Confidea Wireless Conference System

Software User's guide to

Confidea CS

Televic NV/SA

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Conference & Interpretation System: User's guide to Confidea CS

Trademarks

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Introduction

General

Confidea is a wireless conference system offering conferencing facilities over a robust wireless link. Depending on the model, these facilities include discussion, voting and/or language distribution.

- Confidea AP (Access Point)
- Confidea CS (Control Software)

This manual provides the user with a guide through the Confidea CS software.

Confidea CS can be used with Confidea system where the Access Point is set in Stand Alone Mode (*)

References

(*) For more information on Confidea , please refer to the manual:

Confidea Installation and User Manual

The Confidea CS software

System requirements

- The screen resolution has to be set to 1024 x 768 pixels.

- RAM: minimum 256MB, advised 512MB.

- The Software requires 30 MB of free HD space for a full installation.

- Windows 2000, Windows XP , Windows Vista , Windows7- 32 bit

- Confidea AP with DSP version ≥ 0.12

- Confidea WDU with DSP version ≥ 1.10

Installation

Hardware installation

Installation of the hardware license key:
- Plug the hardware key into the parallel or USB port of the control PC, after the software installation. The installation of the hardware key software driver is integrated in the software installation.

Software installation

Installation of the Confidea CS software on PC:
- Installation requires administration rights
- Insert the CD in the CD drive.
- Run *setup.exe*
- Follow the instructions. During the second phase the Sentinel System Driver is installed. This driver is necessary to detect the dongle key that contains the license code. Each use of the program requires this driver.

Software licenses

Software modules

The software module abbreviations will be referred to in the documentation. This way, irrelevant sections can be skipped.

Abbreviation	Information
S-MM	Microphone Management
S-DM	Delegate Management
S-VM	Voting Management

Hardware license key

The Confidea CS software comes with a hardware license key (dongle) that plugs into the parallel or USB port of the control PC. It enables or disables software modules according to the license agreements.

License key update

The Confidea CS software comes with the tool *Field Exchange Utility* that can be used to update the hardware license key:

- Generate the locking code and send it to your software provider.
- Your software provider provides you with the license update.
- Copy the license update into the tool and update the license.

Step 1: Get the locking code

Step 2: The locking code appears in the text box.

Step 3: Copy the locking code to the clipboard and send it to your software provider.

Step 4: Your software provider provides you with the Update License. Copy it into the Update License text box.

Step 5: Update the license
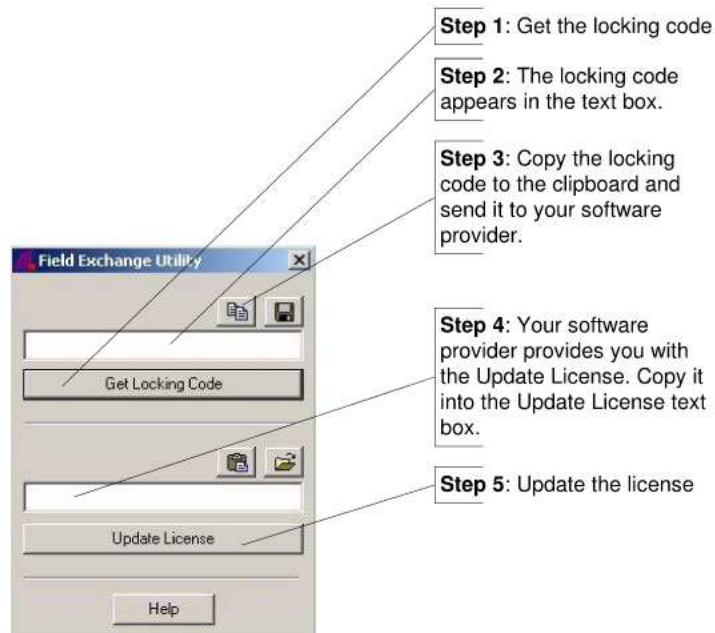
Start up

The Confidea CS software can be started in two ways:

Double click the icon on the Windows desktop

or:

1. Select the **Start** menu.

2. Select (All) **Programs**.

3. Select the **Confidea** group. (or any group the software is installed in)

4. Select the **ConfideaCS** and start **Confsys.**

After a short period of (after basic initialisation), the basic window of the Confidea CS software will appear.

General remarks

File names

In Confidea CS, file names always have to be specified with the full path and with the proper file extension, unless specified otherwise.

This is important especially with GUI (graphical user interface) driven applications (like Confidea CS). By default, when no file path is specified, files are read from and saved to the current working directory. This working directory changes when certain GUI controls are in use (like file open dialog boxes).

Passwords

Part of the software functionality is protected by password(s). The system supports 2 different passwords. Password 1 for general software configuration and usage, and password 2 for more critical software & hardware related configuration.

The first time a menu item is clicked after starting up the Confidea CS software, the system will ask for the corresponding password. Once entered, this question will not be asked again.

Default Password 1 = 123

Default Password 2 = 456

Software parameters

The software's runtime behaviour can be configured by choosing/setting software parameters. Some of these parameters can be set both at configuration time and at runtime. The software provides an interface (dialog box) in which the default values for these parameters can be set. These default values are used whenever the software goes into run mode (i.e. the conference starts). At runtime, some of these parameters (like microphone mode) also can be changed.

Survey of the menu-bar
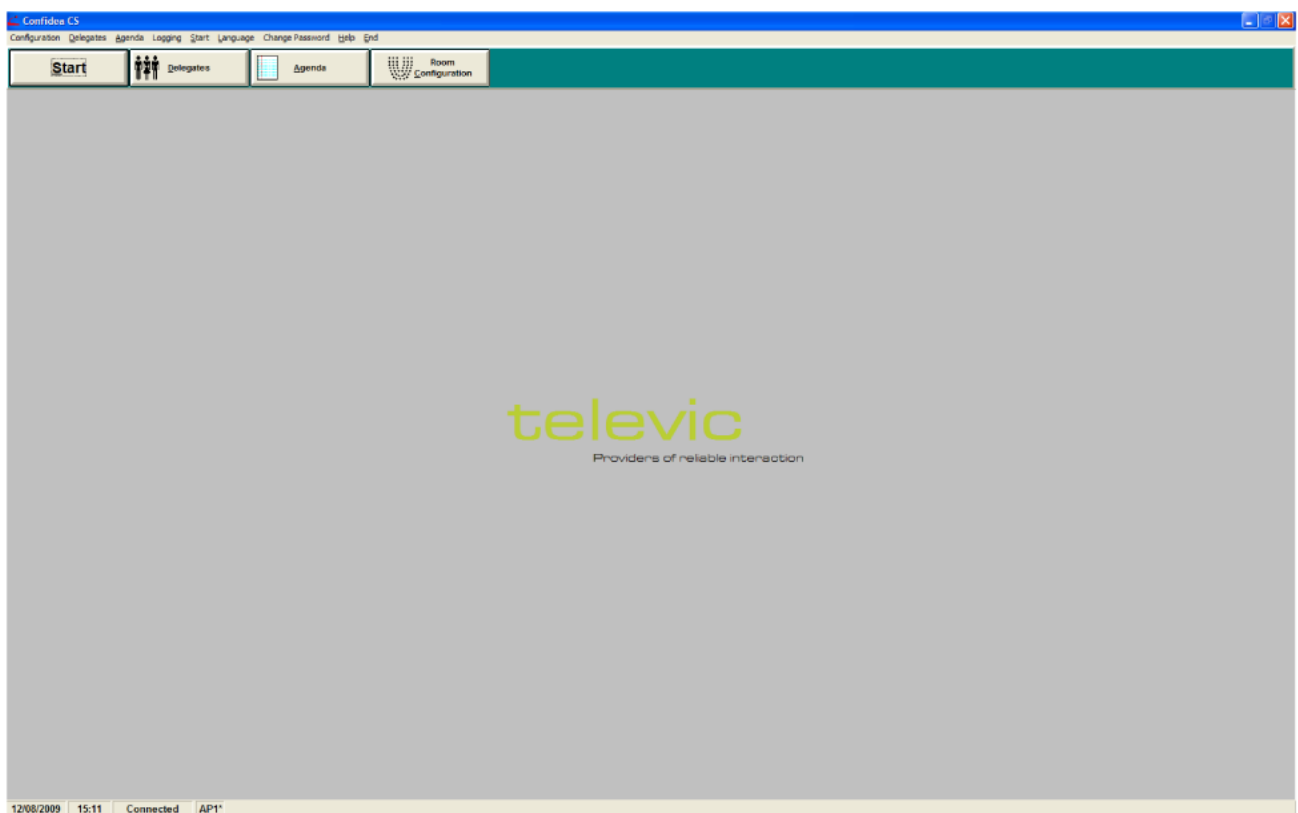
Fig.: Main Window's menu

Configuration

The efficient management of a conference room is a vital element in successful conference control. The proper configuration of microphones, voting systems … all add to a well-guided conference.

The first step is to make a good configuration.

Room

A new synoptic layout of a conference room or an existing one can be visualised after selecting **Room**. The right of the synoptic layout contains shortcut keys to create a floor plan or to make some adjustments. (These options are also present in the menu bar.) On the left some drawing tools can be used. These tools allow you to customize the room layout. It is also possible to load an existing picture of a room and place it as a background in the room layout.

Fig. Room synoptic

Menus on the menu bar:

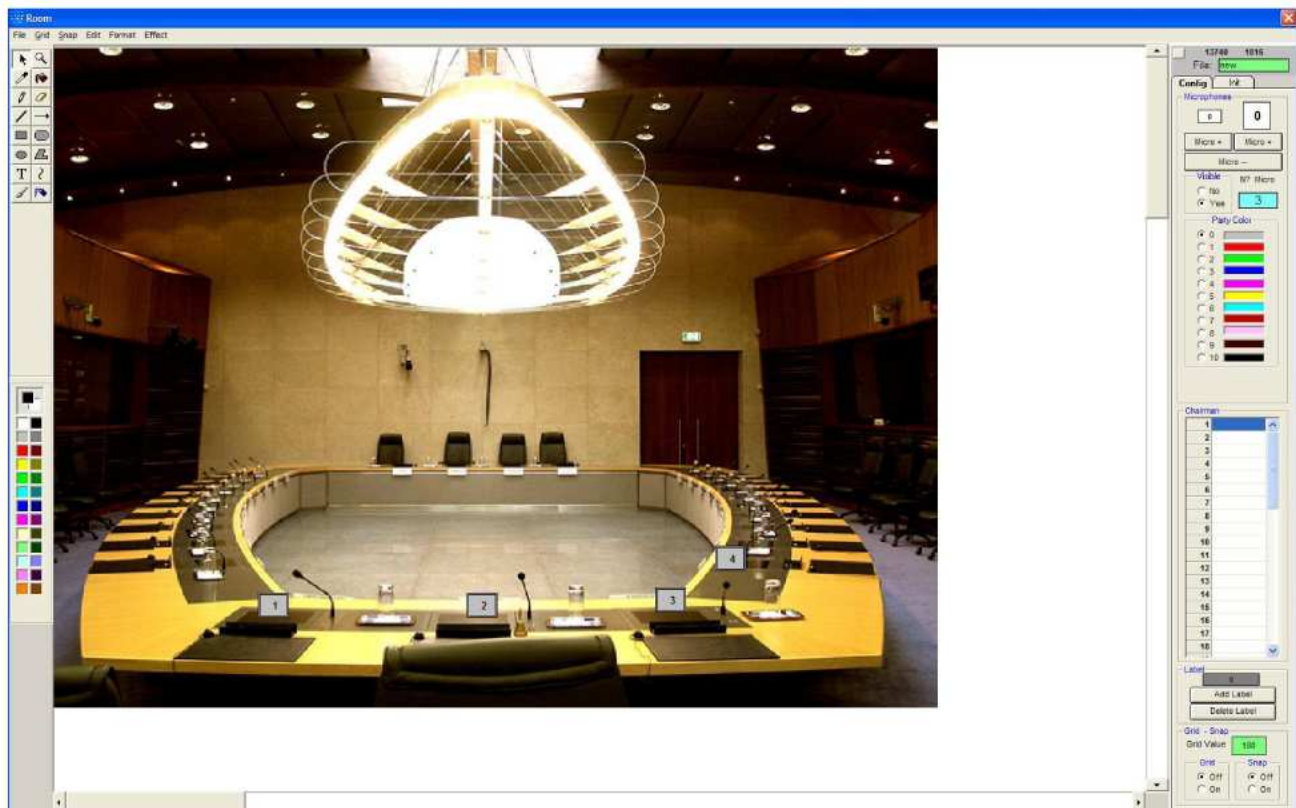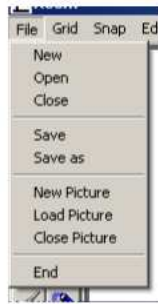## *File*

- *New*: Design a new synoptic layout of a conference room.

- *Open*: Open an existing synoptic layout (and make adjustments if necessary).

- *Close*: Close the synoptic layout.

- *Save*: Save the changes you've made in the synoptic layout to the open file.

- *Save as*: Save the changes you've made in the synoptic layout to another file.

- *New picture*: Start a new blank layout picture. Drawing objects can now be placed on the layout screen.

- *Load picture*: open a picture as background for the synoptic layout. Other objects can also be added after a picture has been opened.

- *Close picture*: close the layout picture. The background will be removed but the placed microphone icons and labels remain on the screen.

Grid

To turn the grid ON/OFF. A shortcut key to this function is provided in the right column.

Snap

To turn snapping ON/OFF. A shortcut key is provided in the right column.

Edit
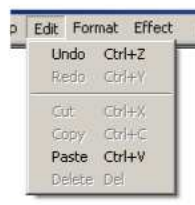
- *Undo*: Undo the last draw operation.

- *Redo*: Redo the last drawing operation that has been undone.

- *Cut*: Cut the selected layout section.

- *Copy*: Copy the selected layout section.

- *Paste*: Paste the layout section that has been copied or cut

- *Delete:* Delete the selected layout section.

Format

- ***Border Style***: Define the border style for drawing objects.

- ***Fill Style***: Define the fill style for drawing objects.

- ***Foreground Colour***: Define the foreground colour for drawing object.

- ***Fill Colour***: Define the fill colour for drawing object.

- ***Font***: Define the font for text object.

Effect
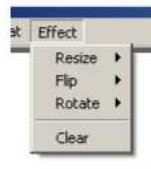
- ***Resize***: Resize the current layout window. The objects in the layout will be stretched.

- ***Flip***: flip the current layout window horizontally or vertically.

- ***Rotate***: Rotate the current layout window.

- ***Clear***: Clear the layout. A blank screen will appear.

End

To exit the Room menu.

Controls

The current mouse pointer position and the current room configuration file are displayed at the top right.

Tab control "Config"

Fig. Tab control "config"

Screen Options

By pressing the grey square in the top right corner of the tab control, 🔲, a new dialog box will be opened where you can change the microphone size for all units at once, flip or scale the room or to move the active screen by entering an offset.

The screen manipulations that can be performed are visualized on the left.

By entering an offset, X or Y, and clicking on the **Apply** button in the offset section, the active screen will be moved according to the entered values. The X value indicates the offset on the horizontal axis while the Y value indicates the offset on the vertical axis. In the picture below the offset operation is visualized.
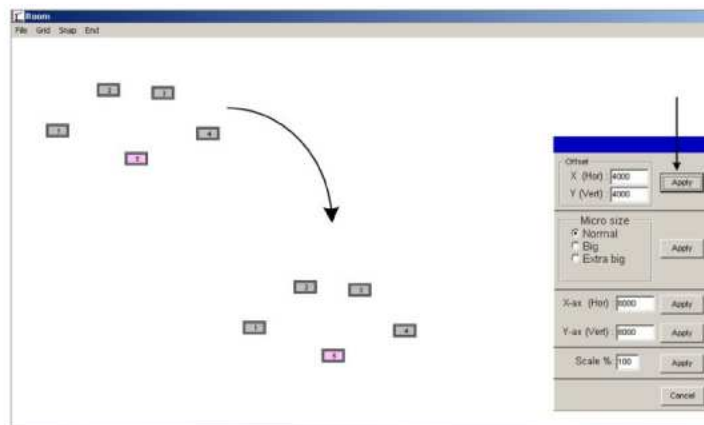
If the entered values are too big, it is possible that all units are moved and disappeared from the screen. Negative values are also allowed for an offset in the opposite direction.

Choose a microphone size and hit the **Apply** button to change the size of each unit in the room configuration.

Enter a value in the X-ax or Y-ax field to determine the flip axis position. Clicking on the **Apply** button will flip the active screen around this axis. In the picture below the flip action is explained by example.
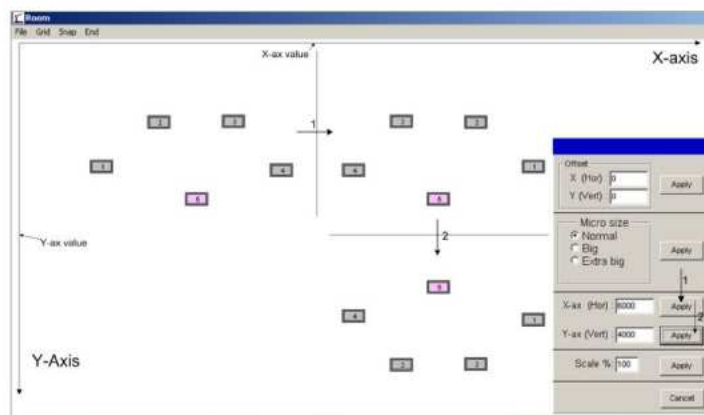
Enter a scaling value and hit the **Apply** button to scale the room. A value above 100% will expand the room window while a value below 100% will shrink the room.

Cancel will leave this dialog window.

Microphones field

Micro +

Add a microphone by clicking the ***Micro +*** button. Three types of microphone icons are supported: a small, large, or extra large icon. Small icons are preferably used with a large number of microphones, while large icons are better for small numbers. Use the buttons to add a small or large microphone icon. Microphone icon sizes can also be changed by clicking the microphone while holding down the CTRL key. Use this functionality to switch to extra large microphones.

Another way to add microphones in the room configuration is to drag the microphone, small or large type, from the toolbar and drop it on the desired place.

Micro --

Delete the last microphone icon that has been added to the layout by clicking the "***MICRO –*** " button.

The number of the selected microphone is displayed.

A microphone can be made visible or invisible in the synoptic view.

The Colour of the microphone can be modified. To do so click the microphone and select the colour. A fast way to assign party colours is to select a colour and hit the right mouse button over each microphone that must have this colour.

Chairman
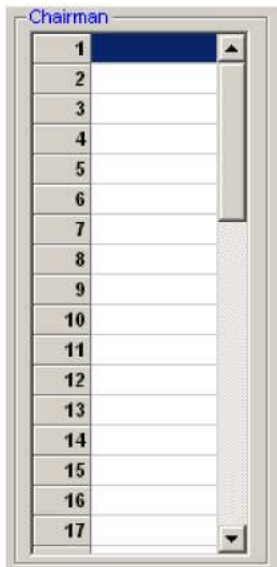
The number of the chairmen's microphones can be modified. To do so click in the white field next to a number in the Chairman section. An arrow down will appear.
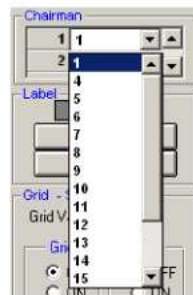
After clicking this arrow you can choose a microphone by scrolling to the appropriate number. Click on the number or hit the enter button to assign it to a chairman. The number of chairmen is limited to 50.

To delete a chairman unit click on the number and hit the Delete button.

Label

Add Label

To assign a name to an icon (microphone), click Add Label and enter the name in the text field (max. 9 characters).

Another way to add labels in the room configuration is to drag the label from the toolbar and drop it on the desired place.

Once you placed multiple labels it is possible to edit the previous labels by clicking them. You will notice that the text in the label field will be moved to the left and completely selected.
Also note that that the cursor has a width that covers a complete character. This means that typing another character at this place will overwrite the previous character. `Label`
To turn this option off, press the "Insert" button on your keyboard. The cursor width is narrowed and new characters will be inserted starting from the place where the cursor is located. `Label`

Delete Label

Remove a label by clicking it and pressing the *Delete Label* button.

Grid-Snap

Switch grid to ON/OFF in order to display/hide the grid. (This is equal to selecting the Grid or Snap in the menu bar). The size of this grid is adjustable (enter the value).

With snap switched to ON, a microphone added to a layout will snap to the grid when moved.

Tab control "Init"
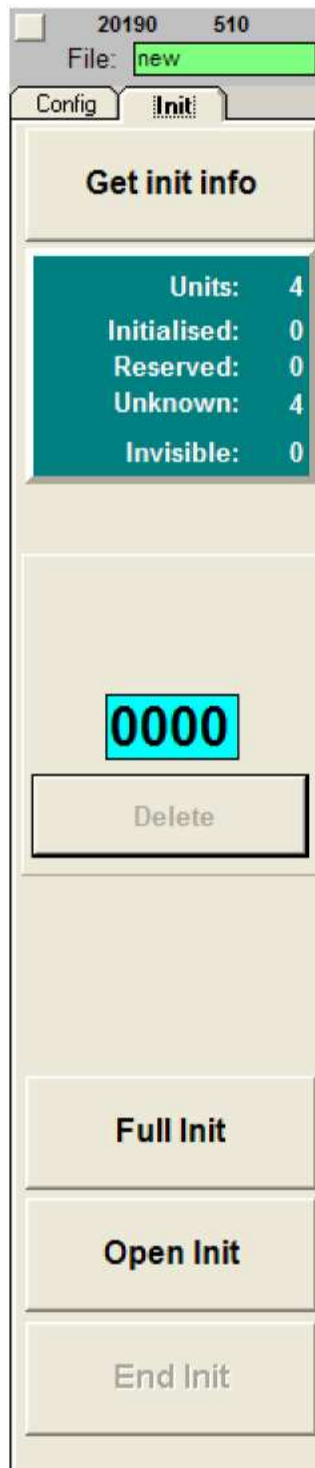
Fig. Tab control "init"

Initialisation

All microphones are scanned and will change colour accordingly to their current state:
- Green: OK
- Light Blue: Deleted MIC
- Grey: Unknown MIC

0000

Delete

In order to delete microphones, first the initialisation has to be opened by clicking the *Open Init* button. Microphones can be deleted by selecting the corresponding option and by
- clicking the MIC icons, *or*
- typing the MIC number and clicking the *Delete* button.

Deleting a unit from the initialisation makes the specific mic number available again to any other another unit to be added to the configuration under that number.

Full Init

Open Init

End Init

Use the *Full init* button to start the full manual initialisation of the current room configuration.

In order to be able to delete or reserve microphones, the initialisation process needs to be opened by clicking the *Open init* button.

Use the *End init* button to end the current initialisation process.

Drawing tools

Fig. Drawing tools

The drawing tools can be used to customize the synoptic layout. They are accessible as soon as a new picture has been started or an existing picture has been opened. The layout tools are self explanatory and are similar to the drawing tools available in simple graphic programs.

To start/open a new picture click on the "*new picture*"/"*open picture*" menu item in the file menu.

To close the background picture click on the "*close picture*" menu item in the file menu.

Options

The user is presented with an overview of the options of the Confidea CS system after selecting this menu item.

Confidea Access Point
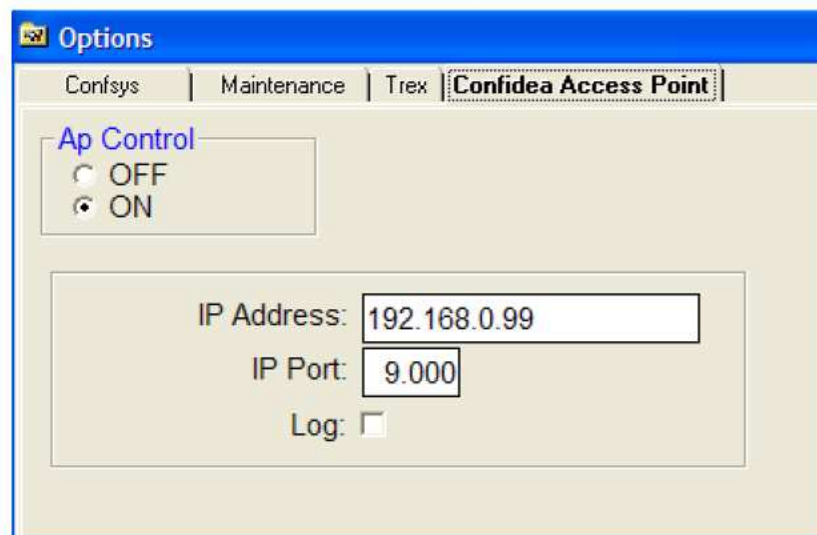
Fig . Option AP control

In this tabblad , the AP control can be enabled . This way the Confidea Access Point that needs to be controlled by the Confidea CS SW can be configured :

The ip-address is the ip-adress of the CAP and the port is always 9.000. There is an additional log option to log events ; this can be usefull for e.g.problem analysis.

Once AP control has been enabled an extra item "*Confidea Access Point*" is added to the *Configuration* tabblad

Fig. configuration options CAP

When AP control has been enabled and Confidea CS can connect with it , then this will be visible on the status bar at the bottom of the TMS main window , by the following symbol **AP1***

Confidea Access Points that are enabled in the AP control window but not connected, are shown as greyed out

Fig.AP status bar

AP configuration – Conference Management

When "Confidea Access Point " is selected , an AP configurationscreen appears that offers the same functionalities that are available in the Confidea Webserver (*), except for "RF quality" measurements , "Init Units" and "Service" (SW update) screens.

Additionaly startup values of Volume , Limiter Gain and Gain reduction can be set.

Remark : every change in audio settings is immediately saved into the Access Point

The operating mode is always to be set on "Stand Alone" to use with Confidea CS SW

(*) see also *Confidea Installation and User manual*.

 (see also chapter "*Audio Settings*")
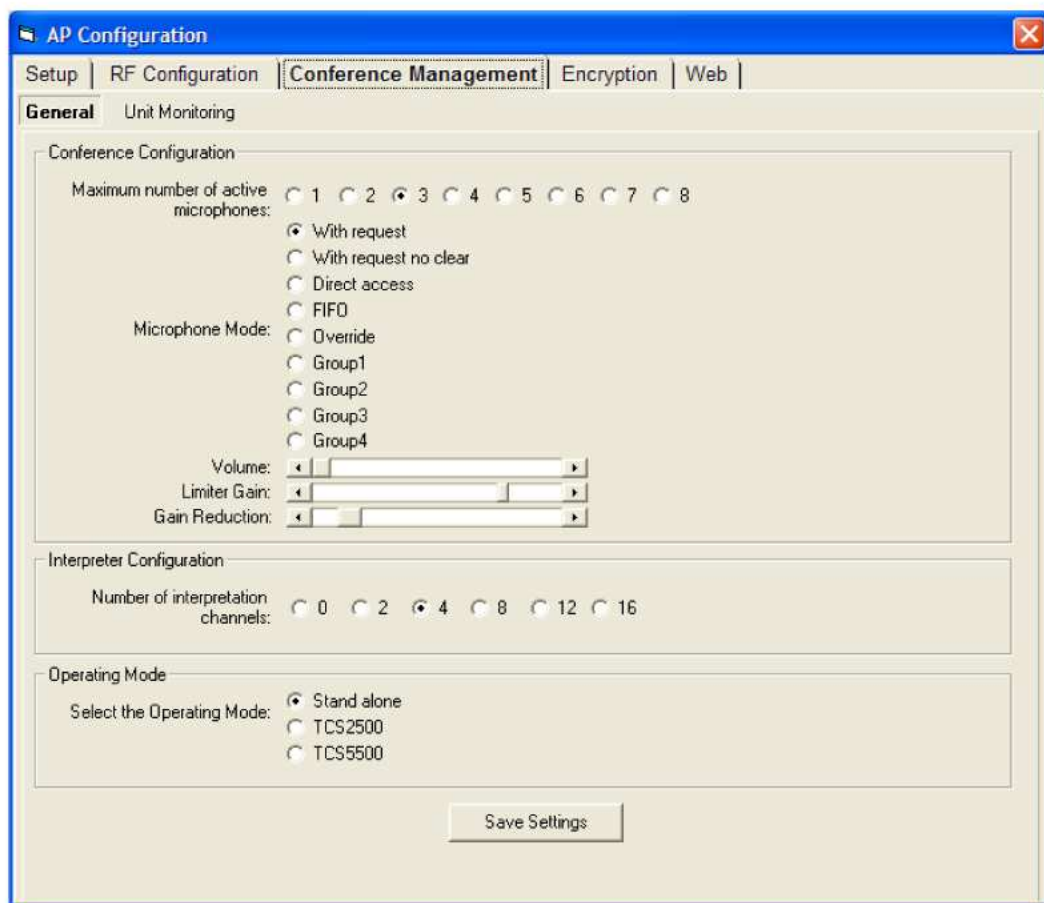
Fig. AP conf man general screen
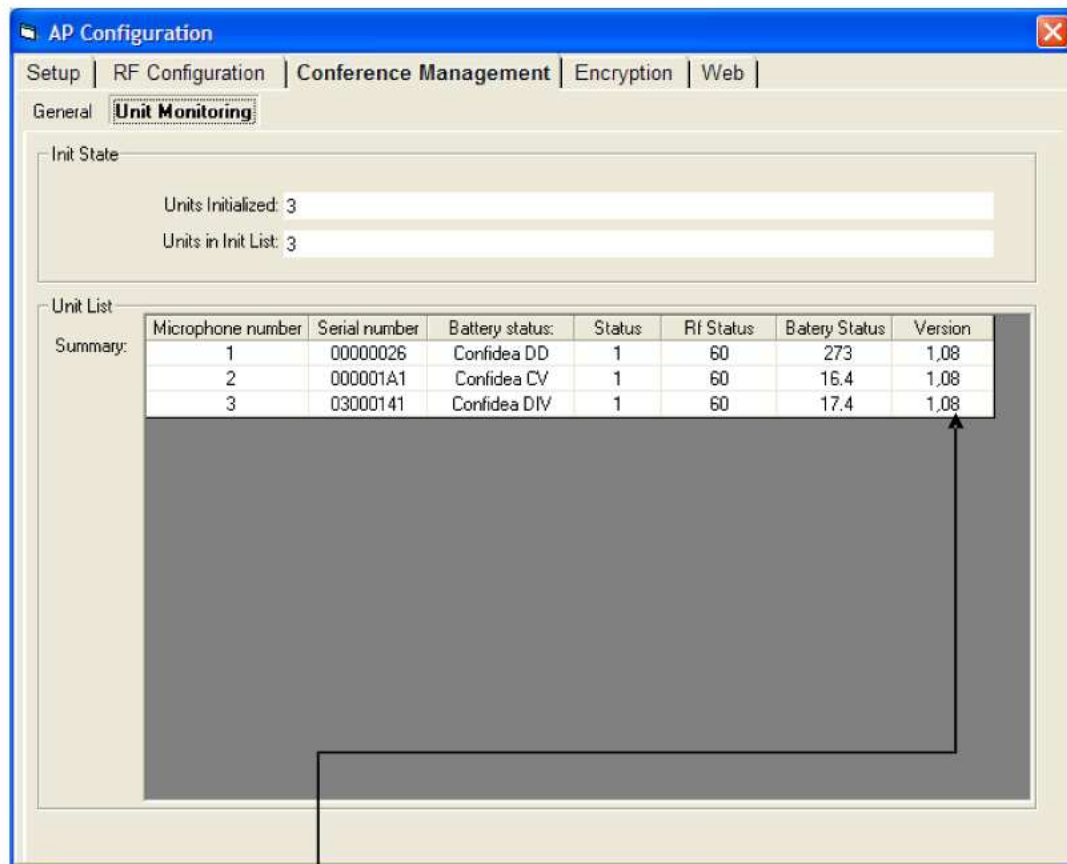
Fig. "AP conf man unit monitoring screen"

In the Unit Monitoring screen , there is an overview of the Confidea units that are recognized by the used Access Point .

Apart from the parameters such as Serialnumber , RF status , Battery status, wich are also available via the Confidea Webserver , the DSP software version of each Confidea unit is displayed.

AP configuration – Web
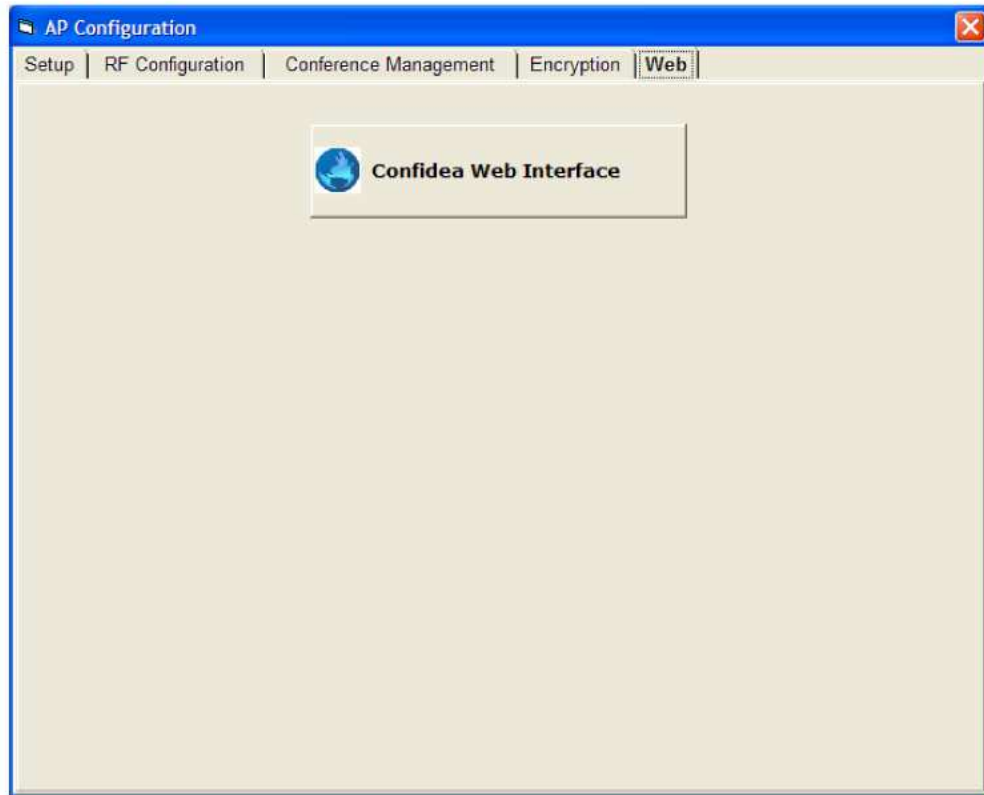
Via the Confidea Web Interface button , it is possible to open the webinterface without the need of a separate webbrowser session
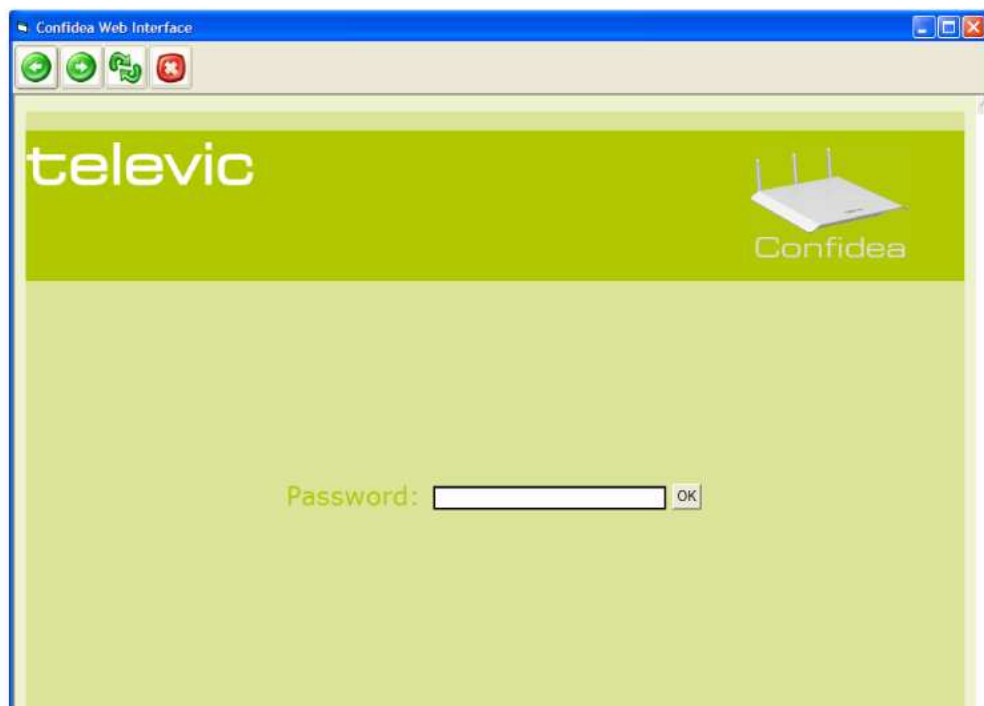
Confsys – Maintenance - TREX
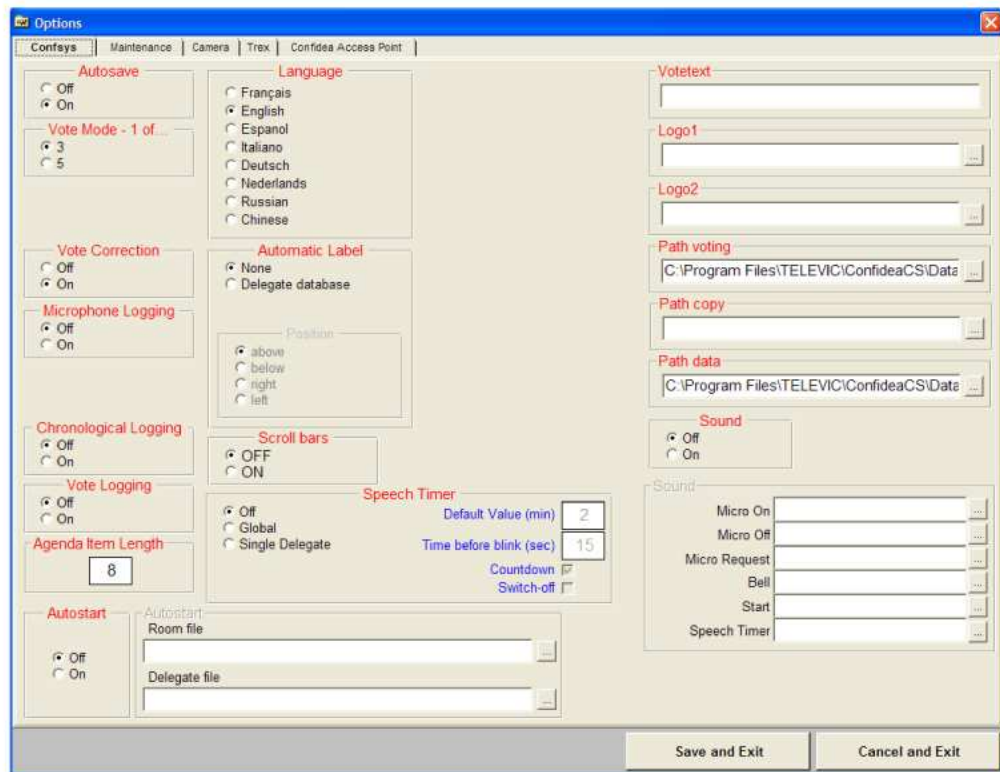
Fig. Options "Confsys"
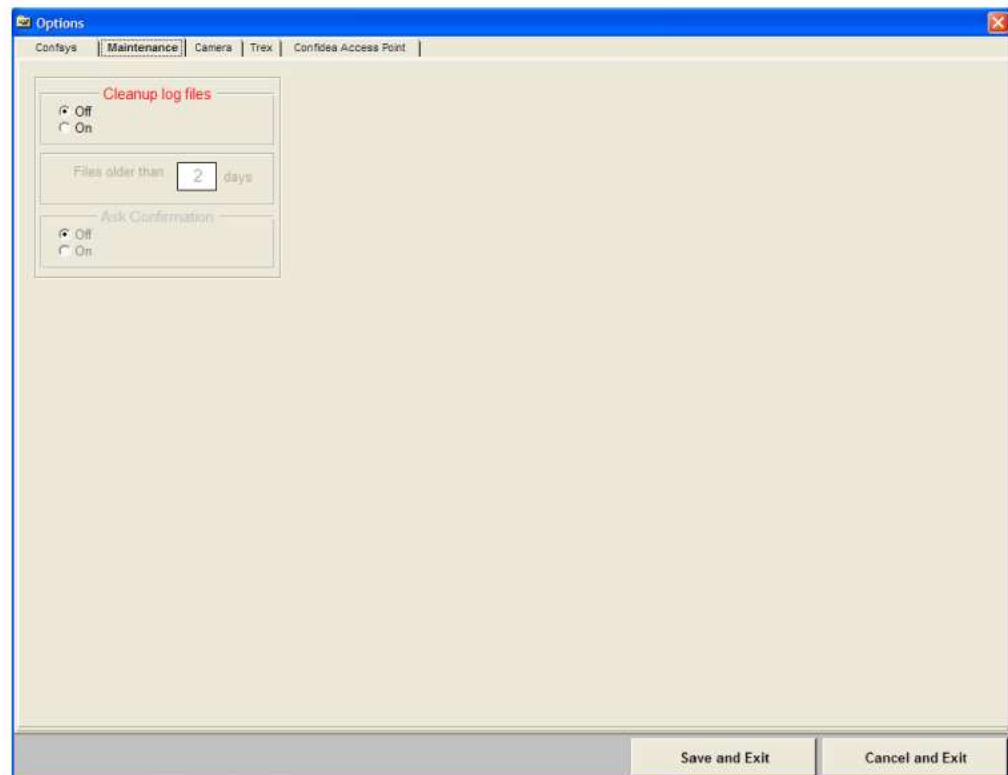
Fig. Options "Maintenance"
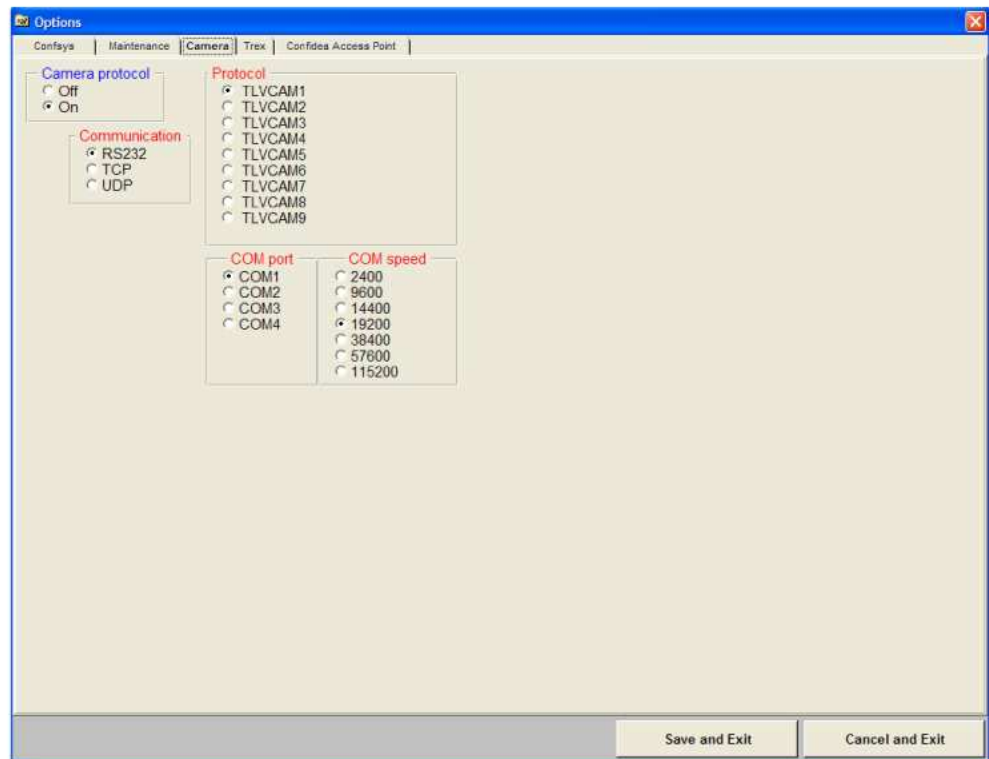
Fig. Options "Camera"
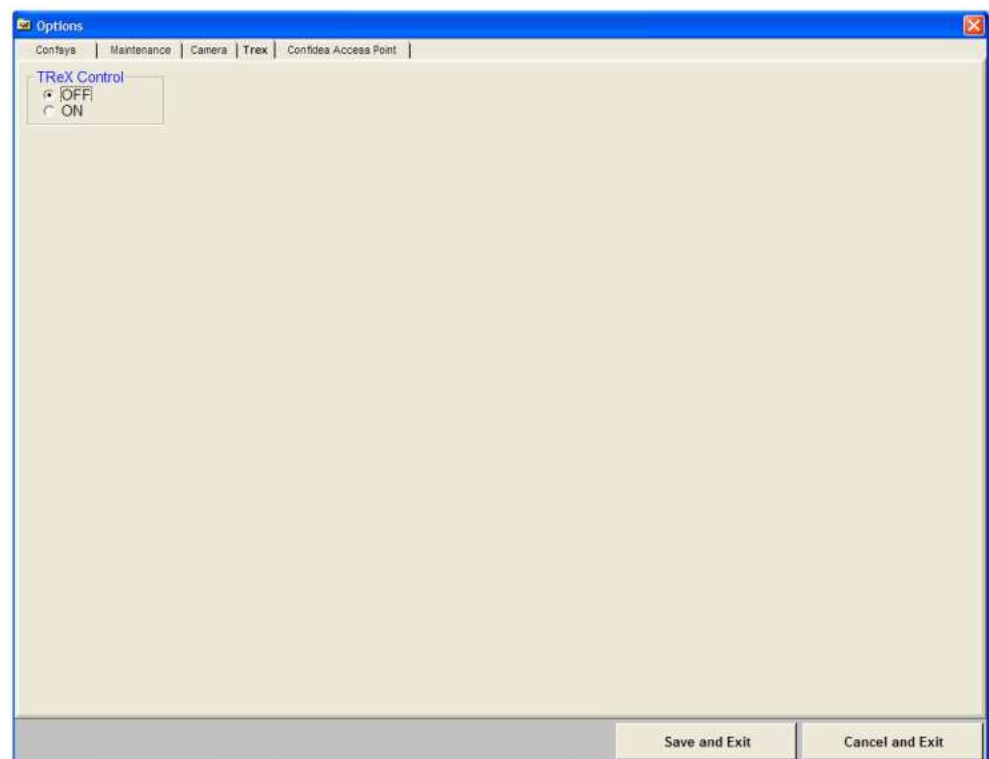
Fig. Options "TREX Control"

Autosave

If Autosave is switched ON, the software will save the current parameter settings each time the software program ends. If Autosave is switched OFF, the software will ask if the parameter settings have to be saved each time the software program ends. The parameters saved are those that can be altered in the options section. Some of these parameters can also be altered during operation.

Vote mode - 1 off ... (S-VM only)

Voting mode. This mode defines the number of choices a delegate has to vote on ('3' -> 3 choices, '5' -> 5 choices). This parameter also can be changed in the voting window.

Vote correction (S-VM only)

If vote correction is switched ON, the delegates have the possibility to correct their vote during the entire vote session. If switched OFF, the voting keys are blocked after the voter made a decision and activated a voting key. After this his vote can not be changed again.

Microphone Logging

Microphone events during a conference session can be logged in a database

The microphone number, badge number, delegate's (first) name, party, district, date and time of each activated microphone are stored in this database.

At the end of the conference session a logging report can be created. The microphone events are sorted based on their Name, Microphone number or party. Another possibility is to sort the events chronological.

*For more information about logging please refer to the logging section.*

Vote Logging (S-VM only)

The results of each vote session are automatically stored in a database. The records in the report files can be sorted based on the delegate's name, nr, result or party

For more information about logging please refer to the logging section.

Chronological Logging

All events during a conference session can also be chronologically combined in one report. They contain only the time and small description for each event. The different events that will be stored are:

- Start/stop conference + name
- activated/deactivated microphone + name
- opening/closing agenda + name
- start/stop vote item + description

For more information about logging please refer to the logging section.

Agenda Item Length

The max amount of characters that are allowed for each agenda item

AutoStart

The Confidea CS software can be entered in a default synoptic view. Fill in the room file and the delegate file fields to specify the room and delegate files to be used at start-up time.

Language

Currently supported user interface languages are French, English, Spanish, Italian, German and Dutch.

Automatic Label

Labels can be automatically placed in the synoptic view and assigned to a microphone icon at the start of a new conference. You can define the source of the labels: *delegate file data*. Choosing to assign a name to microphone icons based on a delegate file will place the labels at the start of the conference session. The place where labels are placed on the synoptic view relative to the microphone icons can also be defined. This is a global setting for each label. After start up this setting can be overruled for each icon individually by pressing the Alt + right mouse key on a specific microphone icon.

Speech Timer

With this option switched to OFF, no timer is activated when a microphone is switched ON. Choosing to assign a speech time by "Global", will start a timer on user command and will switch off all active delegate units after the timer has expired. You can also choose to assign a speech time by "Single delegate". A countdown will start automatically from zero for each new delegate who starts to speak. Note that the global timer will still be accessible. The default timer value and time before blink value can also be defined in the options window. The max time before blink is limited to the default timer value The time before blink value is only applicable in the single delegate timer option and indicates the time when the microphone's led ring start to blink before it is completely switched off.

Votetext

This text is put at the top of the "voting results" reports.

Logo1 & Logo2 (S-VM only)

These logos are displayed on the voting window in the top right corner. The logo pictures that can be visualized must be "bmp" files!

To select a logo click on the grey square, [...], and select the appropriate "bmp" file.

Path copy (S-VM only)

Voting results are both stored locally and copied into this directory. After a voting round has ended, the voting results are stored in a file in the directory Path data and a copy of the file is made into the directory Path copy. Note that only the master can set this copy path.

Path data

The default path the data files (room configuration, voting agenda, … files) can be found in. For multiple PC configurations, the master and slave need to use the • same path.

Sound

Several events can be notified with a sound ("wav" file format). These sounds can be switched ON/OFF.

When *Sound* is switched to ON the specific sound file for each event can be selected

by clicking on the grey square ⬚ . There are some general sound files provided along with the conference software but other files can be used if they have a "wav" format.

Maintenance

The log files created by the Confidea CS software can be deleted at regular times. The period how long the log files are kept can be specified. The maintenance occurs at program start-up. A confirmation dialog can be shown if requested.

Camera

With this option you can enable the camera protocol on the Confidea CS PC.

The camera protocol is used by systems like AMX and Crestron to control the camera's position. On activation of a microphone the camera is positioned to the active microphone. The camera protocol can also be used to display the microphonenumber and the delegate name to a led display, or it can be used by an external program just to log the microphone activity.

Currently there are nine different protocols supported. Confidea CS supports RS232,TCP/IP and UDP for communication protocol. For a detailed discription of the camera protocols, see "appendix A : Camera protocols." further in the document

Select the communication protocol used for the camera protocol output:

Camera - RS232 Output

The COM port and speed for the RS232 connection between the Confidea CS PC and the camera system can be set.

Camera - TCP output

When TCP is selected for communication protocol, the Confidea CS PC will act as a server. This means that the camera system must make the tcp connection to the ConfideaCS PC on the specified listening port.

Camera - UDP output

For the UDP protocol, the destinations' ip-address and udp port must be specified.

TREX

This feature is not yet available

Delegates (S-DM only)

Import

A delegate database can be imported from a text file. Specify the source (text) file and destination (database) file and start importing.
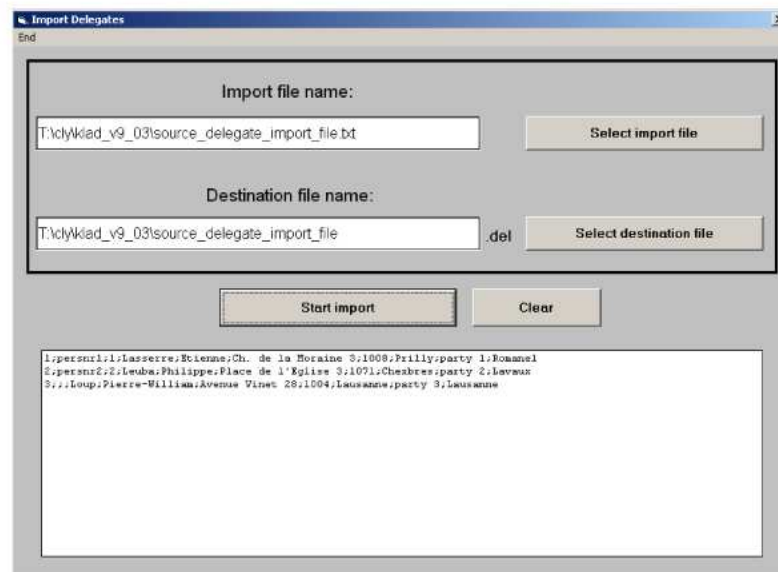
Fig. import delegates

Import file format = Plain text format:
- First line holds the text "IMPORT DELEGATES"
- Each line holds 1 delegate entry
- Each entry consists of 13 fields, separated by ';'
  Remark : No ";" at end of line!!
- Date format : mm/dd/yyyy
- Voting right : 0 or 1

  <Number>;<ID>;<BadgeNumber>;<Name>;<First Name>;<Street>;<Zip Code>;<City>;<District>;<Party>;<date of birth>;<Voting right>;<Remarks>

Example:

IMPORT DELEGATES

1;1;1;Lasserre;Etienne;Ch. de la Moraine 3;1008;Prilly;Romanel;P1;01-01-1965;1;Remark1

2;2;2;Leuba;Philippe;Place de l'Eglise 3;1071;Chexbres;Lavaux;P2;01-01-1966;1;Remark2

3;3;3;Loup;Pierre-William;Avenue Vinet 28;1004;Lausanne;Lausanne;P3;01-01-1967;1;Remark3

Administration

The microphone number of each delegate, its ID number, the personal data like address, birthday, name and first name,... can be entered in a database. This action is repetitive for each microphone.

Badge programming (S-VM only) is combined with the delegate administration. This way, only one text entry is necessary for delegate database and badge information. It is also possible to prepare text entries for the badges without connecting a central unit to the computer

An existing file with delegates can be opened (choose 'File, Open') or a new file can be created (choose *New* in the *File* menu).

A new created delegate file can be saved as another file. (Choose *Save as* in the *File* menu)

Fig. Administration delegates

Delegates are added, modified or deleted by pressing the corresponding buttons, respectively *Add*, *Change* or *Delete*. Unsaved modification can be cancelled.

Search for a delegate with the *Search* option. Searching criteria are the microphone number, ID number, name, birthday and party. Using the name search criteria will automatically select the delegate that matches most when a letter has been typed.

.

Print sorted by microphone nr

To print the list of delegates sorted by their microphone number, select the menu *Delegates*, *Print sorted by microphone nr*.

Fig. Print sorted by Microphone Nr.

Print sorted by name

To print a list of delegates sorted alphabetically, select the menu *Delegates*, *Print Sorted by name*.

Print sorted by party

To print a list of delegates sorted by party, select the menu *Delegates*, *Print Sorted by party*.

Agenda (S-VM only)
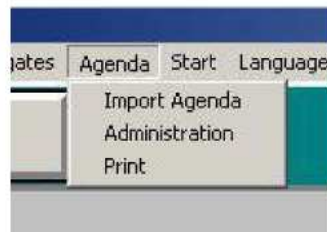
Import

A delegate database can be imported from a text or XML file. Specify the source (text or XML) file and destination (database) file and start importing.
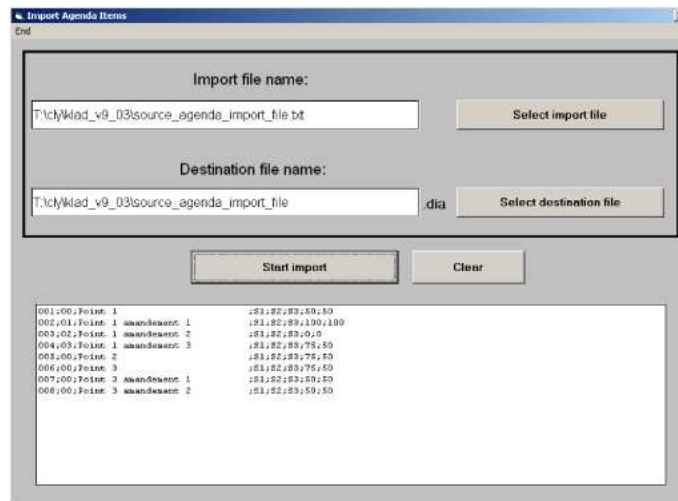
Fig. Import agenda

Import file format = Plain text format:
- First line holds the text "IMPORT AGENDA"
- Each line holds 1 agenda entry
- Each entry consists of 10 fields, separated by ';'
- quorum type : 0 = relative, 1 = absolute
- majority type : 0 = relative, 1 = absolute

<Number>;<Amendment>;<Title>;<Subj1>;<Subj2>;<Subj3>;<quorum type ><quorum >;<majority type><majority

Example:

```
001;00;Point 1                  ;S1;S2;S3;0;50;0;50
002;01;Point 1 amandement 1     ;S1;S2;S3;0;100;0;100
003;02;Point 1 amandement 2     ;S1;S2;S3;0;0;0;0
004;03;Point 1 amandement 3     ;S1;S2;S3;1;75;1;50
005;00;Point 2                  ;S1;S2;S3;0;75;1;50
006;00;Point 3                  ;S1;S2;S3;1;75;0;50
007;00;Point 3 amandement 1     ;S1;S2;S3;1;50;1;50
008;00;Point 3 amandement 2     ;S1;S2;S3;0;50;0;50
```

Administration

In a system with voting a voting agenda database can be build. Each point on the agenda is characterised by an item number, an amendment number, a description, quorum and majority. For quorum and majority settings , there is a choice between absolute and relative values . However there is no automatic mathematical link between them !
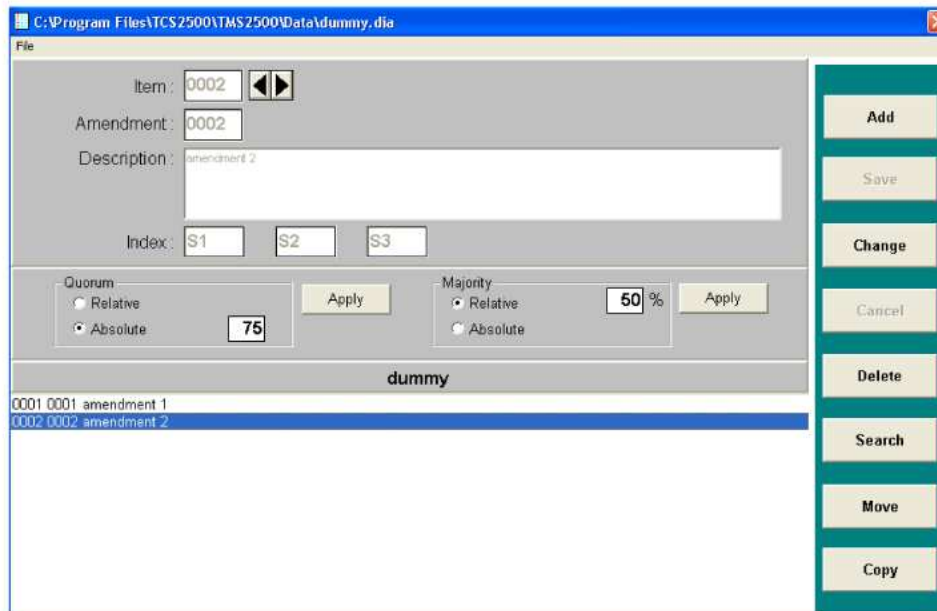
Fig. Agenda administration agenda2

An existing agenda can be opened (choose the menu *File*, *Open*) or a new file can be created (choose *New* in the *File* menu).

A new created agenda can be saved as another file. (Choose *Save as* in the *File* menu)

An item is added, saved, modified or deleted by pressing the corresponding buttons, respectively *Add*, *Save*, *Change* or *Delete*. Unsaved modifications can be cancelled.

Search for an item with the *Search* option. Move an item by giving it another number after selecting the *Move* button. End the agenda with the *End* item in the file menu.

Copy an item to another agenda file with the *Copy Item* button. After this button has been pressed, a selection box will appear. In this box, the target agenda file can be selected.

Quorum

The *quorum* is defined as the percentage of present delegates that has to put a vote in order to approve a voting session. The quorum can be adjusted when the agenda item is in edit mode or when a single item is selected. Press the *apply* button to save the quorum for the selected item.

Majority

The *majority* is defined as the percentage of votes that has to be achieved for a certain vote option in order to get a vote result with majority. The majority can be adjusted when the agenda item is in edit mode or when a single item is selected. Press the *apply* button to save the majority for the selected item.

Print

The voting agenda can be printed after selecting the file name of the agenda.

Fig. Print agenda

Logging

General

Each time the program has been started a new database will be created containing some logging information. This database will be located in the data path and the file name is formed as follow:
"LOG_[YEAR]_[MONTH]_[DAY]_[HOUR][MINUTES][SECONDS].mdb". For example: LOG_2005_03_02_150102.mdb is created the second of march on 15h 01min 02 sec.
In the option menu you can define the logging info that has to be collected.

- Microphone logging: each time a conference is started a new table will be added to the database if set to ON. The name of this table is created as follow:
  "MicLOG_[filename room]_[hour][minutes][seconds]"
  For example: MicLOG_4_152706. The microphone activity for each delegate is stored in this table.

- Chronological logging: each time a conference is started a new table will be added to the database if set to ON. The name of this table is created as follow:
  "ChronologicalLOG_[filename room]_[hour][minutes][seconds]"
  For example: ChronologicalLOG_4_152706. All conference activity is logged in this table (microphone, badge, voting, ...).

- Vote logging: each time a vote session is started a new table will be added to the database if set to ON. The name of this table is created as follow:
  "[vote item number]_[amendment number]_[hour][minutes][seconds]"
  For example: 1_4_153110. In this table the vote results are stored. Also the vote for each delegate participating in the voting session is saved in this table.

Logging presentation

A general database is created each time the program is started. In this database multiple tables are added according to the logging options in the option menu. There is one table that gives an overview of all tables that were added during the run time of the program. This table is named 'overview'.
By clicking on the logging menu item in the start up screen the user is able to navigate in the currently activated or previously created log database.

An overview grid summarizes the available log tables (microphone, badge, chronological or agenda table). To see the information in each table click the 'detail' selection box.

Fig. Logging, example

A preview of the logging reports can be visualized by clicking on the Show report button, [Show Report] . Some report examples are placed in *appendix B*.

The log info can be printed or exported to a specific file format. Therefore, select the print report button, [Print Report] , or the export report button, [Export Report] .

After pressing the export report button, a new dialog box appears:
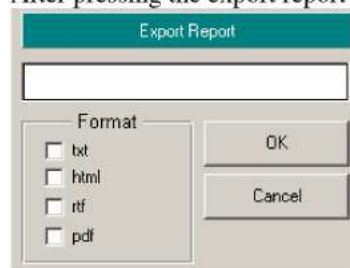
Fig. Export Report

To export the report you have to type a filename and select the file format(s). The directory where the files are stored is the data path directory.

The voting report can be exported in a XML form by using the **Export2XML** button .

The default destinationfilename is a unique date- and time related name , but also another filename can be chosen

Start

Synoptic
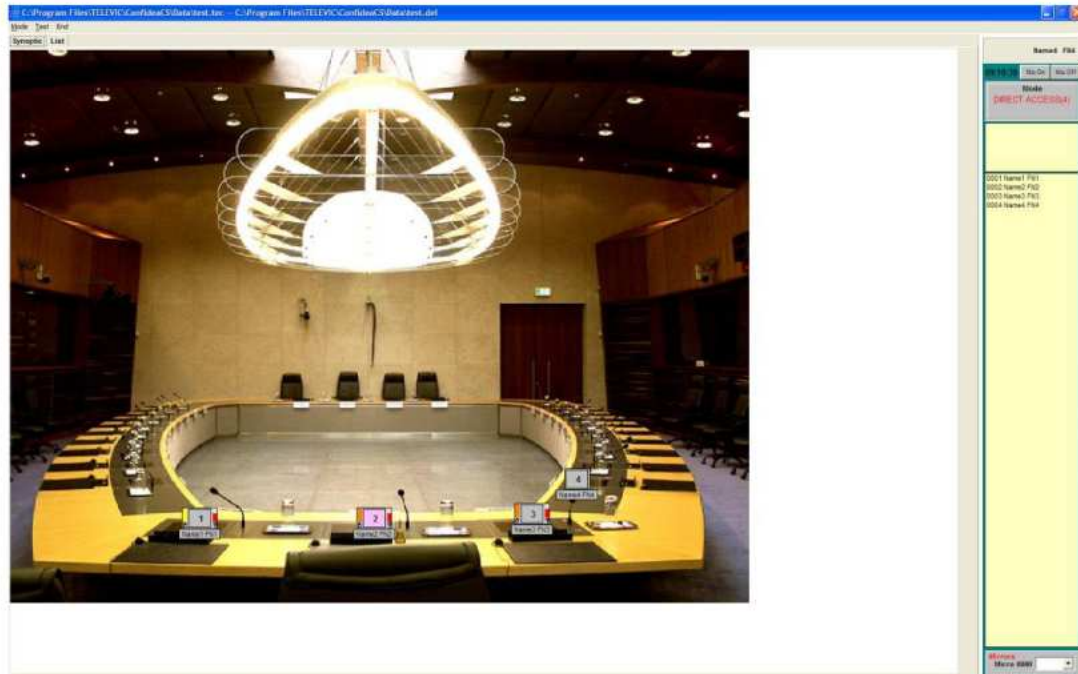
Fig. Start synoptic

RF and Bat status

Confidea delegate units are displayed as shown below.
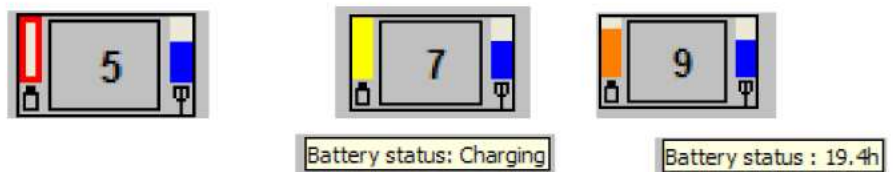
Fig. RF_Bat status

The statusbar on the left shows the battery status , and the one on the right shows the RF signal quality.

By moving the pointer of your PC to the battery statusbar , the estimated remaining batterytime is shown

The color of the batterystatus will change to red when the remaining batterytime reaches a threshold of *x* hours , *x* determined by the *Battreshold* parameter in Wap.cfg (default 20hours)

(see below)

By moving the pointer of your PC to the RF quality statusbar , the quality of the RF connection is shown

Default settings of Wap.cfg

The presentation of the Battery and RF quality statusbars can be changed to personal preference by editing the file *wap.cfg* under the C:\...\Confidea CS directory . For parameters that are not defined , the defaultsettings are used.

```
[Properties]
PollingTO              default 5
BatColor               default 33023
BatThresholdColor      default 255
BatTreshold            default 20
BatMaxHr               default 200
BatWidth0              default 30
BatWidth1              default 60
BatWidth2              default 110
BatWidth3              default 150
RfColor                default 16711680
RfThresholdColor       default 255
RfThreshold            default 20
RfWidth1               default 30
RfWidth2               default 60
RfWidth3               default 110
RfWidth4               default 150
[AP]
Enabled                default 0
IpAddress
IpPort                 default 9000
Log                    default 0
```

Nominative
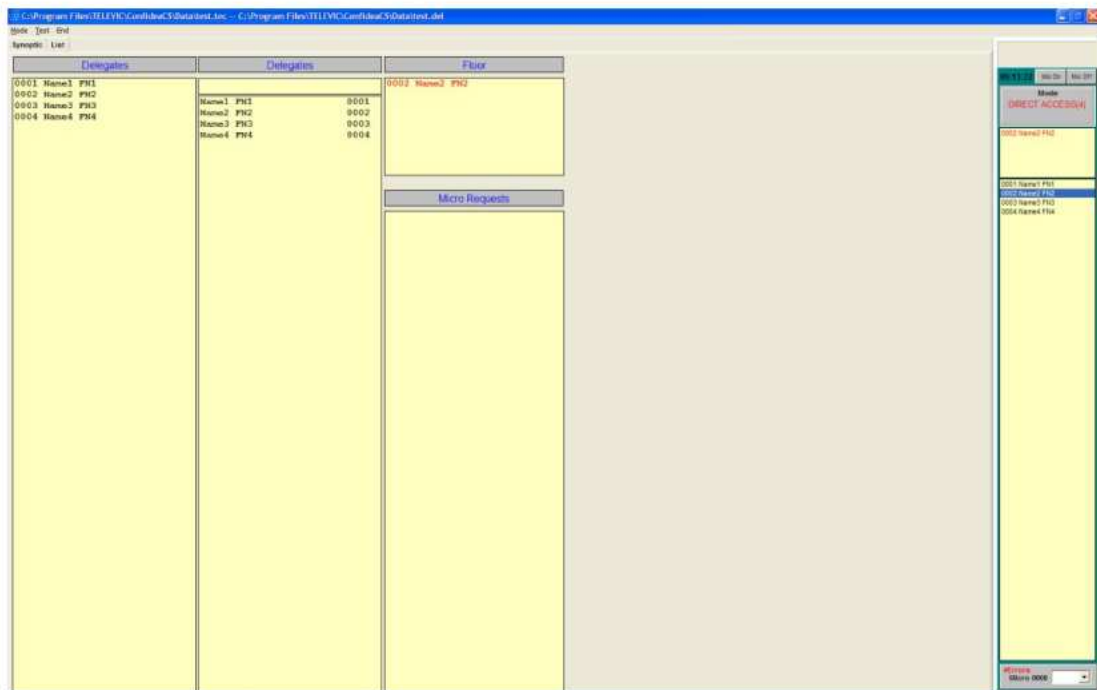
Fig. Start nominative

Menu items:

Mode

Confidea CS offers a number of microphone control options. Check the section *AP configuration* elsewhere in this manual for more information on the supported modes.

Test

Test All Microphones. All microphones, one at a time, are switched ON/OFF. This continues until the menu item *Stop Test All Microphones* or the button *Test generator ON* is clicked.

End

This option ends the synoptic layout.

Special feature

In the options menu, elsewhere in this manual, one can choose to automatically place labels on the synoptic screen. To overrule the position that has been set there, click ALT + right mouse button on a specific microphone icon. The following window will appear:

Choose the desired position and click OK. Note that this label position will not be memorized. At the next start up of the same room file, the global position will be used again for all labels.

Special feature for the chairman's microphone

If the chairman moves to another place (with another microphone number), the conference operator can assign the **Chairman Microphone number** accordingly to the new microphone unit number. First deselect the previous chairman's micro by clicking the microphone icon while holding down the CTRL key. Now you can assign a new microphone number to the chairman by again clicking the microphone icon and holding down the CTRL button. The icon will be filled with a pink colour. You can assign as many chairmen as you want.

Information fields

- Each time a microphone is activated, the number of the microphone and the name of the delegate present appear in the **Microphones on** field.

- Each time a delegate sends a request to the conference operator, the number of the microphone and the delegate present appears in the **Microphones in request** field. Once a microphone is activated, it is removed from this field and added to the Microphones on field.

- A list with all delegates' names and their microphone numbers is stated in the **Delegates** field. (If the administration section was filled in).

- Speak time can be limited in time. The microphone of the delegate can be automatically turned off when this speech time is over. Speech time can be set from 1 to 100 minutes. To start a general countdown, click the **Start speechtime** button. The conference operator can stop or hold the countdown by clicking the corresponding **Stop speechtime** or **Hold** buttons. There is also the possibility to start a timer for a single delegate unit. Therefore the correct options have to be set in the options section. When this function is enabled, a timer is started as soon as a delegate unit is activated. A new window will be displayed on the screen.
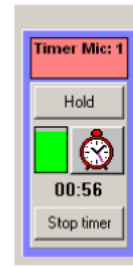
In this window, you can control the timer for this single delegate. New timer windows will pop up when other delegate units are activated.

- By clicking the ***Mic on*** button, the unit that was last deactivated by the conference manager is turned back on. If other microphones became active and inactive, after the conference manager deactivated a microphone unit, without interaction by the conference manager it will be still the microphone unit that is deactivated by the manager that turns on when this button is pressed.

- By clicking the ***Mic off*** button, the software returns into the initial microphone run-time state (all requests, active microphones, … are cleared).

Synoptic

A graphical representation of the microphones in a conference room is presented and then used by the conference operator to control the microphone status of delegates.

Microphone control

Through the use of different colours and labels, the operator has an at-a-glance overview of the status of all microphones. The operator controls the ON/OFF status of the microphones by clicking or double clicking the icons.

Icon colour	State
Grey	Inactive delegate microphone
Purple	Microphone of the chairman
Red	Active microphone
Yellow	Defective microphone

Nominative

This option is very similar to the Synoptic view but instead of a visual representation of the conference room, a list of all names of the delegates and their microphone numbers appears.

- A list of all microphones and their delegates is displayed in the *Delegates* columns.

- The first column is sorted by place number, the second by Name.

- The microphones turned on are shown in the column *Floor*.

- The delegates that issued a request-to-speak are shown in the column *Micro Requests*.

Toolbar tab

A toolbar tab that can be activated by moving the mouse-pointer into the window's left zone.

Fig. Toolbar tab
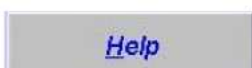
To get some help on short-keys.

.

Audio Settings

Click the "*Audio Settings*" button to get a window where the audio settings can be adjusted. This will be explained further in this chapter, on page48.

Volume Floor

To set the volume of the loud speakers.

Max Micro On 4

The maximum number of microphones that can be active at the same time (minimum = 1, maximum = 8).

VOTE

To open the Voting synoptic view.
After you opened an agenda file, the Voting view will appear. You can always switch back to the synoptic view without closing the agenda file, see further. An indication will inform the user that there is still a vote session running. A green frame around the vote button means that the agenda and vote window is still open,

VOTE
.

Note that the synoptic view will be slightly adjusted when an agenda file has been opened, see further.
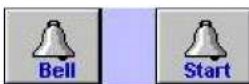
Bell Start

Two different bells. One bell is to start the conference and the other one can be used for instance to draw the attention. The sounds are played through the control PC's sound card.

Audio Settings
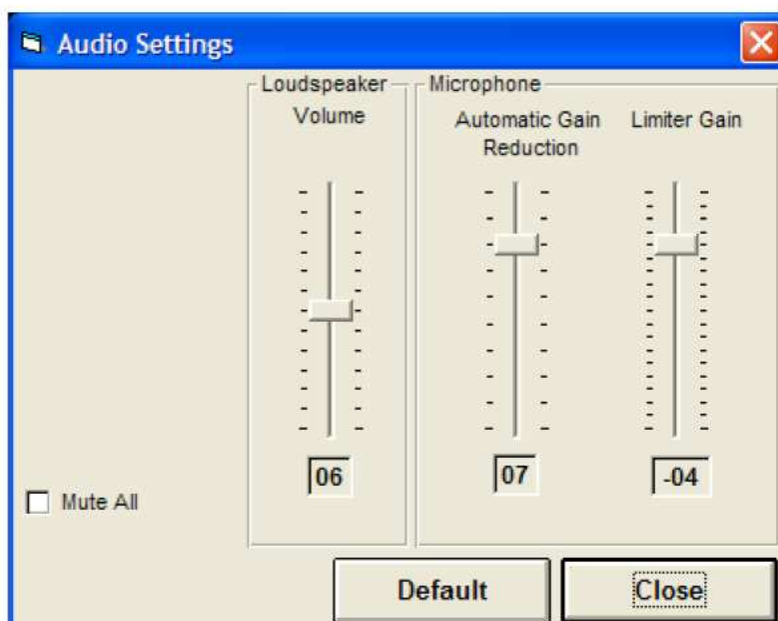
Fig. Audio Settings

☐ Mute All

Click the "***Mute All***" checkbox to mute all delegate units. Click it again to restore the audio settings.

Volume

To set the volume of the loudspeakers

06

Automatic Gain Reduction

To set the automatic gain reduction of the microphone. The automatic gain reduction is a number that indicates how big the reduction will be if multiple delegate units are activated. High numbers result in high reductions.

05

The following graphic shows the automatic gain reduction in function of the number of microphones that are activated. The gain reduction is indicated in decibel and referenced to the gain for one active microphone. Each graph indicates an automatic gain reduction number that can be set on the central unit.
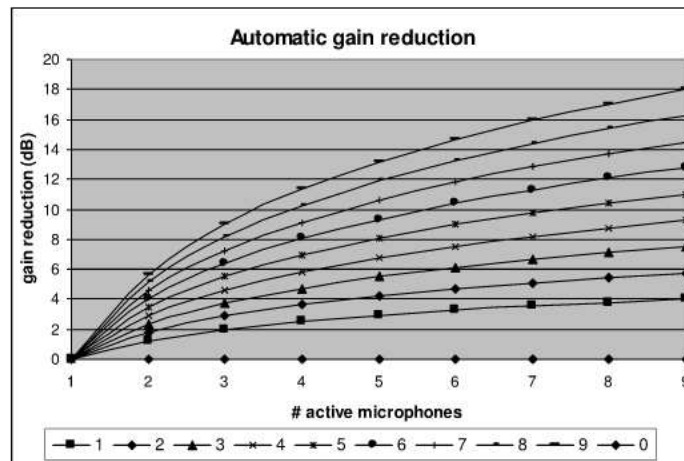
Default

Click the "***Default***" button to return to the default audio settings. You will notice that all slider bars are moved automatically to the default values. Afterwards the default button will be disabled.

As soon as the audio settings are changed, the default button will be enabled again.

Click the "Close" button to close the audio settings window.
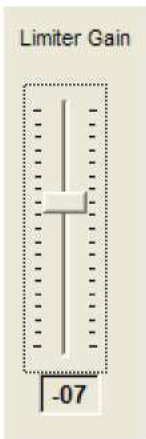
It is possible to adjust the limiter gain curve for the microphones by setting the desired offset value in dB. This is especially used to determine the reach for the microphones. So it is possible to exclude the noise in a room from amplifying. In a room with much noise only the speakers' voice will be amplified and not the noise. Lowering the limiter gain will result in a shorter reach, otherwise stated: only the sound of sources close to the microphone will be amplified.

Synoptic view – customizing

Color Settings Method 1

The appearence of the synoptic view can be adapted according to personal preference ;

- Cursor on "Help" knob : ALT+ Rightclick = change color of buttons
- Cursor on "Help" knob : CTL + Rightclick = change color of text in buttons
- Cursor on background : CTL + Rightclick = change text of selectionfields
- Cursor on background : ALT + Rightclick = change background of selectionfields
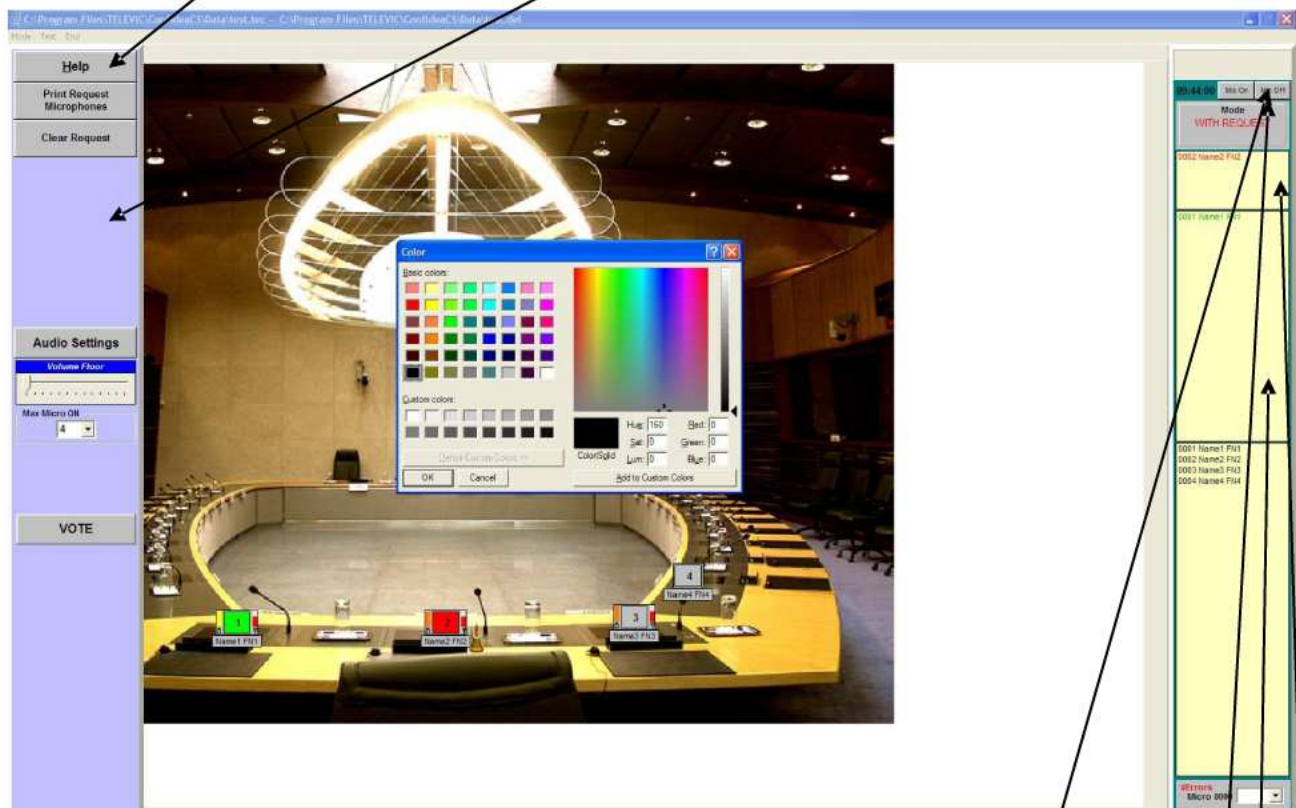
Fig . Customizing syn view color selection 1

- cursor on "Mic off" knob : ALT+ Rightclick = change color of buttons
- cursor on "Mic off" knob : CTL + Rightclick = change textcolor in buttons
- cursor on Mic list , mic request , mic active + CTL + Rightclick = change textcolor
- cursor on Mic list , mic request , mic active +ALT + Rightclick = change background color

- Cursor on Mic list , mic request , mic active +Shift + Rightclick = change Font of text
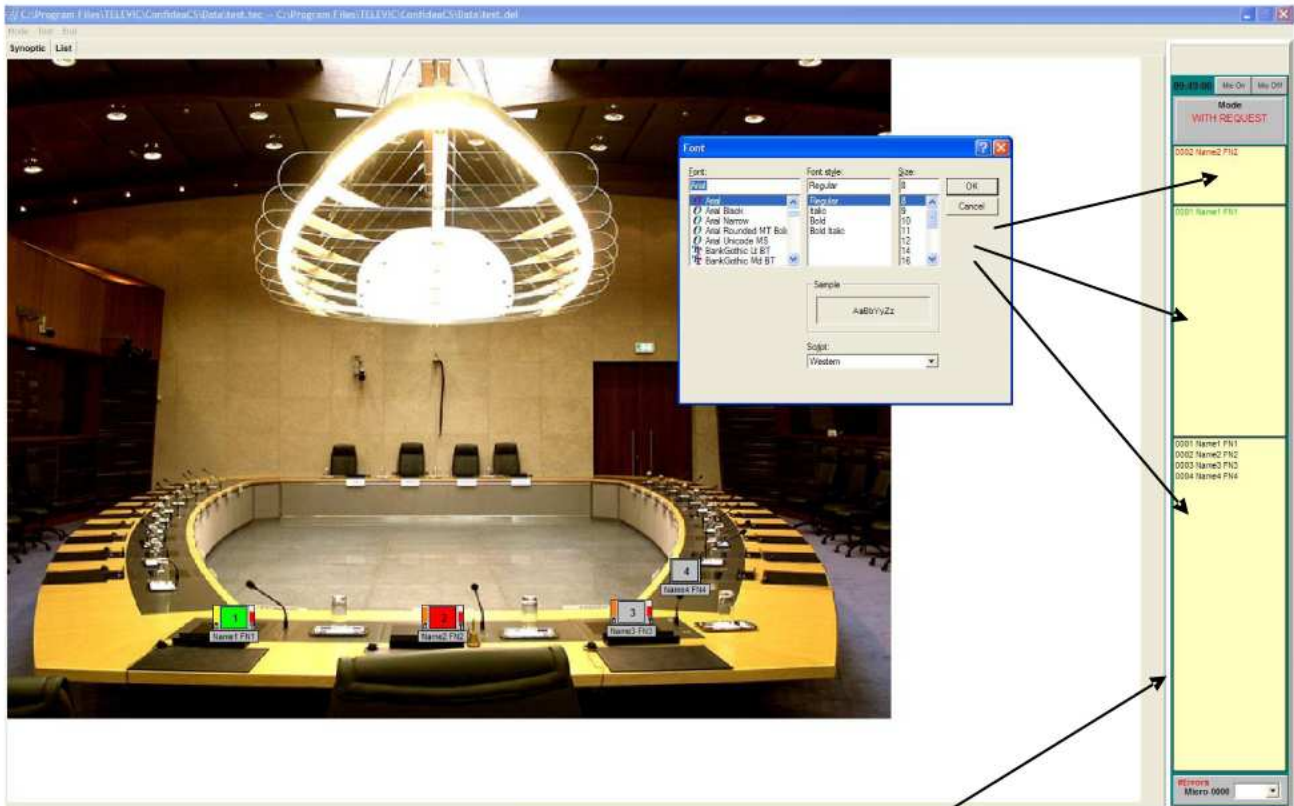
When there is not enough space in the requestlist to display all microphones , a scrollbar will be activated . If after changing the text font , the requestlist appears to be to small , a scrollbar can be activated by dragging SLOWLY the vertical border of the toolbar to the left or right.

In the same way the width of the toolbar can be adjusted

Remark : after reducing the width of the toolbar , click on the border to restore the width of the room in the synoptic view

Color Setting Method 2

By rightclicking on the left and right toolbars , foreground , background and font of the corresponding fields can be set
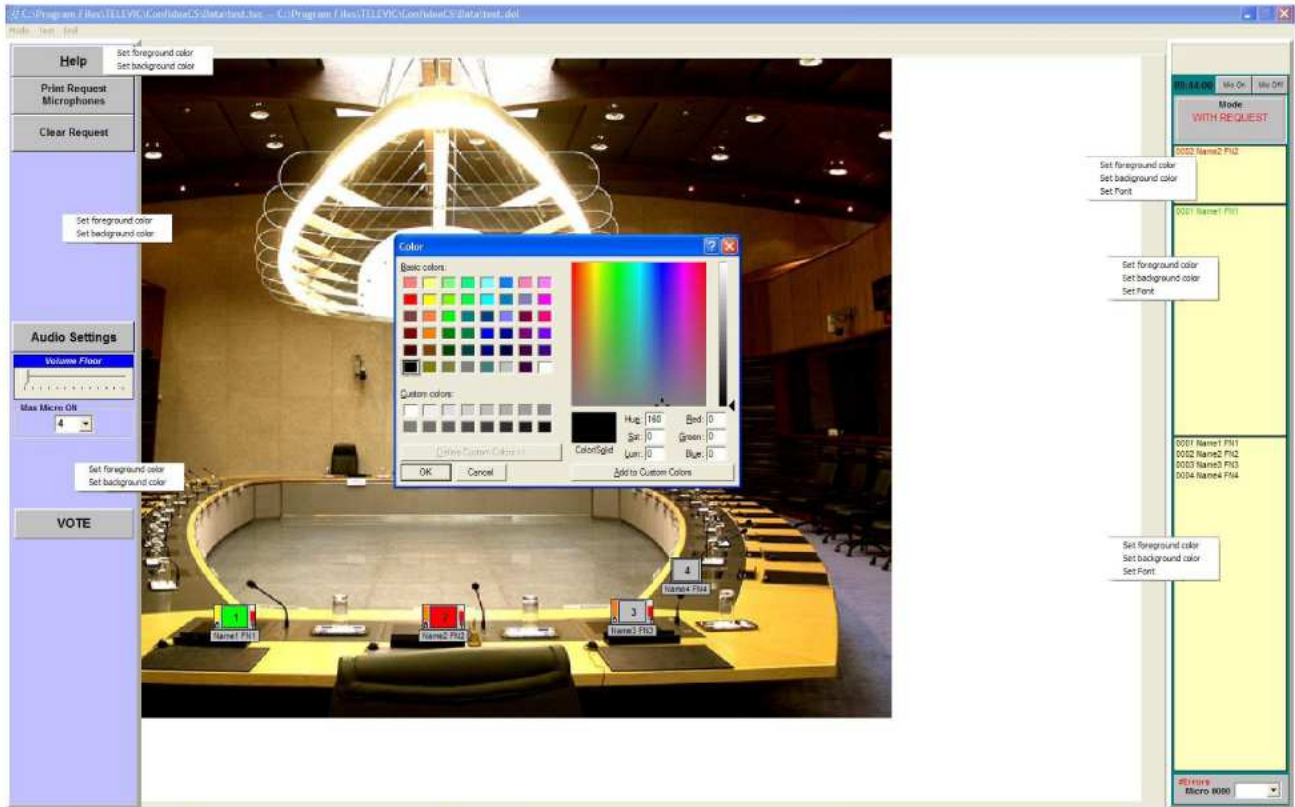
Voting synoptic - Colorsetting

- The votingcolors can be changed by editing the "votescreen.cfg" file , or by "Rightclick " on the votingcolors
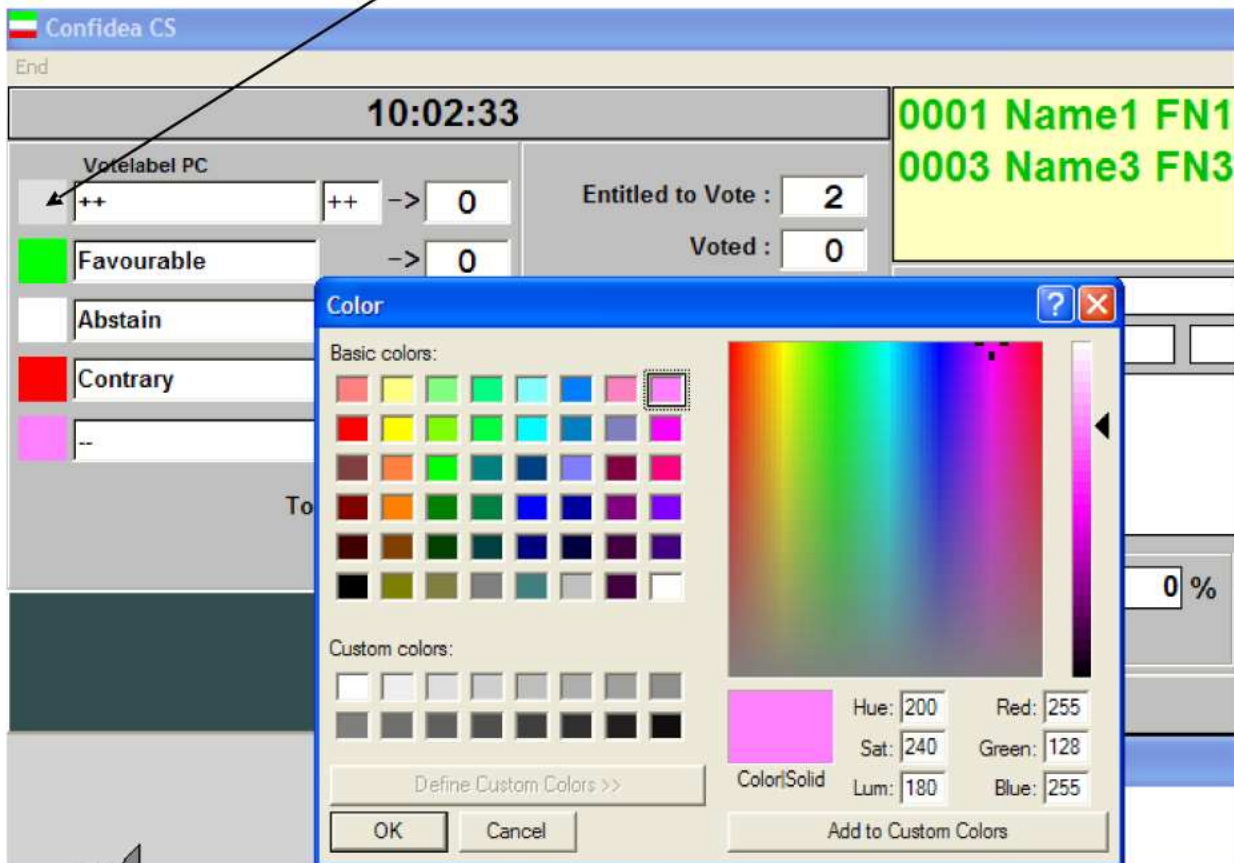
Voting synoptic – Master (S-VM only)

Fig. Voting bar syn view
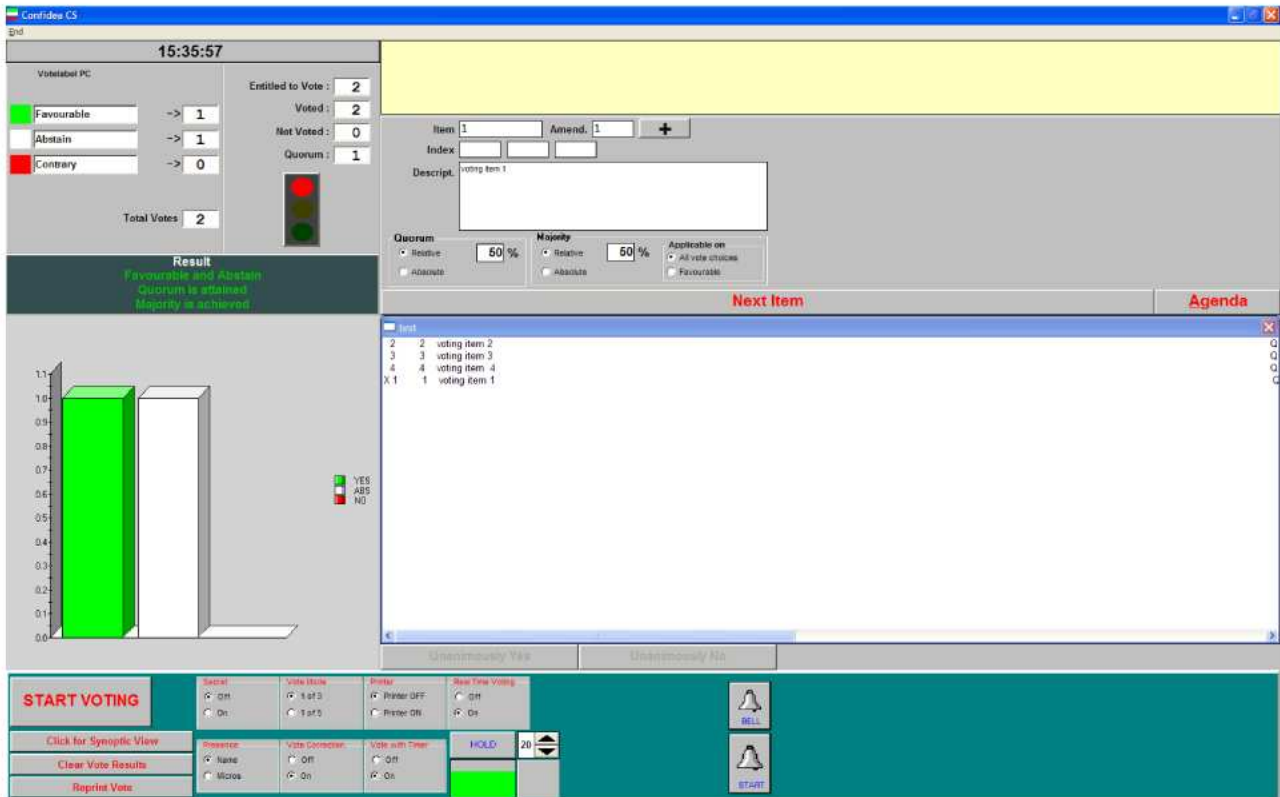
Fig. Voting screen

The screens are split up in several functional sub-screens.

Voting summary, synoptic

The quorum is continuously displayed in the Synoptic view, in the Nominative view and in the Voting view during the whole conference. Together with the quorum, the following data is displayed: Vote Group, Present delegates, Present delegates entitled to vote and the Voting result with APPROVED, APPROVED WITH MAJORITY, APPROVED NO MAJORITY and NOT APPROVED.

A field with a short description of an item of the selected agenda is displayed in the synoptic view. The operator is able to choose the item of discussion in the items stored in the Agenda file. The quorum will automatically up- to -date itself in real time. The data *Present* and *Entitled to vote* automatically up to date itself in real time each time a chip card is inserted or removed from delegate unit. The *Quorum* is also updated in real time each time the operator chooses the vote group. The Voting Result is calculated automatically by the software based on the quorum that has been set. The word *Approved* (*with majority)* should be displayed in green colour while *Not Approved* is displayed in red colour. If no majority is achieved, the colour will be orange.
When badges are enabled for the vote session, the *present* number is equal to the number of badges inserted in the different delegate units and the *Entitled to vote* number depends on the voting right option stored on each badge. When no badges are used for a vote session the *present* number is equal to the number of delegate units with voting capability and the *entitled to vote* number is the same as the *present* number.

Vote item summary, vote screen

Fig. Voting summary

This window displays information for the selected *voting item* and the opened *agenda*.

Information on the agenda item includes the number, its amendment number, a short description, the quorum and majority. A list of all agenda items included in the agenda file is displayed in the agenda sub-screen. The next item on the agenda is selected by clicking the *"NEXT"* button. A cross in front of the item marks that a vote took place. In order to revote on an item, select this item and press delete on the keyboard. The cross will disappear and the voting can be redone.

A new vote item can be created in this window. Therefore choose a unique vote and amendment number and fill in the other fields if necessary. Also the quorum and majority can be defined.

Vote results summary, vote screen

Fig. Voting summary

This window displays information on the **voting labels and vote results**.

The voting labels can be adjusted by typing the desired label. There is a distinction between the labels used for PC's and labels used for the LCD display on the delegate units. This is because of the limited number of characters on the LCD display. The labels are stored after the voting session. If a new voting session is initiated, the previous vote labels are recalled.

Information on the vote results includes the total number of votes, the number of delegates entitled to vote, the number of delegates that has put their vote, the quorum and the vote result in text format.

2 Pictures

2 pictures can be displayed (See Configuration, Options in order to change the logo's).

Voting results
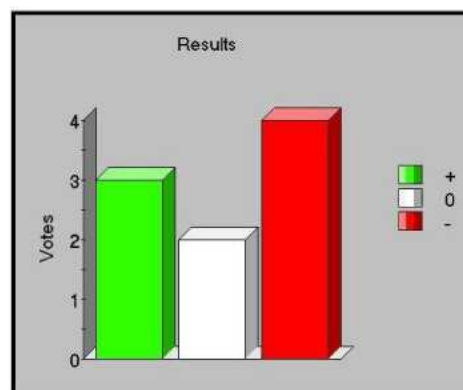
Fig. Voting results

The view type and the number of elements (bars or pie slices) in the graph depend on the option settings.

The *voting mode* is reflected in the result data: three blocks displayed (mode "1 of 3") or five blocks displayed (mode "1 of 5"). Each block represents a voting result.

Agenda

This table provides an overview on all agenda items with corresponding item numbers, amendments, …

This table also reflects the items that have been voted: a cross appears in from of a voted item. The agenda item can be selected by clicking on the item itself or by sequentially clicking the "+" button in the voting summary sub-window.

Fig. Agenda

Option fields

At the bottom of the screen are some options.

Fig. Voting options

- **Secret**: Secret or public voting. If Secret is ON, the voting results per delegate are not visible.

- **Vote mode:** For voting mode "1 of 3", the delegates will have the choice of three voting possibilities. For voting mode "1 of 5", 5 voting possibilities are offered.

- **Printer:** To enable/disable printing of voting results.

- **Real Time Voting**: Switch to ON if voting results are to be updated during voting.

- **Presence:** In a vote session the users that are present and will participate in this session are visualised trough there micro number or name. Badge info is always used in case of a vote session with badge.

- **Vote correction:** If vote correction is switched ON, the delegates have the possibility to correct their vote during the entire vote session. If switched OFF, the voting keys are blocked after the voter made a decision and activated a voting key. After this his vote can not be changed again.

- **Vote with Timer**: Switch to ON if voting is to be limited in time. (switching to ON enables the timer)

BUTTONS

START VOTING
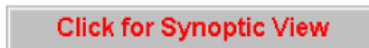
[START VOTING]

Clicking this button starts the voting round, see below, and changes the text in the button into **STOP VOTING**. The voting results appear on screen after the voting has ended. Clicking once again stops the voting round.

A voting can also be started by pressing the "START VOTE" button in the synoptic view. The caption will also be changed once a voting has been initiated.

Click for Synoptic View

Shortcut to return to the synoptic representation of the conference room. The vote agenda file remains open.

Clear Vote Results

Resets all vote results and clears the graph.

Reprint Vote

Reprints the voting results. After clicking on this button a new window will appear where you can select the database that contains the vote results that you want to reprint. After this the logging window will be opened. Please refer to the logging section for more information.

The reprint can be activated on both Slave and Master PC , but the window will appear on the Master PC screen

BELL **START**

One bell is to start the conference and the other one can be used to draw the attention. The sounds can be selected by providing the 'wav' files in the option Window.

CUSTOMIZING OPTIONFIELDS

The font type of the title and choiceoptions in the optionfields can be
changed by positioning the cursor on the title or choiceoptions and press
"shift" + right click ; then following screen appears
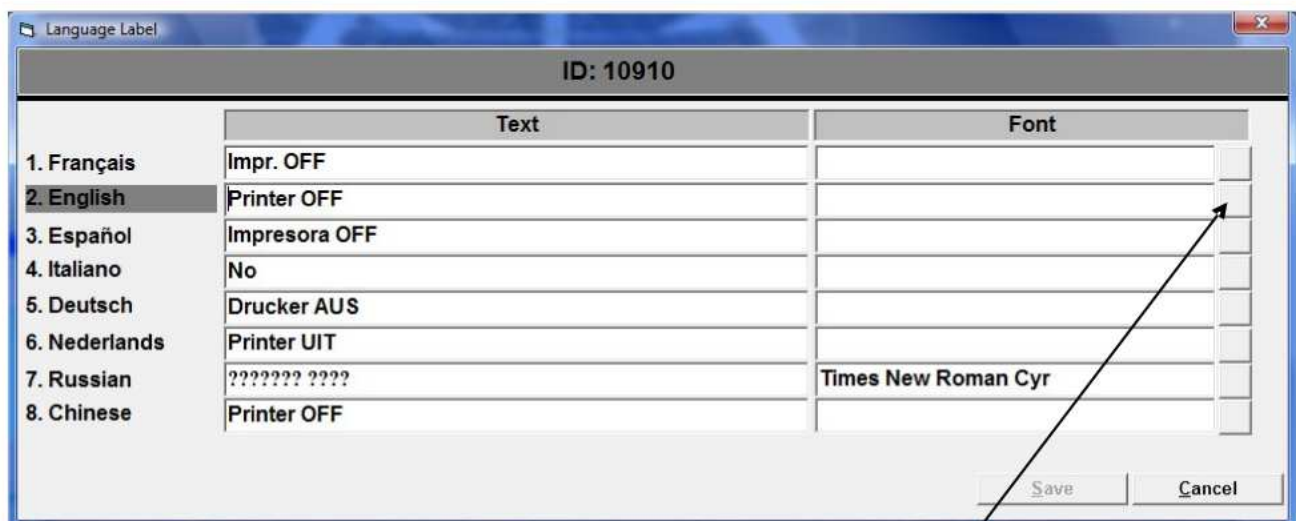
By clicking on the botton corresponding with the selected language ,
a font selectionscreen appears
Choose desired font , click save + cancel
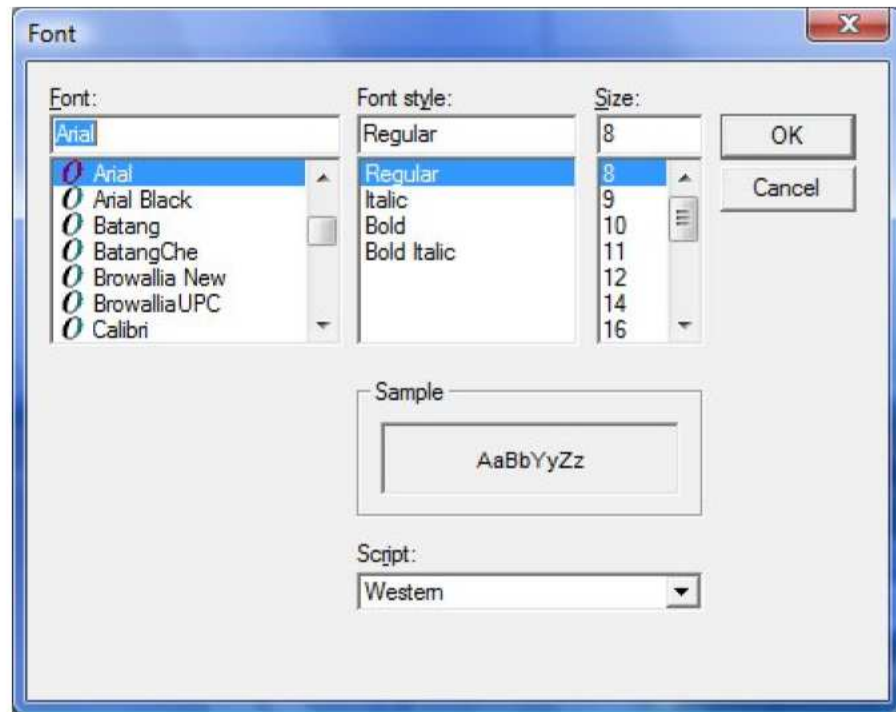
Remarks ;
- only the font type can be changed , not font style and size
- font of titles are changed immediately , font of the choice options is changed after reopening voting screen

Voting – file

Each time a vote session takes place, the voting results will be logged. This logging depends on the selected logging options in the options menu. The results will be stored in a new table if the vote logging is enabled. This table is created in the general database. For more information about the logging, please refer to the logging section.

Language

The language in which the software is presented can be chosen. Currently supported languages: French, English, Spanish, Italian, German and Dutch,Russian,Chinese.The language is changed immediately

Change passwords

The software supports two different passwords. Depending on the functionality that is protected by the password, the software requests the user to enter password 1 or password 2.

Fig. Change password

Steps to follow:

1. Enter the current password.

2. Enter the new password. This password can only be eight characters long.

3. Confirm the new password by entering it again. If the confirmation is not identical to the new password that that was entered, the password will not be accepted and the user is asked to re-enter the new password. If the confirmation is identical to the password, choose **Save** to *activate* the new password. If you choose **Cancel** instead, the new password will not be activated and the old one will remain active.

End

This option ends the Confidea CS software.

Use cases

Room configuration

The goal: configure a conference room
- Create a graphical representation of the conference room.
- Appoint a chairman, ...

Configuration is done from within the room configuration window:

1. In the main Window, go to menu *Configuration*, choose *Room*.

2. In the room Window, go to menu *File*, choose *New* to create a new room configuration or choose *Open* to open an existing room configuration.

3. Get the present microphones by *Retrieve initialisation info*.

4. Add/remove/move microphones, assign colours to the microphones, set labels and appoint a chairman. It's good practice to configure the room accordingly to the actual device positions in the conference room (the room configuration ideally should be a software representation of the conference room).

5. In the menu *File*, choose *Save*. A dialog box appears and allows you to assign a file name to the file. Confirm the directory and file name with the OK button.

6. Choose *End*.

Room initialisation

The goal: end up with a system
- That is initialised, and ready to run
- That can be controlled and monitored by the PC.

The system can be initialised in several ways, each of them described in the following sections. For more detailed information on these initialisation modes, please refer to the *Confidea Installation and User Manual*

Initialisation is done from within the room configuration window:

1. In the main Window, go to menu *Configuration*, choose *Room*.

2. In the room Window, select the *Init* tab.

Manual initialisation

1. Click the *Full Init* button. All microphones and the LEDs on the special units in the room now start blinking.

2. Register each microphone by pushing the red microphone buttons in the right order (accordingly to the room configuration), starting with the microphone assigned as microphone 1 in the synoptic view. Register a voting panel by pushing a voting button. Register a chairman unit by pushing its microphone button. The LED stops flashing when the unit is initialised.

3. Click the *End Init* button to end the initialisation process.

Delete a microphone

1. Open the initialisation by clicking the *Open Init* button.

2. Delete a microphone by selecting the corresponding option and by
   - clicking the MIC icons, or
   - by typing the MIC number and clicking the *Delete* button.

3. Click the *End Init* button to end the initialisation process.

Remove the microphone from the conference room set-up.

Add a microphone

Add the microphone to the conference room set-up.

1. Open the initialisation by clicking the *Open Init* button.

2. All non-registered microphones in the conference room will start flashing.

3. Register the added microphone by pressing its button.

4. Click the *End Init* button to end the initialisation process.

Smoke - test the configuration

1. In the main Window, go to menu *Start*, choose *Synoptic*.

2. Select a room and - if needed - the corresponding list of delegates. Choose *Cancel* if there is no list of delegates.

3. Grant the floor to a microphone (click on the MIC's icon): if the microphone's LED in the room is turned on, the system works correctly.

Delegate station replacement

1. Replace the station in the conference room.

2. In the main Window, go to menu *Configuration*, choose *Room*. Open the initialisation by clicking the *Open Init* button. Delete the microphone that needs replacement.

3. Push the added station's microphone.

4. Click the *End Init* button to end the initialisation process.

Glossary of terms

Glossary

Conference operator

The conference operator controls the runtime behaviour of the conference system:
- Initiates voting rounds
- Monitors the system
- Grants/rejects request-to-speak
- …

Control PC

The PC on which the Confidea CS software is running on.

Control system

An external control system can be connected to the Confidea Access Point. This system can:
- Provide control over the conference system
- Be controlled by the conference system

A *camera control system* present in the conference room can be connected to the Confidea Access Point. The Confidea Access Point hands over the microphone information to the camera control system.

For further details see *Televic Common Communication Protocol* document

Delegate unit

A delegate unit is a device that serves as an interface between a delegate and the Confidea Access Point. With this unit, the delegate can:
- Issue a request-to-speak
- Use the microphone
- Vote (if supported)
- Select a language (if supported)
- …

Microphone unit

Delegate unit

Request-to-speak

A delegate can issue a request-to-speak by pushing the microphone's button. The conference operator than decides either to grant the floor to the delegate, or to reject the request.

APPENDIX A :

Camera Control Protocols

Overview

The CONFIDEA CS SW supports a camera control. The commands, which the camera control should understand, will be described shortly.
The camera control can be connected to the CONFIDEA CS software through one of the following connections:

- RS232
- TCP/IP
- UDP

RS232 communication

In this mode the CONFIDEA CS software sends the camera commands via RS232.
A complete overview of the settings of the communications port for the camera control:

Port	COM2	Configurable
Bits per second:	19200	Configurable
Data bits:	8	
Parity:	None	
Stop bits:	1	
Flow control:	None	

TCP/IP communication

In this mode the CONFIDEA CS software operates as a TCP/IP server. The default connection port is **5003**.
The camera systems must make the TCP connection to the CONFIDEA CS software !

UDP communication

In this mode the CONFIDEA CS software sends the camera commands via UDP to a destination ip-address.
The default communication port is **10001**.

Protocols

Following protocols are supported:

- TLVCAM1 (TLV Protocol (default))
- TLVCAM2 (Philips protocol)
- TLVCAM3 (EP BXL protocol)
- TLVCAM4 (EP BXL + Name protocol)
- TLVCAM5 (ARBOR protocol)
- TLVCAM6 (RUMINE)
- TLVCAM7 (EP BXL + Timestamp protocol)
- TLVCAM8 (TLV + Name Protocol)
- TLVCAM9 (TLV + Name Protocol, No Ack)

The protocol is configurable via the Confidea CS software (version $\geq$ 1.03).

Commands for TLVCAM1 protocol (TLV)

All commands sent by the CONFIDEA CS software central unit start with a '%' sign. The last character is a character that states the end of the transmission. Just before the end of transmission character, there are four characters within the command sent to the camera control which account for the CRC checksum. The CRC checksum is in uppercase hexadecimal form while all other numbers are in decimal form.
The protocol is described as follows: STX '%' data CRC ETX
With:

> STX = start transmit char (0x25 = '%')
> ETX = end transmit char (0x0D)
> CRC = 16 bit sum of the ASCII characters between STX and CRC

All commands sent by the CONFIDEA CS software, need to be acknowledged by the camera system! Except for UDP connection!
The CONFIDEA CS software will retransmit the command up to 3 times if no acknowledge is received.

The acknowledge frame is 1byte long and holds the value **0x06**.

We will adopt a certain notation to explain the messages sent. All separate entities in a message are represented between curly brackets. If the contents of such an entity is also between quotes (' ') then this means that this is a literal string. Otherwise it describes the logical entity. A logical entity will also contain a number between brackets. This number states how many characters the entity will exist of. If the subtext $_{1+}$ is attached to the entity between curly brackets, then this means that one or more occurrences of this entity may occur.
Maybe this notation seems a little hard to comprehend at first, but some examples should clarify them.
Whenever a microphone of a delegate or the microphone of the president is activated, then a command is sent to the camera control. Whenever an active microphone is deactivated, another command is sent to the camera control.

- The microphone of the president is activated:

{STX}{'P'}{Microphone number (4)} {CRC (4)}{ETX}

- The microphone of the president is deactivated:

{STX}{'p'}{Microphone number (4)} {CRC (4)}{ETX}

- The microphone of a delegate is activated:

{STX}{'M'}{Microphone number (4)} {CRC (4)}{ETX}

- The microphone of a delegate is deactivated:

{STX}{'m'}{Microphone number (4)} {CRC (4)}{ETX}

The remaining commands are control commands.

- All active microphones are deactivated and the camera control should reset itself to a neutral starting position.

{STX}{'R'}{CRC (4)}{ETX}

- At a time-interval of around 5 seconds a synchronization message is sent to the camera control. The message contains all the numbers of the active microphones or the number 0 to stipulate that there are no microphones active.

{STX}{'S'}{Microphone Number (4)}$_{1+}${CRC (4)}{ETX}

- All active microphones are deactivated simultaneously.

{STX}{'V'}{'0000'}{CRC (4)}{ETX}

Examples

If the president microphone is activated, and the president microphone has the number '0001' then the following message is sent: %P00010111

When the president microphone is deactivated, then the following message is sent: %p00010131

If a delegate microphone is activated, and that delegate microphone has the number '0003' then the following message is sent: %M00030110

When the delegate microphone is deactivated, then the following message is sent: %m00030130

Suppose now that the delegate microphone with number '0003' is active. On a synchronization check the synchronization message will look like this: %S00030116

Suppose now that the delegate microphones with number '0002' and '0004' are also active. On a synchronization check the synchronization message will look like this: %000300020004029C

When no microphones are active, then the following synchronization will be received: %S00000113

When the camera control system should reset itself to its start position, then the following message will be received: %R0052

When all microphones are deactivated simultaneously, then the following message is received: %V00000116

Commands for TLVCAM2 protocol (Philips)

All commands sent by the CONFIDEA CS software start with a '$' sign or '&'.
Commands are terminated with a CR(0xd) and LF(0xa).

- The microphone of a delegate is activated:

$1{Microphone number (4)}<CR><LF>

- The microphone of a delegate is deactivated:

$2{Microphone number (4)}<CR><LF>

- All active microphones are deactivated and the camera control should reset itself to a neutral starting position.

&30000<CR><LF>

- All active microphones are deactivated simultaneously.

&30000<CR><LF>

Examples

If the president microphone is activated, and the president microphone has the number '0001' then the following message is sent: $10001<CR><LF>
When the president microphone is deactivated, then the following message is sent: $20001<CR><LF>
If a delegate microphone is activated, and that delegate microphone has the number '0003' then the following message is sent: $10003<CR><LF>.
When the delegate microphone is deactivated, then the following message is sent: $20003<CR><LF>

When the camera control system should reset itself to its start position, then the following message will be received: &30000<CR><LF>

When all microphones are deactivated simultaneously, then the following message is received: &30000<CR><LF>

Commands for TLVCAM3 protocol (EP BXL)

- The microphone of a delegate is activated:

micro <microphone n°> ON <LF><CR>

where <microphone n°> is 3 bytes long.

- The microphone of a president is activated
micro   P ON <LF><CR>

- The microphone of a delegate is deactivated, but a microphone of a president is still on
micro   P ON <LF><CR>

- All active microphones are deactivated and the camera control should reset itself to a neutral starting position.

HARDWARE RESET !!! <LF><CR>

Commands for TLVCAM4 protocol (EP BXL + Name)

- The microphone of a delegate is activated:

\<microphone n°\> : \<Name\>

where \<microphone n°\> is 3 bytes long.

- The microphone of a president is activated

P\<microphone n°\> : \<Name\>

where \<microphone n°\> is 3 bytes long.

- All active microphones are deactivated and the camera control should reset itself to a neutral starting position.

HARDWARE RESET

(This protocol is mostly used with Led displays)

Commands for TLVCAM5 protocol (ARBOR)

All commands sent by the CONFIDEA CS software start with a '%' sign. The last character ETX is a character that states the end of the transmission. Just before the end of transmission character, there are four characters within the command sent to the ARBOR system which account for the CRC checksum. The CRC checksum is in uppercase hexadecimal form while all other numbers are in decimal form.
The protocol is described as follows: STX '%' data CRC ETX
With:
STX = start transmit char (0x25 = '%')
ETX = end transmit char (0x0D)
CRC = 16 bit sum of the ASCII characters between STX and CRC

We will adopt a certain notation to explain the messages sent. All separate entities in a message are represented between curly brackets. If the contents of such an entity is also between quotes (' ') then this means that this is a literal string. Otherwise it describes the logical entity. A logical entity will also contain a number between brackets. This number states how many characters the entity will exist of. If the subtext $_{1+}$ is attached to the entity between curly brackets, then this means that one or more occurrences of this entity may occur.
Maybe this notation seems a little hard to comprehend at first, but some examples should clarify them.
Whenever a microphone of a delegate is activated, then a command is sent to the ARBOR system. Whenever an active microphone is deactivated, another command is sent to the ARBOR system.

- The microphone of a delegate is activated:

{STX}{'M'}{Microphone number (4)}{Delegate's Full name (60)} {CRC (4)}{ETX}

- The microphone of a delegate is deactivated:

{STX}{'m'}{Microphone number (4)} {CRC (4)}{ETX}

- Start recording of the conference

{STX}{'S'}{Conference room (20)}{Agenda title (40)}{Agenda item (40)}{CRC (4)}{ETX}

- Stop recording of the conference

{STX}{'s'}{CRC (4)}{ETX}

- Agenda item

{STX}{'I'}{Agenda item (40)}{CRC (4)}{ETX}

The remaining commands are control commands.

- All active microphones are deactivated and the camera control should reset itself to a neutral starting position.

{STX}{'R'}{CRC (4)}{ETX}

Commands for TLVCAM6 protocol (Rumine)

All commands sent by the CONFIDEA CS software start with a '%' sign. The last character is a character that states the end of the transmission. Just before the end of transmission character, there are four characters within the command sent to the camera control which account for the CRC checksum. The CRC checksum is in uppercase hexadecimal form while all other numbers are in decimal form.
The protocol is described as follows: STX '%' data CRC ETX
With:

> STX = start transmit char (0x25 = '%')
> ETX = end transmit char (0x0D)
> CRC = 16 bit sum of the ASCII characters between STX and CRC

All commands sent by the CONFIDEA CS software, need to be acknowledged by the camera system! Except for UDP connection!

The acknowledge frame is 1byte long and holds the value **0x06**.

We will adopt a certain notation to explain the messages sent. All separate entities in a message are represented between curly brackets. If the contents of such an entity is also between quotes (' ') then this means that this is a literal string. Otherwise it describes the logical entity. A logical entity will also contain a number between brackets. This number states how many characters the entity will exist of. If the subtext $_{1+}$ is attached to the entity between curly brackets, then this means that one or more occurrences of this entity may occur.
Maybe this notation seems a little hard to comprehend at first, but some examples should clarify them.
Whenever a microphone of a delegate or the microphone of the president is activated, then a command is sent to the camera control. Whenever an active microphone is deactivated, another command is sent to the camera control.

- The microphone of the president is activated:

  {STX}{Microphone number (3)}{'M'}{Delegate's name (40)}{Delegate's First name (20)}{CRC (4)}{ETX}

- The microphone of the president is deactivated:

  {STX}{Microphone number (3)}{'m'} {CRC (4)}{ETX}

- The microphone of a delegate is activated:

  {STX}{Microphone number (3)}{'M'}{Delegate's name (40)}{Delegate's First name (20)}{CRC (4)}{ETX}

- The microphone of a delegate is deactivated:

  {STX}{Microphone number (3)}{'m'} {CRC (4)}{ETX}

The remaining commands are control commands.

- All active microphones are deactivated and the camera control should reset itself to a neutral starting position.

  {STX}{'R'}{CRC (4)}{ETX}

Commands for TLVCAM7 protocol (Timestamp)

- The microphone of a delegate is activated:

  M<microphone n°> : <Timestamp><CR>

  where <microphone n°> is 3 bytes long.

  Timestamp format: hh:mm:ss

- The microphone of a president is activated

  P<microphone n°> : <Timestamp><CR>

  where <microphone n°> is 3 bytes long.

  Timestamp format: hh:mm:ss

- The microphone of a delegate is deactivated:

  m<microphone n°> : <Timestamp><CR>

  where <microphone n°> is 3 bytes long.

  Timestamp format: hh:mm:ss

- The microphone of a president is deactivated

  p<microphone n°> : <Timestamp><CR>

  where <microphone n°> is 3 bytes long.

  Timestamp format: hh:mm:ss

- All active microphones are deactivated and the camera control should reset itself to a neutral starting position.

  HARDWARE RESET<CR>

- All active microphones are deactivated simultaneously.

  All micro's OFF<CR>

  (This protocol is mostly used with Led displays)

Commands for TLVCAM8 protocol (TLV+name)

All commands sent by the CONFIDEA CS software start with a '%' sign. The last character is a character that states the end of the transmission. Just before the end of transmission character, there are four characters within the command sent to the camera control which account for the CRC checksum. The CRC checksum is in uppercase hexadecimal form while all other numbers are in decimal form.
The protocol is described as follows: STX '%' data CRC ETX
With:

STX = start transmit char (0x25 = '%')
ETX = end transmit char (0x0D)
CRC = 16 bit sum of the ASCII characters between STX and CRC

All commands sent by the CONFIDEA CS software, need to be acknowledged by the camera system! Except for UDP connection!
The CONFIDEA CS software will retransmit the command up to 3 times if no acknowledge is received.

The acknowledge frame is 1byte long and holds the value **0x06**.

We will adopt a certain notation to explain the messages sent. All separate entities in a message are represented between curly brackets. If the contents of such an entity is also between quotes (' ') then this means that this is a literal string. Otherwise it describes the logical entity. A logical entity will also contain a number between brackets. This number states how many characters the entity will exist of. If the subtext ₁₊ is attached to the entity between curly brackets, then this means that one or more occurrences of this entity may occur.
Maybe this notation seems a little hard to comprehend at first, but some examples should clarify them.
Whenever a microphone of a delegate or the microphone of the president is activated, then a command is sent to the camera control. Whenever an active microphone is deactivated, another command is sent to the camera control.

- The microphone of the president is activated:

   {STX}{'P'}{Microphone number (4)}{':'}{ name}{first name}{CRC (4)}{ETX}

- The microphone of the president is deactivated:

   {STX}{'p'}{Microphone number (4)} {CRC (4)}{ETX}

- The microphone of a delegate is activated:

   {STX}{'M'}{Microphone number (4)}{':'}{ name}{first name}{CRC (4)}{ETX}

- The microphone of a delegate is deactivated:

   {STX}{'m'}{Microphone number (4)} {CRC (4)}{ETX}

- Start vote

   {STX}{'XV'}{CRC (4)}{ETX}

- Stop vote

   {STX}{'XS'}{CRC (4)}{ETX}

- Unanimous vote

   {STX}{'XE'}{votelabel}{CRC (4)}{ETX}

- Open agenda

   {STX}{'XO'}{filename}{CRC (4)}{ETX}

- Close agenda

   {STX}{'XC'}{CRC (4)}{ETX}

- Agenda item

{STX}{'XI'}{item#amandment#description#objet1#objet2#objet3}{CRC (4)}{ETX}

The remaining commands are control commands.

- All active microphones are deactivated and the camera control should reset itself to a neutral starting position.

{STX}{'R'}{CRC (4)}{ETX}

- At a time-interval of around 5 seconds a synchronization message is sent to the camera control. The message contains all the numbers of the active microphones or the number 0 to stipulate that there are no microphones active.

{STX}{'S'}{Microphone Number (4)}$_{1+}${CRC (4)}{ETX}

Commands for TLVCAM9 protocol (TLV+name,no ack)

All commands sent by the CONFIDEA CS software start with a '%' sign. The last character is a character that states the end of the transmission. Just before the end of transmission character, there are four characters within the command sent to the camera control which account for the CRC checksum. The CRC checksum is in uppercase hexadecimal form while all other numbers are in decimal form.
The protocol is described as follows: STX '%' data CRC ETX
With:

>STX = start transmit char (0x25 = '%')
>ETX = end transmit char (0x0D)
>CRC = 16 bit sum of the ASCII characters between STX and CRC

We will adopt a certain notation to explain the messages sent. All separate entities in a message are represented between curly brackets. If the contents of such an entity is also between quotes (' ') then this means that this is a literal string. Otherwise it describes the logical entity. A logical entity will also contain a number between brackets. This number states how many characters the entity will exist of. If the subtext $_{1+}$ is attached to the entity between curly brackets, then this means that one or more occurrences of this entity may occur.
Maybe this notation seems a little hard to comprehend at first, but some examples should clarify them.
Whenever a microphone of a delegate or the microphone of the president is activated, then a command is sent to the camera control. Whenever an active microphone is deactivated, another command is sent to the camera control.

- The microphone of the president is activated:

  {STX}{'P'}{Microphone number (4)}{':'}{ name}{first name}{CRC (4)}{ETX}

- The microphone of the president is deactivated:

  {STX}{'p'}{Microphone number (4)} {CRC (4)}{ETX}

- The microphone of a delegate is activated:

  {STX}{'M'}{Microphone number (4)}{':'}{ name}{first name}{CRC (4)}{ETX}

  The microphone of a delegate is deactivated:

  {STX}{'m'}{Microphone number (4)} {CRC (4)}{ETX}

- Start vote

  {STX}{'XV'}{CRC (4)}{ETX}

- Stop vote

  {STX}{'XS'}{CRC (4)}{ETX}

- Unanimous vote

  {STX}{'XE'}{votelabel}{CRC (4)}{ETX}

- Open agenda

  {STX}{'XO'}{filename}{CRC (4)}{ETX}

- Close agenda

  {STX}{'XC'}{CRC (4)}{ETX}

- Agenda item

  {STX}{'XI'}{item#amandment#description#objet1#objet2#objet3}{CRC (4)}{ETX}

The remaining commands are control commands.

- All active microphones are deactivated and the camera control should reset itself to a neutral starting position.

{STX}{'R'}{CRC (4)}{ETX}

- At a time-interval of around 5 seconds a synchronization message is sent to the camera control. The message contains all the numbers of the active microphones or the number 0 to stipulate that there are no microphones active.

{STX}{'S'}{Microphone Number (4)}$_{1+}${CRC (4)}{ETX}

END