign a Relay to the keypanel key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.
3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select **Sys Relay**.
5. Press the **SEL** button.
A scroll list of available Relays appears.

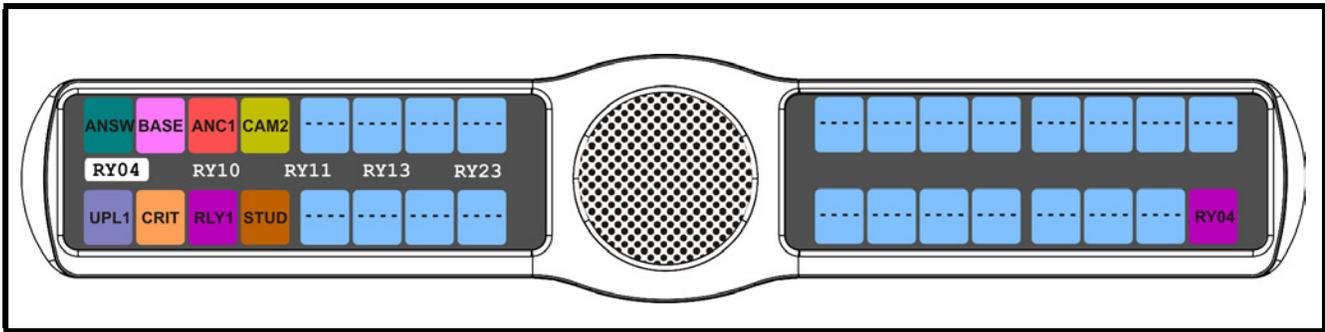


FIGURE 92. Key Assign Menu - System Relay

6. Using the 3(↑) or 6(↓), select the **relay** you want to assign to the keypad key.
7. Press the **SEL** button.
A list of auto-functions appear (see Figure 88, “Auto Functions,” on page 90).
8. Using the 3(↑) or 6(↓), select the **auto-function** you want to assign to the relay assignment, if applicable.
9. Press the **SEL** button.
Tap Key appears.
10. Press down on the **keypanel key position** where you want the Relay assignment to appear.
The key color changes to magenta and the alpha appears on the key.

Key Assign Menu, Camera ISO

Camera ISO assigns an **ISO** (isolate) assignment type to the key. By default, all ISOs are restricted. To see ISOs you must select the appropriate scroll enable check box in AZedit.

To assign a **Camera ISO** to the keypad key, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.
3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select **Camera ISO**.
5. Press the **SEL** button.
A scroll list of available ISOs appears.

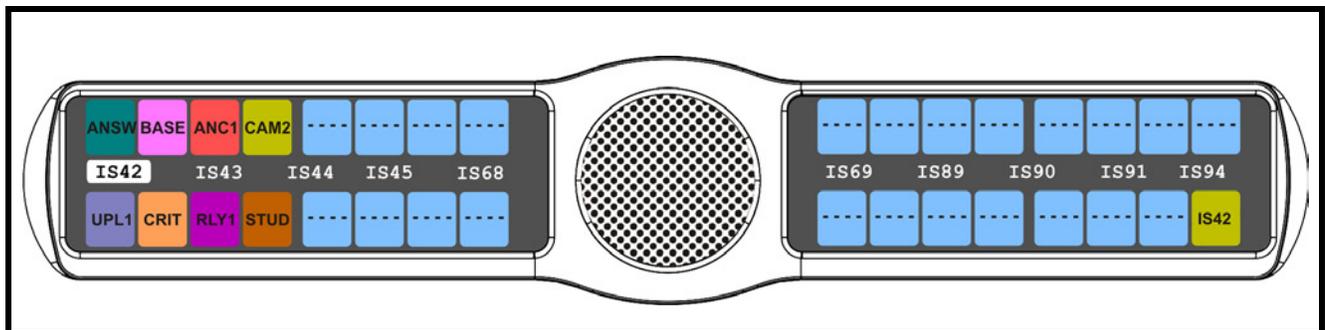


FIGURE 93. Key Assign Menu - Camera ISO

6. Using the 3(↑) or 6(↓), select the **ISO** you want to assign to the keypad key.
7. Press the **SEL** button.
A list of auto-functions appear (see Figure 88, “Auto Functions,” on page 90).

8. Using the 3(↑) or 6(↓), select the **auto-function** you want to assign to the Camera ISO assignment, if applicable.
9. Press the **SEL** button.
Tap Key appears.
10. Press down on the **keypanel key position** where you want the Camera ISO assignment to appear.
The key color changes to dark yellow and the alpha appears on the key.

Key Assign Menu, UPL

UPL Resrc assigns a key the UPL resource assignment type to the key. By default, all UPL resources are restricted. To see UPL resources, you must select the appropriate scroll enable check box in AZedit.

To **assign a UPL to the keypanel key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.
3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select **UPL**.
5. Press the **SEL** button.
A scroll list of available UPLs appears.

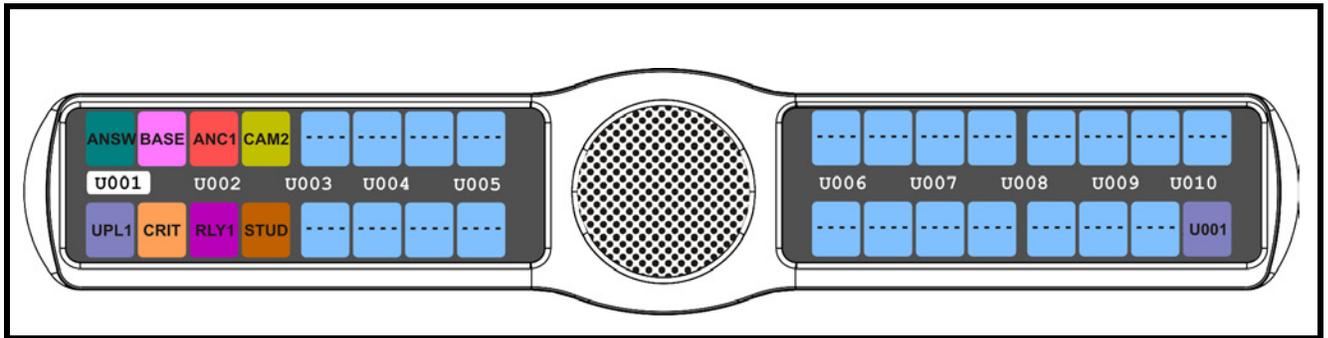


FIGURE 94. Key Assign Menu - UPL Assignments

6. Using the 3(↑) or 6(↓), select the **UPL** you want to assign to the keypanel key.
7. Press the **SEL** button.
A list of auto-functions appear (see Figure 88, “Auto Functions,” on page 90).
8. Using the 3(↑) or 6(↓), select the **auto-function** you want to assign to the UPL assignment, if applicable.
9. Press the **SEL** button.
Tap Key appears.
10. Press down on the **keypanel key position** where you want the UPL assignment to appear.
The key color changes to periwinkle and the alpha appears on the key.

Key Assign Menu, IFB SL

IFB SL (IFB Special List) is similar to a special list, except the members of these special lists are IFB assignments. IFB SLs are useful when a producer of a news program needs to talk to all the talent at the same time (most talent assignments are IFB assignments).

To **assign an IFSL to the keypanel key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.

3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select **IFSL**.
5. Press the **SEL** button.
A scroll list of available IFSLs appears.

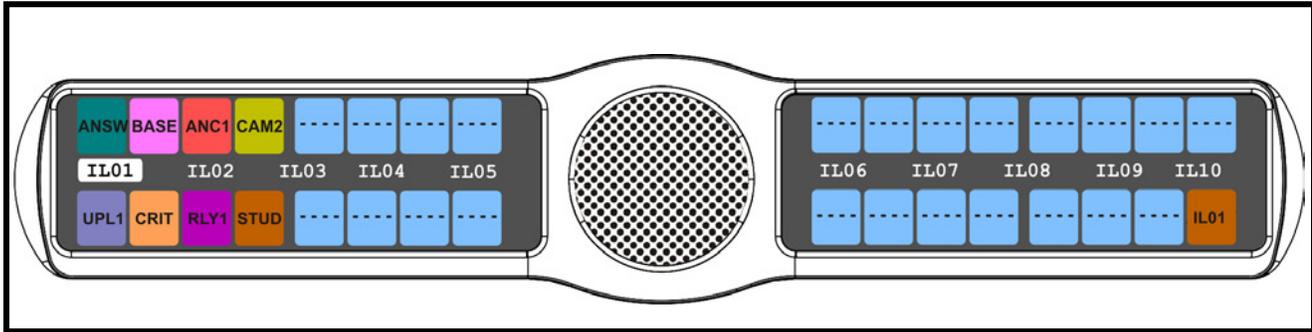


FIGURE 95. Key Assign Menu - Assign IFB SL

6. Using the 3(↑) or 6(↓), select the **IFSL** you want to assign to the keypad key.
7. Press the **SEL** button.
A list of auto-functions appear (see Figure 88, “Auto Functions,” on page 90).
8. Using the 3(↑) or 6(↓), select the **auto-function** you want to assign to the IFSL assignment, if applicable.
9. Press the **SEL** button.
Tap Key appears.
10. Press down on the **keypanel key position** where you want the IFSL assignment to appear.
The key color changes to brown and the alpha appears on the key.

Key Assign Menu, Auto Func

Auto Func assigns an auto function to the key. Auto functions assigned to a key stay with the key regardless of the assignment.

The auto functions available are:

Auto Follow (AF, for listen keys only)

Auto Listen (AL, for listen keys only)

Auto Mute (AM, for listen keys only)

Auto Recip (AR, for listen keys only)

All Call (AC, for talk level 1 only)

Dim (Dim Table function, for talk level 2 on point-to-point keys only)

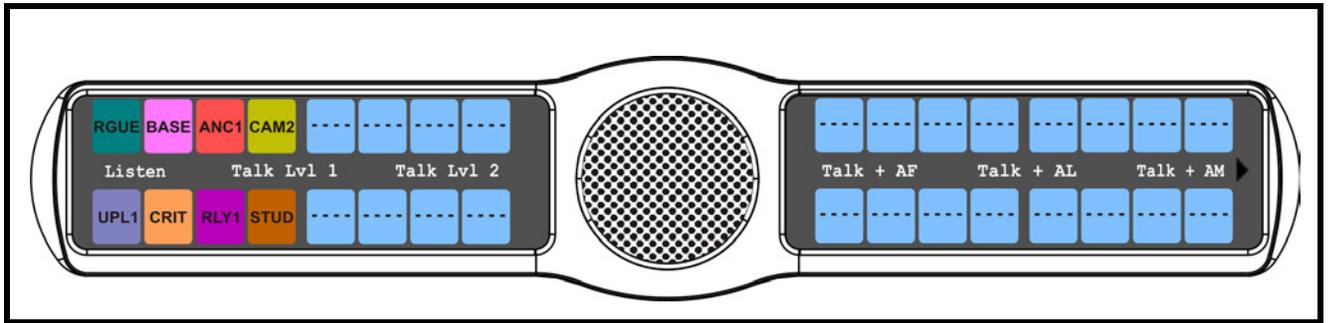


FIGURE 96. Auto Functions

To **assign an Auto Function**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Assign**.
3. Press the **SEL** button.
The Key Assign submenu appears.
4. Using the 3(↑) or 6(↓), select **Auto Funcs**.
5. Press the **SEL** button.
A scroll list of available Auto Funcs appears.
6. Using the 3(↑) or 6(↓), select the **auto function** you want to assign to the keypad key.
7. Press the **SEL** button.
Tap Key appears.
8. Press the **keypanel key** to which you want to assign the auto function.

Menu System, Key Options Menu

The **Key Options Menu**, shown in Figure 97, is used to configure many of the KP 32 CLD keypad operation options, such as auto dial functions, chime keys and duration, exclusive keys, key group assignments, solo key configuration, latching options, and tally operation.

The following key options are available:

Auto Dial

Chime

Exclusive

Key Groups

Latching

Solo

Tallies

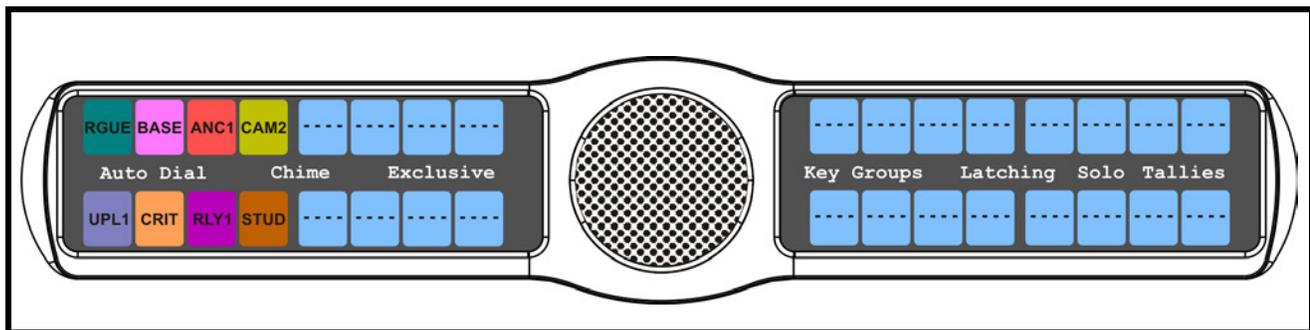


FIGURE 97. Main Key Option Menu

Key Options Menu, Auto Dial

Auto Dial stores commonly used phone numbers in the auto dial list.

You can configure *up to 100 stored auto dial numbers*.

To **store an auto dial number**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Auto Dial**.
5. Press the **SEL** button.
#01:<empty> appears in the display window.

NOTE: Use the 3(↑) or 6(↓) to scroll to the **auto dial entry** you want to use. There are up to 100 auto dial entries available.

6. Press the **SEL** button.
#01: with a blinking cursor appears in the display window.
7. Using the keypad keypad, enter the **phone number** you want to store (for example, 123456789).

IMPORTANT: Do not press PGM! This closes the menu.

-
8. On the KP 32 CLD keypad, press **FWD**.
Save Number? appears in the display window.
 9. Press the **SEL** button.
The auto dial position number and telephone number appear in the display window.

To **delete a stored auto dial number**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Auto Dial**.
5. Press the **SEL** button.
#01:<empty> appears in the display window.
6. Using the 3(↑) or 6(↓), select the **Auto Dial number** you want to remove.
7. Press the **SEL** button.
#01: with a flashing cursor appears.

NOTE: #01 is used for example purposes only. Depending on the auto dial number you want to delete will determine the number seen here.

8. Press **FWD**.
Save Number? appears.
9. Press the **SEL** button.
#01: <empty> appears in the display window. The auto dial number is erased.

Key Options Menu, Chime

Chime indicates a chime tone sounds for incoming call announcements for selected keypad keys. You can configure the chime tone to activate for a specified time after a call is received.

You can set the chime from *5 seconds to 30 seconds (increments of 5)*.

To **add a chime tone to keypad keys**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Chime**.
5. Press the **SEL** button.
The Chime submenu appears.
6. Using the 3(↑) or 6(↓), select **Keys**.
7. Press the **SEL** button
Tap Key appears in the display window.

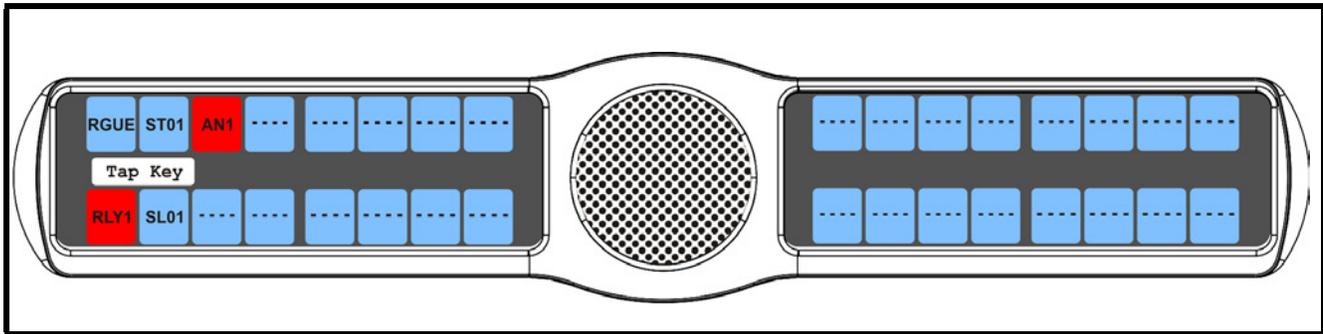


FIGURE 98. Key Option Menu - Chime Assignment

8. Tap **down** on each keypanel key to which you want to add Chime.
The selected keys turn red.

To **delete an existing chime on keypanel keys**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Chime**.
5. Press the **SEL** button.
The Chime submenu appears.
6. Using the 3(↑) or 6(↓), select **Keys**.
7. Press the **SEL** button
Tap Key appears in the display window.
8. Tap **down** on each red keypanel key from which you want to remove the chime tone.
The selected keys return to the unassigned state (light blue color).
9. Press **CLR** to exit the menu structure.

To **set the duration of the chime tone heard**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Chime**.
5. Press the **SEL** button.
The Chime submenu appears.
6. Using the 3(↑) or 6(↓), select **Duration**.
7. Press the **SEL** button
The Min Duration scroll list appears.

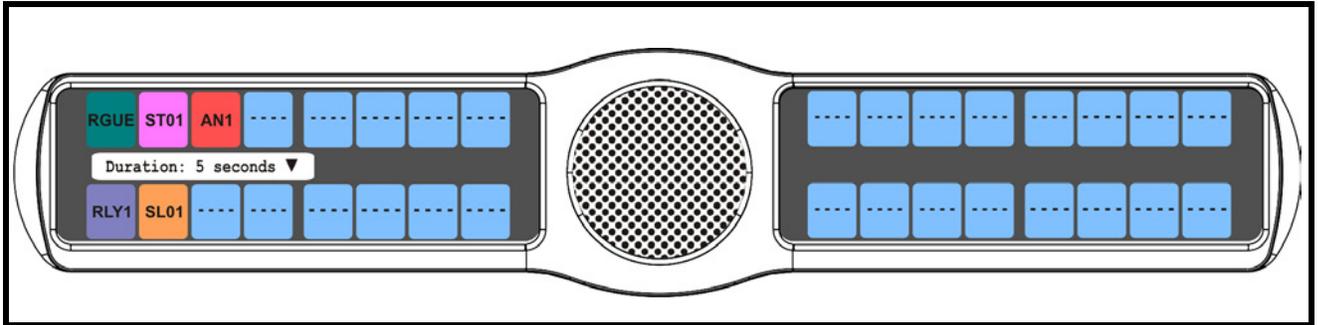


FIGURE 99. Key Options Menu - Chime Duration

8. Using the 3(↑) or 6(↓), scroll to the **amount of time**, between 5 and 30 seconds, you want the chime to last.
9. Press the **SEL** button.
The duration is configured.

Key Options Menu, Exclusive

Exclusive allows the user to set up a key that causes all other keys to turn OFF when activated. Unlike the solo option, when the exclusive option is deactivated, the keys turned off will not turn back on. You can assign multiple exclusive keys.

To **create an exclusive key assignment**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Exclusive**.
5. Press the **SEL** button.
Tap Key appears in the display window.

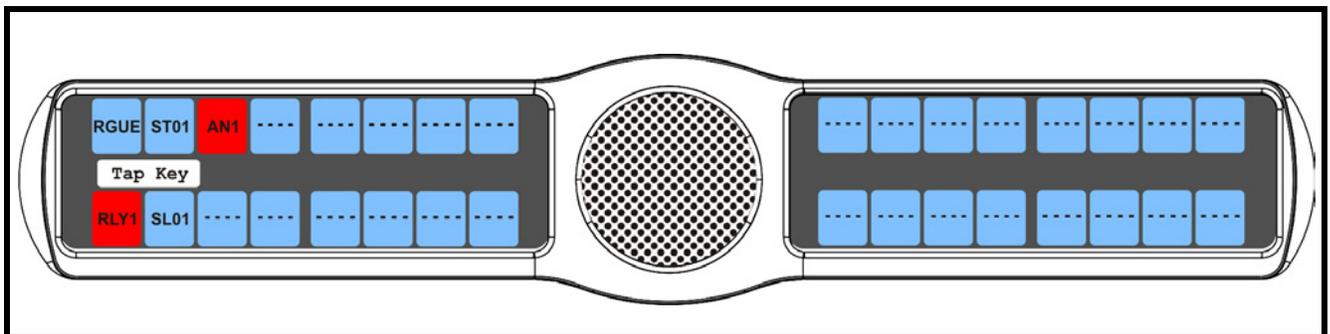


FIGURE 100. Key Options Menu - Exclusive Key Assignment

6. **Tap down** on any keypad key you want to assign the exclusive key option.
The selected keys return to the unassigned state (light blue color).

To **remove an exclusive key assignment**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.

3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Exclusive**.
5. Press the **SEL** button.
Tap Key appears in the display window.
6. Tap **down** on each red keypanel key from which you want to remove the exclusive key option.
The key display turns red.

Key Options Menu, Key Groups

Key Groups is used to create a key group. A key group allows the user to call a group of keypanels by activating one key (the master key). When the master key is activated, all keys in the group become active.

You can create *up to four (4) key groups*.

To **create a key group**, do the following:

NOTE: Use the following instructions to create any of the four key groups.

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Key Groups**.
5. Press the **SEL** button.
Group 1, Group 2, Group 3 and Group 4 appear in the panel display.

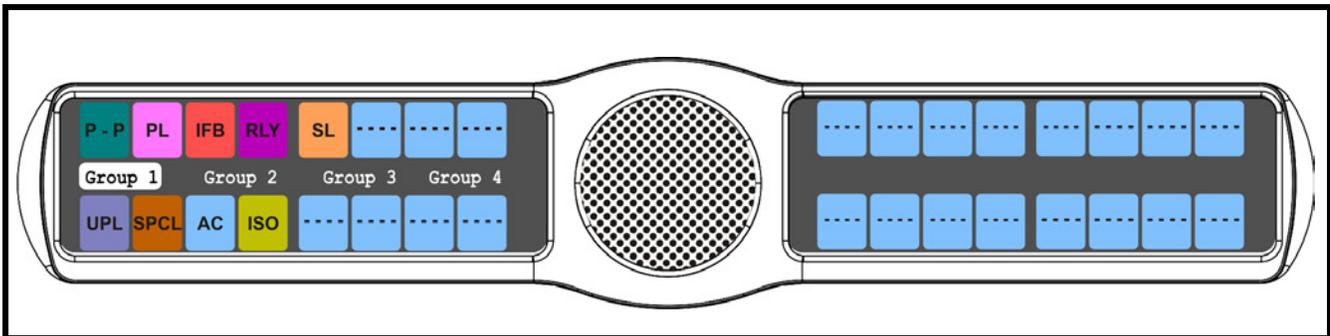


FIGURE 101. Key Options Menu - Key Groups

6. Using the 3(↑) or 6(↓), select the **Group** (1-4) you want to create.
7. Press the **SEL** button.
Tap Master Key appears in the display window.
8. Tap **down** on the keypanel key you want to act as the master key.
The selected key turns red and Tap Slave Key(s) appears in the display window.

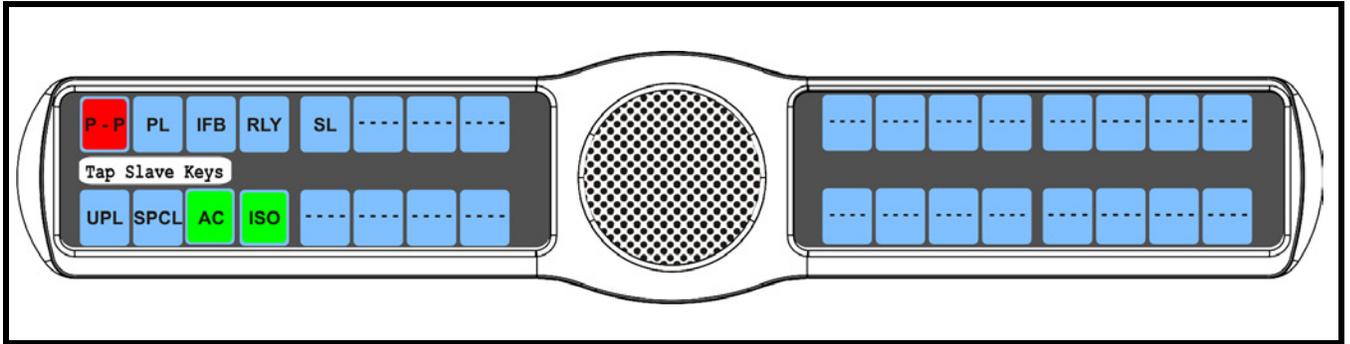


FIGURE 102. Key Options Menu - Creating Master and Slave Keys

9. Tap **down** on the keypad keys you want to be activated when the master key is selected.
The selected keys turn green.

To **delete a key group**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Key Groups**.
5. Press the **SEL** button.
Group 1, Group 2, Group 3 and Group 4 appear in the panel display.
6. Using the 3(↑) or 6(↓), select the **Group** (1-4) you want to delete.
7. Press the **SEL** button.
Tap the Master Key appears in the display window.
8. Tap **down** on the red keypad key you configured as the master key.
The selected key returns to the unassigned state (light blue color) and Tap Slave Key(s) appears in the display window.
9. Tap **down** on the keypad keys you want to be activated when the master key is selected.
The selected keys turn green.

Key Options Menu, Latching

Latching is used to enable or disable the keypad key to stay ON when pressed. When Latching is enabled, the talk function stays on after the talk key is pressed. Otherwise, the talk function only works when the button is pressed.

By default, *latching is enabled*.

To **set latching on a keypad key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Latching**.
5. Press the **SEL** button.
Disabled and Enabled appear in the display window.

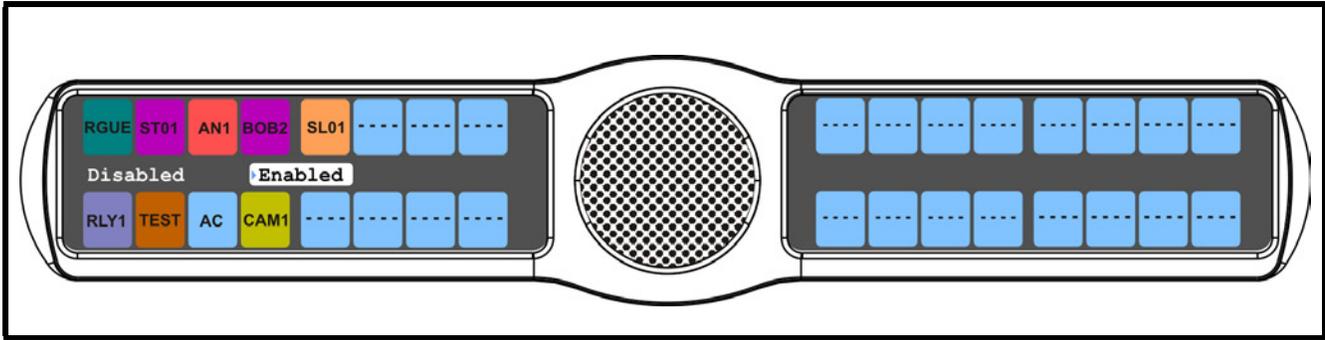


FIGURE 103. Key Options Menu - Latching Enabled

6. Using the 3(↑) or 6(↓), select **Enabled** or **Disabled**.
A blue arrow  appears next to the selected option.

Key Options Menu, Solo

Solo allows the user to setup a key that causes all other keys to turn OFF when activated. However, when the solo key is released, the keys that were turned off by the solo key turn back on.

You can assign only *one (1) solo key*.

To **create a solo key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Solo**.
5. Press the **SEL** button.
Tap Key appears in the panel display.

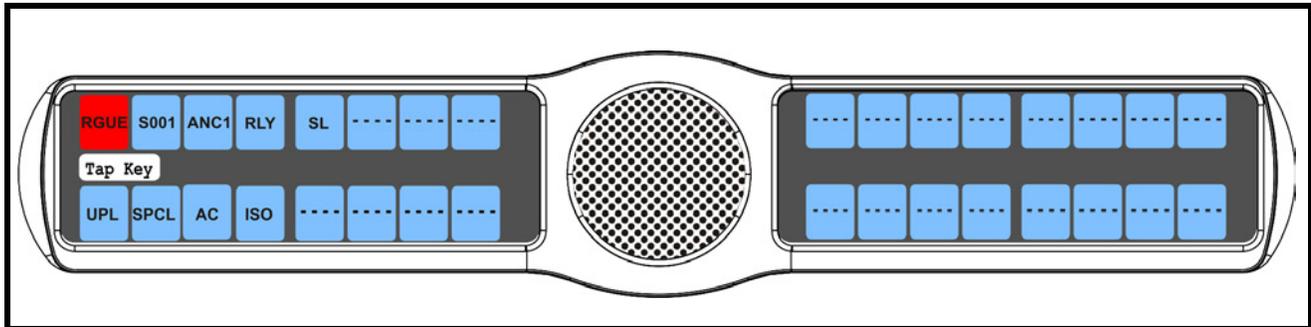


FIGURE 104. Key Options Menu - Solo Key Assignment

6. Tap **down** on the keypad key you want to configure as solo.
The selected key turns red and Tap Slave Key(s) appears in the display window.

To **remove a solo key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Solo**.
5. Press the **SEL** button.
Tap Key appears in the panel display.
6. Tap **down** on the red solo keypad key from which you want to remove the solo assignment.
The selected key turns red and Tap Slave Key(s) appears in the display window.

Key Options Menu, Tallies

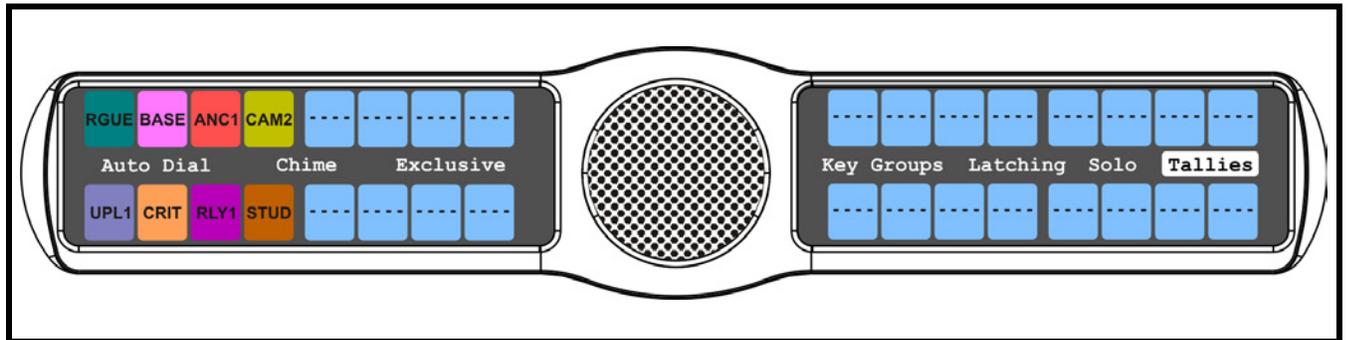


FIGURE 105. Key Options Menu - Tallies Menu

Tallies are used to indicate incoming calls with blinking alpha assignments. You can configure tally time as 15 seconds or an indefinite period of time. If indefinite is chosen, the tally continues to blink until the call is answered.

By default, tallies are set to 15 seconds.

To **set the tally time on an incoming call**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Key Options**.
3. Press the **SEL** button.
The Key Options submenu appears.
4. Using the 3(↑) or 6(↓), select **Tallies**.
5. Press the **SEL** button.
15 Seconds and Indefinite appear in the display window.

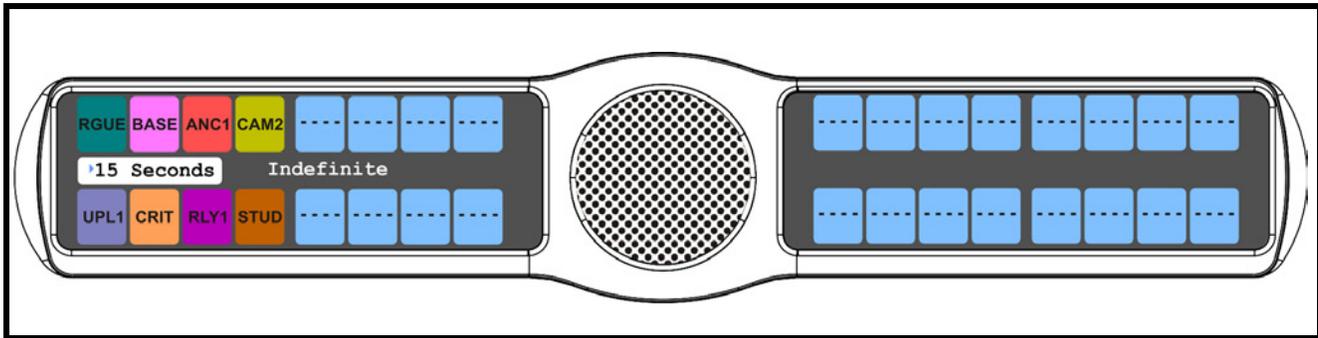


FIGURE 106. Key Options Menu - Tally Time Options

6. Using the 3(↑) or 6(↓), select **15 Seconds** or **Indefinite**.
7. Press the **SEL** button.
A blue arrow  appears next to the selected option.

Menu System, RVON Offers

RVON Offers are the different RVON ports available for the keypad to use.

NOTE: RVON Offers only displays if the keypad is connected to an RVON device, otherwise the menu item is not available

To access the **RVON Offers menu**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **RVON Offers**.
3. Press the **SEL** button.
A scroll list of RVON enabled ports appears in the display window.
4. Using the 3(↑) or 6(↓), select the **RVON enabled port** you want to use.

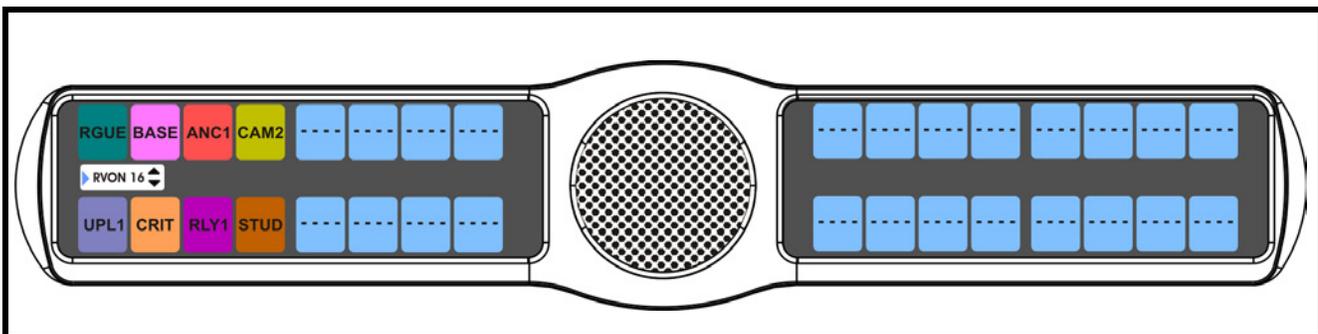


FIGURE 107. RVON Offers Display

Menu System, Save Config

The **Save Config** menu option, shown in Figure 108, is used to save custom settings made in the Key Option or Service menus. Once you have made modifications to these menu options, you must run Save Cfg to store the custom settings in non-volatile memory. This ensures your custom settings are saved when the keypad is powered down. To erase all custom settings, you can run Reset Config (see “Service Menu, Reset Cfg” on page 120).

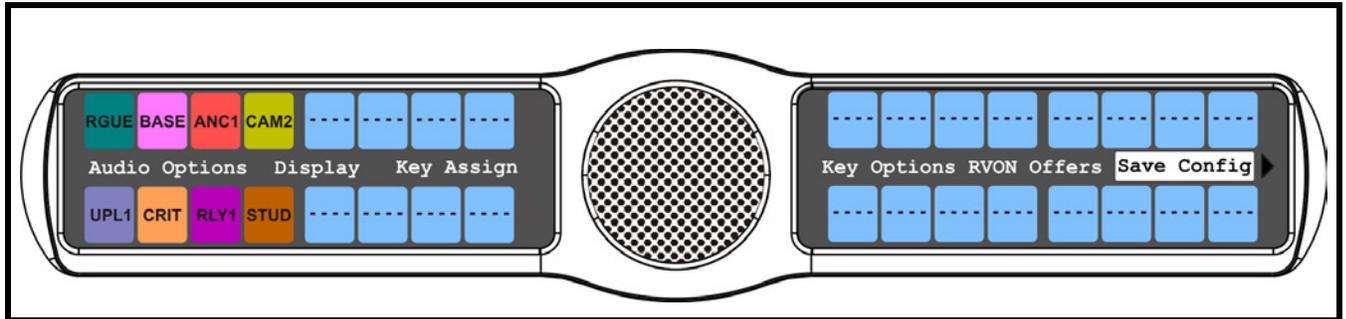


FIGURE 108. Main Save Config Menu

To **run a save config**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Save Config**.
3. Press the **SEL** button.
Configuration Saved appears in the display window.

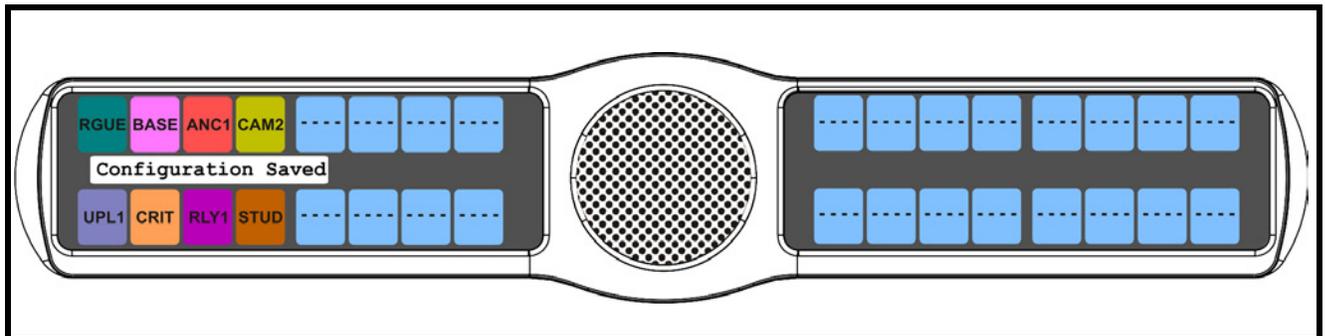


FIGURE 109. Configuration Saved

Menu System, Service

The information available for key assign is as follows:

Alpha Size
Aux Inputs
Baud Rate
Display Dim
Footswitch
Key View
Keypad
Local GPIO
Reset Cfg
RVON Setup
Scrn Saver
Set Address
Snoop Tally
Test Panel

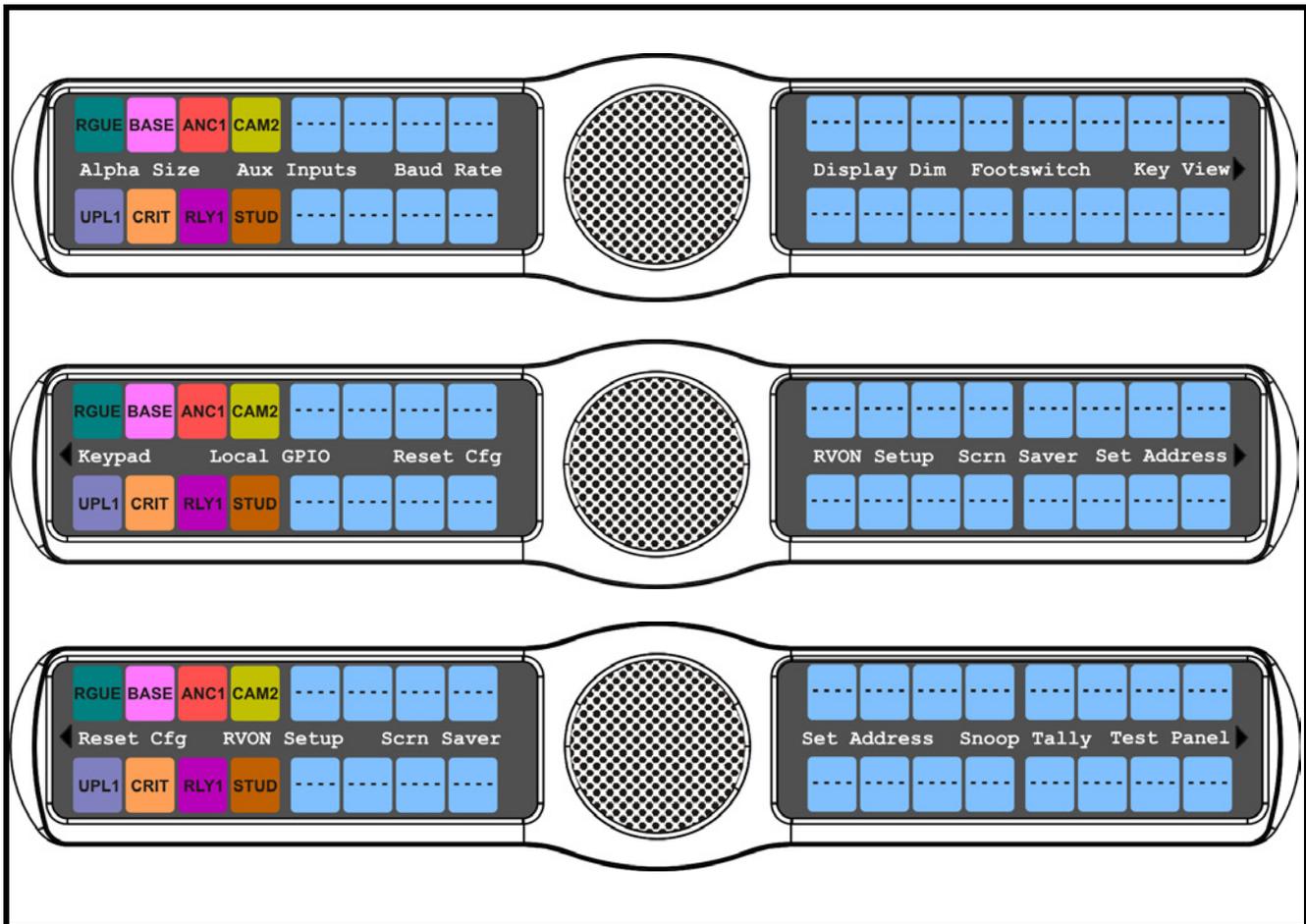
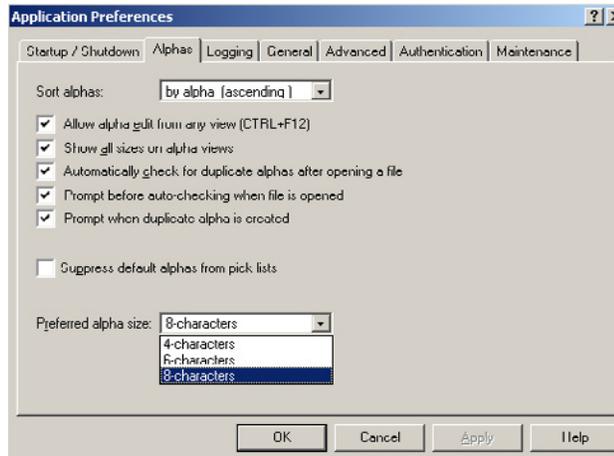


FIGURE 110. Main Service Menu

Service Menu, Alpha Size

Alpha Size indicates the character size seen in the display of the KP 32 CLD.

IMPORTANT: When using an AIO-8, AIO-16 with a SCSI connector or a Zeus Intercom System, only keypanels with the same alpha size can be used. To set the alpha size in AZedit go to the Alphas page in the Application Preferences notebook (in AZedit, *Options/Preferences/Alphas*). For more information, see the AZedit User Manual, which can be found at www.rtsintercoms.com.



Sizes available are 4, 6, and 8 characters in length.

The default alpha size is 8 characters.

To **set the alpha size for the display window**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Alpha Size**.
5. Press the **SEL** button.
Alpha Size: 4 Characters appear in the panel display.

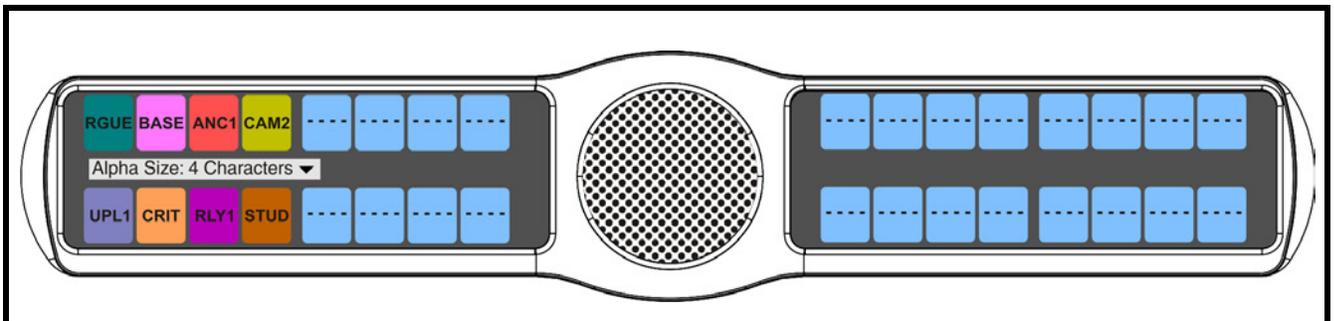


FIGURE 111. Service Menu - Alpha Size Scroll List

6. Using the 3(↑) or 6(↓), select the **size of alpha** you want displayed on the keypad key (4, 6, or 8 character).
7. Press the **SEL** button.
Cancel and Save and Restart appear in the panel display.

8. Using the 3(↑) or 6(↓), select **Save and Restart**.
9. Press the **SEL** button.
Restarting.... appears in the panel display, and then the keypad cycles power.

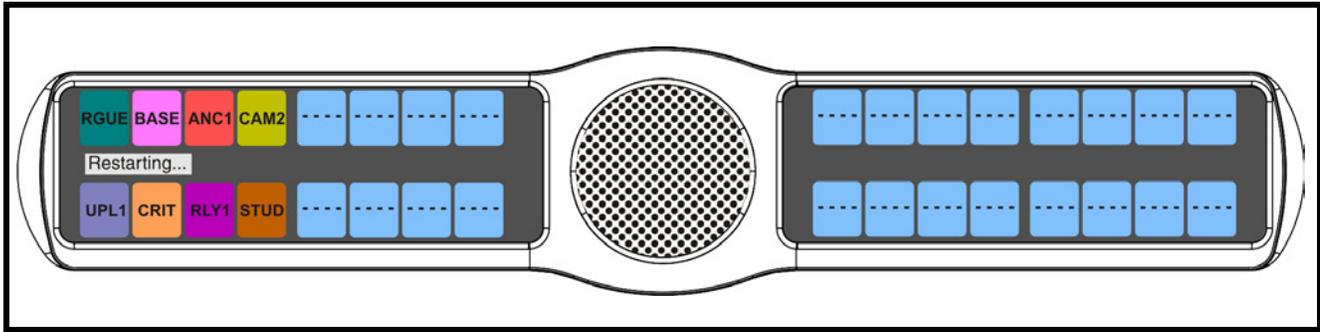


FIGURE 112. Alpha Menu Restarting

Service Menu, Aux Inputs

Aux Inputs enables or disables the auxiliary input audio path to any output. The KP 32 CLD has six(6) Aux Input connectors on the back panel of the unit. See the “KP 32 CLD Block Diagram” on page 5.

By default, Matrix In is *enabled*.

NOTE: This feature is only enabled if the GPI 32 CLD option card is installed.

NOTE: There are only three (3) Aux Inputs available on the DKP 16 CLD.

To **enable/disable the aux inputs**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Aux Inputs**.
5. Press the **SEL** button.
Aux In 1, Aux In 2, Aux In 3, Aux In 4, Aux In 5, Aux In 6, and Matrix In appear in the display window.
6. Using the 3(↑) or 6(↓), select **one of the inputs**.
7. Press the **SEL** button.
Disabled and Enabled appear in the display window.
8. Using the 3(↑) or 6(↓), select **Enabled** to enable the selected Aux Input.
OR
Select **Disabled** to disable the selected Aux Input.

Service Menu, Baud Rate

Baud Rate indicates the baud rate at which data is transmitted to the matrix.

Baud rates available for selection are:

Auto Baud - the baud rate is determined automatically by the Matrix.
9600 Baud (default)
76.8K Baud

To **set the baud rate**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Baud Rate**.
5. Press the **SEL** button.
Auto Baud, 9600 Baud, and 76.8K Baud appears in the display window.

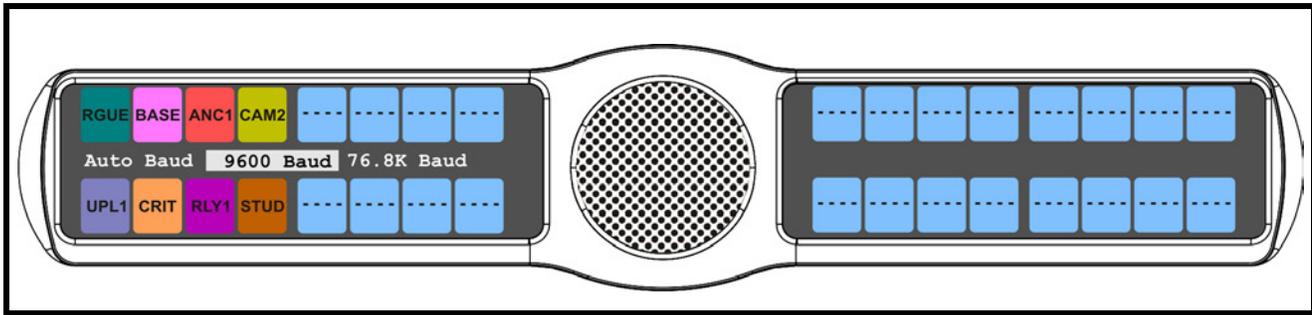


FIGURE 113. Service Menu - Baud Rate Selection

6. Using the 3(↑) or 6(↓), select the **baud rate** you want to use.
A blue arrow ▶ appears next to the option currently selected.
7. Press the **SEL** button.

Service Menu, Display Dim

Display Dim displays the percentage of brightness of the keypad display.

This value can range from *35% brightness* up to *100% brightness* (set in increments of 5).

By default, the keypad brightness is set to *40%*.

You can configure this option one of three ways:

All Panels - allows you to set the brightness for all panels connected to the keypad.

Expansion - allows you to set the brightness for only the main keypad. You can set the brightness for the left display window, the right display window, or both display windows.

Main Panel - allows you to set the brightness for only the main keypad. You can set the brightness for the left display window, the right display window, or both display windows.

To set the display brightness on all panels, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Display Dim**.
5. Press the **SEL** button.
The Display Dim submenu appears.
6. Using the 3(↑) or 6(↓), select **All Panels**.
Brightness: [X]% (where X represents a number from 35 to 100) appears in the display window.
7. Using the scroll arrows ◀▶, adjust the **brightness** (35% to 100%) you want the keypad display.
8. Press **CLR** to exit the menu system.

To **set the keypad brightness for the main panel**, do the following:

NOTE: Use these instructions to set the brightness for any expansion panels you want to set.

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Display Dim**.
5. Press the **SEL** button.
The Display Dim submenu appears.
6. Using the 3(↑) or 6(↓), select **Main Panel**.
7. Press the **SEL** button.
Both, Left and Right appear in the display window.
8. Using the 3(↑) or 6(↓), select **Both, Left, or Right**.
Brightness: [X]% (where X represents a number from 35 to 100) appears in the display window.

NOTE:

- *Both* adjusts both the left and right display windows on the keypad or the expansion panel.
 - *Left* adjusts the left display window on the keypad or the expansion panel.
 - *Right* adjusts the right display window on the keypad or the expansion panel.
9. Using the scroll arrows , adjust the **brightness** (35% to 100%) you want the keypad to display.
 10. Press **CLR** to exit the menu system.

Service Menu, Footswitch

Footswitch allows the user to enable the footswitch feature. A footswitch is a foot-triggered switch used to activate keypad assignments.

By default, the Footswitch is *disabled*.

	Footswitch Active	The footswitch is active.
	Footswitch Enabled	The footswitch is enabled, but not active. NOTE: When a keypad key is pressed while the Footswitch is enabled, the key display turns amber  to signify that it is waiting for footswitch.

To **enable the footswitch**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Footswitch**.
5. Press the **SEL** button.
Disabled and Enabled appear in the display window.

6. Using the 3(↑) or 6(↓), select **Enabled**.
7. Press the **SEL** button.

A blue arrow  appears next to **Enabled**. When Footswitch is enabled, a green foot appears on the right side of the left display window (see Figure 114).

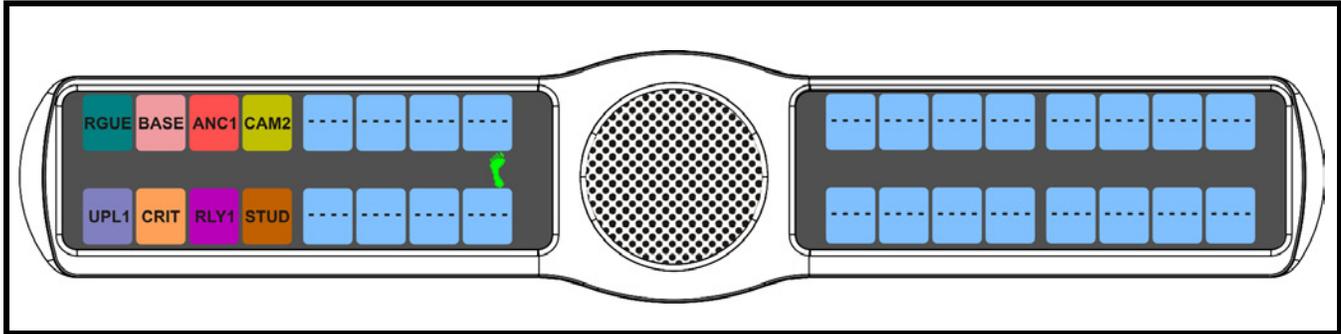


FIGURE 114. Service Menu - Footswitch Enabled

To **disable the footswitch**, do the following

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Footswitch**.
5. Press the **SEL** button.
Disabled and Enabled appear in the display window.
6. Using the 3(↑) or 6(↓), select **Disabled**.
7. Press the **SEL** button.

A blue arrow  appears next to **Disabled**.

Service Menu, Key View

Key View allows the user to set the key view for the keypad. You can set the keypad to display only Talk keys, Talk/Listen Keys or Suppress AF (suppress auto follow) keys.

By default, *Suppress AF* is selected.

To **set the key view**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Key View**.
5. Press the **SEL** button.
Talk Only, Talk/Listen, and Suppress AF appear on the display window.
6. Using the 3(↑) or 6(↓), select **Talk Only**, **Talk/Listen** or **Suppress AF**.
7. Press the **SEL** button.

A blue arrow  appears next to selected option.

NOTE: When Talk/Listen is selected, the keypad keys show the listen assignment on top and talk assignment on the bottom of the key.

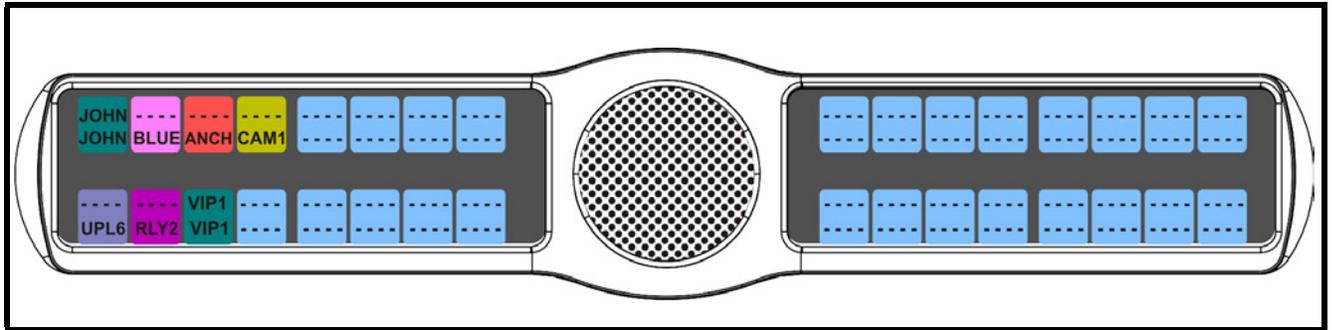


FIGURE 115. Service Menu - Talk/Listen Keypad View

Service Menu, Keypad

Keypad is used to set the keypad sequence to be used with the keypad and to set the backlight options.

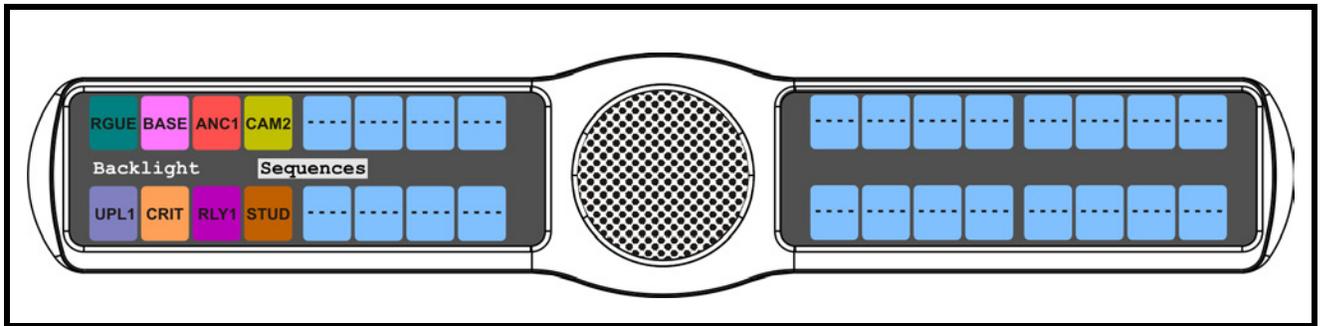


FIGURE 116. Service Menu - Keypad Options

Keypad Sequence selections are *Classic* and *Default*. For more detailed information on both keypads, see “KP 32 CLD Keypad Quick Reference” on page 131.

To set the keypad sequence for the keypad, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Keypad**.
5. Press the **SEL** button.
Backlight and Sequences appear on the display window.
6. Using the 3(↑) or 6(↓), select **Sequences**.
7. Press the **SEL** button.
Classic and Default (default) appear on the display window.

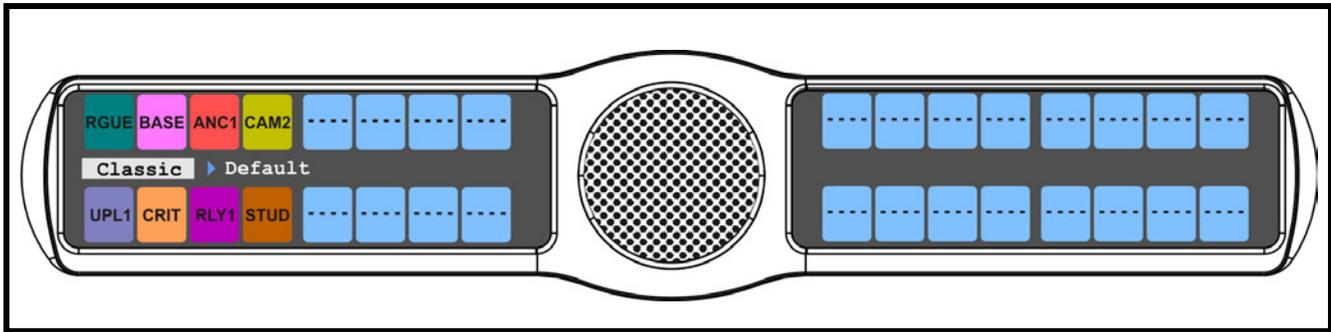


FIGURE 117. Service Menu - Keypad Sequences Option

8. Using the 3(↑) or 6(↓), select **Default** for the default keypad sequence.
OR
Using the 3(↑) or 6(↓), select **Classic** for the classic keypad sequence.
A blue arrow ▶ appears next to the selection.

Backlight options are:

Activate - (default) When Activate is selected, the backlight activates when the user presses any keypad key on the keypad. Note, this action is not part of the key sequence, but simply a way to activate the backlight on the keypad.

Always OFF - The keypad backlight is always OFF.

Always ON - The keypad backlight is always ON.

NOTE: When the keypad menu is not active, the backlight stays lit for five (5) seconds of inactivity before shutting OFF. However, when the keypad menu is active, the backlight stays lit for one (1) minute before exiting the menu system and shutting OFF. Using Activate as your setting can prolong the lifetime of the backlight for the keypad.

To set the keypad backlight option, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Keypad**.
5. Press the **SEL** button.
Backlight and Sequences appear in the display window.
6. Using the 3(↑) or 6(↓), select **Backlight**
7. Press the **SEL** button.
Activate (default), Always Off, and Always On appear in the display window.

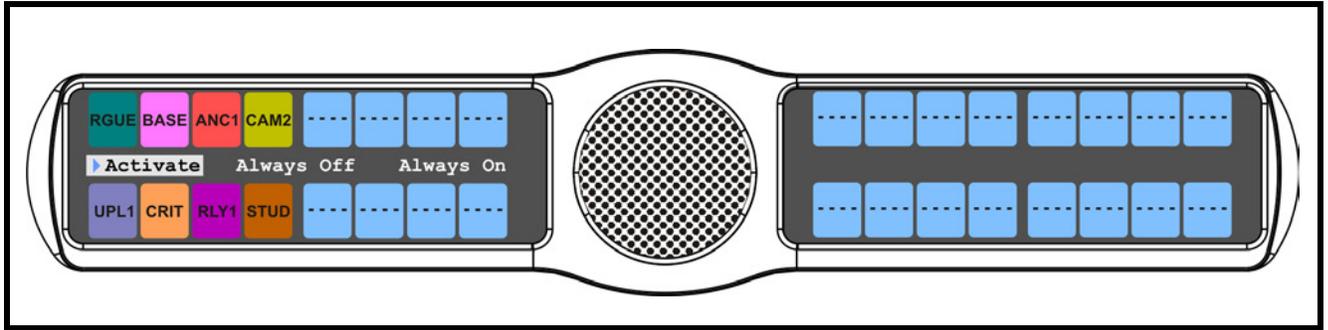


FIGURE 118. Service Menu - Keypad Backlight Option

8. Using the 3(↑) or 6(↓), select **Always On** to have the keypad backlight always ON.
OR
Using the 3(↑) or 6(↓), select **Always Off** to have the keypad backlight never ON
OR
Using the 3(↑) or 6(↓), select **Activate** to have the keypad turn ON when the keypad is pressed.

Service Menu, Local GPIO

Local GPIO is used to assign GPIO inputs and outputs. You can only use this option if your KP 32 CLD has an optional Connector Module. Inputs can be assigned to activate intercom keys (including group master keys and a solo key). Outputs can be activated by intercom keys.

NOTE: This feature is only enabled if the GPI 32 CLD option card is installed.

NOTE: The DKP 16 CLD has only three (3) Opto Connectors available.

To **setup GPIO inputs talk key**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Local GPIO**.
5. Press the **SEL** button.
GPIO Inputs and GPIO Outputs appear in the display window.
6. Using the 3(↑) or 6(↓), select **GPIO Inputs**.

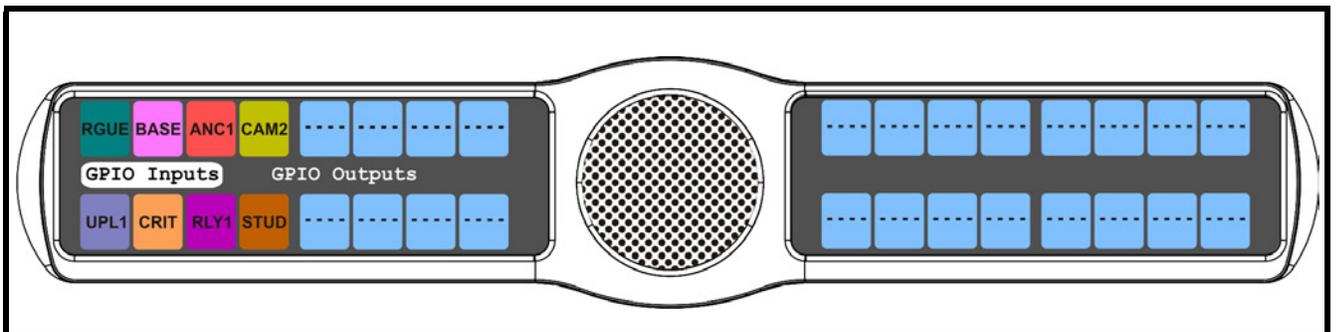


FIGURE 119. Service Menu - GPIO Inputs

7. Press the **SEL** button.
Opto 1, Opto 2, Opto 3, and Opto 4 appear in the display window.
8. Using the 3(↑) or 6(↓), select **Opto 1, Opto 2, Opto 3, or Opto 4.**
9. Press the **SEL** button.
Key Group, Not Assigned, and Talk Key appear in the display window.

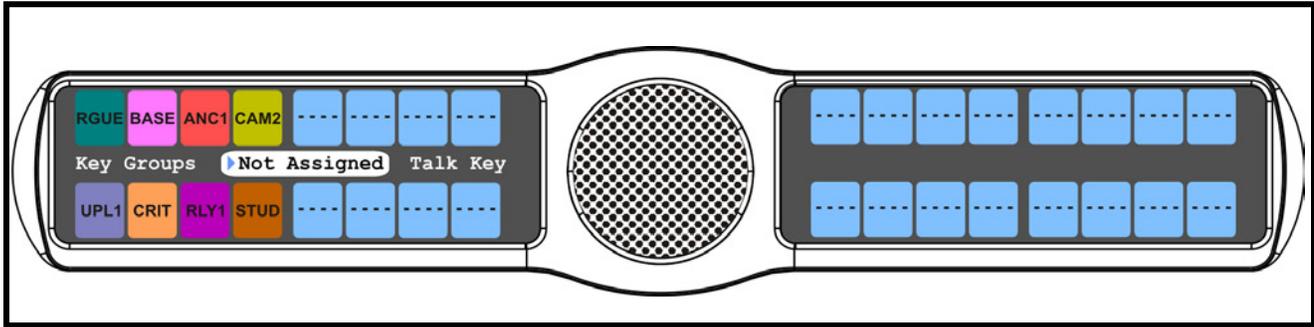


FIGURE 120. GPIO Input Options

10. Using the 3(↑) or 6(↓), select **Talk Key.**
Tap Key appears in the display window.
11. Tap the **talk key** you want to assign the GPIO Input.
The selected keypad key turns red.

To **setup GPIO inputs key group**, do the following:

1. On the KP 32 CLD keypad, press **MENU.**
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service.**
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Local GPIO.**
5. Press the **SEL** button.
GPIO Inputs and GPIO Outputs appear in the display window.
6. Using the 3(↑) or 6(↓), select **GPIO Inputs.**
7. Press the **SEL** button.
Opto 1, Opto 2, Opto 3, and Opto 4 appear in the display window.
8. Using the 3(↑) or 6(↓), select **Opto 1, Opto 2, Opto 3, or Opto 4.**
9. Press the **SEL** button.
Key Group, Not Assigned, and Talke Key appear in the display window.
10. Using the 3(↑) or 6(↓), select **Key Group.**
11. Press the **SEL** button.
A list of Key Groups appear in the display window.

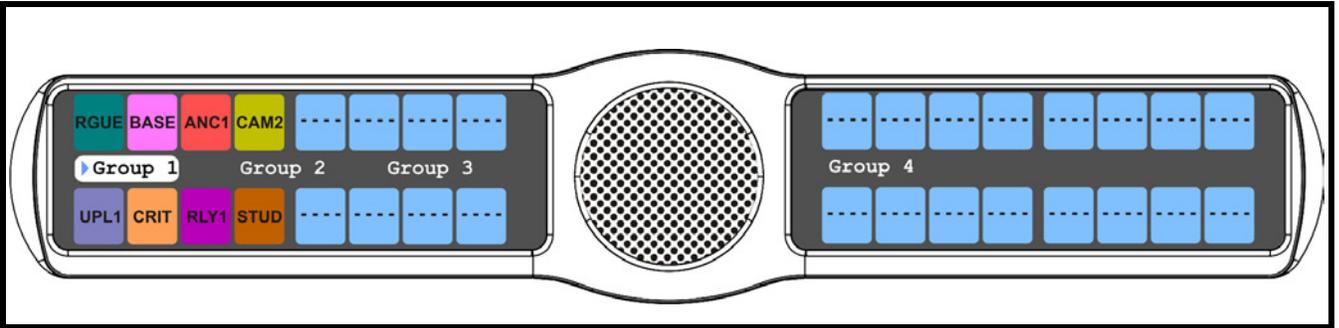


FIGURE 121. Service - Key Group Options

12. Using the 3(↑) or 6(↓), select the **group** you want to assign the GPIO Input to.

A blue arrow  appears next to the selected option.

To **setup GPIO outputs talk key**, do the following:

NOTE: There are no open collectors available on the DKP 16 CLD.

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Local GPIO**.
5. Press the **SEL** button.
GPIO Inputs and GPIO Outputs appear in the display window.
6. Using the 3(↑) or 6(↓), select **GPIO Outputs**.
7. Press the **SEL** button.
OC Out 1, OC Out 2, Relay 1, Relay 2, and Relay 3 appear in the display window.

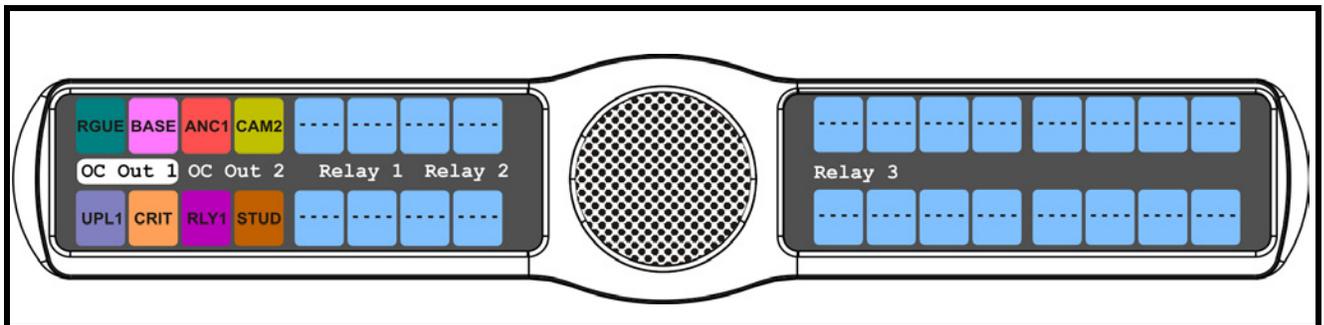


FIGURE 122. Service Menu - GPIO Output Options

8. Using the 3(↑) or 6(↓), select **Relay 1, Relay 2, Relay 3, OC Out 1, and OC Out 2**.
9. Press the **SEL** button.
Not Assigned, Talk Key, UPG 1 and UPG 2 appear in the display window.
10. Using the 3(↑) or 6(↓), select **Talk Key**.
11. Press **SEL**.
Tap Key appears in the display window.
12. Tap the **key** you want to assign the GPIO Output assignment.
The selected keypad key turns red.

Service Menu, Reset Cfg

Reset Cfg restores all custom settings to the defaults and erases all stored autodial numbers.

To **reset the keypad configuration**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Reset Cfg**.
5. Press the **SEL** button.
Cancel and Do Reset appear in the display window.
6. Using the 3(↑) or 6(↓), select **Do Reset**.

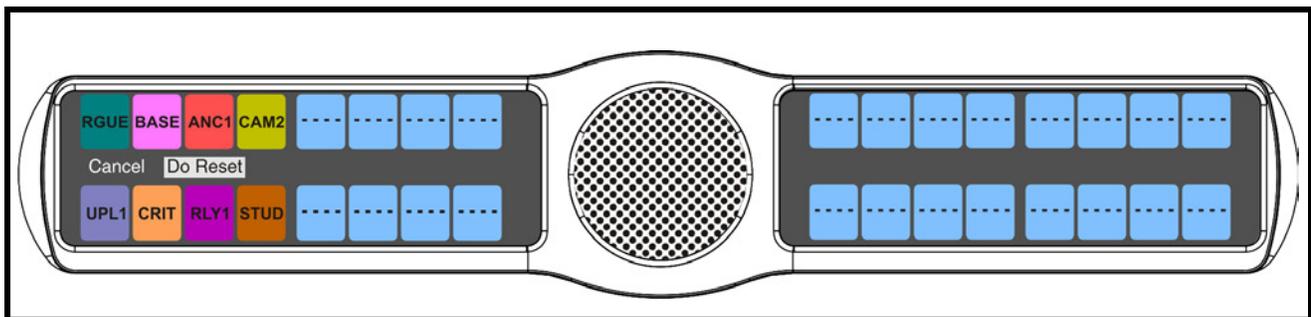


FIGURE 123. Service Menu - Reset Cfg - Do Reset

7. Press the **SEL** button.
Configuration Reset appears in the display window.

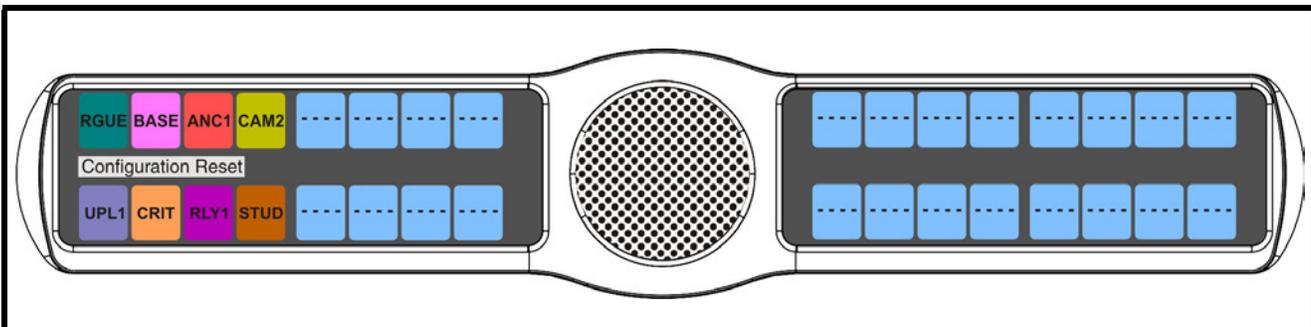


FIGURE 124. Reset Cfg - Configuration Reset

Service Menu, Scr Saver

Scr Saver allows the user to configure the way the screen saver feature operates.

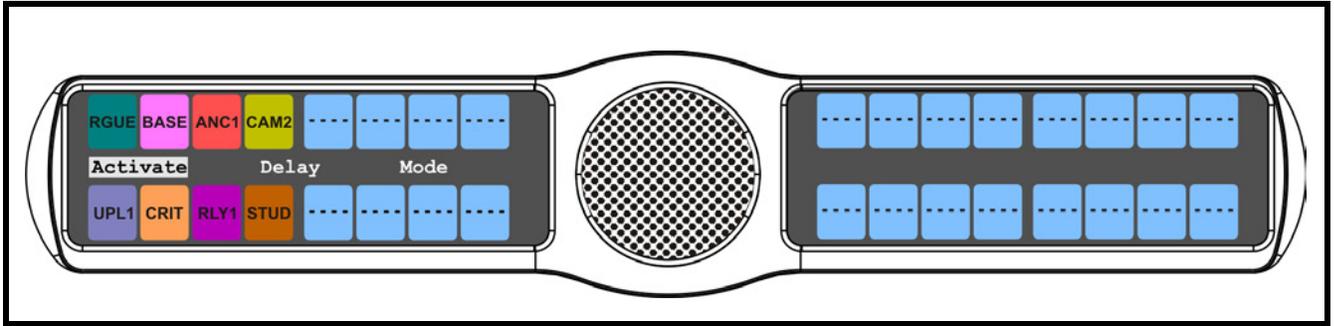


FIGURE 125. Service Menu - Screen Saver Options

Activate- allows the user to activate the screen saver with no delay.

Delay- can be set to activate the screen saver after 30 minutes or up to 12 hours.

Mode- can be set to scroll text or shut the display off (sleep mode).

The default setting for this option is:

Delay - One (1) hour

Mode - Text

NOTE: Any action done to the keypad, directly or indirectly, takes the keypad out of screen saver mode.

To **manually activate the screen saver**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Scrn Saver**.
5. Press the **SEL** button.
Activate, Delay, and Mode appear on the display window.
6. Using the 3(↑) or 6(↓), select **Activate**.

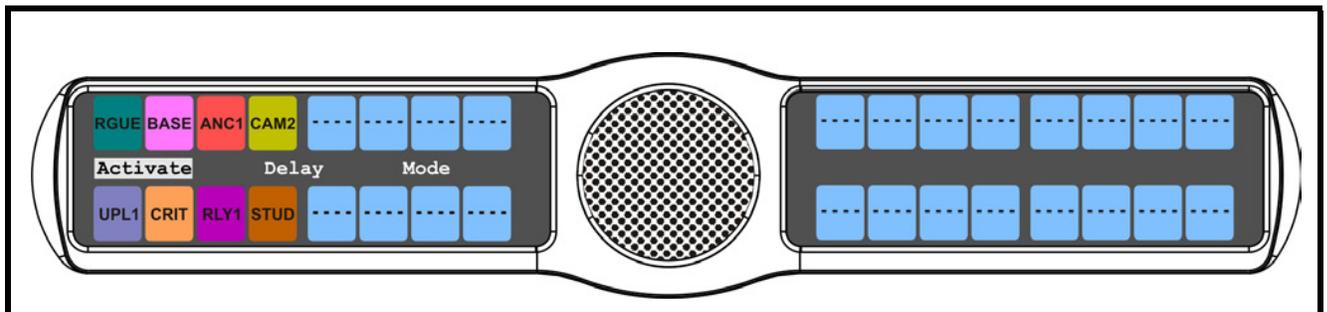


FIGURE 126. Screen Saver Activate Option

7. Press the **SEL** button.
The screen saver is activated on the keypad display window.

To set the delay option for the keypad screen saver, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Scrn Saver**.
5. Press the **SEL** button.
Activate, Delay, and Mode appear on the display window.
6. Using the 3(↑) or 6(↓), select **Delay**.
7. Press the **SEL** button.
Delay Time: 1Hour ⬆ appears

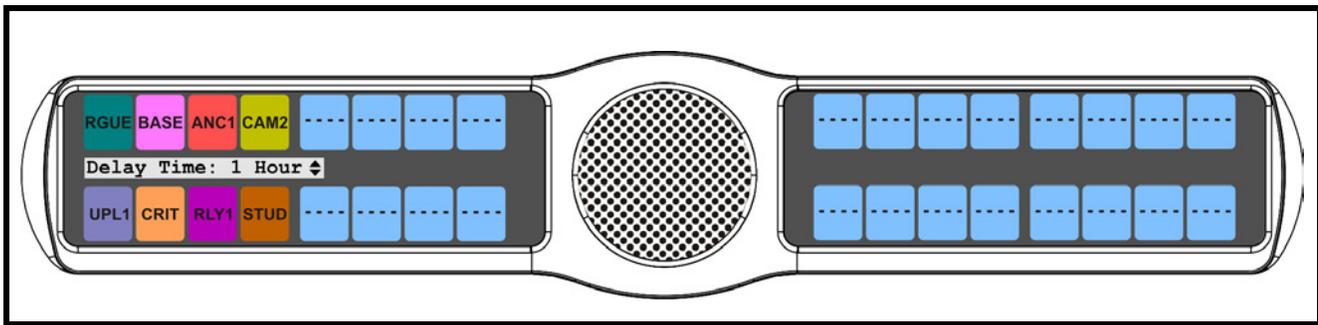


FIGURE 127. Screen Saver Delay Option

8. Using the 3(↑) or 6(↓), select the **amount of time** you want to expire before the screen saver activates.

To set the screen saver mode (type), do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Scrn Saver**.
5. Press the **SEL** button.
Activate, Delay, and Mode appear in the display window.
6. Using the 3(↑) or 6(↓), select **Mode**.

- Press the **SEL** button.
Display Off and Text appear in the display window

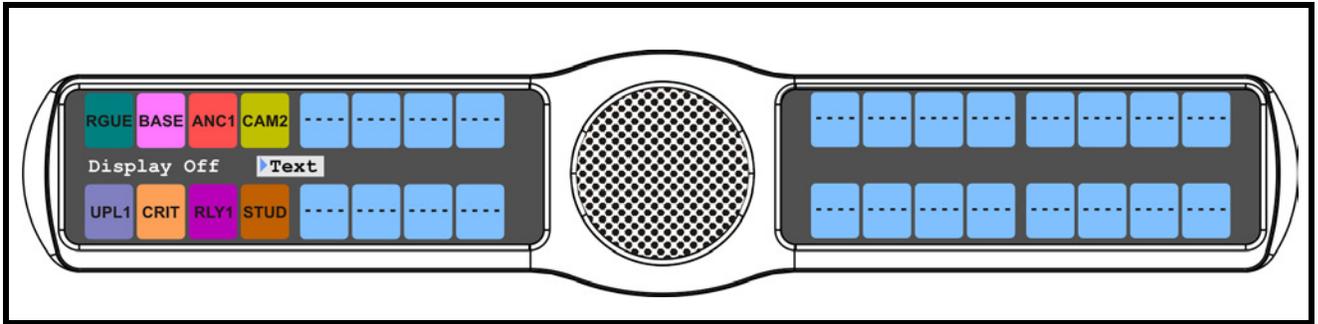


FIGURE 128. Screen Saver Mode Options

- Using the 3(↑) or 6(↓), select **Display Off** to put the display into sleep mode when the screen saver activates.
OR
Using the 3(↑) or 6(↓), select **Text** to have scrolling text when the screen saver activates.

Service Menu, Set Address

Set Address is used to indicate the poll ID of the KP 32 CLD. See “KP 32 CLD Addressing” on page 18 to determine if you need to set the KP 32 CLD address. The poll ID is the number (or address) at which audio is sent to and from the keypad to the Matrix. The Poll ID number is directly related to the connection port on the breakout panel.

Example: If the KP 32 CLD is connected to the breakout panel on J2, the poll ID for the keypad is 2.

Available options for the Poll ID are 1 – 8.

To **set the address for the KP 32 CLD**, do the following:

- On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
- Using the 3(↑) or 6(↓), select **Service**.
- Press the **SEL** button.
The Service submenu appears in the display window.
- Using the 3(↑) or 6(↓), select **Set Address**.
- Press the **SEL** button.
Poll ID: 1 ⬆.

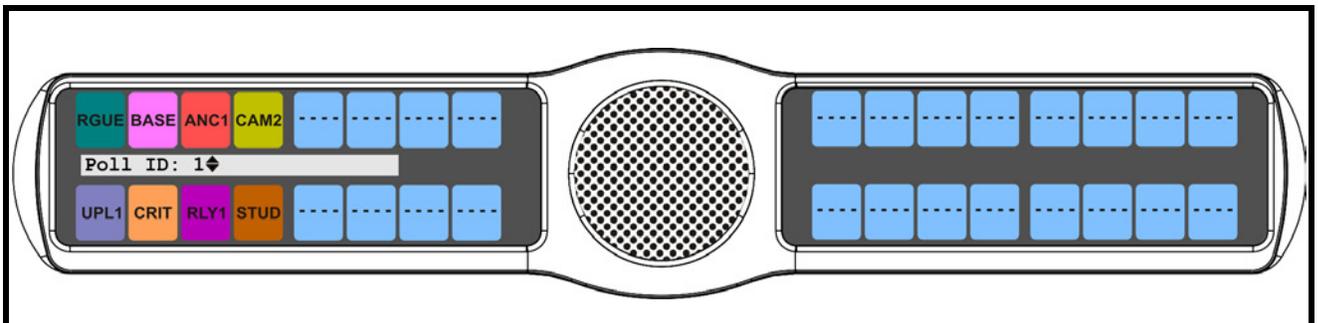


FIGURE 129. Service - Set Address Poll ID

- Using the 3(↑) or 6(↓), scroll to the **poll ID** for the keypad.
- Press the **SEL** button.
Cancel or Save and Restart appear in the display window.

- Using the 3(↑) or 6(↓), scroll to **Save and Restart**.

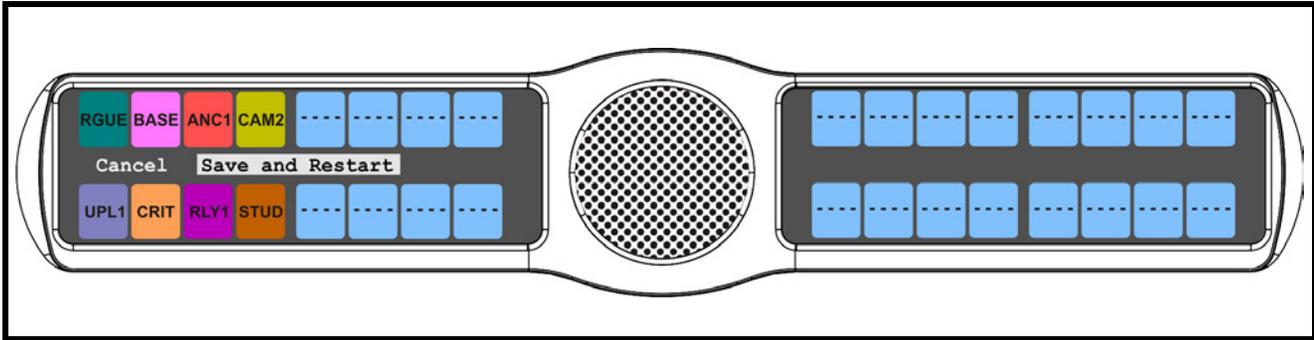


FIGURE 130. Set Address Save and Restart

- Press the **SEL** button.
Restarting.... appears. The keypad resets. Once the restart is complete, the Poll ID is enabled.

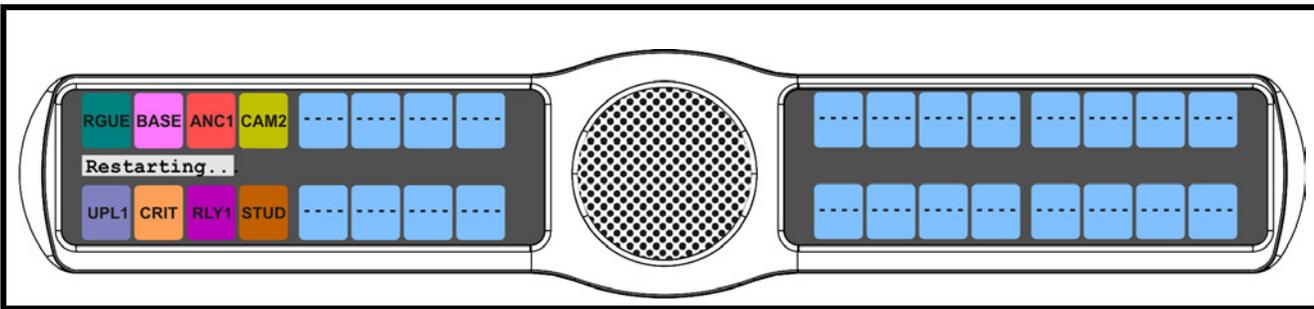


FIGURE 131. Set Address Restarting

Service Menu, Snoop Tally

Snoop Tally, when enabled, provides an indication to keypad users somebody is listening to them. For example, snoop tallies are displayed on keypad 1, if there is another keypad (2) which is listening to keypad 1 via a point-to-point or a special list, but is not talking to keypad 1. Snoop tallies are suppressed if keypad 1 has any talk keys turned on, or if the hot mic is not enabled. Snoop tallies are supported on KP-32 family keypads.

NOTE: Hot Mic must be activated on the keypad for snoop tally to work. To enable Hot Mic, see “Audio Options Menu, Matrix Out” on page 69.

By default, snoop tally is *disabled* (no chime).

To **enable snoop tallies on the keypad**, do the following:

- On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
- Using the 3(↑) or 6(↓), select **Service**.
- Press the **SEL** button.
The Service submenu appears in the display window.
- Using the 3(↑) or 6(↓), select **Snoop Tally**.
- Press the **SEL** button.
Chime and No Chime (default) appear in the display window.

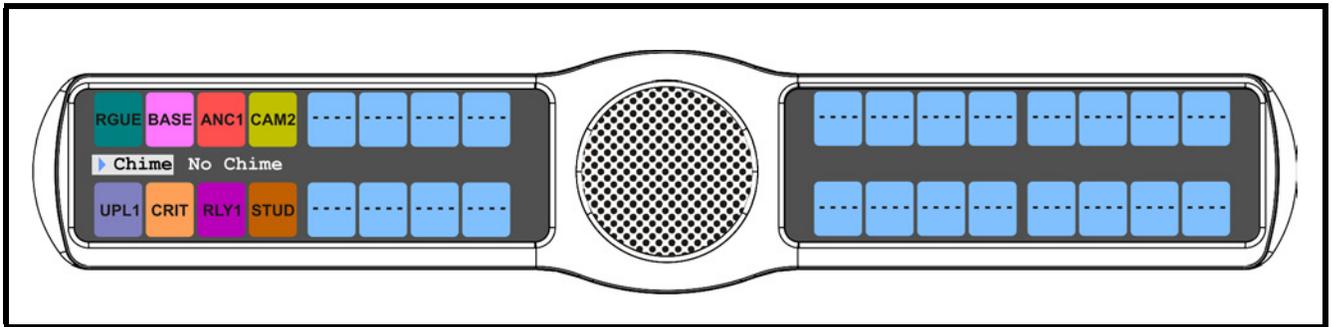


FIGURE 132. Service Menu - Snoop Tally Enabled

6. Using the 3(↑) or 6(↓), select **Chime**.
7. Press the **SEL** button.

A blue arrow  appears next to Chime. Snoop Tally is enabled.

To **disable snoop tallies on the keypad**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Snoop Tally**.
5. Press the **SEL** button.
Chime and No Chime (default) appear in the display window.

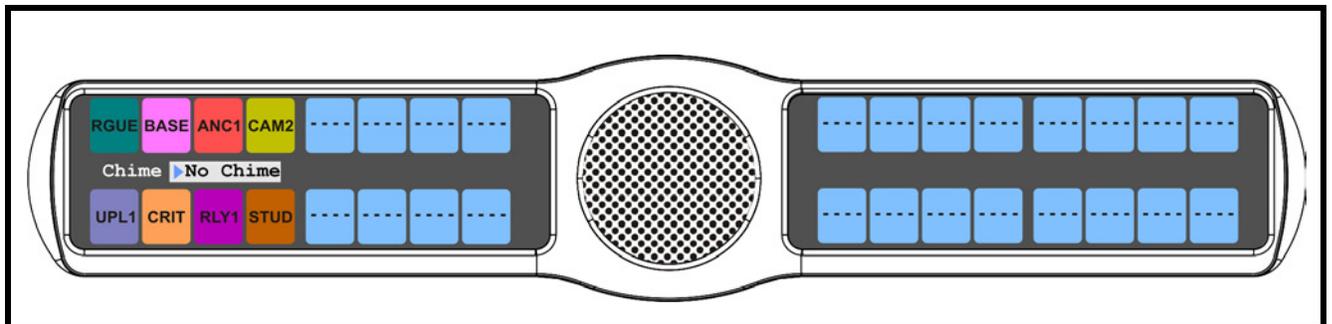


FIGURE 133. Snoop Tallies Disable

6. Using the 3(↑) or 6(↓), select **No Chime**.
7. Press the **SEL** button.

A blue arrow  appears next to No Chime. Snoop Tally is disabled.

Service Menu, Test Panel

Test Panel allows the user to check the operation of all keys and displays on the KP 32 CLD.

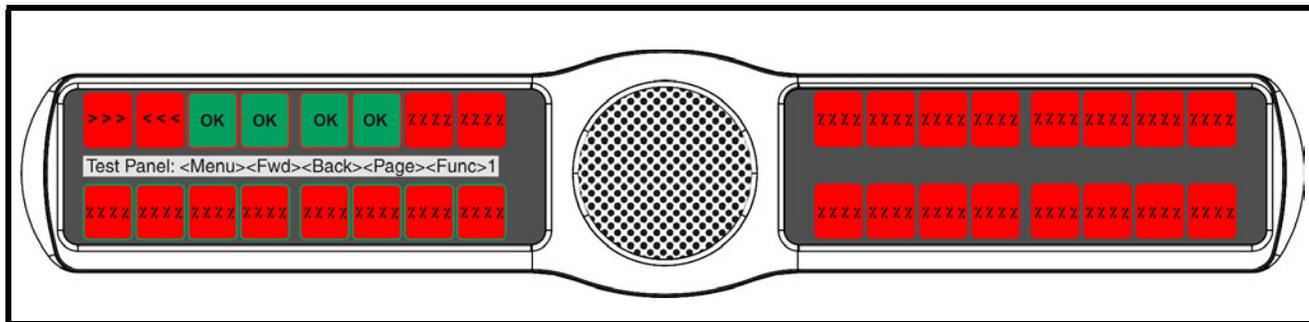


FIGURE 134. Service Menu - Test Panel

TABLE 6. Test Panel Key Descriptions

	All alpha numeric displays show a % symbol on a red button when in Test Panel mode.
	Pressing DOWN on any key causes OK to display on a green button with a red outline. NOTE: Pressing the CLR/CWW key DOWN displays a green border around a red key with percentage signs.
	Pressing UP on any key causes a green border to appear around the red key with percentage signs. NOTE: Pressing UP on the CLR/CWW key causes an OK to display on a green button with a red outline
	Pressing to the right on any key (excluding the MIC MUTE/MIC SEL. and CLR/CWW) causes arrows pointing to the right appear on the key display.
	Pressing to the left on any key (excluding the MIC MUTE/MIC SEL. and CLR/CWW) causes arrows pointing to the left appear on the key display.

To **enable the test panel**, do the following:

1. On the KP 32 CLD keypad, press **MENU**.
The Top Level menu appears.
2. Using the 3(↑) or 6(↓), select **Service**.
3. Press the **SEL** button.
The Service submenu appears in the display window.
4. Using the 3(↑) or 6(↓), select **Test Panel**.
5. Press the **SEL** button.
The Test Panel display appears (see Figure 134).
6. Using Table 6 on page 126, test the **KP 32 CLD** keys.

Telephone Operation

NOTE: Telephone operation requires an optional **TIF** (Telephone Interface). You must assign an intercom key to talk/listen to the TIF. We recommend a talk + auto follow assignment. See the TIF User Manual for specific TIF configuration options.

Receiving A Phone Call

When there is an incoming telephone call, the TIF alpha begins to blink. Press the key to answer the call.

NOTE: The TIF key assignment flashes incoming TIF calls as the default operation. Alternatively, a no flash TIF key assignment indication can be provided. This is accomplished by selecting the “Don’t generate tallies for TIF or trunk use” in AZedit (*Options/Intercom Configuration/Options* tab). This check box also affects other tally indications.

Dialing and Hanging Up Using KP 32 CLD

NOTE: Auto Dial only appears in the TIF menu options when auto dial numbers are configured.

Manual Dial

To **manually dial on the KP 32 CLD**, do the following:

1. On the KP 32 CLD, press the **TIF** key up to turn listen ON.
2. Press the **TIF** key down to turn the Talk key ON.
Auto Dial, Hang Up, Manual Dial, and Redial appear in the display window.
3. Using the 3(↑) or 6(↓), select **Manual Dial**.

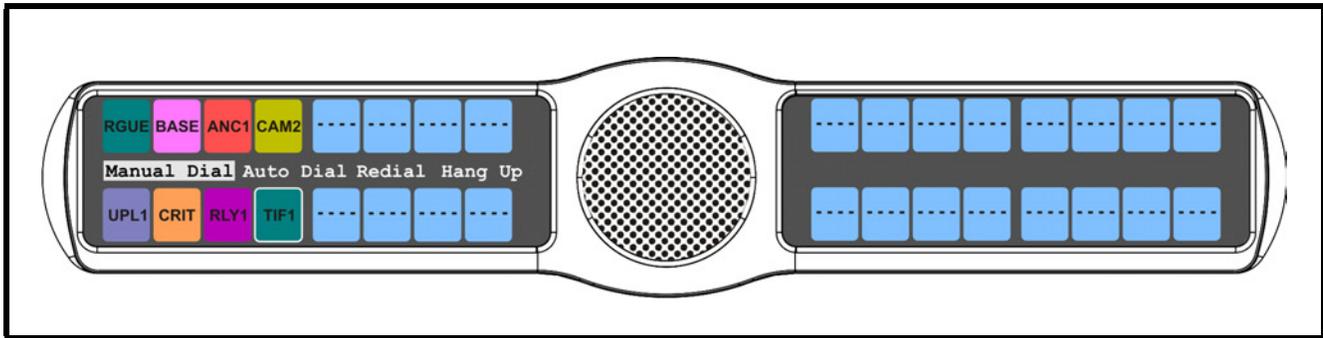


FIGURE 135. TIF Operation - Manual Dial Feature

4. Press **SEL**.
Dial: appears in the display window.
5. Using the keypad, dial the **number** you want to call.

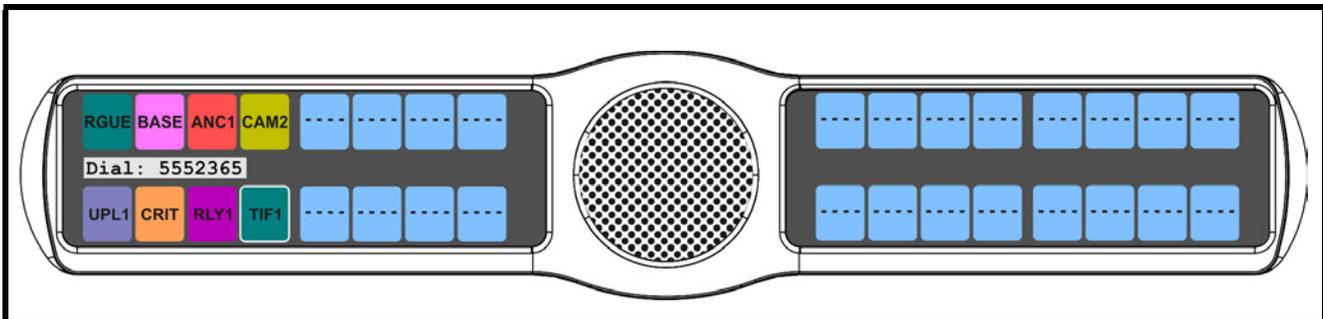


FIGURE 136. TIF Operation - Manual Dial, Dial Number

6. Press **SEL**.
The call is placed.

Keypanel Hang Up

To hang up the telephone from the KP 32 CLD, do the following:

1. On the KP 32 CLD, press the **TIF** key down to turn it ON.
Auto Dial, Hang Up, Manual Dial, and Redial appear in the display window.
2. Using the 3(↑) or 6(↓), select **Hang Up**.

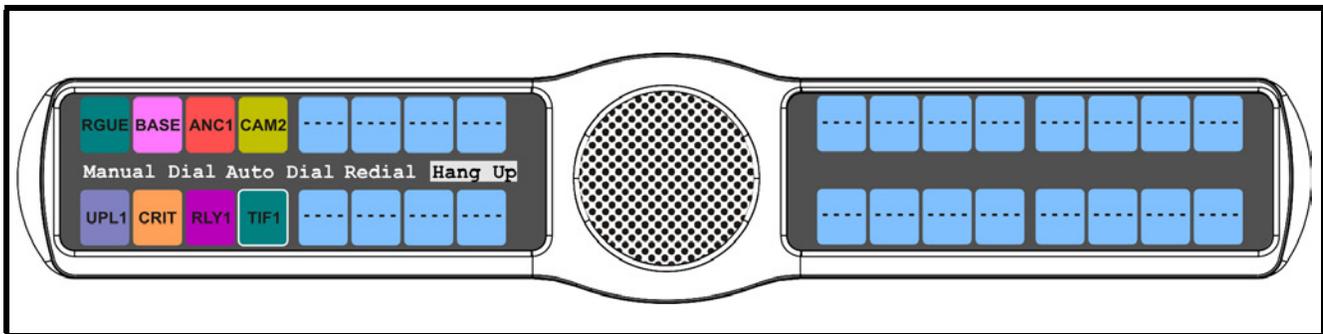


FIGURE 137. TIF Operation - Hang Up

3. Press **SEL**.
The call is disconnected.

To program a CLD UPG key to activate the TIF key, do the following:

1. In Default mode, press **0**.
OR
In Classic mode, press **4**.
Dial Drop appear in the display window.
2. Using the 3(↑) or 6(↓), select **Dial**.
Tap Key appears in the display window.
3. Press and hold the desired **UPG button** (1 or 2) to which you want to program the TIF activation.
The message Menu position saved appears and the TIF activation is assigned to the key.

To program a CLD UPG key to hang up the TIF key, do the following:

1. In Default mode, press **0**.
OR
In Classic mode, press **4**.
Dial Drop appear in the display window.
2. Using the 3(↑) or 6(↓), select **Drop**.
Tap Key appears in the display window.
3. Press and hold the desired **UPG button** (1 or 2) to which you want to program Hang Up.
The message Menu position saved appears and the TIF activation is assigned to the key.

To redial a phone number on the KP 32 CLD, do the following:

1. On the KP 32 CLD, press the **TIF listen** key ON.
2. On the KP 32 CLD, press the **TIF talk** key ON.
Auto Dial, Hang Up, Manual Dial, and Redial appear in the display window.
3. Using the 3(↑) or 6(↓), select **Redial**.

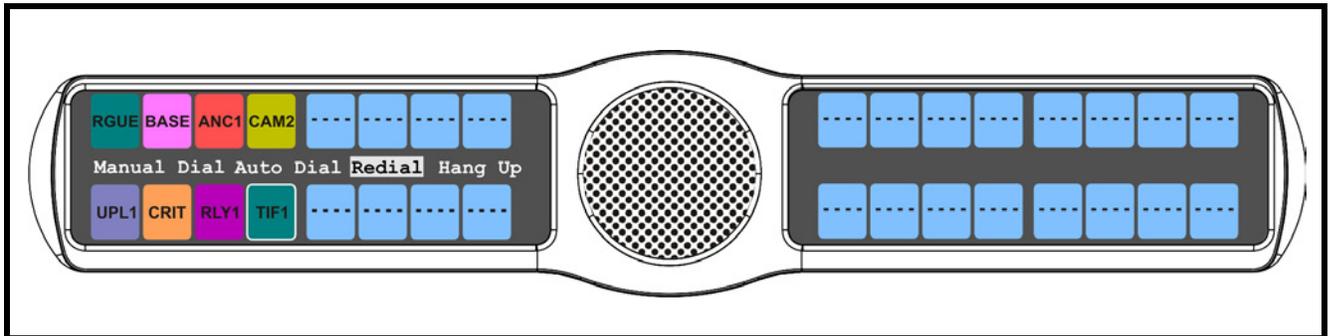


FIGURE 138. TIF Operation - Redial

4. Press **SEL**.
The last dialed number is connected. The TIF key alpha flashes and Hang Up appears in the display window.

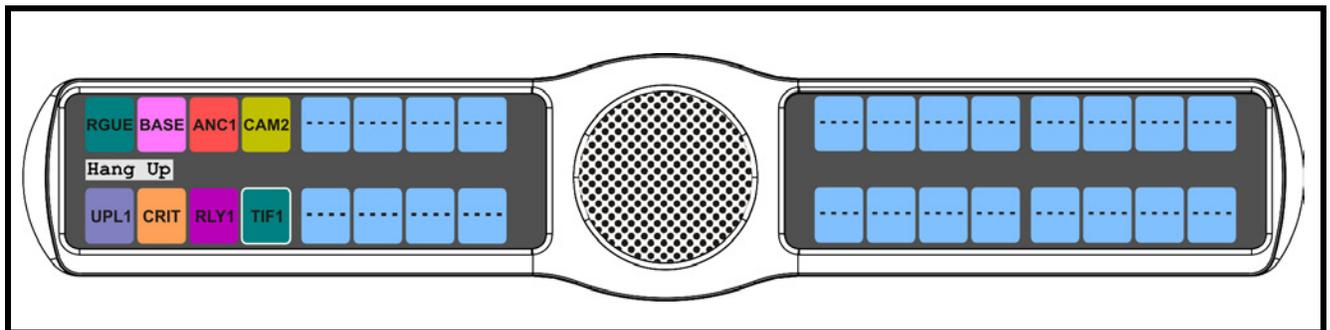


FIGURE 139. TIF Operation - Redial Hang Up

5. Press **SEL** to disconnect the call.
The call is ended.

Auto Dial

To **autodial a phone number on the KP 32 CLD**, do the following:

1. On the KP 32 CLD, press the **TIF listen** key ON.
2. On the KP 32 CLD, press the **TIF talk** key ON.
Auto Dial, Hang Up, Manual Dial, and Redial appear in the display window.
3. Using the 3(↑) or 6(↓), select **Auto Dial**.

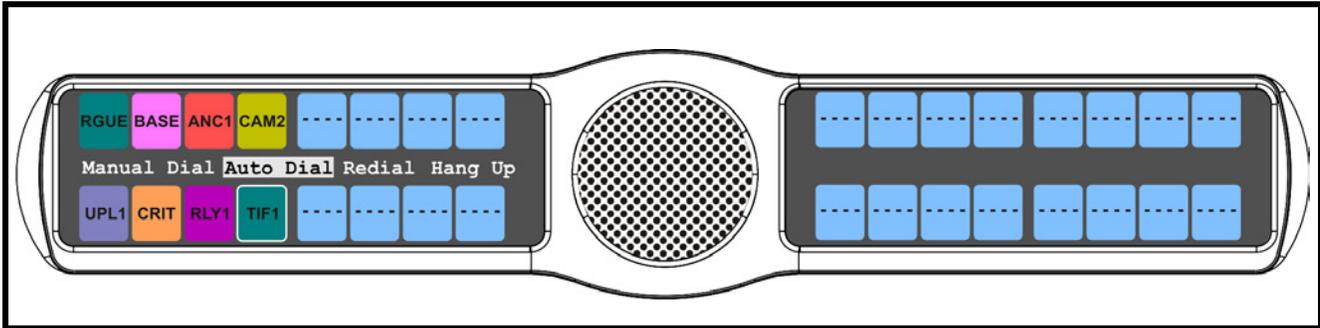


FIGURE 140. TIF Operation - Auto Dial Function

4. Press **SEL**.
The Auto Dial numbers appear in the display window.

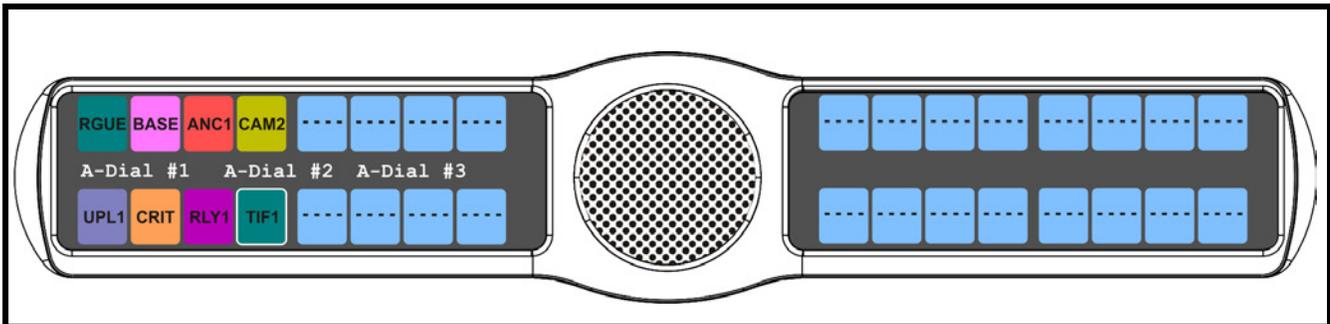


FIGURE 141. TIF Operation - Auto Dial Numbers

5. Using the 3(↑) or 6(↓), select the **Auto Dial number** you want to call.
6. Press **SEL**.
The call is placed. The TIF key alpha flashes and Hang Up appears in the display window.

KP 32 CLD Keypad Quick Reference

Keypad Sequence Introduction

Keypad sequences are a series of keypad strokes made on the KP 32 CLD, which in turn displays specific information (such as keypad ID, talk level 2 assignments, etc.). Keypad sequences are shortcuts via the KP 32 CLD keypad. There are two types of keypad sequences: *Classic* and *Default*.

Classic, sequence 2, is the previous standard for KP 32 and KP 96 keypanels.

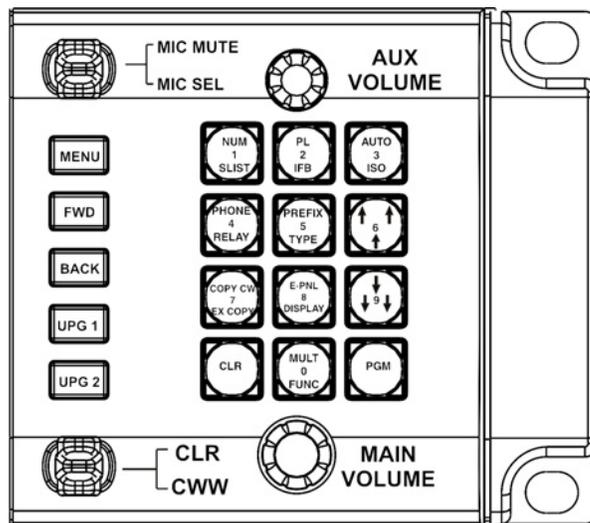
Default, sequence 1, is the new standard for the KP 32 CLD. This sequence is based upon an alternate key sequence for the KP 32 keypad.

NOTE: The type of sequence used is selected through the Service menu, under Keypad (*Service/Keypad/Sequences*). For more information, see “Service Menu, Keypad” on page 115.

Below are the different sequences available for each of the keypad sequence types:

Classic Keypad Sequence

<i>Keypad</i>	<i>Description</i>
---------------	--------------------



7, <key>	Copy the CWW to a key
0,8,1	Show panel ID
0,8,2	Show talk level 2 assignments
0,8,3	Show listen assignments
0,8,7	Enable tone
0,8,0	Enter test mode
3,1,SEL (PGM), <listen key>	Program a listen key with an AL assignment
3,2,SEL (PGM), <listen key>	Program a listen key with an AF assignment
3,3,SEL (PGM), <listen key>	Program a listen key with an AM assignment
3,4,SEL (PGM), <listen key>	Program a listen key with an AR assignment
3,7,SEL (PGM), <listen key>	Program a listen key with an AT assignment
3,5,SEL (PGM), <talk key>	Program a talk key with an AC assignment
0,8,8	Show setup pages
0,8,9	Enter diagnostic menu
0,6	Display list of matrix names, scroll up
0,9	Display list of matrix names, scroll down
0,5,6	Display list of function types, scroll up
0,5,9	Display list of function types, scroll down
0,7, <key>, <key>	Copy the first key to the second key
8, <page>, PGM, <key>	Select setup page for row of keys
4, PGM, <key>	Enter dial mode on TIF on key
4, CLR, <key>	Hang up TIF on key
6	Enter scroll list mode, scroll up
9	Enter scroll list mode, scroll down
5	Enter pre-fix/fast scroll mode

Classic Keypad Sequence

<i>Keypad</i>	<i>Description</i>
---------------	--------------------

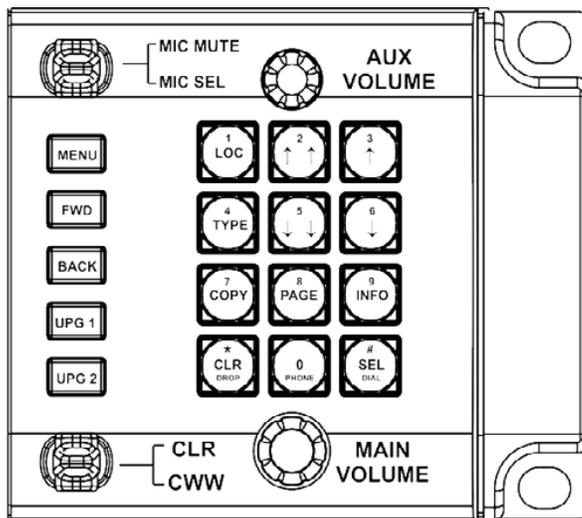
The following sequences also require that the assignments are marked as “Local” scroll enable in AZedit

NOTE: IFB, RY, ISO, and IFSL are not locally scrollable, by default.

1, <port>, SEL (PGM), <key>	Program a key with a port assignment
2, <PL num>, SEL (PGM), <key>	Program a key with a PL assignment
0,1, <SL num>, SEL (PGM), <key>	Program a key with a SL assignment
0,2, <IFB num>, SEL (PGM), <key>	Program a key with an IFB assignment
0,3, <ISO num>, SEL (PGM), <key>	Program a key with an ISO assignment
0,4, <RY num>, SEL (PGM), <key>	Program a key with an RY assignment

Default Keypad Sequence

<i>Button/Keypad Sequence</i>	<i>Description</i>
-------------------------------	--------------------



7, <key>	Copy the CWW to a key
0,0,0,8,1	Show panel ID
0,0,0,8,2	Show talk level 2 assignments
0,0,0,8,3	Show listen assignments
0,0,0,8,7	Enable tone
0,0,0,8,0	Enter test mode
0,0,0,8,8	Show setup pages
0,0,3,1,SEL, <listen key>	Program a listen key with an AL assignment
0,0,3,2,SEL, <listen key>	Program a listen key with an AF assignment
0,0,3,3,SEL, <listen key>	Program a listen key with an AM assignment
0,0,3,4,SEL, <listen key>	Program a listen key with an AR assignment
0,0,3,7,SEL, <listen key>	Program a listen key with an AT assignment
0,0,3,5,SEL, <talk key>	Program a talk key with an AC assignment
1	Display scroll list of matrix names
4	Display scroll list of function types
2	Enter pre-fix/fast scroll mode, scroll up
5	Enter pre-fix/fast scroll mode, scroll down
3	Enter scroll list mode, scroll up
6	Enter scroll list mode, scroll down
7, SEL <key>, <key>	Copy first key to second key
8, <page>, <key>	Select the setup page for a row of keys
0, SEL, <key>	Enter dial mode on TIF key
0, CLR, <key>	Hang up TIF key

The following sequences also require that the assignments are marked as “Local” scroll enable in AZedit

NOTE: IFB, RY, ISO, and IFSL are not locally scrollable, by default.

Default Keypad Sequence

<i>Button/Keypad Sequence</i>	<i>Description</i>
0,0,1, <port>, SEL, <key>	Program a key with a port assignment
0,0,2, <PL num>, SEL, <key>	Program a key with a PL assignment
0,0,0,1, <SL num>, SEL, <key>	Program a key with a SL assignment
0,0,0,2, <IFB num>, SEL, <key>	Program a key with an IFB assignment
0,0,0,3, <ISO num>, SEL, <key>	Program a key with an ISO assignment
0,0,0,4, <RY num>, SEL, <key>	Program a key with an RY assignment

Keypanel Menu Quick Reference

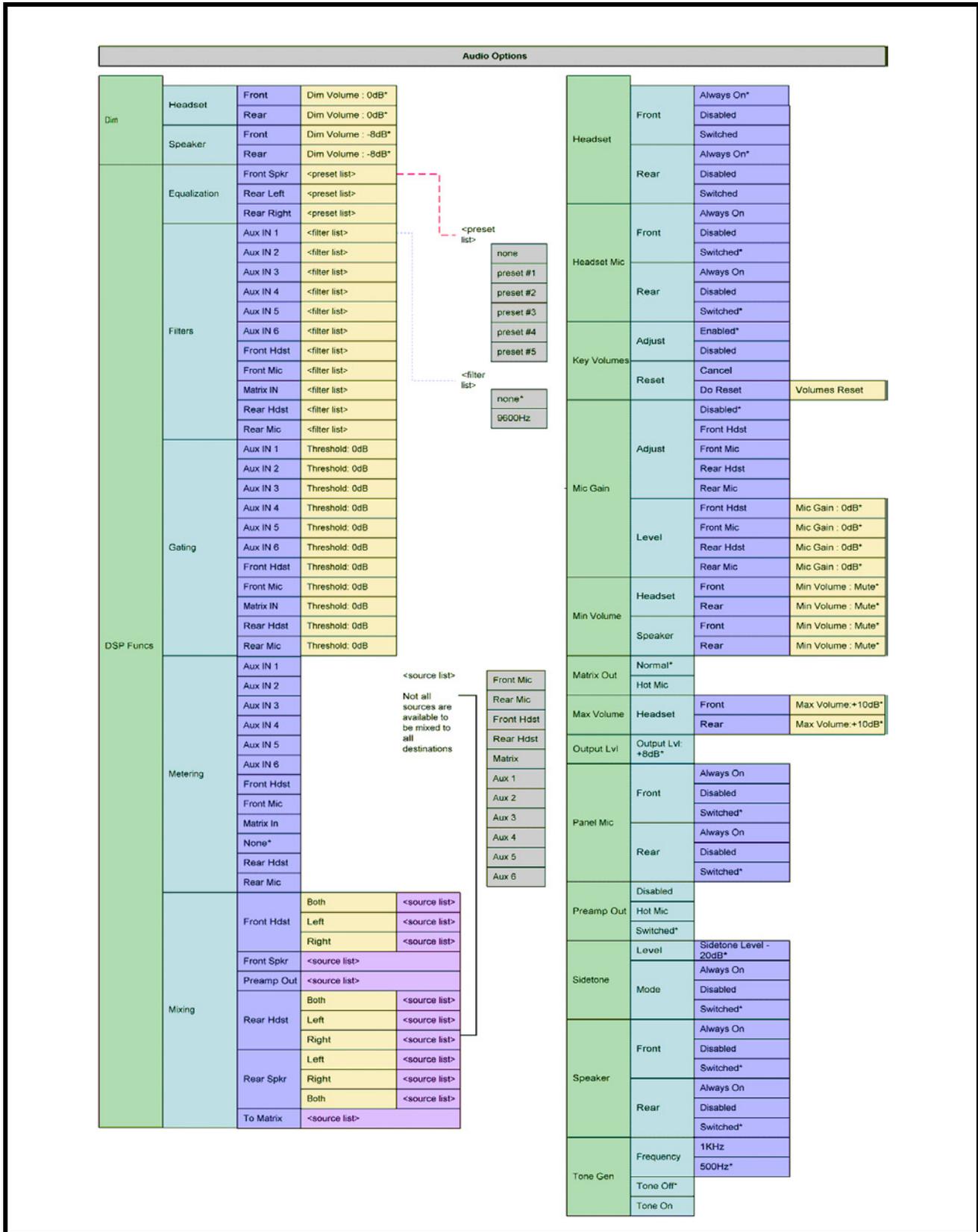


FIGURE 142. Audio Options Menu for the KP 32 CLD with GPI 32 CLD Option card installed.

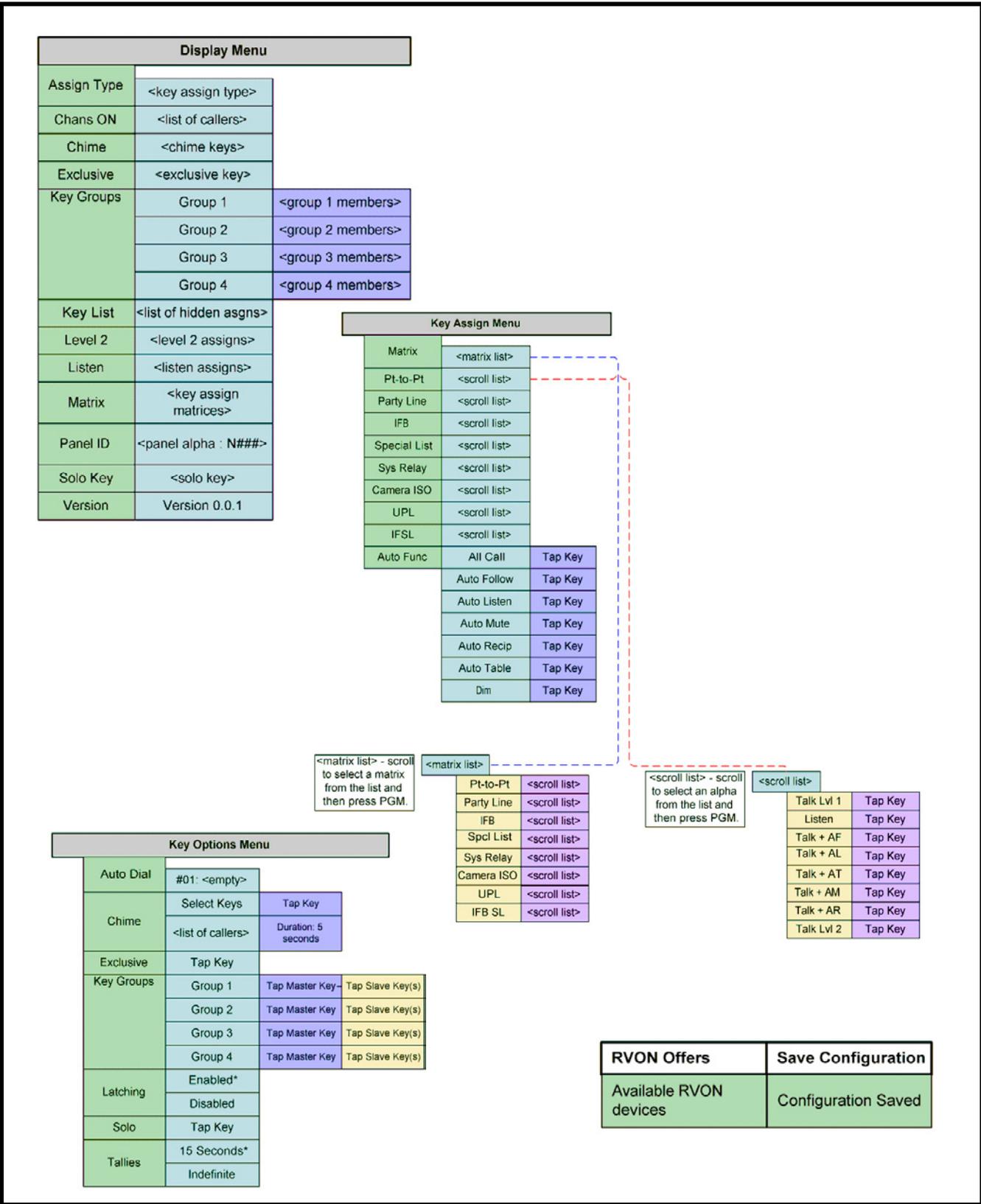


FIGURE 143. Display, Key Assign, Key Options Menu, RVON Offers and Save Configuration for the KP 32 CLD with GPI 32 CLD Option card installed. RVON Offers only displays if the keypanel is connected to an RVON device, otherwise the menu item is not available

Service				
Alpha Size	4 Char*			
	6 Char			
	8 Char			
Aux Inputs	Aux In 1	Enabled*		
		Disabled		
	Aux In 2	Enabled*		
		Disabled		
	Aux In 3	Enabled*		
		Disabled		
	Aux In 4	Enabled*		
		Disabled		
Aux In 5		Enabled*		
		Disabled		
	Aux In 6	Enabled*		
		Disabled		
Matrix In		Enabled*		
		Disabled		
Baud Rate	Auto Baud			
	9600 Baud*			
	76.8K Baud			
Display Dim	All Panels	Brightness 40%*		
	Expansion	Both	Brightness 40%*	
		Left	Brightness 40%*	
		Right	Brightness 40%*	
	Main Panel	Both	Brightness 40%*	
		Left	Brightness 40%*	
Right		Brightness 40%*		
Footswitch	Disabled*			
	Enabled			
Key View	Suppress AF*			
	Talk Only			
	Talk/Lisn			
Keypad	Backlight	Activate*		
		Always On		
		Always Off		
	Sequences	Default*		
		Classic		
Local GPIO	GPIO Inputs	Opto 1	Key Group	Group 1
				Group 2
				Group 3
				Group 4
			Not Assigned*	
			Talk Key	Tap Key
		Opto 2	Key Group	Group 1
				Group 2
				Group 3
				Group 4
			Not Assigned*	
			Talk Key	Tap Key
		Opto 3	Key Group	Group 1
				Group 2
				Group 3
				Group 4
		Not Assigned		
		Talk Key	Tap Key	
	Opto 4	Key Group	Group 1	
			Group 2	
			Group 3	
			Group 4	
		Not Assigned*		
		Talk Key	Tap Key	
	GPIO Outputs	OC Out 1	Not Assigned	
			Talk Key	Tap Key
			UPG 1	
			UPG 2	
		OC Out 2	Not Assigned	
			Talk Key	Tap Key
			UPG 1	
			UPG 2	
		Relay 1	Not Assigned	
			Talk Key	Tap Key
			UPG 1	
			UPG 2	
	Relay 2	Not Assigned		
		Talk Key	Tap Key	
		UPG 1		
		UPG 2		
Relay 3	Not Assigned			
	Talk Key	Tap Key		
	UPG 1			
	UPG 2			
Reset Cfg	Cancel	Configuration Reset		
	Do Reset			
Scrn Saver	Activate			
	Delay	Delay Time: 30 min*		
	Mode	Display Off		
		Text *		
Set Address	Poll ID: 1*			
Snoop Tally	Chime			
	No Chime*			
Test Panel	Test Panel:			

FIGURE 144. Service Menu for the KP 32 CLD with GPI 32 CLD Option card installed.

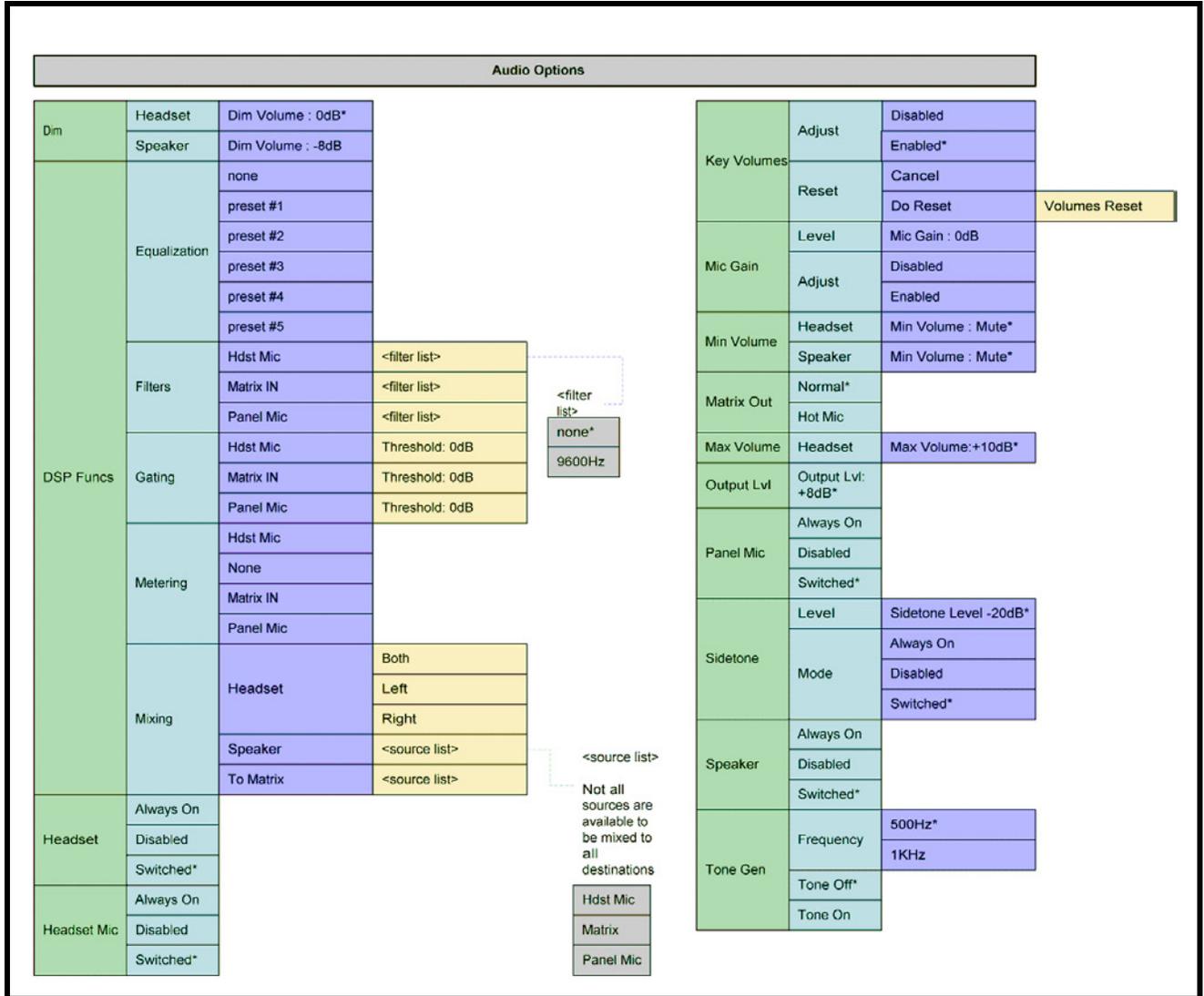


FIGURE 145. Audio Options Menu for the KP 32 CLD without GPIO Option card installed.

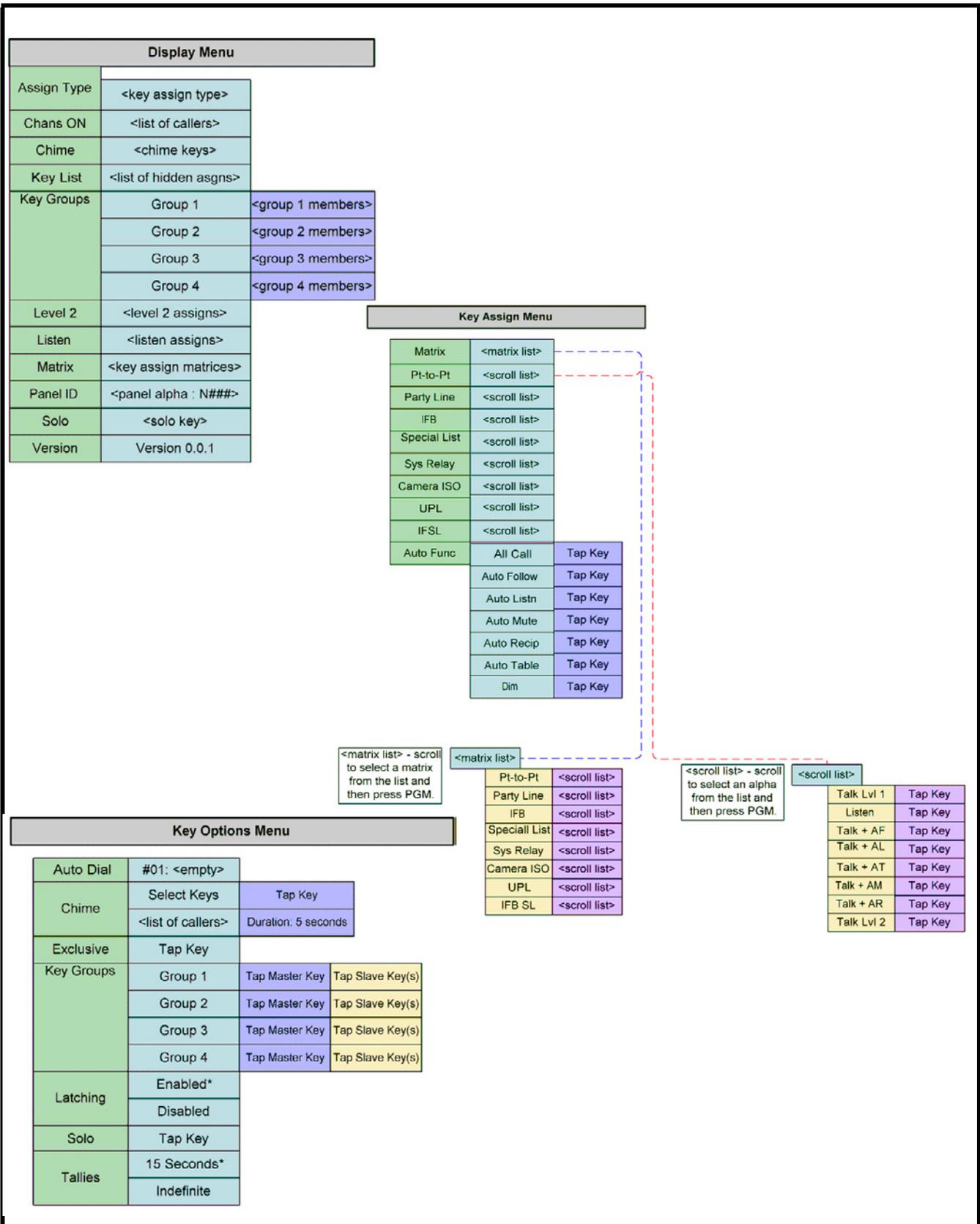


FIGURE 146. Display, Key Assign, and Key Options Menu for the KP 32 CLD without GPI 32 CLD Option card installed.

RVON Offers	Save Configuration
Available RVON devices	Configuration Saved

RVON Offers	Save Configuration	Service		
Available RVON devices	Configuration Saved	Alpha Size	4 Char*	
			6 Char	
			8 Char	
Aux Inputs	Matrix In	Disabled		
		Enabled*		
Baud Rate		Auto Baud		
		9600 Baud		
		76.8K Baud		
Display Dim		All Panels	Brightness 40%*	
		Expansion	Both	Brightness 40%*
			Left	Brightness 40%*
			Right	Brightness 40%*
		Main Panel	Both	Brightness 40%*
			Left	Brightness 40%*
Right	Brightness 40%*			
Footswitch		Disabled*		
		Enabled		
Key View		Suppress AF		
		Talk/Lisn		
		Talk Only		
Keypad	Backlight	Activate*		
		Always Off		
		Always On		
	Sequences	Default*		
		Classic		
Reset Cfg		Cancel		
		Do Reset	Configuration Reset	
Scrn Saver		Activate		
		Delay	Delay Time: 30 min*	
		Display Off		
Set Address		Poll ID: 1*		
Snoop Tally		Chime		
		No Chime*		
Test Panel		Test Panel:		

FIGURE 147. RVON Offers, Save Configuration and Service Menu for the KP 32 CLD without GPI 32 CLD Option card installed. RVON Offers only displays if the keypanel is connected to an RVON device, otherwise the menu item is not available

Boot Loader Reset

Boot Loader Reset - BLR Button

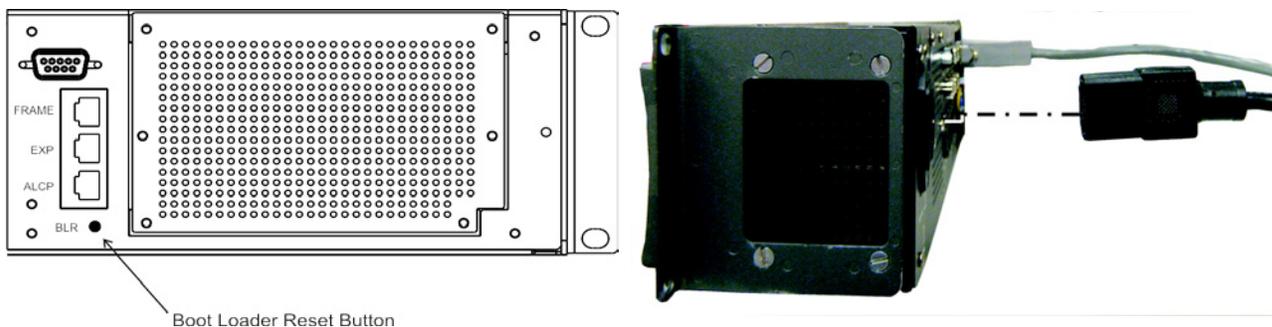
The **BLR** (Boot Loader Reset) button is used to upload a new boot load image to a keypanel with a corrupt/bad image installed.

NOTE: The instructions provided below are applicable for all CLD family keypanels; however, the instructions below display the KP 32 CLD

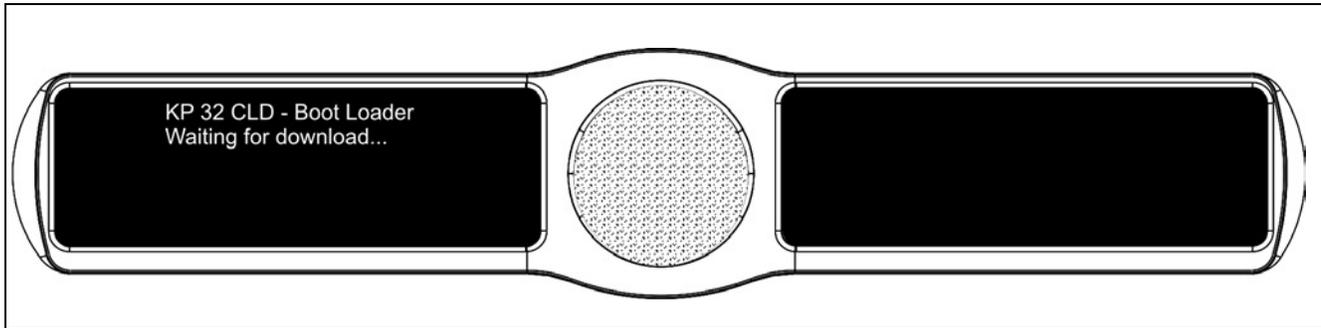
To **run the boot loader**, do the following:

NOTE: To force a boot reload, the keypanel must first be powered down.

1. Verify the KP CLD is powered **OFF**, but still connected to the FRAME.
2. Using a screwdriver, press the **BLR Button** located on the back of the keypanel.



3. While the BLR button is pressed, connect the **power cord** to the keypanel.
KP 32 CLD - Boot Loader Waiting for Download... appears in the display window.



4. In AZedit, from the Status menu, select **Software Versions**.
The Software Versions fly-out menu appears.
5. From the Software Versions fly-out menu, select **Keypanel**.
The Keypanel Version Information window appears.

Port	Alpha	Version
200	N200	n/a
201	N201	n/a
202	N202	n/a
203	N203	n/a
204	N204	n/a
205	N205	n/a
206	N206	KP 32 CLD BOOT LOADER, VERSION
207	N207	n/a
208	N208	n/a
209	N209	n/a
210	N210	n/a
211	N211	n/a
212	N212	n/a
213	N213	n/a
214	N214	n/a
215	N215	n/a
216	N216	n/a

6. From the Keypanel Version Information window, find and highlight the specified KP 32 CLD.

NOTE: Notice the version information column shows the KP 32 CLD Boot Loader version X.X.X.X.

7. Right-click on the **KP 32 CLD**.
A popup menu appears.
8. From the popup menu, select **Download Firmware...**
The Firmware Download navigation window appears.
9. Navigate to your **boot loader file** (i.e., boot_ldr.hex).

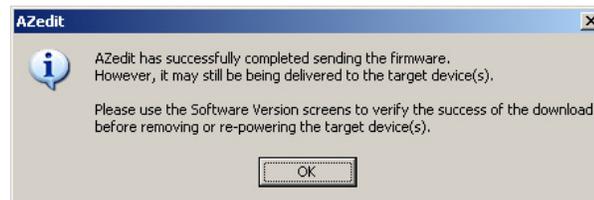
10. Click **Open**.

The Download Device Firmware window appears.



11. Click **Begin Download**.

The Download begins and a popup message appears.



12. Click **OK**.

The KP 32 CLD boot loader finishes. This can take up to 10 minutes to complete. Use the Keypanel Version Information window to follow the progress of the download (then number and percentage of chunks completed). Also, the Boot Loader Download progression is displayed on the KP 32 CLD display window until the download is complete.

IMPORTANT:

When Chunk 1 of 4 is at 90%, press and hold the BLR button until the displays shows *Chunk 2*. Once *Chunk 2* appears, release the BLR button. Pressing the BLR button during this time triggers the download to continue. If you do not press the BLR button, the message shown in Figure 148 appears.

Azedit (LUCL) [ONLINE] - Keypanel Version Information

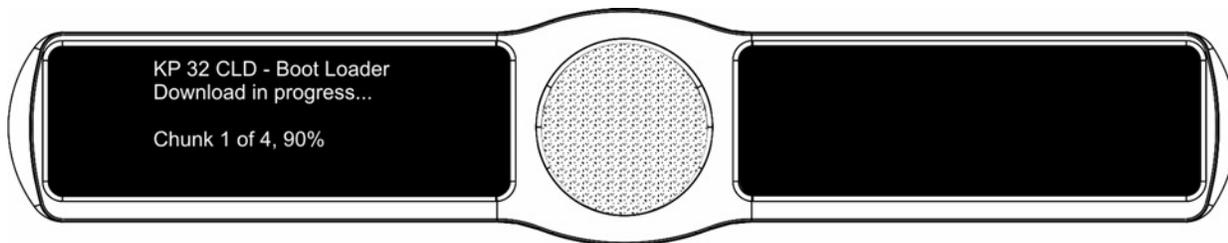
File Online Authentication Edit View System Alphas Status Options Logging Help

Port	Alpha	Version
185	N185	n/a
186	N186	n/a
187	N187	n/a
188	N188	n/a
189	N189	n/a
190	N190	n/a
191	N191	n/a
192	N192	n/a
193	N193	n/a
194	N194	n/a
195	N195	n/a
196	N196	n/a
197	N197	n/a
198	N198	n/a
199	N199	n/a
200	N200	n/a
201	N201	n/a
202	N202	n/a
203	N203	n/a
204	N204	n/a
205	N205	n/a
206	TECHIE	DOWNLOAD: CHUNK 1, TRY 1, 0%
207	N207	n/a
208	N208	n/a
209	N209	n/a

Show RVON versions

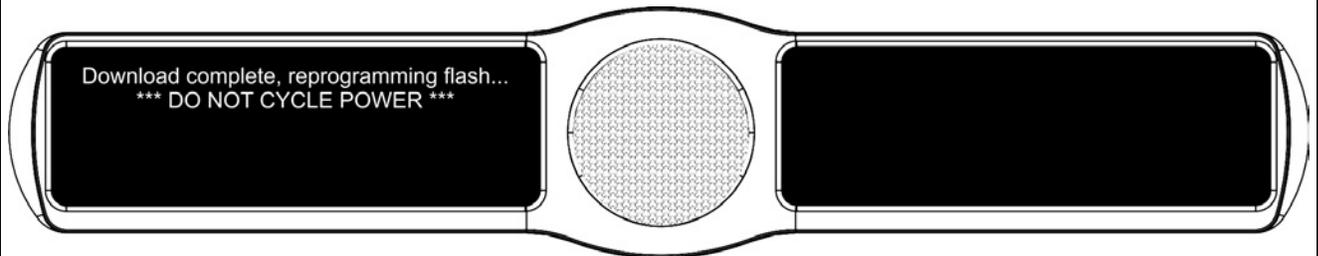
For Help, press F1

LOCAL PP 206 USERS:1 ONLINE LOCAL



NOTE: Once the Boot Loader is finished downloading, the KP 32 CLD reboots itself. The KP 32 CLD displays one of two messages shown below. If the download is brand new, you will see message 1. However, if you are reinstalling the same boot load file on the KP 32 CLD, you will see message 2.

Message 1



Message 2

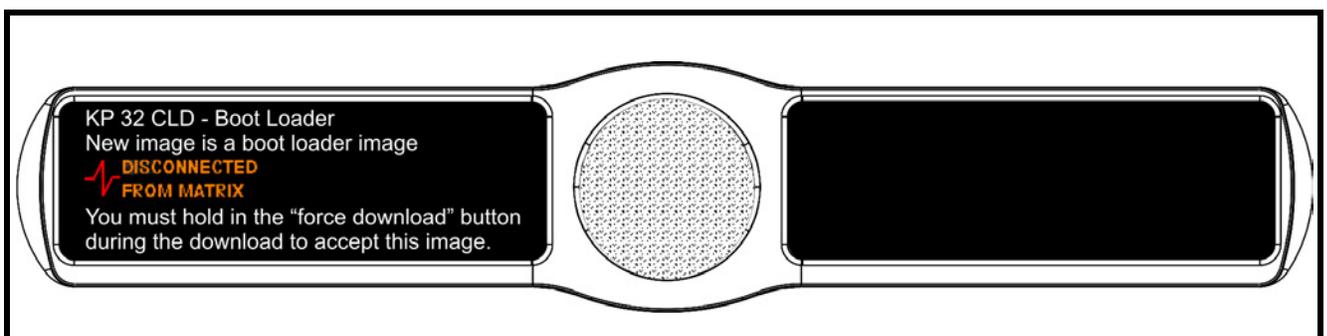
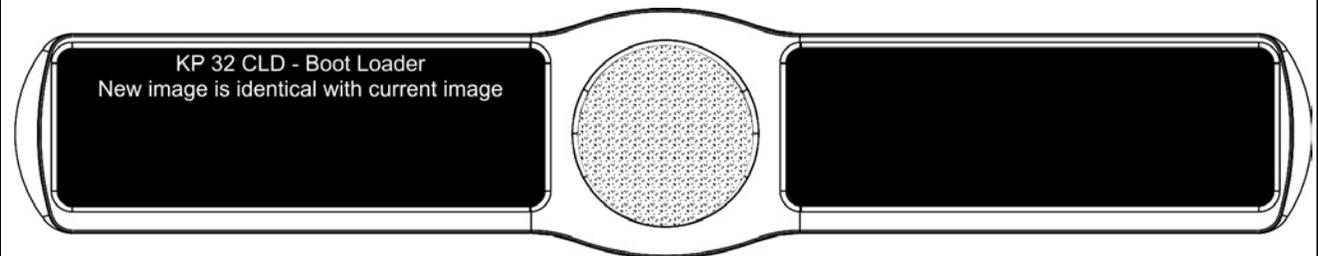


FIGURE 148. Boot Loader Fail Message

EKP 32 CLD90007876000***Introduction***

Connecting directly to the KP 32 CLD color keypad, the **EKP 32 CLD** (Expansion Panel Color Display) provides an additional 32 channels of digital audio (per expansion panel) to your intercom application.

Use the supplied RJ-45 expansion cable (included with the EKP 32 CLD) and refer to Figure 150, "Expansion Panel Cabling," on page 153, for information on how to connect up to two (2) additional expansion panels.

Specifications**LCD Display**

Size

4.9" LCD

Resolution:

320 x 96 (RGB)

Connector

EXP IN (for pinouts see Table 7 on page 153) RJ-45

EXP OUT (for pinouts see Table 8 on page 153) RJ-45

J1 RJ-45

General**EKP 32 CLD**

Storage Temperature

-40°C to 70°C (-40°F to 158°F)

Operating Temperature

-15° C to 50°C (5°F to 122°F)

Dimensions

19"L x 3.47"H x 3.25"D (482.6mm x 88.138mm x 82.55mm)

Weight

6.30 lbs (2.85kg)

Power Consumption

Quiescent - 10W

Full Load - 35W

Input Power

100~240VAC, 50-60Hz

*EKP 32 CLD Expansion Panel
Reference View*

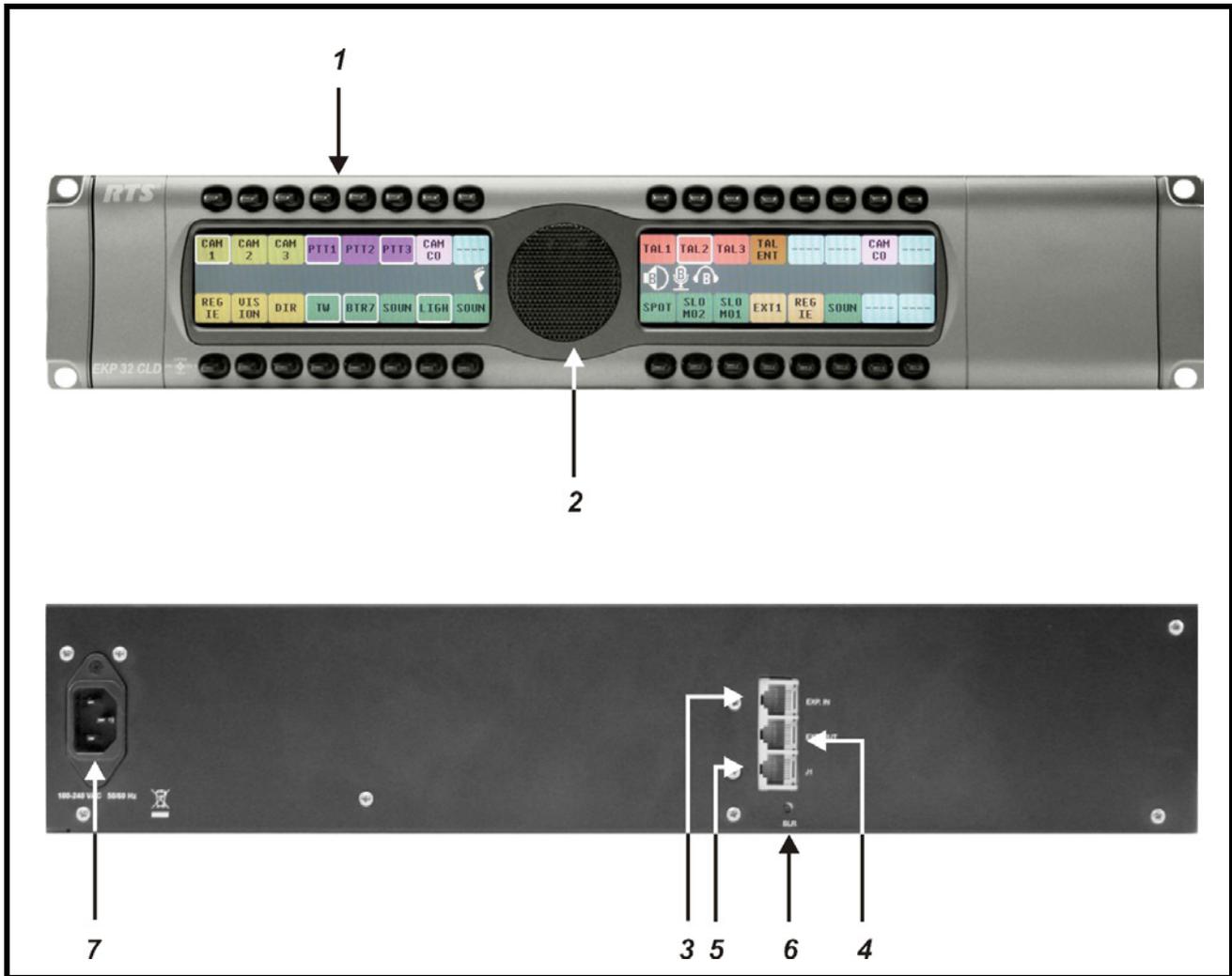


FIGURE 149. EKP CLD Expansion Panel Reference View - Front and Rear

1. Expansion Keys
2. Panel Speaker
3. RJ-45 Expansion IN
4. RJ-45 Expansion OUT
5. RJ-45 J1 Connector
6. Boot Loader Reset - for more information, see “Download Firmware Using the BLR Function” on page 42.
7. AC/Power

Expansion Panel Cabling Reference

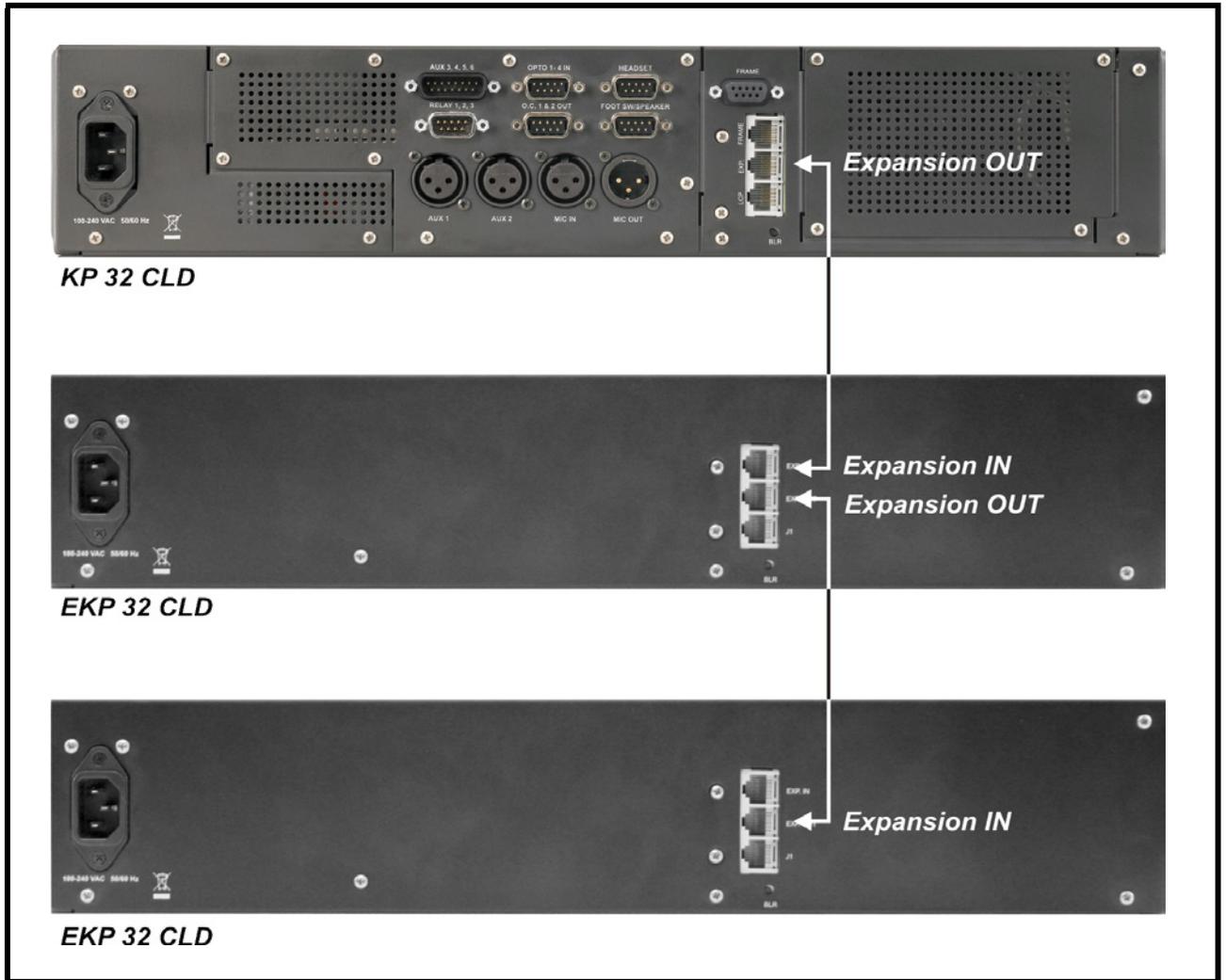


FIGURE 150. Expansion Panel Cabling

TABLE 7. RJ-45 EXP IN pinout

RJ-45 EXP IN (expansion)	
Pin	Assignment
1	GND
2	GND
3	GND
4	GND
5	RS485 +
6	RS485 -
7	GND
8	Reserved

TABLE 8. RJ-45 EXP OUT pinout

RJ-45 EXP OUT (expansion)	
Pin	Assignment
1	GND
2	GND
3	GND
4	GND
5	RS485 +
6	RS485 -
7	GND
8	Reserved

