



# ENC-3300-DTMF

## Hardware & Programming Manual



Genave / NRC, Inc.

[www.genave.com](http://www.genave.com)

[support@genave.com](mailto:support@genave.com)

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Tech. Publication No. 9000-0000-086 Rev 06



## **Warning**



**If incorrectly used, this equipment can cause severe injury. Those who use and maintain the equipment should be trained in its proper use, warned of its dangers, and should read the manuals before attempting to set up, operate, adjust or service the equipment. Keep this manual for future reference.**

# **Important Safety Information**

## **System Planning**

**Proper planning is the cornerstone to an effective warning system. The Federal Emergency Management Agency (FEMA) publishes the “Outdoor Warning Guide” CPG 1-17, which should be used in planning your system. In addition, you should recognize and understand the following items:**

- Outdoor warnings sirens and equipment are not intended to be heard indoors. Conversely indoor devices are not intended to cover outdoor environments. All devices have specific purposes and distances that they can be considered effective. Proper placement and selection of the correct equipment is necessary to cover a desired area. Refer to the FEMA guide for placement guidelines.**
- Training is necessary to ensure those responsible can correctly activate the system. It is also necessary that everyone understand the purpose of the warning system and the protective actions they need to take when the system is activated. Periodic tests can serve to accomplish the training for the operators, in addition to demonstrating the various signals to the public.**
- All warning systems must have contingency plans in case equipment problems or operator errors interfere with its performance. Just as with the primary warning system, the contingency plans should be periodically tested to make sure those responsible know how to implement them and the necessary response from the public is achieved.**

# Important Safety Information

## Installation & Service Precautions



• **Electrocution, severe personal injury and damage to equipment can occur during installation or servicing this equipment. All electrical work should be performed by, or under the supervision of an experienced electrician and in accordance with all applicable electrical, fire, building and safety codes.**



• **This equipment can start at any time from local controls, automatic timers, radio remote, commands from a computer and many other sources. The sound output can cause hearing damage, while other attached equipment can cause personal injury when they engage. Whenever working in or around the equipment you must assume it could activate at any moment, and take appropriate precautions to protect yourself and others. You should completely disable the equipment before working on or in close proximity to any part of it.**

• **You must test the system and equipment to insure it is operating correctly after the installation, as well as after any work has been performed.**

## System Operation

• **Training is necessary to ensure those responsible can correctly activate the system. It is also necessary that everyone understand the purpose of the siren and the protective actions they need to take when the system is activated. Periodic tests can serve to accomplish the training for the operators, in addition to demonstrating the various signals to the public.**

• **You must carefully read and completely understand all the information about the system including its abilities and its limitations. Since no warning system is infallible, you must have contingency plans for warning, in the event the primary systems do not perform as expected, for any reason.**

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## **ENC-3300-DTMF™ Hardware**

Phone 651-460-6616

Fax 651-460-6686

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- 1) This device may not cause harmful interference, and
- 2) This device must accept any interference received, including interference that may cause undesired operation.

**FCC WARNING**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**Caution**

To comply with the limits for an FCC Class B computing device, always use the accessories supplied with this unit.

The Federal Communications Commission warns that changes or modifications of the unit not expressly approved by Genave could void the user's authority to operate the equipment.

# ENC-3300-DTMF Manual

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## ***Specifications***

- **Voltage In:** 11 to 14 volts DC
- **Current requirements:**
  - 209 mA Quiescent
  - 250 mA Active
  - 300 mA Max
- **Output Connector:**
  - 16 – 26 AWG
  - 3.5 mm pin spacing
  - 125V @ 5 amps
- **DC Connector:**
  - 2.1 mm x 5.5mm Barrel
  - Center pin positive
- **DTMF Signal:**
  - Max  $V_{pp}$ : 5.20 V<sub>p-p</sub>
  - Max  $V_{rms}$ : 3.78 V<sub>rms</sub>
- **Audio Output:**
  - 600 Ohm
  - Transformer isolated
- **Weight:**
  - 3.2lbs (1.45 kg)
- **Dimensions:**
  - Height: 11.5 inches (29.3 cm)
  - Width: 7.0 inches (17.8 cm)
  - Depth: 7.0 inches (17.8 cm)
- **Environmental:**
  - Operating Temperature: 0°C to +60°C
  - Humidity: 0-95% Non-condensing
- **Relay Outputs:**
  - Form C, Sealed, 5 Amp max

## Installation

The ENC-3300 attaches to a customer supplied radio to generate over-the-air DTMF signals sent to remote equipment and pagers.

Audio, PTT and carrier detect lines from the radio to the ENC-3300 using connector J3, which is a removable connector.

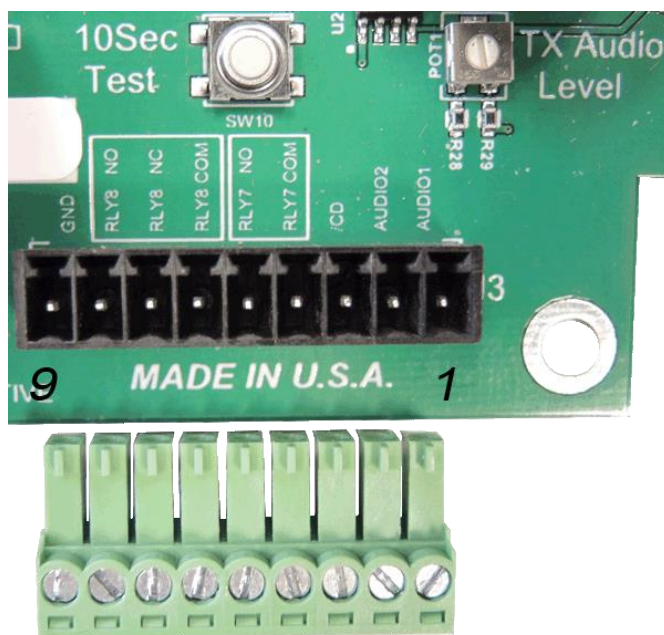
Access to the connection, test and adjustment controls is performed by removing two screws from the bottom of the door, then pull the bottom of the door forward and out. Set the access door aside.



## Output Connector

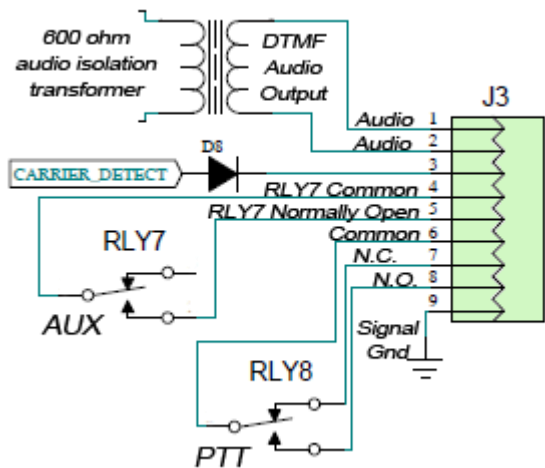
Connect the appropriate wires between your radio to the encoder. See the Output Schematic on page 43 or Radio Interface on page 25 for additional information.

The ENC-3300 includes a 9 position depluggable connector for connections to the external radio. Connectors and cables specific to your particular radio are not included with the encoder.



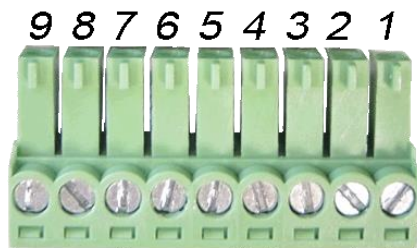
*Depluggable Connector J3*

Output Schematic



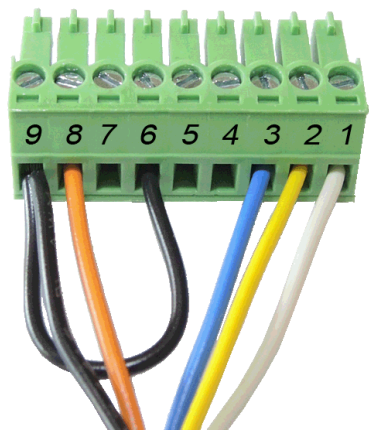
J3 Pin	Purpose
1	Audio Output 1
2	Audio Output 2
3	Carrier Detect Input
4	Relay 7 - Common
5	Relay 7 – Normally Open
6	Relay 8 - Common
7	Relay 8 – Normally Closed
8	Relay 8 – Normally Open
9	Signal Common Ground

Connector for J3



The 9 pin connector is keyed to fit only one direction.

Example Connection



This example shows a common wiring connection that can be used for many different types of radios, although you must check your radio for proper application. Numbers and colors in the table are for instructional purposes and do not appear on the connector.

J3 Pin	Wire Color	Purpose
1	White	Audio output to transmitter
2	Yellow	Audio output to transmitter
3	Blue	Carrier detect from radio
8	Orange	Transmitter key-up / push-to-talk
9	Black	Common signal ground

## ***Power***

Attach 12 volts DC to the power connector J7. Connector size is 2.1mm x 5.5mm. Center pin positive.



## ***Audio Connections to your Radio***

It's beyond the scope of this manual to address the programming of individual two-way radio models, however its generally best to program the radio for a flat audio response and to disable AGC and other settings which may affect the audio from the ENC-3300.

## ***Adjust Audio Levels***

Using a communications service meter, adjust the output deviation on your radio to the correct level.

1. Press and release SW10 "10 sec Test" to transmit a test tone using the DTMF digit "A".
2. Adjust POT1 "TX Audio Level" to the correct level while the radio is transmitting.

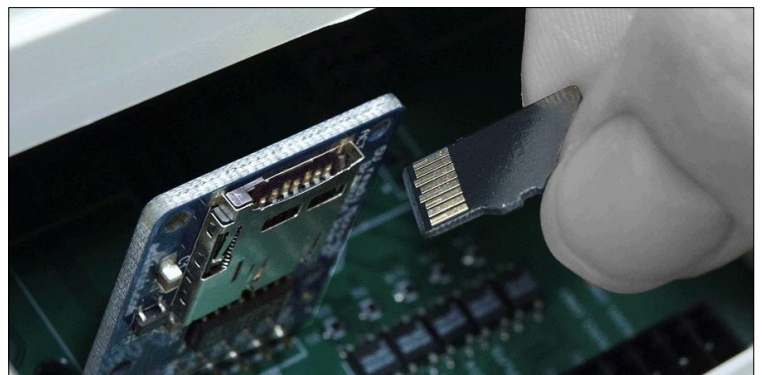
## ***Programming***

If the encoder is not yet programmed, insert the 2GB SD memory card containing the DTMF settings then reset power to the encoder. The program information will be transferred to the encoder as it starts.

Open the access door on the ENC-3300 to insert or remove the memory card.

To insert, slide the card into the card holder until it latches into place.

To remove, lightly press the memory card down to release it from the card holder. It will pop up slightly and can then be removed.



During a program upload the encoder actively monitors the new data as it arrives and searches for possible errors or corrupted data. It saves the results of the search in a report file on the SD card. The report file has the same name as the file just uploaded, but with a suffix of .RPT (Report) instead of .GP3. To verify a successful transfer it's recommended this report be examined with a text editor such as Windows Notepad after an upload.

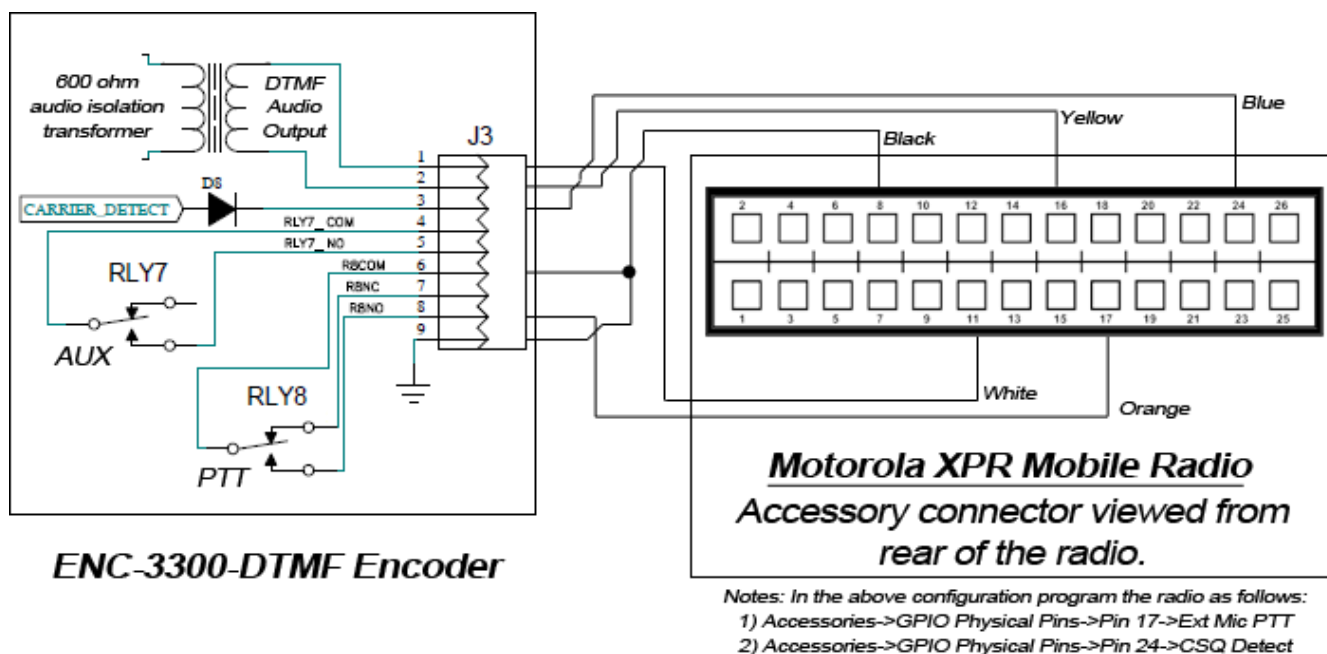
See Programming via SD Card on page 19 for additional information.

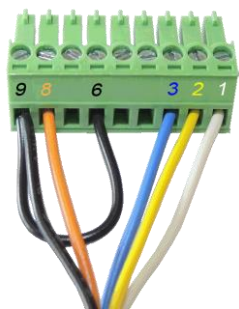
## Testing

Reattach the access door. Test the encoder and radio completely before placing into service. Check the transmitter deviation, signal symmetry, and all codes and actions using a communications service monitor, oscilloscope and associated test equipment.

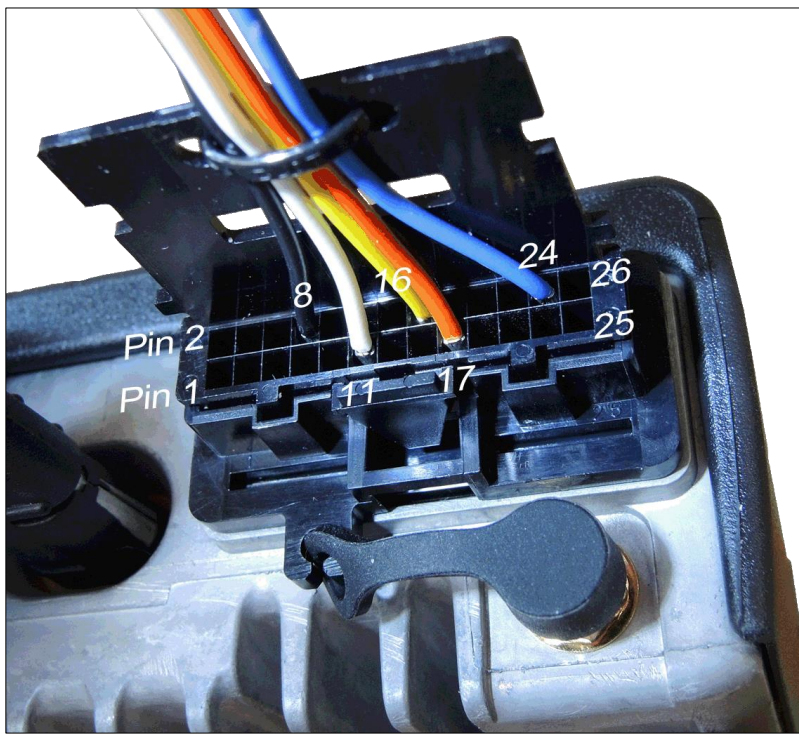
## Example connection – Motorola XPR-4350 in Analog mode

This is an example only. Your radio may vary in firmware, hardware or programming. Consult your radio's service manual for specific details on setup and operation.

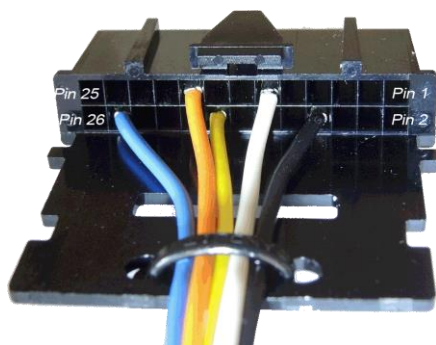




*Wiring to J3 connector*



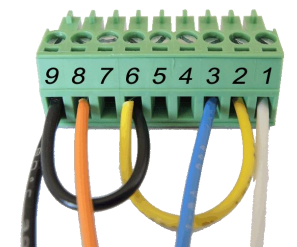
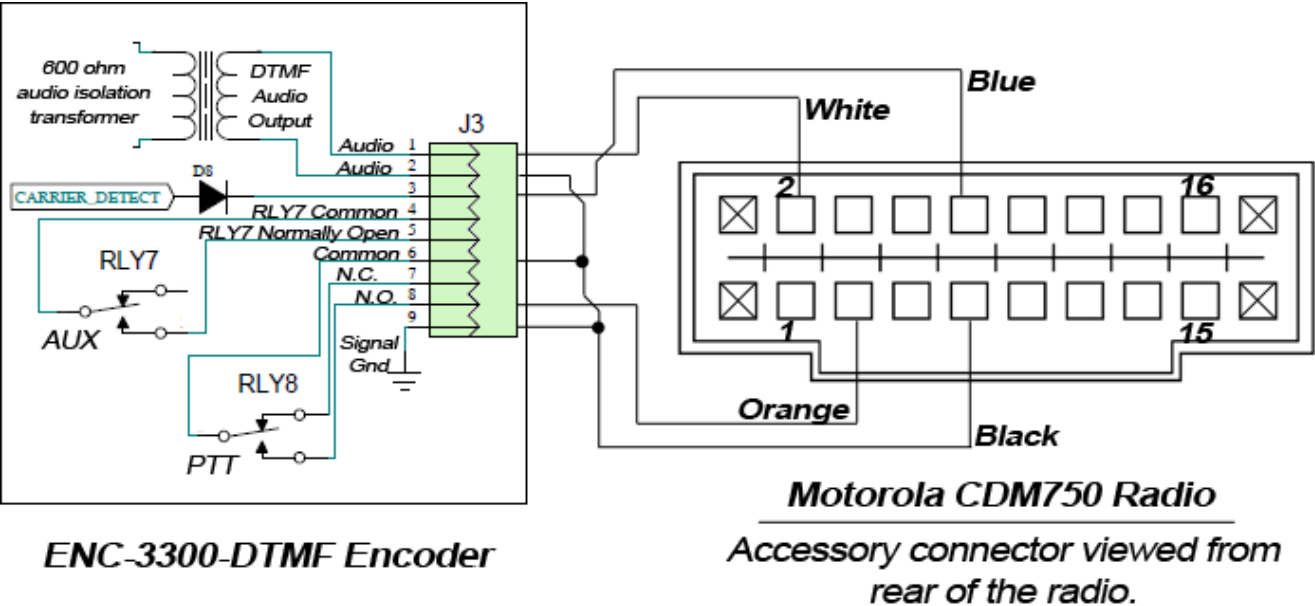
*Motorola accessory connector attached to radio.*



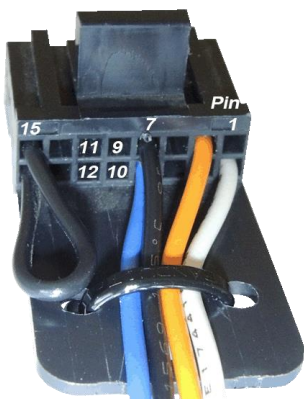
*Accessory connector bottom view*

**Example connection – Motorola CDM750**

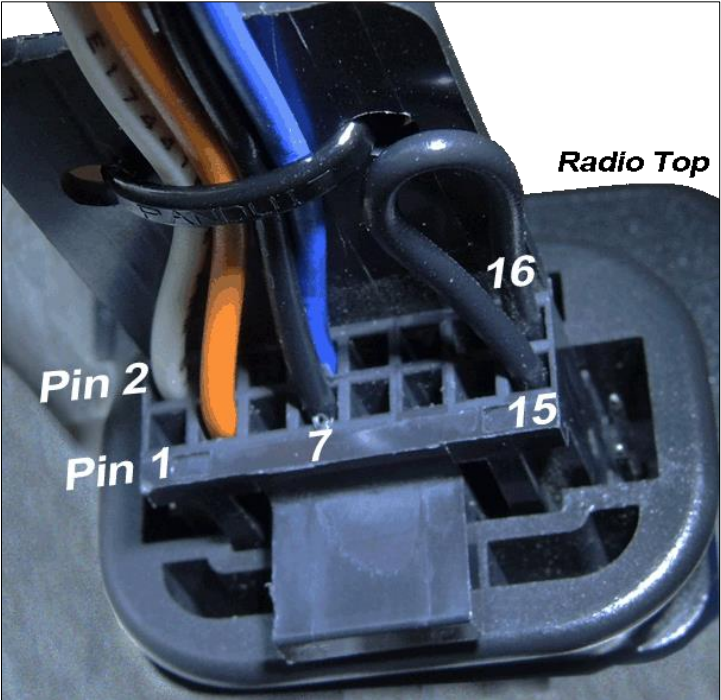
This is an example only. Your radio may vary in firmware, hardware or programming. Consult your radio's service manual for specific details on setup and operation.



Wiring to J3 connector



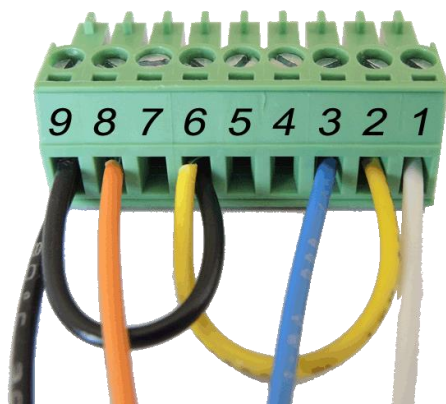
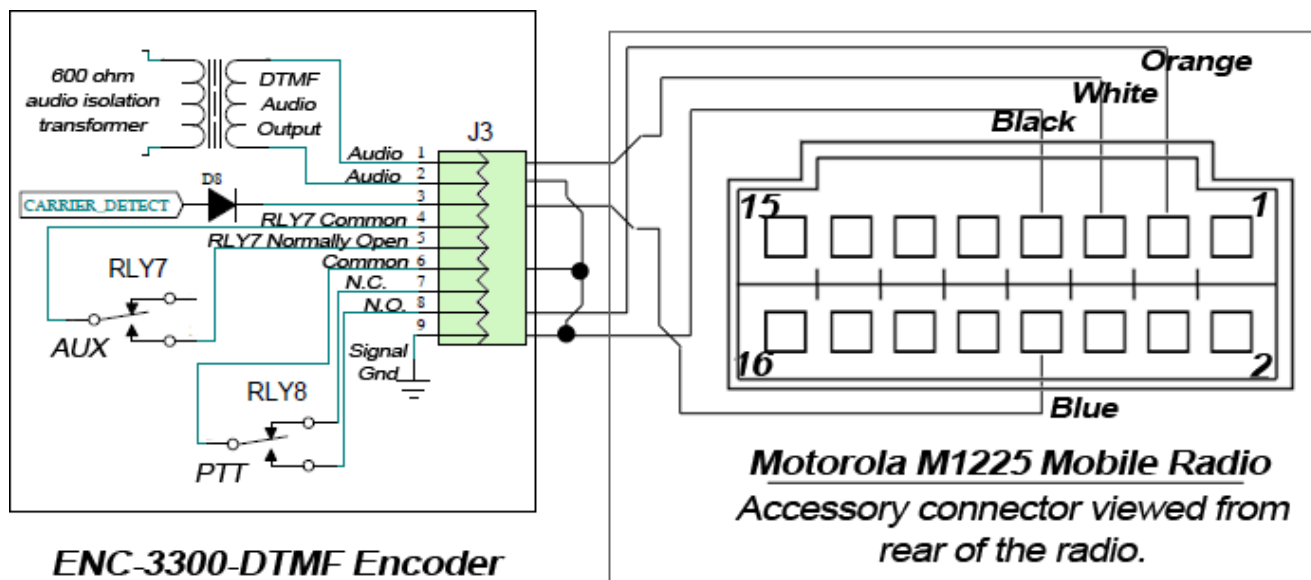
Accessory connector bottom view



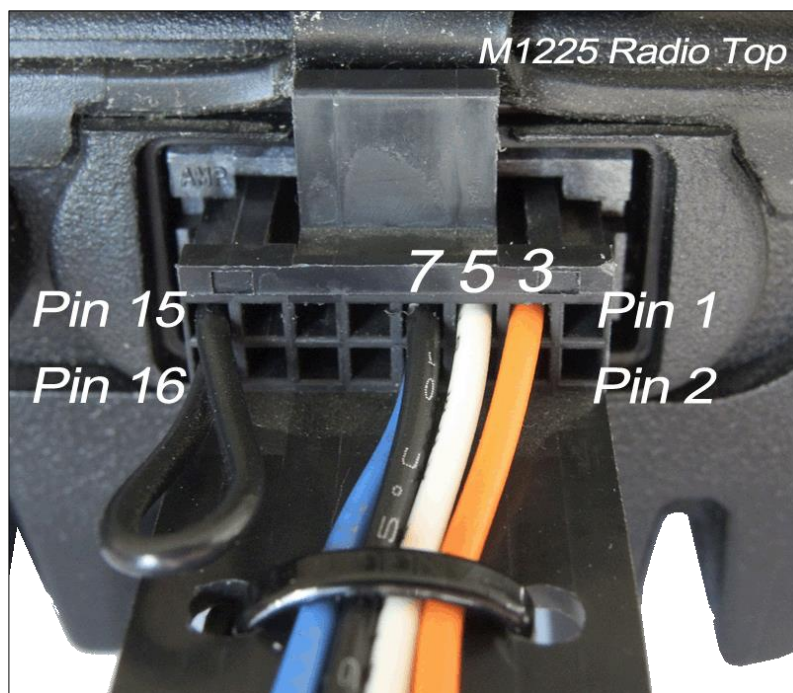
Motorola accessory connector attached to radio.

### Example connection – Motorola M1225

This is an example only. Your radio may vary in firmware, hardware or programming. Consult your radio's service manual for specific details on setup and operation.



Wiring to J3 connector



Motorola accessory connector attached to radio.

## ***Using the ENC-3300***

The encoder should be placed on a flat surface.

### ***Sending a signal or command***

- Check and make sure the encoder is powered and ready. Also make sure the radio is turned on, working and the correct channel is selected on the radio.
- Firmly press then release the button on the ENC-3300 for the signal to send. The button should be pressed for at least 1/2 second.
- If the button has been programmed to require a second press before sending the signal, a 15 second countdown timer will appear and the internal speaker will beep every second. The signal will not be sent unless the button is pressed again before the timer expires.
- The LCD screen will indicate when the encoder is sending the signal to the radio. It will also indicate when finished.

### ***Stopping a transmission in progress***

Press and release the **ESC** button to stop a transmission in progress. This will stop further signals or actions, however it will not retrieve signals already sent.

## ***ESC Button***

The ESC button on the keyboard has several duties.

- 1) Press and release while the RXC is running to stop actions including button countdowns, uncompleted transmissions and other activities.
- 2) Pressing and holding the ESC button for at least four seconds, the RXC will prompt you to release the button to adjust the clock. while the RXC is running.
- 3) Press and hold the ESC button for eight seconds while the RXC is running to perform a reboot that will also reinitialize the network and SD memory card interface. It has the same effect as removing and reapplying power.
- 4) While the ENC-3300 is powering up, press and continue holding the ESC key. After a few seconds the LCD screen will display a countdown timer. If the button is still pressed when the timer expires the program in the ENC-3300 memory will be transferred to the SD memory card. The new file will overwrite any file on the SD card with the same name.

The download feature can be disabled by using the SYS,PGMLOCK command. See PGMLOCK on page 34. No countdown or option to download the program information will occur if PGMLOCK is enabled.

## ***System Clock – Adjusting Time and Date***

Press and hold the ESC button for at least four seconds. When you initially press the ESC button the LCD screen will display “Release ESC button.” After four seconds a countdown timer will begin and the LCD screen will display “Release ESC now to set clock”. Release the Esc button and you will enter the clock adjust mode.

The top line of the LCD screen shows information about what values are on line 2.

Use keyboard buttons 1 and 2 to move the cursor on line two left and right respectively.

When the cursor is under the digit to be changed, use keyboard buttons 5 and 6 to respectively increase and decrease the value. Repeatedly pressing the increase value (button 5) will roll the digit from its maximum value back to zero.

After completing all changes, press keyboard button 8 to save the changes.

## ***Programming via SD Card***

Programming changes are accomplished using a 2GB micro SD memory card with FAT16 formatting. This method makes field changes fast and easy since no computer is necessary on-site. Memory cards can be sent to customers so they can make the changes themselves.



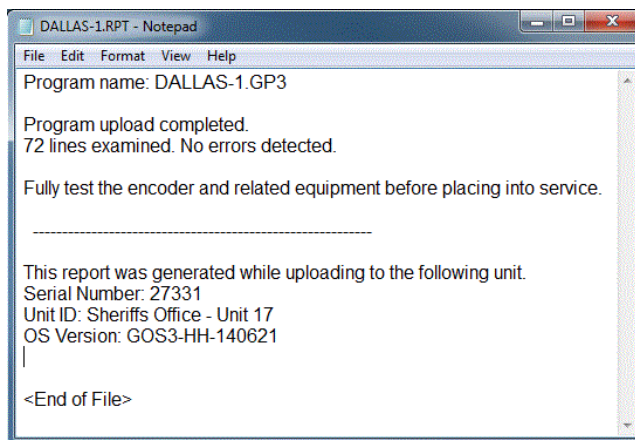
After making program changes and saving them to the SD card, the card is inserted into the ENC-3300 and the new settings upload the encoder as the encoder starts. The encoder retains the data in memory when power is removed so the SD card can be removed after the program upload is completed.

## ***Active Upload Monitoring – Report File***

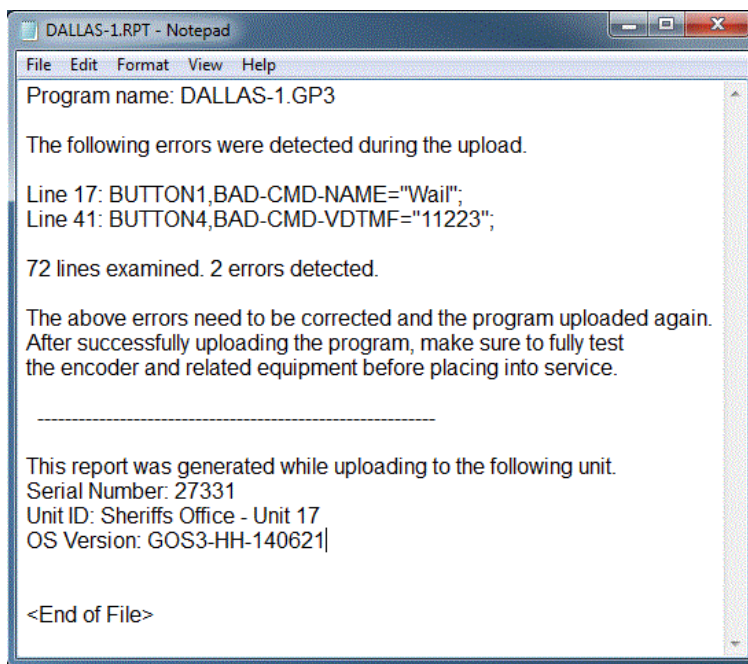
During a program upload the encoder actively monitors the new data as it arrives and searches for possible errors or corrupted data. It saves the results of the search to a report file on the SD card. The report file has the same name as the file just uploaded, but with a suffix of .RPT (Report) instead of .GP3.

The report is a standard text file and can be viewed with programs such as

- **Microsoft:** Notepad, Wordpad or Word.
- **Multi OS:** OpenOffice or LibreOffice.
- **Apple:** TextEdit.
- **Linux/Unix:** gedit, vi, nano.

***Example - Successful Upload Report***

The above report indicates no errors were detected,

***Example – Upload Fail Report***

In the example above, two lines were intentionally failed by manually adding “BAD-CMD-” to the program before the upload was attempted.

The encoder detected the errors then added them to the report so they could be found and corrected.

## Active Upload Monitoring - LCD

During a program upload, the ENC-3300 actively monitors the data arriving from the SD card for errors. During the upload, each line entry is displayed in real time on the LCD screen with the result of the line scan indicating either “OK” or “FAIL”.

If an error is detected, the encoder:

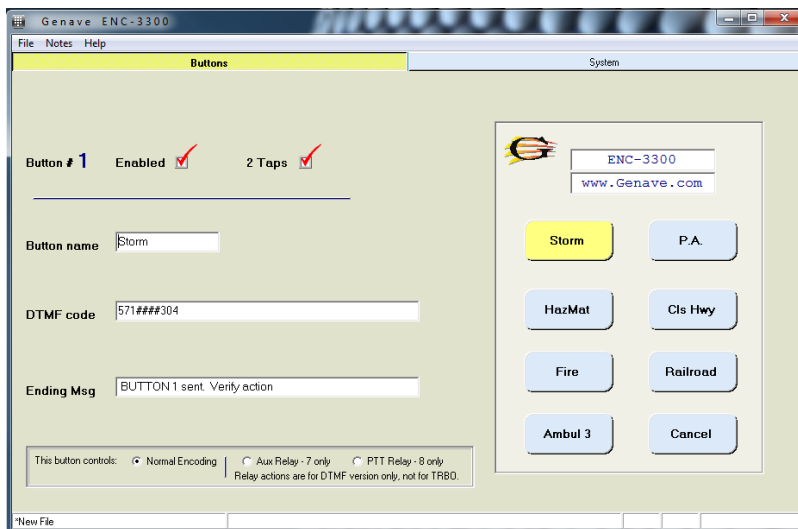
- Reports “FAIL” on the LCD screen.
- Displays the program line number on the SD card where the error can be found.
- Activates the internal alert tone to get the operators attention.
- Delays the upload for several seconds so the operator can note the information.

After the upload is finished the LCD will display the total number of problems it found with the program. The operator must correct any errors and successfully upload the program and fully test the encoder before placing it into service.

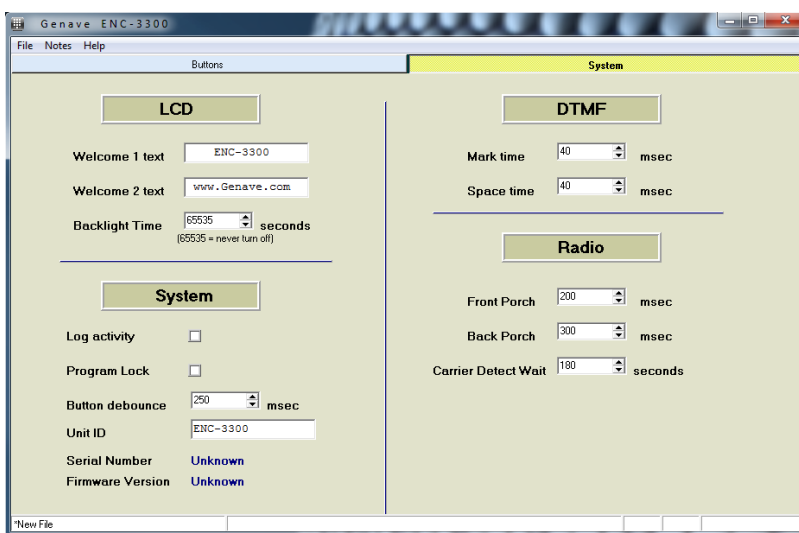
## GP3 Programming File

Programming can be accomplished using Genave programming software filename “**ENC3300.exe**”. The program operates on Windows 2000, XP and Windows 7 operating systems.

ENC3300 is a fill-in-the-blank type of program that is easy to operate. In addition to quickly constructing files for the encoder, it can also read and display information downloaded from an already programmed encoder.



**ENC3300.exe** program for W7, XP and W2K



The resultant programming file is a standard text file which can also be edited using a program such as Microsoft Notepad. The file must not contain any formatting options such as Bold, Italic or others.

The programming file on the SD card contains the command **SYS,PGMUPLOAD=1**; to instruct the encoder to use the programming information from the card. If the command is missing or **SYS,PGMUPLOAD=0**; then the encoder will not upload the information.

After a file has loaded, **SYS,PGMUPLOAD=1**; is automatically changed to **SYS,PGMUPLOAD=0**; which prevents the same program from reloading next time the encoder starts. See FILELOAD on page 34 for additional information.

An example filename  
**FILEA01.GP3**

## ***Filename Length***

File names are DOS 8.3 style. The filename prefix before the period cannot be greater than eight characters and the suffix after the period cannot be greater than three characters.

Example

**CUST-ONE.GP3**      This name is fine.

**CITYWV.GP3**      This name is fine.

**CUST-TOO-LONG-OF-A-NAME.GP3**      This name is too long.

## Comments

Comments in the file are preceded by two forward slashes without any space between them.

Anything after the comment symbols is ignored until the next line.

*//This is a comment that will be ignored*

// BUTTON3,ENABLED=1; This command will not be processed since its preceded by comment.

**BUTTON3,ENABLED=1;** // The command will be processed since the // is after the command.

## Activity Log

Actions, events and communications can be automatically saved to a log file on the SD card.

Activity such as power up, button presses, failed attempts due to busy radio channel, ESC key presses and others are recorded.

The micro SD memory card can be removed and the data viewed at any time. Its not necessary to power down the encoder although without a memory card installed, no activity would be logged.

## Filename

The log file uses the program name with a .LOG extension. As an example, if the file name were DALLAS1.GP3, then the activity log would be DALLAS1.LOG.

## Example log file

08:37:32 11/03/13 - POWER UP

08:45:15 11/03/13 - Test tone button pressed. Calibration signal sent.

08:56:55 11/03/13 - Entered time clock adjust mode.

09:00:55 11/03/13 - Exited time clock adjust mode - new date time saved.

18:21:16 11/06/13 - Btn 05, Ambul-3, Pressed first time. Countdown timer started.

18:21:19 11/06/13 - Btn 05, Ambul-3, Successfully pressed multiple times. Proceeding to action.

18:21:22 11/06/13 - Btn 05, Ambul-3, Transmit activity successfully completed.

02:44:00 11/07/13 - Btn 02, Steady, Pressed first time. Countdown timer started.

02:44:01 11/07/13 - Btn 02, Steady, Successfully pressed multiple times. Proceeding to action.

02:44:04 11/07/13 - Btn 02, Steady, Transmit activity successfully completed.

## Memory Card

The SD memory card size must be 2GB max and formatted in FAT16.

## ***Formatting the Memory Card***

While it's possible to format SD cards using your computer's operating system, it's strongly recommend you download the free official SD card formatting utility written by the SD association.



The utility solves many of the problems associated with by formatting by Windows and Mac operating systems.

Download the free program at [https://www.sdcard.org/downloads/formatter\\_3/](https://www.sdcard.org/downloads/formatter_3/)

## ***Power***

The ENC-3300 operates from 12 volts DC.

The power cord attaches to connector J7 which is 2.1mm x 5mm in size and uses a **CENTER PIN POSITIVE** configuration.

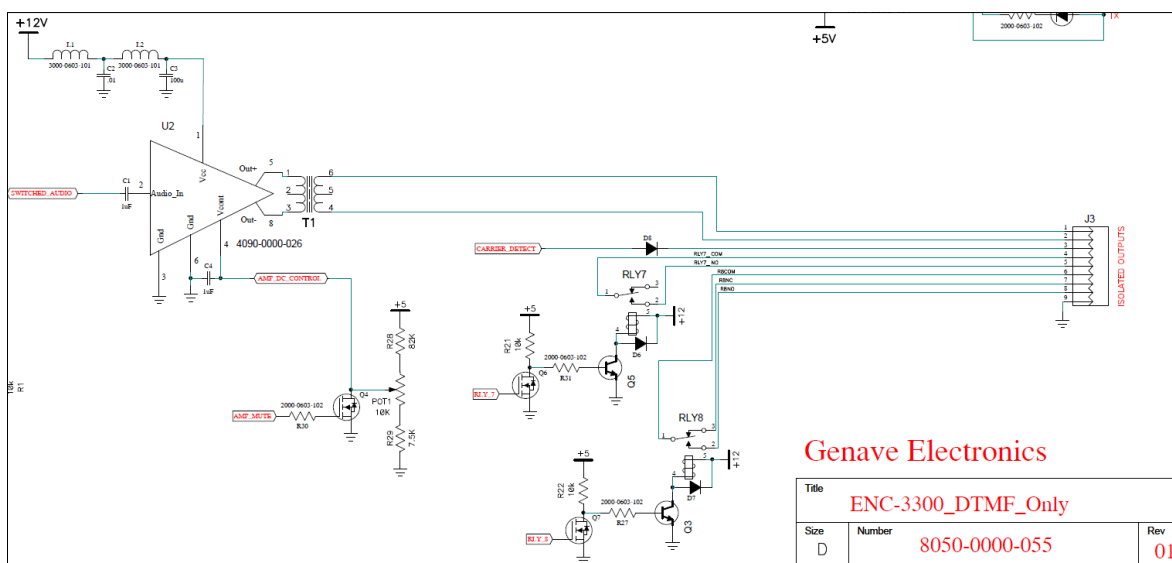
A 2 amp, 5mm x 20mm glass fuse is used for electrical protection and safety.



## Radio Interface

### Input / Output Connector

Connector J3 is used for connections to radios and other external devices.



A larger version of the Output Schematic is available on page 43.

## Relays

Two “dry contact” Form-C relays on the board are used to interface with the radio. They are switching relays which do not deliver any voltage from the encoder.

### PTT – Relay 8

Relay 8 is normally attached to the push-to-talk line of the two-way radio.

The relay engages prior to a DTMF code being transmitted and remains engaged until the DTMF code string has been sent.

Relay 8 has all three of its form-C contacts available on output connector J3. Normally Open, Normally Closed and Common pins are all available.

Relay 8 can also be controlled during a transmission by using commands **[R8=0]** and **[R8=1]** in the DTMF code to turn the relay off and on respectively.

## ***Aux – Relay 7***

Relay 7 provides secondary functions as necessary. It does not automatically engage during a transmit event. It can be used to control a microphone, transmitter steering and other external devices.

Relay 7 has all two of its form-C outputs available on output connector J3. Normally Open and Common pins are available.

Relay 7 is controlled during a transmission by using commands **[R7=0]** and **[R7=1]** in the DTMF code to turn the relay off and on respectively.

## ***Audio***

The ENC-3300 uses a 600 ohm matching transformer to provide superior audio response, isolation and minimum signal loading between the radio and the encoder.

The audio output level is adjusted with Pot 1 which is also labeled “**Tx Audio Level**”. Turning the control clock-wise will result in a higher level.

Connector J3 has the two isolated audio outputs. They are labeled “**Audio 1**” and “**Audio 2**” and have no ground connection to the encoder.

## ***10 Second Test Switch***

The 10 Sec Test switch engages relay 8, delivers a test tone for ten seconds, then disengages relay 8. The switch is used to adjust transmitter deviation levels during installation and system maintenance.

## ***Carrier Detect***

Carrier detect is used to signal the ENC-3300 to wait until the channel is clear of traffic.

Connector J3 has an input labeled “**/CD**” which interfaces with the channel busy indicator from the radio.

The **/CD** input is “active low”. This means your two-way radio needs to supply a ground (low) output when the channel is busy and it doesn't want the encoder to transmit.

When the channel is available the radio can release its low output and float up to 12 volts dc. The ENC-3300 waits one second extra after the **/CD** line goes high before it begins any pending transmissions.

The J3 connection labeled “**GND**” is normally connected to your radio's signal ground so the encoder and the radio have a common ground level to compare. Many times GND can simply be connected to the radio's power supply ground.

See CDWAIT – Carrier Detect wait time in seconds on page 35 for additional information.

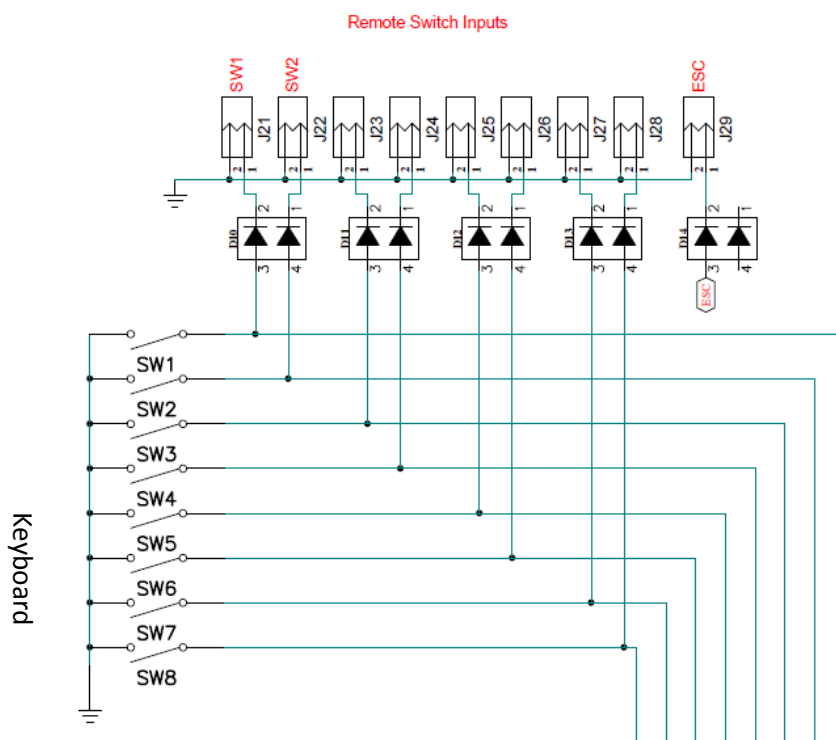
## External Switches

The ENC-3300-DTMF has individual connections for external, momentary, dry contact switches supplied by the customer.

Please Note: Damage will result if any external voltage is applied to these connections.

The external switch connections can operate with the membrane keyboard of the ENC-3300 still connected, however only one switch, external or keyboard, can be used at a time.

Lead length between the encoder and the external switches must be kept to a minimum distance of 10 feet. Isolating devices such as relays or opto-isolators can be added by the user for additional isolation for longer distances up to several thousand feet.



## ***DTMF Code Strings***

The ENC-3300 can send DTMF codes containing up to 128 characters.

In addition to the DTMF code itself, other instructions and actions can be embedded in the DTMF string to further customize each transmission. The special characters and instructions are not themselves transmitted, but they can change the operation of the encoder with pauses, relay actions, alert tones and LCD screen messages.

When programming DTMF codes, the entire string must be enclosed in double quotes.

Note: The leading button command has been omitted in the following examples to make reading easier. A command such as **BUTTON1,DTMF="12345"**; has been shorted to **DTMF="12345"**;

All sixteen DTMF characters are available. They are **1 2 3 4 5 6 7 8 9 0 A B C D \* # .**

### ***DTMF code examples:***

#### ***Standard codes***

Example: Send the code 12345

**DTMF="12345"**;

Example: Send the code 24680BDF;

**DTMF="24680BDF"**;

#### ***Pauses***

Each capital letter **P** pauses the transmission for one second.

Each lower case letter **p** pauses the transmission for .5 seconds.

Example: Send the code 12345, pause for 2 seconds, then send code 6789, pause .5 sec then send code 1357.

**DTMF="12345PP6789p1357"**;

#### ***Beep***

The internal speaker in the ENC-3300 can be used to prompt the operator or get their attention.

Each capital letter **J** produces 5 beeps.

Each lower case letter **j** produces 3 beeps.

Example: Send DTMF code 9876, produce 5 beeps followed by a 2 second pause and 3 more beeps.

**DTMF="9876JPPj"**;

## ***Send text to LCD***

Displays custom text messages on the LCD screen.

This is an embedded function and must be located within square brackets [ ] .

Example: Show SEND FIRE then send DTMF code. End with LCD showing GIVE MSG NOW.

**DTMF="[S=Send FIRE]1234[S=GIVE MSG NOW]";**

Example: Same as above but adding beeps can alert operators to give messages or perform the actions. In this example pauses are added to keep the transmitter keyed for an addition 3 seconds to allow the operator time to key their microphone so the transmitter remains engaged without dropping between the code and the voice message.

**DTMF="[S=Send FIRE]1234[S=GIVE MSG NOW]JPPP";**

Example: Updating LCD screen while sending several DTMF codes

**DTMF="[S=Send FIRE]1234pp[S=Sending STORM]3212p[S=GIVE MSG NOW]PP";**

Example:

**DTMF=1442[S=ACTIVATE ALL CMD HAS BEEN SENT]PP324[S=ALL DONE]PPP";**

In the above example

- The DTMF code **1442** will be sent.
- LCD screen will display **ACTIVATE ALL CMD HAS BEEN SENT**
- There will be a two second pause.
- DTMF code **324** will be sent.
- LCD screen will display **ALL DONE**
- There will be a final three second pause then PTT (relay 8) will disengage.

Note: Text to be displayed can contain a maximum 32 characters for the standard 2 x 16 LCD screen.

## ***Manual Transmitter Control***

Purpose: Engage / Disengage transmitter relay from the DTMF string.

***[R8=0] Disengages relay 8 which drops the transmitter.***

***[R8=1] Engages relay 8 and keys-up the transmitter.***

Note: Is not available on the ENC-3300-TRBO version. Only DTMF versions of the ENC-3300.

The transmitter output is engaged each time a button begins sending a DTMF code. Using the [R8=x] function in the DTMF code, you can selectively turn the transmitter on and off from within the DTMF code itself.

Manually engaging the transmitter using the [R8=1] command overrides the carrier detect function. The ENC-3300 will engage the transmitter PTT regardless of the carrier status.

Example:

**DTMF=221[R8=0][S=Tx OFF]142[R8=1][S=Tx ON]121”;**

In the above example

- Transmitter is turned on.
- DTMF code **221** will be sent.
- Transmitter is turned off.
- LCD screen will display **Tx OFF**
- DTMF code **142** will be sent.
- Transmitter is turned on.
- LCD screen will display **Tx ON**
- DTMF code **121** will be sent.
- Transmitter will turn off.

## ***Aux Relay Control***

Purpose: Engage / Disengage the optional relay from the DTMF string.

***[R7=0] Disengages relay 7.***

***[R7=1] Engages relay 7.***

Note: Is not available on the ENC-3300-TRBO version. Only DTMF versions of the ENC-3300.

The optional relay is not engaged when a button begins sending a DTMF code. Instead, it is left up to the user to determine if and when the relay should be engaged. Using the [R7=x] function in the DTMF code, you can selectively turn the relay on and off.

Example:

**DTMF=144[R7=1][S=PA is on. Press PTT and give msg]PPPPP”;**

In the above example

- DTMF code **144** will be sent.
- Microphone relay is turned on to engage transmitter.
- LCD screen will display **PA is on. Press PTT and give msg**
- Five second pause before transmitter is turned off at the end of the code.

## ***DTMF Speed Changes, In-line***

Purpose: Change the Mark/Space time as the DTMF code is sent.

Note: Any DTMF speed changes embedded within the code will only remain until the line is completed for that button. Speeds will return to system settings (SYS,DMARK and SYS,DSPACE) after the actions of a button have finished.

**[VDS=mark\_time\_in\_msec/space\_time\_in\_msec]**

Both the Mark and Space time are required. No spaces are allowed in the statement.

Example:

**DTMF="123P[VDS=100/100]456P[VDS=40/20]789";**

In the above example

- DTMF code **123** is first sent at the system rate followed by a pause.
- Speed is changed to 100 msec Mark and Space. Code **456** is sent.
- Speed is altered to 40 msec Mark and 20 msec Space and code **789** is sent.
- At the end of the line, speeds are returned to normal system settings.

## ***Alert Tones***

Purpose: Generate audio alert signals to get the attention of people receiving the signal.

Note: Is not enabled on the ENC-3300-TRBO version. Only for DTMF versions of the ENC-3300.

[AL=x] replace X with the particular alert signal.

1: 10 beeps

2: high-low 10 times

99: ten second test tone consisting of DTMF character "A".

Example: Send DTMF code 3579 then transmit high-low alert signal.

**DTMF="3579[AL=2]";**

Example: Same as above but pause two seconds after the DTMF code to give the receivers time to decode and activate the signal before giving the Alert tones. It finishes by prompting the operator to deliver a voice message.

**DTMF="3579PP[AL=2]PP[S=TALK NOW]";**

## ***SYS – System***

### ***SHOWALL***

Returns all the current System settings

***SYS,SHOWALL;***

```
SYS,FILENAME="GENAVE-1.GP3";  
SYS,UNITID="Unit 1";  
SYS,VER="GOS3-HH-130908";  
SYS,SERNUM="12345";  
SYS,WELCOME1=" ENC-3300-DTMF";  
SYS,WELCOME2=" www.Genave.com ";  
SYS,DMARK=40;  
SYS,DSPACE=40;  
SYS,DFRONT=500;  
SYS,DBACK=500;  
SYS,CDWAIT=180;  
SYS,DEBOUNCE=250;  
SYS,BKLIGHT=65535;  
SYS,FILELOAD=2;  
SYS,LOG=0;  
SYS,PGMLOCK=0;
```

***FILENAME***

Maximum 32 character string to identify the program name.

The FILENAME is changed by uploading a new program.

It can also be changed manually. Manual changes must be enclosed in double quotes.

```
SYS,FILENAME="MYPGM.GP3";
```

***UNITID***

Maximum 32 character string to identify the location or purpose of the unit.

Changes must be enclosed in double quotes.

```
SYS,UNITID="Watertower at 905 West";
```

UNITID string does not need to be unique.

***BKLIGHT***

Time in seconds for the LCD back light to remain on after last button press or action.

Values are 0 to 65535.

```
SYS,BKLIGHT=60; // remains on for 60 seconds
```

```
SYS,BKLIGHT=65535; // 65535 is special value, back light does not turn off.
```

## ***WELCOME1***

Text to show on top line of LCD when the unit is in idle state.

Sixteen characters maximum.

Changes must be enclosed in double quotes.

**SYS,WELCOME1=" CUSTOMER NAME ";**

## ***WELCOME2***

Text to show on top line of LCD when the unit is in idle state.

Sixteen characters maximum.

Changes must be enclosed in double quotes.

**SYS,WELCOME2="www.COMPANY.com";**

## ***LOG***

Enables and disables writing to the log on the SD card.

**SYS,LOG=0;** or **SYS,LOG=1;**

## ***DEBOUNCE***

Debounce time in msec for the inputs to debounce.

**SYS,DEBOUNCE=250;** (default)

**SYS,DEBOUNCE=1000;** Set debounce time to one second.

## ***PGMUPLOAD***

Allows or denies a program upload to occur from the SD card to the encoder memory.

PGMUPLOAD is not a stored value in the ENC memory. Instead, it is a command placed in the program located on the SD memory card.

On power-up reset the encoder checks the SD card for a file with the .GP3 suffix. If found it opens the file and checks for the command **SYS,PGMUPLOAD=1;** . The program is not uploaded to the encoder if the command is missing or does not exactly match the format.

If the command **SYS,PGMUPLOAD=1;** is located then the program is uploaded to the encoder. After the programming, the command **SYS,PGMUPLOAD=1;** is changed in the .GP3 file to

**SYS,PGMUPLOAD=0;** .

## ***FILELOAD***

Controls the actions of the file during an upload from the SD card.

1=load w/o file changes

2=load, then create an unaltered backup file, then change **SYS,PGMUPLOAD=1;**  
to **SYS,PGMUPLOAD=0;** in the .GP3 file

99=load then delete the file

255=disable auto load

## ***PGMLOCK***

Controls the feature to download the information in the ENC to an SD memory card.

**SYS,PGMLOCK=0;** Disables the program lock. Information can be downloaded to the SD card.

**SYS,PGMLOCK=1;** Prevents program information from being downloaded to the SD card.

## ***DFRONT***

DFRONT is the “Front Porch” initial wait time before DTMF codes begin. Allows the transmitter to reach full power.

**SYS,DFRONT=800;** sets front porch time to 500 msec. (factory default time is 800 msec)

## ***DBACK***

DBACK is the final wait time after all the DTMF codes have completed. The transmitter will remain keyed during this period. When this period ends the transmitter will drop.

**SYS,DBACK=800;** sets back porch time to 300 msec. (factory default time is 800 msec)

## ***DMARK***

The amount of time in msec that each DTMF digit is turned on.

**SYS,DMARK=40;** sets Mark time in msec. (factory default time is 40 msec)

## ***DSPACE***

The amount of time in msec that each DTMF digit is turned off

**SYS,DSPACE=40;** sets Space time in msec (factory default time is 40 msec)

## ***CDWAIT – Carrier Detect wait time in seconds***

### **Purpose:**

Adjusts the amount of time the ENC-3300 will wait for the channel to clear before attempting to transmit. If the Carrier Detect is still busy when the CDWAIT time expires, the attempt is aborted and no signal is sent.

Minimum value: 0 Zero disables Carrier Detect. Channel activity will not be checked before transmit.

Maximum value 65535. When set to 65535, the ENC-3300 will not time out. A power reset or pressing the ESC key may be necessary to abort the attempt if the channel does not become available.

### **Overview:**

The carrier detect line input of the ENC-3300 can be connected to the carrier detect output of a two-way radio to monitor the radio channel, and avoid transmitting if the channel is already in use.

The ENC-3300 checks the carrier detect just before it engages its output to keyup the radio. If the channel is busy it will wait until the channel is available before continuing with its transmission. If the channel remains busy past the time set by CDWAIT, the ENC-3300 will abort the attempt and the signal will not be sent.

### **Hardware connection:**

The Carrier Detect (**/CD**) input on the ENC-3300 is an active low. This means the **/CD** wait logic engages when the **/CD** input is taken low in respect to the ENC's ground.

Most two-way radios supply a logic low output when the channel is busy which matches into the ENC's input quite well. It is important however to remember that the ENC-3300 and your radio must share a common power ground for the CD to operate. If a common ground can not be attained, or if your radio raises it's carrier detect when there is a busy channel, then it may be necessary for the installer to add an isolation relay or opto-coupler to complete the interface.

## ***BUTTONx***

### ***Button Settings***

Each of the eight buttons on the encoder is independent of the others and can have a unique code string.

Below are three button examples. All the button data can be viewed at Sample File on page 41.

```
BUTTON1,NAME="BUTTON 1";
BUTTON1,ENABLED=2;
BUTTON1,DTMF="111991";
BUTTON1,LCDNAME="BUTTON 1";
BUTTON1,ENDTEXT=" BUTTON 1 sent. Verify action ";
BUTTON1,LOGOUT=0;
```

```
BUTTON1,QUIET=0;
BUTTON1,OUTPUT=0;

BUTTON2,NAME="BUTTON 2";
BUTTON2,ENABLED=2;
BUTTON2,DTMF="222991";
BUTTON2,LCDNAME="BUTTON 2";
BUTTON2,ENDTEXT=" BUTTON 2 sent. Verify action ";
BUTTON2,LOGOUT=0;
BUTTON2,QUIET=0;
BUTTON2,OUTPUT=0;
BUTTON6,NAME="BUTTON 6";
BUTTON6,ENABLED=2;
BUTTON6,DTMF="666991PP5112";
BUTTON6,LCDNAME="BUTTON 6";
BUTTON6,ENDTEXT=" BUTTON 6 sent. Verify action ";
BUTTON6,LOGOUT=0;
BUTTON6,QUIET=0;
BUTTON6,OUTPUT=0;
```

## ***ENABLED***

Determines if button actions will be processed.

**BUTTONx,ENABLED=1;** (default) button is active

**BUTTONx,ENABLED=0;** button is disabled, actions will be ignored

**BUTTONx,ENABLED=2;** button must be pressed twice within 15 seconds to activate

## ***QUIET***

Inhibits messages to user if they press a button that has been disabled.

**BUTTON1,QUIET=0;** (default) Notify user if they press a button is disabled.

**BUTTON1,QUIET=1;** Do not notify the user they have pressed a disabled button.

If an individual button is disabled, the QUIET option allows you to either advise the user of the disabled button status or not make any notification.

## ***LCDNAME***

Text shown on the LCD screen for the particular button.

Maximum 16 alpha-numeric characters.

Changes must be enclosed in double quotes

**BUTTON1,LCDNAME="BUTTON 1";**

## ***DTMF***

DTMF code to send.

Maximum 128 characters.

DTMF codes must be enclosed in double quotes.

**BUTTON1,DTMF="12345";**

**BUTTON2,DTMF="[S=Send FIRE]1234pp[S=Sending STORM]3212p[S=GIVE MSG NOW]PP";**

## ***Special DTMF embedded characters***

- ***p*** – Pause for 0.5 second (lower case p)
- ***P*** – Pause for 1 second (upper case P)
- ***j*** – Beep 3 times (lower case j)
- ***J*** – Beep 5 times (upper case J)

## ***Special DTMF embedded functions***

***Send text to LCD - [S=lcd text here];***

Purpose: Send text string to the LCD screen.

Example:

**BUTTON2,DTMF=1442[S=ACTIVATE ALL CMD HAS BEEN SENT]PP324[S=ALL DONE]PPP";**

In the above example

- The DTMF code **1442** will be sent.
- LCD screen will display **ACTIVATE ALL CMD HAS BEEN SENT**
- There will be a two second pause.
- DTMF code **324** will be sent.
- LCD screen will display **ALL DONE**
- There will be a final three second pause before relay 8 releases and the transmitter drops.

Note: Text to be displayed can contain a maximum 32 characters for the standard 2 x 16 LCD screen.

***Manual Transmitter Control Off / On - [R8=0] [R8=1]***

Purpose: Raise and lower transmitter from the DTMF string.

Note: Is not available on the ENC-3300-TRBO version. Only DTMF versions of the ENC-3300.

The transmitter output is engaged each time a button begins sending a DTMF code. Using the [R8=x] function in the DTMF code, you can selectively turn the transmitter on and off.

Manually engaging the transmitter using the [R8=1] command overrides the carrier detect function. The ENC-3300 will engage the transmitter PTT regardless of the carrier detect status.

Example:

**BUTTON6,DTMF=221[R8=0][S=Tx OFF]142[R8=1][S=Tx ON]121”;**

In the above example

- DTMF code **221** will be sent.
- Transmitter is turned off.
- LCD screen will display **Tx OFF**
- DTMF code **142** will be sent.
- Transmitter is turned on.
- LCD screen will display **Tx ON**
- DTMF code **121** will be sent.

***Aux Relay Off / On - [R7=0] [R7=1]***

Purpose: Engage / Disengage the auxillary relay from the DTMF string.

Note: Is not available on the ENC-3300-TRBO version. Only DTMF versions of the ENC-3300.

The auxillary relay is not engaged when a button begins sending a DTMF code. Instead, it is left up to the user to determine if and when the auxillary relay should be engaged. Using the [R7=x] function in the DTMF code, you can selectively turn the relay on and off.

Example:

**BUTTON3,DTMF=144[R7=1][S=PA is on. Press PTT and give msg]PPPPP”;**

In the above example

- DTMF code **144** will be sent.
- Microphone relay is turned on to engage transmitter.
- LCD screen will display **PA is on. Press PTT and give msg**
- There will be a five second pause.
- Five second pause then the transmitter turns off.

## ***Alert Tones***

Purpose: Generate audio alert signals to get the attention of people receiving the signal.

Note: Is not enabled on the ENC-3300-TRBO version. Only for DTMF versions of the ENC-3300.

[AL=x] replace X with the particular alert signal.  
1: 10 beeps  
2: high-low 10 times  
99: ten seconds of DTMF character "A" test tone.

Example: Send DTMF code 3579 then transmit high-low alert signal.

**BUTTON8,DTMF="3579[AL=2]";**

Example: Same as above but pause two seconds after the DTMF code to give the receivers time to decode and activate the signal before giving the Alert tones. It finishes by prompting the operator to deliver a voice message.

**BUTTON8,DTMF="3579PP[AL=2]PP[S=TALK NOW]";**

## ***TEXT***

Text sent to the local log file when the button action is successful.

Maximum 64 alpha-numeric characters.

Changes must be enclosed in double quotes

**BUTTON1,TEXT="Input 1 has been activated. <SW1-ON>";**

Also see: **LOGOUT** for additional information.

## ***ENDTEXT***

Maximum 34 alpha-numeric characters.

Changes must be enclosed in double quotes.

This data is shown on the LCD screen after the DTMF code completes.

You can also embed text in the DTMF string instead of using this command.

**BUTTON1,ENDTEXT=" BUTTON 1 sent. Verify action ";**

## ***LOGOUT***

Logs the **TEXT** to the SD log when **LOGOUT** is enabled for the button.

**BUTTON1,LOGOUT=1;** Make a log entry to the SD card upon a successful button action.

**BUTTON1,LOGOUT=0;** (default) No log entry will be made when this button is pressed.

## ***OUTPUT***

The ENC-3300-DTMF encoders (but not the TRBO model) have relay outputs which can be programmed to act directly in synch with a button.

The two relays, number 7 (AUX) and number 8 (PTT), are normally used to operate an optional device or microphone pathway and to key the external radio's transmitter. In addition to automatic operation they relays can also be controlled from within the DTMF code.

The OUTPUT command allows a third way to control the relays. Either of the relays can be programmed to mimic the action of a button. The relay will engage and hold as long as the button is pressed, then open when the button is released.

An example

**BUTTON4,OUTPUT=8;**

In the above example button four is programmed to operate relay number eight. Every time button four is pressed, relay 8 will engage and remain and hold closed until the button is released.

If relay 8 is connected to the radio's push-to-talk input, then button 4 will act the same as the PTT button on the radio's microphone.

The OUTPUT command has precedence over other actions attached to a button. Any DTMF code actions will not be sent if the OUTPUT is enabled for that button.

### ***Enable***

To enable OUTPUT actions set the value to seven (AUX relay) or eight (PTT relay).

**BUTTON4,OUTPUT=8;**

### ***Disable***

To disable OUTPUT actions set the value to zero.

**BUTTON4,OUTPUT=0;**

## ***INITIAL***

Initializes the button variable back to default.

**BUTTONx,INITIAL=1;**

Use a value of 65535 to initialize all the buttons.

**BUTTON65535,INITIAL=1;**

## ***Sample File***

```
SYS,PGMUPLOAD=1;  
//<HEADER>  
// This file was downloaded from ENC-3300-DTMF.  
// Thoroughly test the unit before placing into service.  
//</HEADER>
```

```
SYS,FILENAME="GENAVE-1.GP3";  
SYS,UNITID="TEST Unit 1";  
SYS,VER="GOS3-HH-130908";  
SYS,SERNUM="12345";  
SYS,WELCOME1=" ENC-3300-DTMF";  
SYS,WELCOME2=" www.Genave.com ";  
SYS,DMARK=40;  
SYS,DSPACE=40;  
SYS,DFRONT=500;  
SYS,DBACK=1500;  
SYS,CDWAIT=180;  
SYS,DEBOUNCE=251;  
SYS,BKLIGHT=65535;  
SYS,FILELOAD=2;  
SYS,LOG=0;  
SYS,PGMLOCK=0;
```

```
BUTTON1,NAME="BUTTON 1";  
BUTTON1,ENABLED=2;  
BUTTON1,DTMF="111991";  
BUTTON1,LCDNAME="BUTTON 1";  
BUTTON1,ENDTEXT=" BUTTON 1 sent. Verify action ";  
BUTTON1,LOGOUT=0;  
BUTTON1,QUIET=0;  
BUTTON1,OUTPUT=0;
```

```
BUTTON2,NAME="BUTTON 2";  
BUTTON2,ENABLED=2;  
BUTTON2,DTMF="222991";  
BUTTON2,LCDNAME="BUTTON 2";  
BUTTON2,ENDTEXT=" BUTTON 2 sent. Verify action ";  
BUTTON2,LOGOUT=0;  
BUTTON2,QUIET=0;  
BUTTON2,OUTPUT=0;
```

```
BUTTON3,NAME="BUTTON 3";  
BUTTON3,ENABLED=2;  
BUTTON3,DTMF="333991";  
BUTTON3,LCDNAME="BUTTON 3";  
BUTTON3,ENDTEXT=" BUTTON 3 sent. Verify action ";
```

```
BUTTON3,LOGOUT=0;  
BUTTON3,QUIET=0;  
BUTTON3,OUTPUT=0;
```

```
BUTTON4,NAME="BUTTON 4";  
BUTTON4,ENABLED=2;  
BUTTON4,DTMF="444991";  
BUTTON4,LCDNAME="BUTTON 4";  
BUTTON4,ENDTEXT=" BUTTON 4 sent. Verify action ";  
BUTTON4,LOGOUT=0;  
BUTTON4,QUIET=0;  
BUTTON4,OUTPUT=0;
```

```
BUTTON5,NAME="BUTTON 5";  
BUTTON5,ENABLED=2;  
BUTTON5,DTMF="555991";  
BUTTON5,LCDNAME="BUTTON 5";  
BUTTON5,ENDTEXT=" BUTTON 5 sent. Verify action ";  
BUTTON5,LOGOUT=0;  
BUTTON5,QUIET=0;  
BUTTON5,OUTPUT=0;
```

```
BUTTON6,NAME="BUTTON 6";  
BUTTON6,ENABLED=2;  
BUTTON6,DTMF="666991";  
BUTTON6,LCDNAME="BUTTON 6";  
BUTTON6,ENDTEXT=" BUTTON 6 sent. Verify action ";  
BUTTON6,LOGOUT=0;  
BUTTON6,QUIET=0;  
BUTTON6,OUTPUT=0;
```

```
BUTTON7,NAME="BUTTON 7";  
BUTTON7,ENABLED=2;  
BUTTON7,DTMF="777991";  
BUTTON7,LCDNAME="BUTTON 7";  
BUTTON7,ENDTEXT=" BUTTON 7 sent. Verify action ";  
BUTTON7,LOGOUT=0;  
BUTTON7,QUIET=0;  
BUTTON7,OUTPUT=0;
```

```
BUTTON8,NAME="BUTTON 8";  
BUTTON8,ENABLED=2;  
BUTTON8,DTMF="888991";  
BUTTON8,LCDNAME="BUTTON 8";  
BUTTON8,ENDTEXT=" BUTTON 8 sent. Verify action ";  
BUTTON8,LOGOUT=0;  
BUTTON8,QUIET=0;  
BUTTON8,OUTPUT=0;
```

