

ALERT AUDIO

G2 Communicator

DOCUMENT PURPOSE

The purpose of this document is to instruct the G2 Communicator user how to create an alert with Audio only.

Note: These instructions apply to Standard, Admin, and District Admin users.

This document assumes the reader has the appropriate user credentials, (username and password), as well as the IP address or DNS name of the G2 Communicator system.

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GETTING STARTED

To be successful, you will need the following information:

- Name(s) of the event.
- Extension(s) of the event.
- Audio files uploaded to G2 Communicator.
- Zone(s) created.
- * Barionet setup with the G2 Communicator system.

INSTRUCTIONS

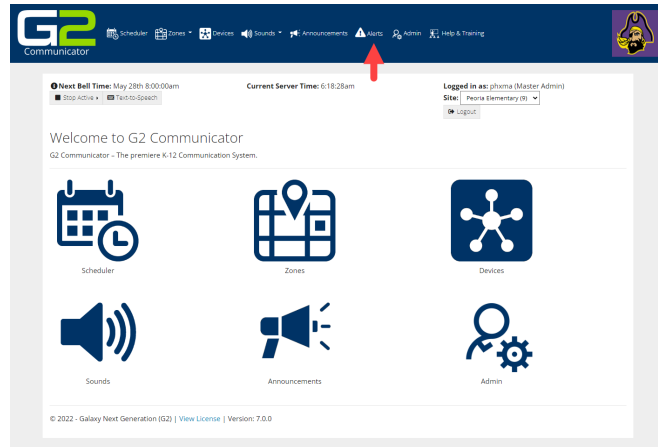
Read this set of instructions completely prior to starting. Follow the instructions below. The images shown throughout this document are examples. Images on your system may appear differently.

ADD AN ALERT WITH AUDIO (NO BARIONET)

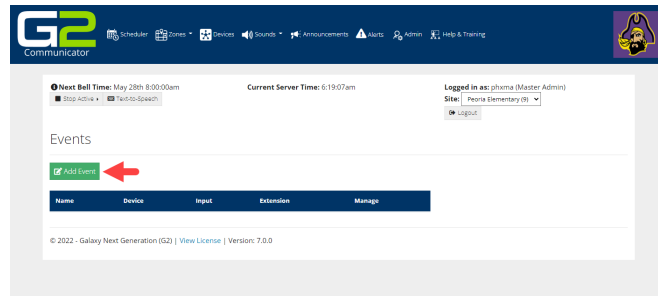
In this example, the reader will be creating an audio alert. This alert will play the same audio file two times and then stop.

It is possible to play different audio files throughout the alert as well as have the audio file(s) repeat until the alert is stopped.

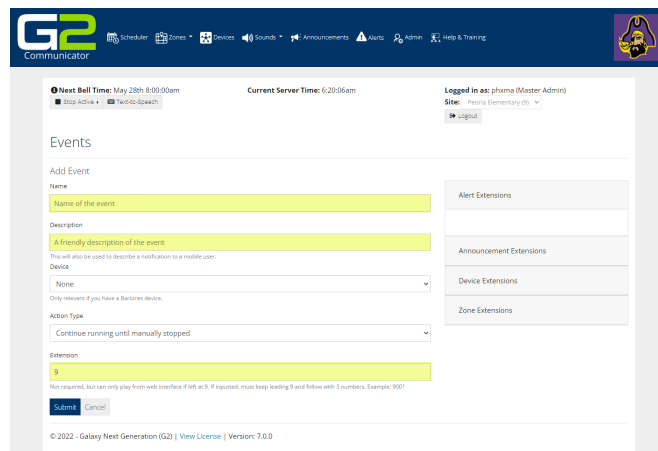
1. Log into **G2 Communicator**.
2. Click the **Alert** icon in the menu.



3. Click the **Add Events** button.



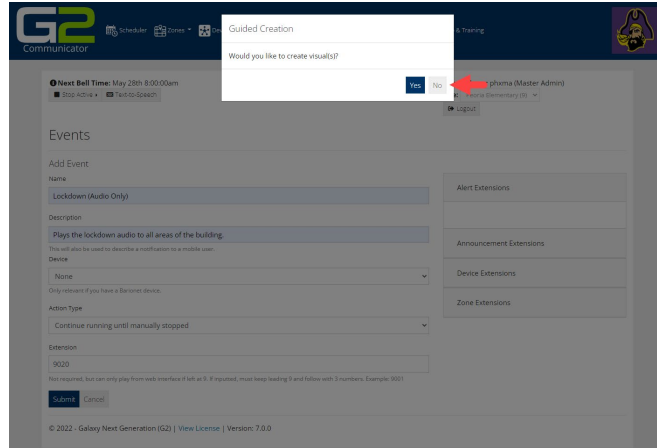
4. In the **Name** field, type a name for the event.
5. In the **Description** field, type the description of the event.
6. In the **Extensions** field, type the extension.
Note: Alert Extension must start with 9.
7. Click the **Submit** button.



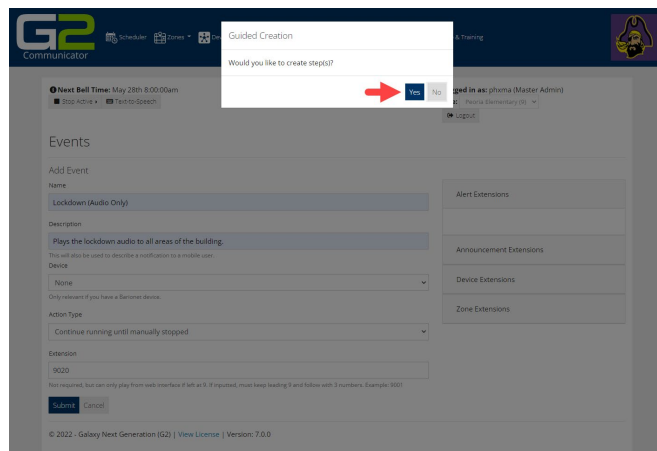
Alert Audio

- No visual alerts will be setup. Click No.

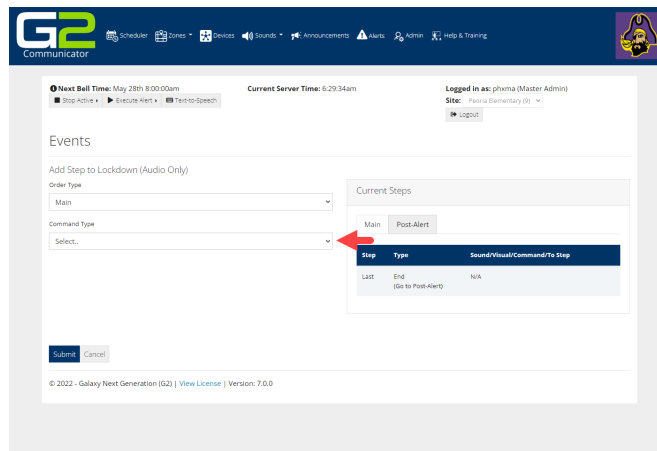
Note: If your system is not setup for visual alerts, this screen will not be presented.



- Steps will be created. Click Yes.

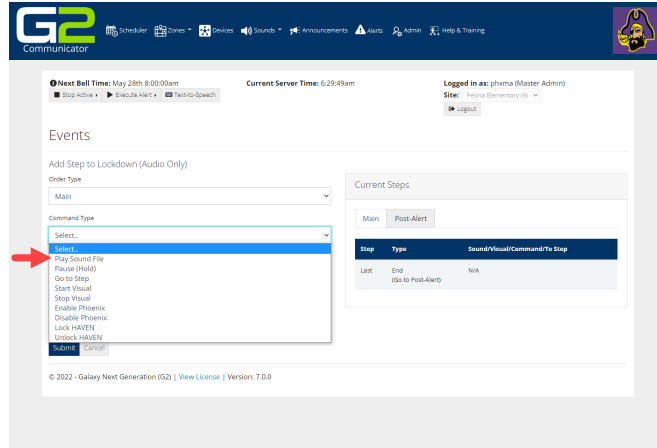


- In the **Command Type** field, click the **down arrow**.

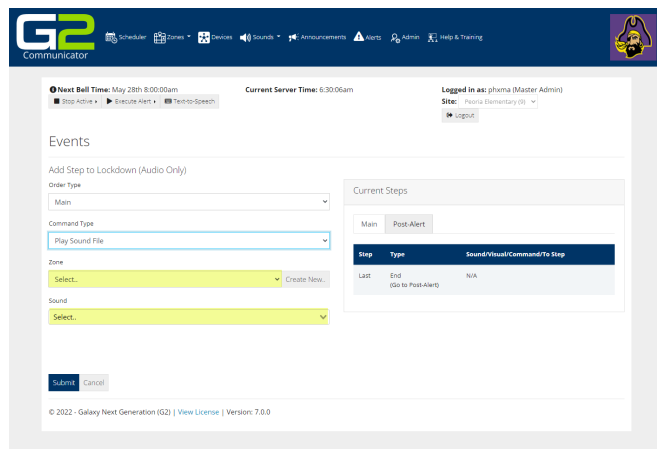


Alert Audio

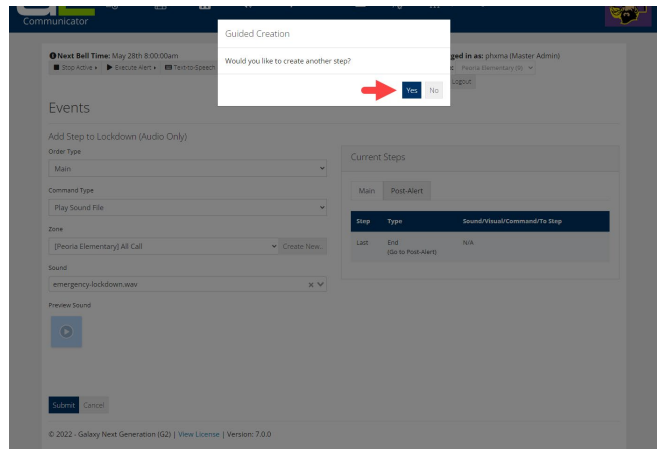
- In the **Command Type** drop down, **Select Play Sound File**.



- In the **Zone** field, click the **down arrow** and select the **Zone the Alert will be played in**.
- In the **Sound** field, click the **down arrow** and select the **audio file to be played**.
- Click the **Submit** button.

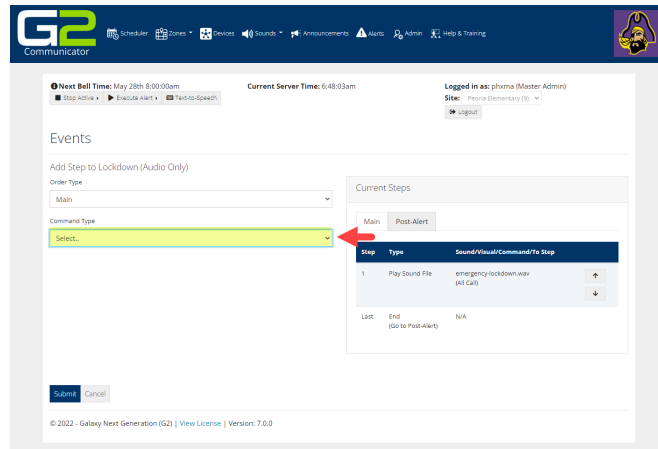


- Another step will be created. Click **Yes**.

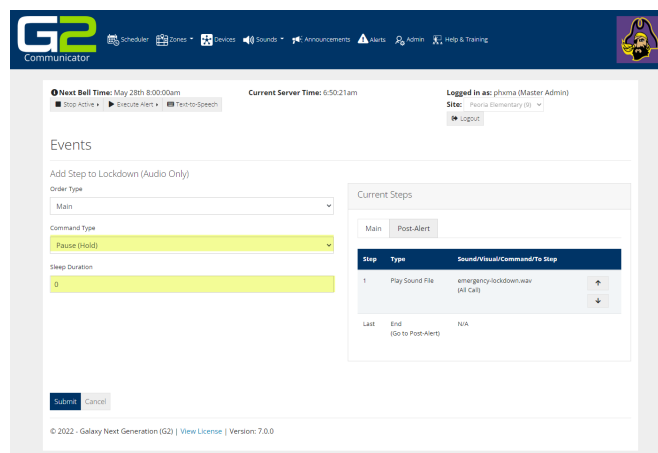


Alert Audio

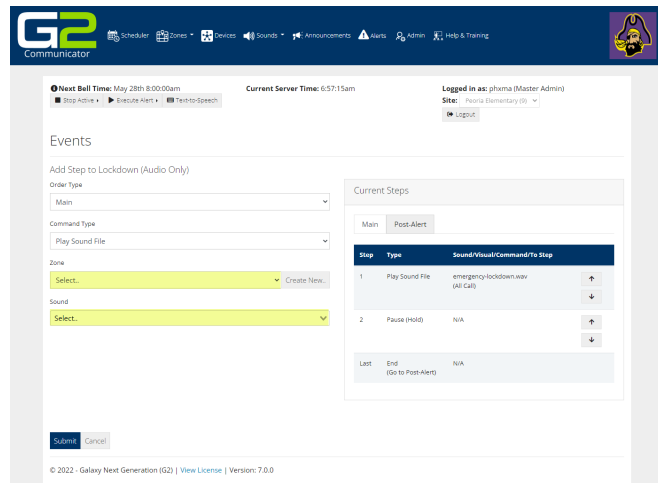
- In the **Common Type** field, click the **down arrow** and select **pause**.



- In the **Sleep Duration** field, **type the number of seconds until the next audio file will play**.
- Click the **Submit** button.
- When the screen to add another step appears, click **Yes**.



- In the **Command Type** field, select **Play Sound** file.
- In the **Zone** field, click the **down arrow** and select the **Zone the Alert will be played in**.
- In the **Sound** field, click the **down arrow** and select the **audio file to be played**.
- Click the **Submit** button.
- When the screen to add another step appears, click **No**.



- The screen will show a **summary of the Alert**. **Review all the General section as well as the Steps.**

Summary for: Lockdown (Audio Only)

← Back ▶ Execute

General

Save Reset

Name: Lockdown (Audio Only) Description: Plays the lockdown audio to all areas of the building.

Device: None

Only relevant if you have a Barcode device.

Action Type: Continue running until manually stopped Extension: 5020

Not required, but can only play from web interface if left at 3. If inputted, must keep leading 0 and follow with 3 numbers. Example: 9001

Current Steps

✓ Add Step

Main Post-Alert

Step	Type	Sound/Visual/Command/Tx Step	Duration	Message
1	Play Sound File	emergency-lockdown.wav (AI Call)	12 second(s)	00 - [Up/Down]
2	Pause (N/A)	N/A	5 second(s)	00 - [Up/Down]
3	Play Sound File	emergency-lockdown.wav (AI Call)	12 second(s)	00 - [Up/Down]
Last	End (Go to Post-Alert)	N/A	N/A	N/A

Current Visuals

✓ Add Visual

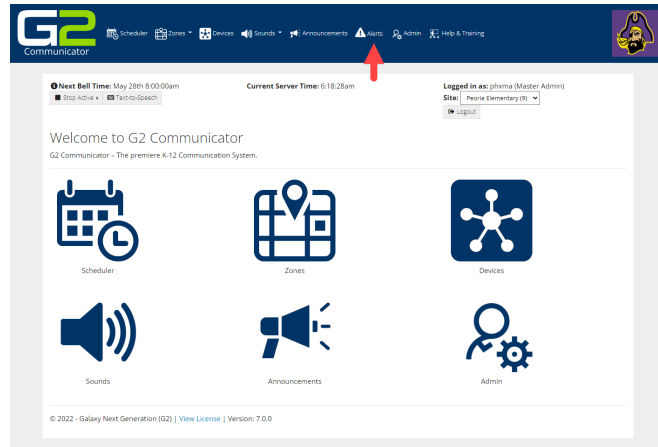
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ADD AN ALERT WITH AUDIO (WITH BARIONET)

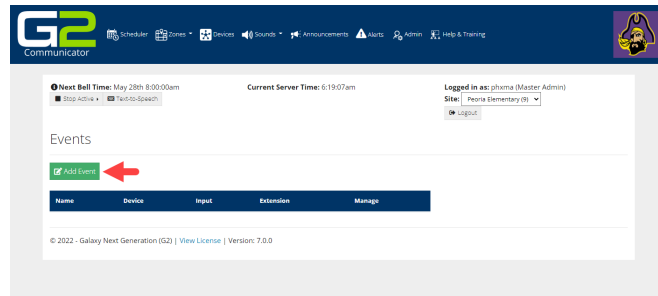
In this example, the reader will be creating an audio alert. This alert will play the same audio file two times and then stop.

It is possible to play different audio files throughout the alert as well as have the audio file(s) repeat until the alert is stopped.

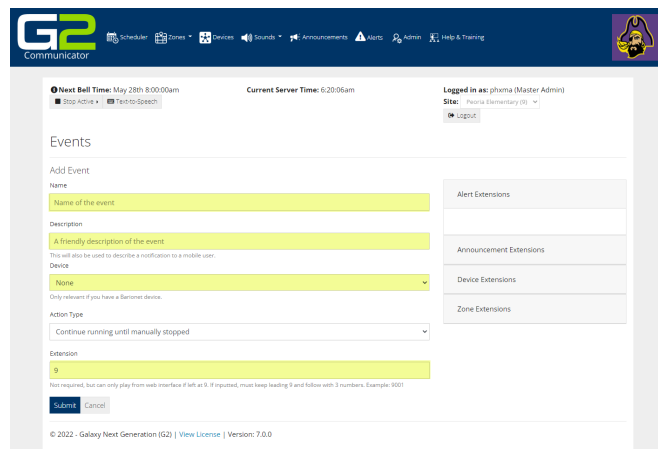
1. Log into **G2 Communicator**.
2. Click the **Alert** icon in the menu.



3. Click the **Add Events** button.

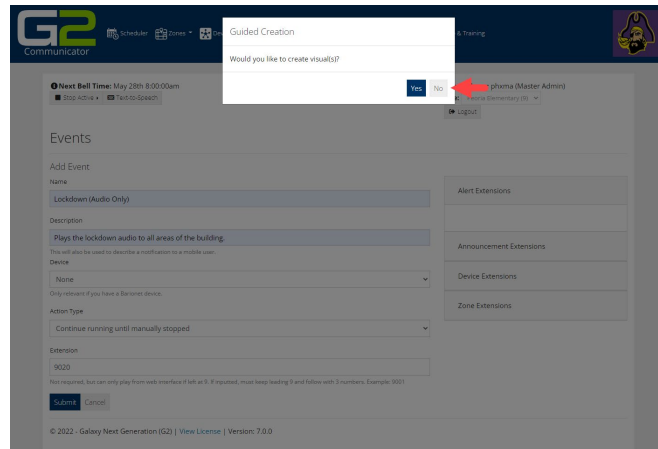


4. In the **Name** field, type a name for the event.
5. In the **Description** field, type the description of the event.
6. In the **Device** type field, click the drop arrow and select the **Name of the Barionet**.
7. In the **Extensions** field, type the extension.
Note: Alert Extension must start with 9.
8. Click the **Submit** button.

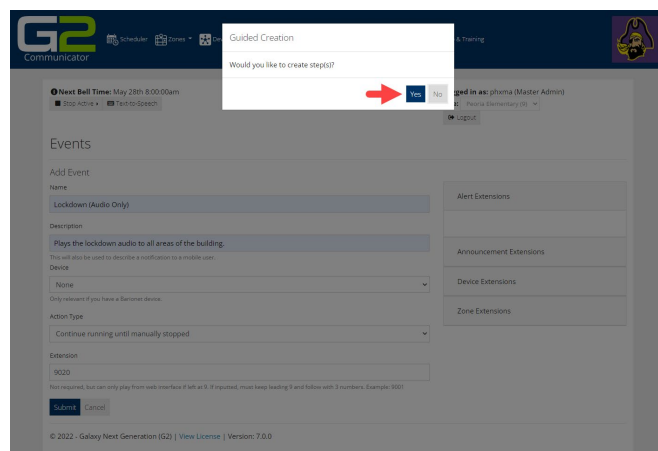


Alert Audio

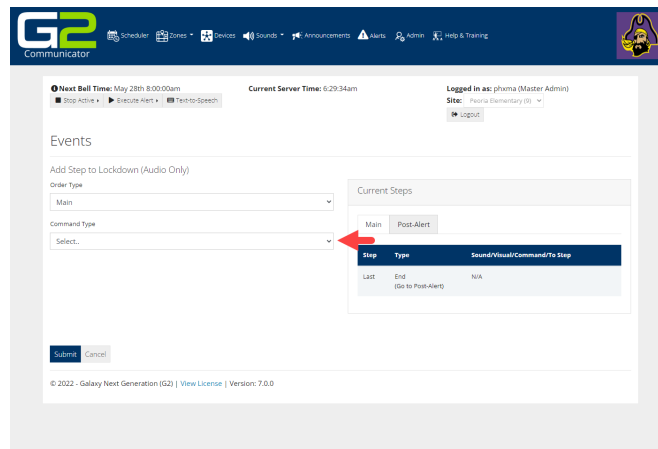
9. **No visual alerts will be setup.** Click **No**.
Note: If your system is not setup for visual alerts, this screen will not be presented.



10. **Steps will be created.** Click **Yes**.



11. In the **Command Type** field, click the **down arrow**.



Alert Audio

12. In the **Command Type** field, select **Send Barix Command**.
13. In the **Build Command** field, select **Close**.
14. **Verify Relay 1** is selected.
15. **Barix Command** will read **“setio,1,1”**
16. Click the **Submit** button.
17. **Another step will be created.** Click **Yes**.

Next Bell Time: May 28th 8:00:00am | Current Server Time: 7:17:36am | Logged in as: pharma (Master Admin) | Site: Peoria Elementary (9) | Logout

Events

Add Step to Lockdown (Audio Only)

Order Type: Main

Command Type: Send Barix Command

Build Command: Select...

Relay 1

Barix Command

Submit Cancel

Current Steps

Step	Type	Sound/Visual/Command/Tx Stop
LAST	End (Go to Post-Alert)	N/A

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18. In the **Command Type** drop down, select **Play Sound File**.

Next Bell Time: May 28th 8:00:00am | Current Server Time: 7:21:14am | Logged in as: pharma (Master Admin) | Site: Peoria Elementary (9) | Logout

Events

Add Step to Lockdown (Audio Only)

Order Type: Main

Command Type: Play Sound File

Build Command: Select...

Relay 1

Barix Command

Submit Cancel

Current Steps

Step	Type	Sound/Visual/Command/Tx Stop
1	Send Barix Command	setio,1,1
LAST	End (Go to Post-Alert)	N/A

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19. In the **Zone** field, click the **down arrow** and select the **Zone the Alert will be played in**.
20. In the **Sound** field, click the **down arrow** and select the **audio file to be played**.
21. Click the **Submit** button.

Next Bell Time: May 28th 8:00:00am | Current Server Time: 7:24:04am | Logged in as: pharma (Master Admin) | Site: Peoria Elementary (9) | Logout

Events

Add Step to Lockdown (Audio Only)

Order Type: Main

Command Type: Play Sound File

Zone: Select... Create New...

Sound: Select...

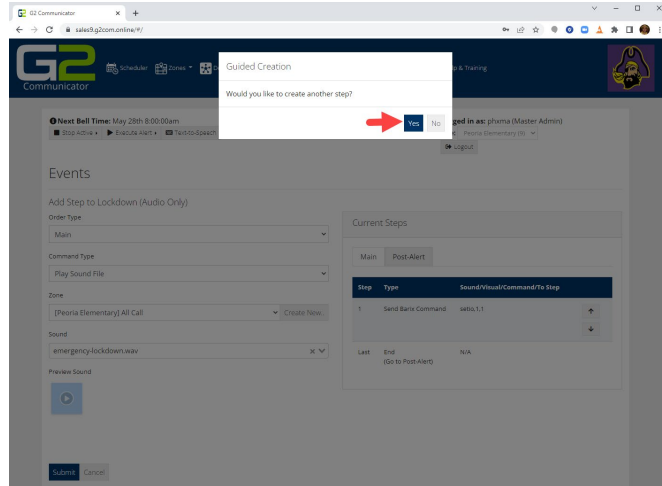
Submit Cancel

Current Steps

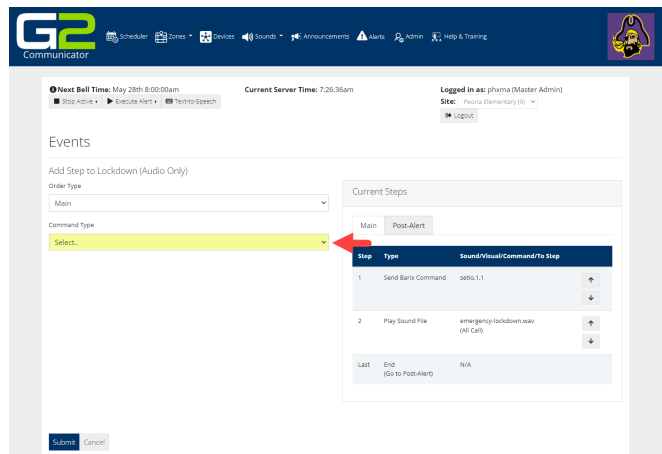
Step	Type	Sound/Visual/Command/Tx Stop
1	Send Barix Command	setio,1,1
LAST	End (Go to Post-Alert)	N/A

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22. **Another step will be created. Click Yes.**



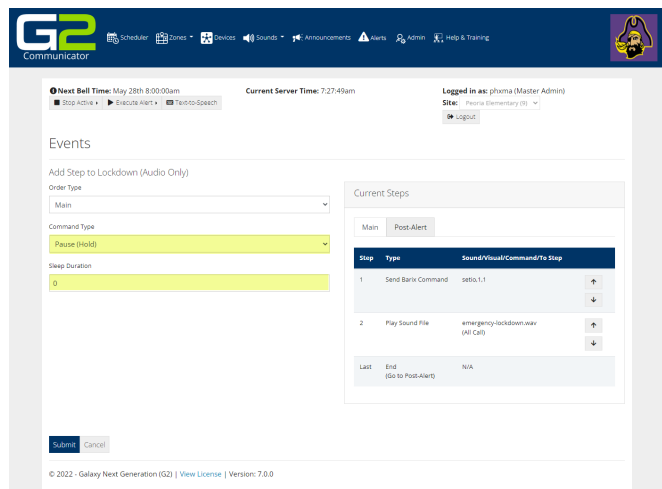
23. In the **Common Type** field, click the **down arrow** and select **pause**.



24. In the **Sleep Duration** field, **type the number of seconds until the next audio file will play.**

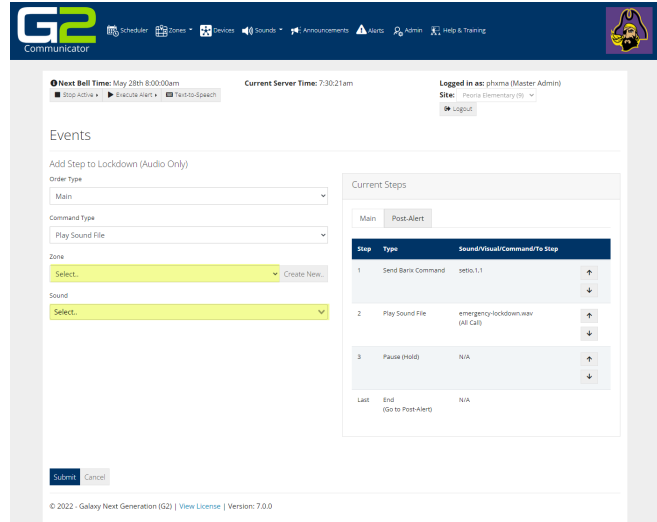
25. Click the **Submit** button.

26. When the screen to add another step appears, click **Yes**.

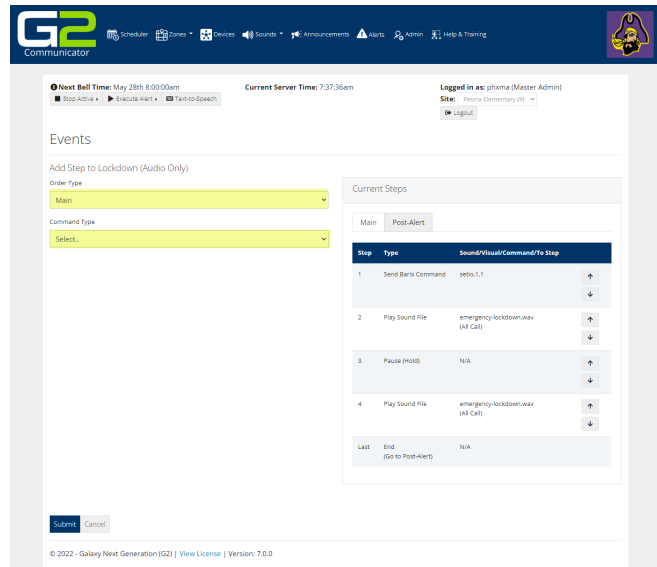


Alert Audio

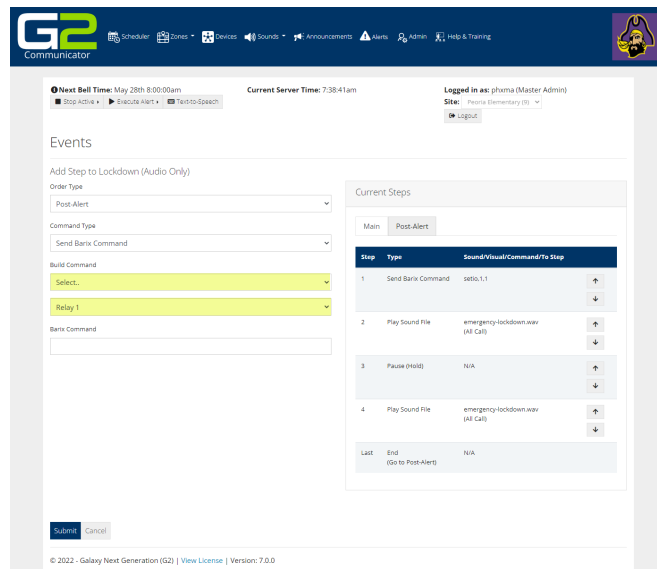
27. In the **Command Type** field, select **Play Sound** file.
28. In the **Zone** field, click the **down arrow** and select the **Zone the Alert will be played in**.
29. In the **Sound** field, click the **down arrow** and select the **audio file to be played**.
30. Click the **Submit** button.
31. When the screen to add another step appears, click **Yes**.



32. In the **Order Type** field, click the **down arrow**.
33. Select **Post-Alert**.
34. In the **Command Type** field, click the **down arrow**.
35. Select **Send Barix Command**.



36. In the **Build Command** field, select **Close**.
37. **Verify Relay 1** is selected.
38. **Barix Command** will read **“setio,1,0”**
39. Click the **Submit** button.
40. Another step will be created. Click **No**.



Alert Audio

- The screen will show a **summary of the Alert**. *Review all the General section as well as the Steps.*

Next Bell Time: May 28th 8:00:00am | Current Server Time: 7:42:49am | Logged in as: phuma (Master Admin) | Site: Peoria Elementary (S) | Logout

Summary for: Lockdown (Audio Only)

Back | Execute

General

Save | Reset

Name: Lockdown (Audio Only) | Description: Plays the lockdown audio to all areas of the building.

Device: Peoria Elm Trigger | Input: 1

Action Type: Continue running until manually stopped | Extension: 9020

Current Steps

Add Step

Main | Post-Alert

Step	Type	Sound/Visual/Command/Tx Step	Duration	Manage
1	Send Barix Command	setio.1.1	N/A	OC - [Up/Down]
2	Play Sound File	emergency-lockdown.wav (All Cals)	12 second(s)	OC - [Up/Down]
3	Pause (HOLD)	N/A	5 second(s)	OC - [Up/Down]
4	Play Sound File	emergency-lockdown.wav (All Cals)	12 second(s)	OC - [Up/Down]
Last	End (Go to Post-Alert)	N/A	N/A	N/A

Current Visuals

Add Visual

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- Click the **Post-Alert** tab and review.

Next Bell Time: May 28th 8:00:00am | Current Server Time: 7:44:01am | Logged in as: phuma (Master Admin) | Site: Peoria Elementary (S) | Logout

Summary for: Lockdown (Audio Only)

Back | Execute

General

Save | Reset

Name: Lockdown (Audio Only) | Description: Plays the lockdown audio to all areas of the building.

Device: Peoria Elm Trigger | Input: 1

Action Type: Continue running until manually stopped | Extension: 9020

Current Steps

Add Step

Main | Post-Alert

Step	Type	Sound/Visual/Command/Tx Step	Duration	Manage
1	Send Barix Command	setio.1.0	N/A	OC - [Up/Down]
Last	End (Alert will end)	N/A	N/A	N/A

Current Visuals

Add Visual

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