

8 Basic Operation

8.1 Main screen icons

The main screen icons help you get a snapshot of connection states of the DBP.

	DBP connected to intercom
	DBP connected to intercom, but muted
	DBP expecting a connection
	DBP has offers
	Aux connected to the intercom
	Aux connected to the intercom, but muted
	Aux expecting a connection
	Aux has offers
	XLR headset connected
	XLR headset error
	3.5mm headset connected
	3.5mm headset error
	Bluetooth headset connected
	Bluetooth headset error
	Mic status normal
	Mic status muted
	Hot mic enabled
	Low vibration call alert active
	High vibration call alert active
	Bluetooth headset, nothing paired
	Bluetooth headset paired, not present
	Bluetooth headset paired, present, not selected

	Bluetooth headset paired, present, and selected
	Bluetooth headset paired, selected, not present
	Bluetooth device, nothing paired
	Bluetooth device paired, not present
	Bluetooth device paired, present, not selected
	Bluetooth device paired, present, and selected
	Bluetooth device paired, selected, not present
	New CWW entries are present
	Existing CWW entries are present

Tab. 8.1: Display Status Icons

8.2 Navigation basics

There are five basic buttons to navigate through the Digital Belt Pack menu system.

A/C shaft encoder ¹	<p>Controls the master volume and by pressing the shaft encoder, toggles the control to Key A or Key C listen volume.</p> <p>Scrolls through the menu items when in a menu or sub-menu.</p> <p>In most situations, pressing the A/C shaft encoder button behaves the same as pressing the CLR/BACK button. Some exceptions to this are when editing a device name and when deleting a character.</p> <p>Used to edit a menu item value/state in an active menu.</p> <p>Exits the current menu item or aborts editing of the highlighted menu item (applies to the shaft encoder as a push button).</p>
B/D shaft encoder ¹	<p>Controls the master volume and by pressing the shaft encoder, toggles the control to Key B or Key D listen volume.</p> <p>Controls Key B and Key D volume.</p> <p>Scrolls through the menu items when in a menu or sub-menu.</p> <p>In most situations, pressing the B/D shaft encoder button behaves the same as pressing the SEL/MENU button. Some exceptions to this are when editing a device name and when inserting a character.</p>

	Enters a sub-menu, activates a menu item, or saves changes to an activated menu item (applies to the shaft encoder as a push button).
SEL/MENU button	Enters the menu from the home screen. Selects a sub-menu from the main menu. Activates the selected menu item. Saves changes in an activated menu item and deactivates the menu item. Dismisses popup notifications. Confirms choice in some popup dialogs.
CLR/BACK button	Shows or hides the CWW window from the home screen. Exits the menu (or moves back one level in the menu if in a sub-menu). Discards changes in an activated menu item. Dismisses popup notifications. Declines/aborts choice in some popup dialogs. Displays the Connection state.
CALL button	Generates outgoing CALL signals. Acts as the SHIFT key in KP mode to allow toggling of listen key states.

1. In some activated menu items, the A/C and B/D shaft encoders behave differently. Specifically, when editing device/domain names or IP addresses, the A/C shaft encoder moves the cursor between letters or octets and the B/D shaft encoder change the value of the currently highlighted letter/octet. Similarly, in the Mixer menu, the A/C shaft encoder selects the input to modify for the currently active output, and the B/D shaft encoder enables/disables the mix from the selected input to the active output.

To **enter and navigate the menu structure**, do the following:

1. Press the **SEL/MENU button**.
The main menu structure appears in the display.
2. Rotate either **shaft encoder** to navigate through the menu.
3. Click the **B/D shaft encoder** to select a menu item
OR
Press the **SEL/MENU button** to select a menu item.
4. Click the **A/C shaft encoder** to back out of a menu
OR
Press the **CLR/BACK button** to back out of a menu.

8.3

Hot keys

HOME screen:		
	Press and release the SEL/MENU button	Enter menu mode.
	Press and release the CLR/BACK button	Displays the CWW. Press CLR/BACK to dismiss the CWW.
	Press and hold the CALL button (in PL Mode)	Initiates an outgoing CALL signal for whichever Talk keys are currently on with PL assignments. The CALL signal lasts until you release the CALL button

	<p>Press and hold the CALL button (in Keypanel Mode)</p>	<p>Acts as SHIFT. Press any TALK keys while holding the SHIFT key toggles the key to a LISTEN state. Release the Call key to exit SHIFT mode.</p>
	<p>Press and hold the CLR/BACK button and then press and release the CALL button.</p>	<p>Displays the Connection status. The Connected popup displays if you have a connection to an intercom and shows the port number and alpha for the connection. The Disconnected popup displays if you do not have a connection to the intercom and it shows the device name and IP address. Press the CLR/BACK or SEL/MENU button to exit.</p>
	<p>While a phone call is active, press and hold the CLR/BACK button and then press and hold the CALL button.</p>	<p>Displays the Phone Call Management popup window. Use the shaft encoders to select an option and then press the SEL/MENU button to activate that option. There are two options, Hang Up and To Intercom. To Intercom is a mixer toggle on/off option. Press CLR/BACK to dismiss.</p>
	<p>Press and hold the CLR/BACK button and then press and hold the SEL/MENU button until the lock icon appears (or disappears if starting from the lockout state)</p>	<p>Toggle control lockout on and off. To unlock, repeat the sequence.</p>
	<p>Press and hold the CLR/BACK button and then press and release one of the Master Volume Controllers</p>	<p>Toggle between display off, display dim, and display dark modes. You can also use the Display Mode menu item in the Display menu to make these changes.</p>
	<p>While Key Volume is active, press and hold one of the shaft encoder buttons until the volume mutes (or unmutes if starting from the mute state). NOTE: Use the A/C shaft encoder to mute TALK key A or TALK key C; use the B/D shaft encoder to mute TALK key B or TALK key D.</p>	<p>The key assignment is muted. To unmute the key, repeat the sequence.</p>

Receiving an incoming call signal:		
	Pressing the TALK key cancels the CALL beep and vibration.	If the TALK key is on, it stays on when you release the TALK button. If the TALK key is not on, it turns on and stays on if you let go within the latching period.
MENU mode:		
	Press and release the CLR/BACK button with menu highlighted	Go back one level (exits the MENU if at the top level).
	Press and release the CLR/BACK button with widget highlighted	Aborts all changes made and moves the highlight back to the menu
	Press and hold the CLR/BACK button	Exits the menu structure (aborts any widget change in process)
	Press and release the MENU/SEL key (with a menu item highlighted)	Invokes the highlighted menu item (may go to a lower-level menu, or activate the widget associated with the highlighted menu item).
	Press and release the MENU/SEL key (with a widget highlighted)	Deactivates the widget (moves highlight back to menu item) and saves the current widget state (as current operating mode)
	Press the A/C shaft encoder button	Go back one level (exits the MENU if at the top level). Behaves the same as the CLR/BACK button in most situations.
	Press the B/D shaft encoder button	Invokes the highlighted menu item (may go to a lower-level menu, or activate the widget associated with the highlighted menu item). Behaves the same as the SEL/MENU button in most situations.
	Rotating either shaft encoder (with a menu item highlighted)	Moves the menu item highlight to the next or previous menu item.
	Rotating either shaft encoder (with a widget highlighted)	Adjusts/edits the data represented by the widget. For many widget types, A/C shaft encoder and B/D shaft encoder are treated the same. For example, adjusting a gain or brightness, or selecting a value in a spin control, or changing the state of a binary or tri-state widget, can all be done by rotating either shaft encoder

		<p>For a few widget types, the A/C shaft encoder and the B/D shaft encoder do different actions.</p> <p>For example, while editing an IP address or a text field (like the device name or domain), the A/C shaft encoder moves the “cursor” between octets or characters, and the B/D shaft encoder adjusts the value/character at the cursor position. The same is true for the Mixer widget, where the A/C shaft encoder would select the input source and the B/D shaft encoder changes the state of the mix.</p>
	Pressing and releasing the CALL button while in the menu	Behaves the same as when you are on the Home screen (for example, send CALL signal or activate SHIFT mode, depending on whether the DBP is in PL mode or KP mode)

8.4

UI controls

UI Control	Type	Description
	Input field	<p>The A/C shaft encoder and the B/D shaft encoder do different actions.</p> <p>For example, while editing an IP address or a text field (like the device name or domain), the A/C shaft encoder moves the “cursor” between octets or characters, and B/D shaft encoder adjusts the value/character at the cursor position.</p>
	Binary choice	Use either shaft encoder to choose between two options.
	Tri-choice	Use either shaft encoder to switch between three options.
	Spinner	Use either shaft encoder to scroll through the list of options.
	Bar graph	Use either shaft encoder to increase or decrease the setting.
	Mixer type	<p>The A/C shaft encoder and the B/D shaft encoder do different actions.</p> <p>For example, while configuring Mixer settings, the A/C shaft encoder would select the input source and the B/D shaft encoder changes the state of the mix.</p> <p>NOTE: You can select more than one option simultaneously.</p>

8.5 Volume adjustment

There are two volume adjustments available on the belt pack: Master Volume and key Listen volume.

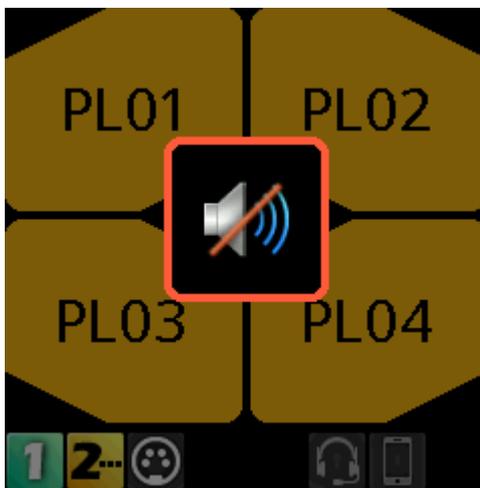
Master volume adjustment

To **adjust the master volume**, do the following:

- ▶ Click or rotate **either shaft encoder**.
A volume bar appears on the display screen. The volume bar increases or decreases depending on the adjustment made. The belt pack exits volume adjustment mode after a few seconds of inactivity.



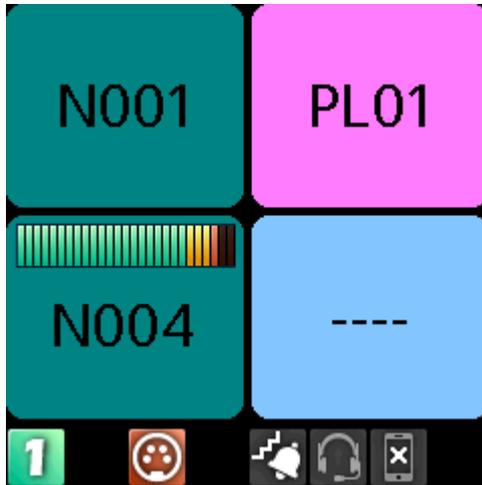
If the Master Volume is muted, the home screen displays a speaker mute symbol.



Individual listen volumes

To **adjust individual listen volumes for Key A and Key C**, do the following:

1. Click either **shaft encoder**.
The master volume activates.
2. Click the **A/C shaft encoder once for key A and twice for key C**.
The listen volume adjustment for the key activates and a volume bar appears on the key.



3. Rotate the **A/C shaft encoder** to adjust the volume.
The volume bar increases or decreases depending on the adjustment made. The belt pack exits volume adjustment mode after five seconds of inactivity.



Notice!

To adjust the volume for key B and D, follow the same instructions for key A and C, except use the B/D shaft encoder.

Mute a PL assignment key

In PL mode, listen is always on. You can mute PL assignments so only one PL assignment is heard.

To **mute an individual PL key**, do the following:

1. Click either **shaft encoder**.
The master volume activates.
2. Click the **A/C shaft encoder once for key A and twice for key C**.
The listen volume adjustment for the key activates and a volume bar appears on the key.
3. Click and hold the **A/C shaft encoder** until Muted appears on the individual PL key assignment.



4. Repeat **steps 1 through 3** to mute other key assignments.

To **unmute a key**, do the following:

1. Click either **shaft encoder**.
The master volume activates.

2. Click the **A/C shaft encoder once for key A and twice for key C**.
The listen volume adjustment for the key activates and a volume bar appears on the key.
3. Click and hold the **A/C shaft encoder** until Muted disappears from the individual PL key assignment.

8.6 Call Signaling (PL Mode only)

Use **Call Signaling** to alert party line users that there is incoming audio on the line. By default, call signaling uses the flashing call button to alert party line users. However, enabling call alerts allows a beep or a vibration to signal incoming audio on the line. For more information on call alerts, see *Call Alerts, page 79*.

For example, a producer starts talking to a camera operator on PL01 and the camera operator does not hear the producer because they are not wearing their headset. The producer can send a call signal alert to PL01 that generates a call beep or vibration (if enabled) that would let the camera operator know someone is talking and to put their headset on.

To **send a call signal**, do the following:

1. Press the **talk keys** you want to send the signal.
2. Press and hold, or latch on the **talk keys** for which you want to send the signal.
The red talk key indicators turn blue and the call signal icon shows in the center of the display. The call signal generates for as long as you hold the CALL button, and the talk keys are still on.
3. Release the **CALL button**, or turn off the talk keys to end the call signal.

Refer to

- *Call Alerts, page 79*

8.7 Talk and Listen

The Talk and Listen functions on the DBP act like any traditional keypanel.

Talk

There are four configurable modes of talk operation: Latching, Momentary, Always On, and Always Off. For detailed descriptions about the modes of operation and how to configure Talk operation, see *Setup | Key Modes, page 63*.

To **talk**, do the following:

1. Press and hold, or latch on, the **key** with the assignment to which you want to talk.
2. Release the **key**, or tap it to unlatch it, to stop talking.

Listen

Listen key operation is the same as talk key operation, except that listen keys are always latching and you need to press and hold the CALL/SHIFT button so that A - D key presses are treated as listen key presses, not talk key presses.

Access to listen key states using the CALL/SHIFT button is only available in KP mode.

In PL mode, the listen keys are Always On (for PL assignments) and Always Off (for any other type of assignment). For instruction on how to mute PL assignments on the belt pack, see *Volume adjustment, page 32*.

To **listen**, do the following:

1. Press and hold the **CALL button**.
2. Tap the **key** for which you want to change the listen key state.

8.8 Call waiting window

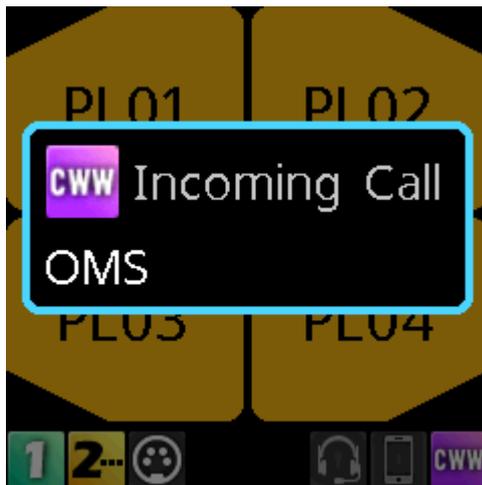


Notice!

Do not confuse call signaling with incoming calls. Party lines use call signaling to notify users that someone is trying to get their attention. Incoming calls are direct point-to-point calls from another panel to the belt pack.

Use the **CWW** (Call Waiting Window) to manage multiple incoming calls to the belt pack. The DBP CWW displays three calls at a time with a scroll bar appearing if there are more calls (up to nine) in the list.

A popup window appears on the HOME screen that alerts the user of an incoming CWW call. Press CLR\BACK to dismiss the notification or press SEL/MENU to show the full CWW.



Reply to a CWW call

To **reply to a CWW call**, do the following:

1. On the home screen, press the **CLR/BACK** button.
The CWW window appears.



2. Press **REPLY (Key D)** to answer the call.
The REPLY key and the caller lights green.



Remove an entry from the CWW

To **remove an entry from the CWW**, do the following:

1. While the CWW is open, press **CLEAR (Key C)**.
The CLEAR button lights red and the call disappears from the list.



Show the CWW

To **show the CWW**, do the following:

- ▶ On the home screen, press the **CLR/BACK button**.
The CWW window appears.

Scroll and select a call in the CWW

To **scroll and select a call in the CWW**, do the following:

- ▶ While the CWW is visible, with calls, rotate the **either shaft encoder** to highlight an entry.

Hide the CWW

To **hide the CWW list**, do the following:

- ▶ While the CWW window is visible, press the **CLR/BACK button**.
The CWW window closes.

8.9 Bluetooth

The DBP supports Bluetooth technology allowing connections to Bluetooth enabled devices, if desired. To use Bluetooth on the DBP, the device must have an approved Bluetooth dongle installed. For more information, see *Install the Bluetooth dongle, page 15*. The Bluetooth menu item appears grey when the dongle is not present in the device.



Figure 8.1: Bluetooth dongle not installed

When the dongle is present, the icon turns blue and access to the menu is granted.



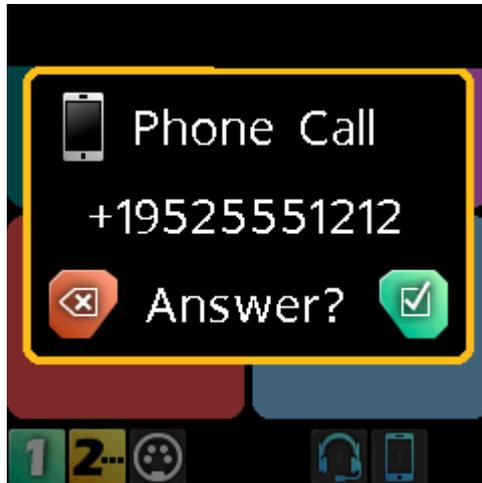
Figure 8.2: Bluetooth dongle installed

For instructions on how to pair and connect the Bluetooth device, see *Bluetooth, page 81*

8.9.1 Answer a phone call via Bluetooth

To **answer a phone call via Bluetooth**, do the following:

When a call comes into the belt pack via a Bluetooth device, a popup notification appears.



1. Press the **SEL/MENU** button to answer the call or press the **CLR/BACK** button to ignore the call.
A Call Connected popup notification appears.



2. Press the **SEL/MENU** button again to display the call management screen.



3. Press the **SEL/MENU** button to hang up.
A call ended popup notification appears.

8.9.2 Phone call management window

Use the **Phone Call Management** window to patch incoming calls through to the intercom or hang up the phone.

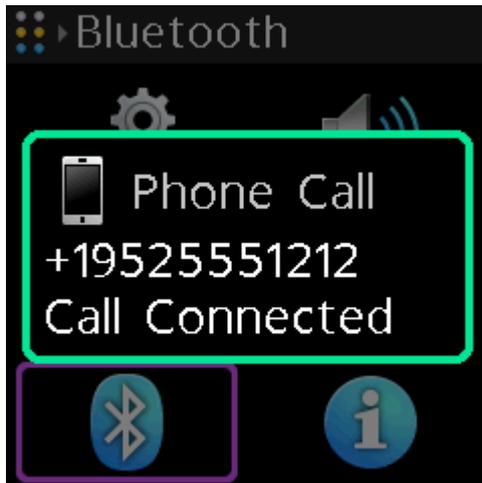


Figure 8.3: Call Management Screen

8.9.3 Patch a phone call to the Intercom

To **patch a phone call to the intercom**, do the following:

When a phone call comes into the belt pack via a Bluetooth device, a popup screen appears.



1. Press the **SEL/MENU** button.
The Phone Call Management window appears.

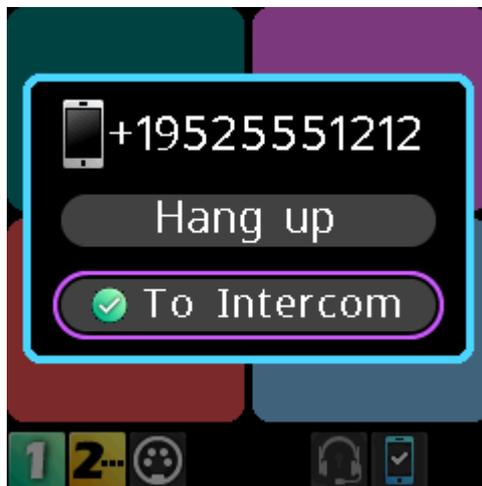


Notice!

Also access the Phone Call Management window by pressing and holding the CLR/BACK button and then pressing and holding the CALL button while a phone call is active.



1. Rotate either **shaft encoder** to navigate to To Intercom.
2. Press the **SEL/MENU**.
The audio routes to the intercom.

**Notice!**

To Intercom is a toggled state. Turn it on and off by pressing the SEL/MENU button while on this item.

**Notice!**

When you select To Intercom the mic audio and the phone audio go to the intercom; and, anything heard from the intercom is heard on the phone. When you do not select To Intercom, you only hear the Bluetooth phone audio in the headset, and any audio from the microphone goes to the connected phone only.

8.10 Upgrade firmware

There are two ways to upgrade the DBP firmware; using the Firmware Upload Tool or using AZedit.

ODIN	1.4.0 or later
------	----------------