

**Model: CEN-TIA**  
**Device Type: Telephone Interface**



## GENERAL INFORMATION

<b>SIMPLWINDOWS NAME:</b>	CEN-TIA Message Control
<b>CATEGORY:</b>	Telephone
<b>VERSION:</b>	1
<b>SUMMARY:</b>	Uses the CEN-TIA as an answering machine.

## CONTROL:

<b>Record</b>	D	Starts the recording of the callers message.
<b>StartPlayback</b>	D	Triggers the module to retrieve the current messages from the memory card in the CEN-TIA. This signal should be triggered upon menu entry.
<b>Play</b>	D	Plays/re-play's the current message
<b>Next</b>	D	Goes to and plays the next message (if additional message is available)
<b>Prev</b>	D	Goes to and plays the previous message (if previous message is available)
<b>Delete</b>	D	Deletes the current message. NOTE: Deletion cannot be reversed. Once a message is deleted, it is removed from the memory card.
<b>ReRecord</b>	D	Allows the caller to re-record the message
<b>ReviewMessage</b>	D	Plays the recorded message for the caller to review
<b>RecTime</b>	A	Set from an INIT. The amount of recording time in seconds
<b>ERecTime</b>	A	Elapsed Record Time from the CEN-TIA Audio slot
<b>CallData\$</b>	S	A TCP/IP connection must be made to the CEN-TIA for call data parsing. The return string from the TCP/IP Client is routed to this input.
<b>WavPlay_F</b>	D	Wav play feedback from the CEN-TIA Audio Slot. Triggers the next wav file in the queue (if any) to be sent.

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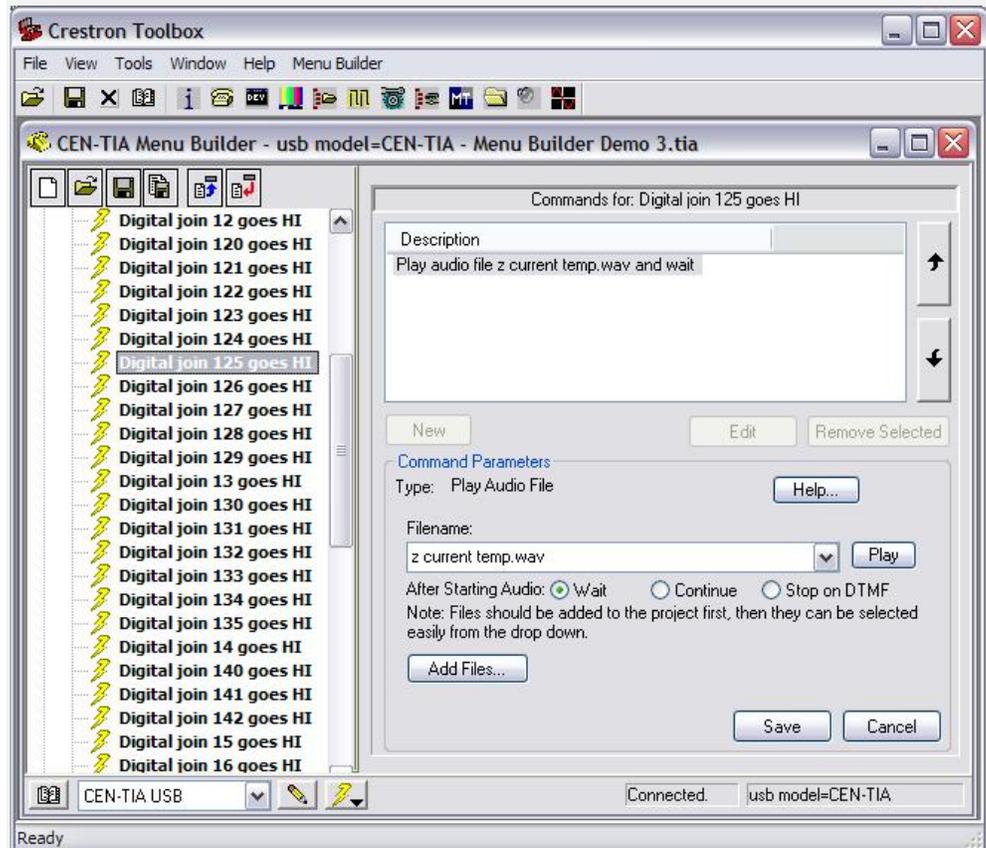


**FEEDBACK:**

Pulsed high in secession to make complete audio reports. These signals are then routed to the CEN-TIA to trigger wav files to be played as shown in the Menu Builder screen shot below.

Play\_1 through  
play\_mess\_tag

D



<b>PlayMess</b>	D	Triggers the "PlayWav" input on the CEN-TIA Audio Operations slot of the device.
<b>StopMess</b>	D	Triggers the "StopWav" input on the CEN-TIA Audio Operations slot of the device.
<b>RecMess</b>	D	Triggers the "Record" input on the CEN-TIA Audio Operations slot of the device.
<b>StopRec</b>	D	Stops the recording when ERecTime value matches RecTime.
<b>TotalMessages</b>	A	Analog value showing total number of messages. Can be routed to a digital gauge on a touch panel for display purposes.

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<b>MessageNum</b>	A	Analog value showing current message number. Can be routed to a digital gauge on a touch panel for display purposes.
<b>ReqCallData\$</b>	S	A TCP/IP connection must be made to the CEN-TIA for call data parsing. This string is sent to the TCP/IP Client.
<b>FileName\$</b>	S	File name to be recorded. This module will create a file name based on the time and date the call was received. This file name must be routed to the CEN-TIA Audio Operations slot for proper recording.
<b>WavToPlay\$</b>	S	File name to be played. This module will recall the file name from the memory card during "Start Playback" operation. This file name must be routed to the CEN-TIA Audio Operations slot for proper playback.
<b>MessageStamp\$</b>	S	String displaying the time and date of the currently playing message. (provided the processor clock was correct during recording)

**TESTING:**

<b>SOFTWARE USED FOR TESTING:</b>	Crestron Database: 18.4.3 Crestron SystemBuilder: 3.1.11 Crestron SystemBuilder Templates: 3.1.2 Crestron Toolbox: 1.04.13 SIMPL Windows: 2.08.26 SIMPL Windows Library: 444
<b>SAMPLE PROGRAM:</b>	CEN-TIA Demo v1.smw
<b>REVISION HISTORY:</b>	