Partner: Clearone
Model: ConvergePro2
Device Type: Digital Signal Processor

CERTIFIED INTEGRATED PARTNER

GENERAL INFORMATION

SIMPLWINDOWS NAME:	Clearone ConvergePro2 VoIPDialer Control v1.2
CATEGORY:	Mixer
VERSION:	1.2
SUMMARY:	This module controls the Clearone ConvergePro2 VoIP (UA) Telephone Dialer.
GENERAL NOTES:	This module control the UA block names and parameters associated with the dialing features.
CRESTRON HARDWARE REQUIRED:	3-series processor **only**
SETUP OF CRESTRON HARDWARE:	This module requires the "Clearone ConvergePro2 Command Processor IP v1.2" or the "Clearone ConvergePro2 Command Processor RS232 v1.2" modules in order to operate. Please read the help files associated with these modules.
VENDOR FIRMWARE:	v5.0.35.0

PARAMETER:	
Command_Processor_ID	Setting to indicate the ID for the command processor that this module will register itself with.
Channel_Name	You must use the DSP Control Points "Named" Value vs the EPT/EPN values. *Correct Example: "VoIP_1"*

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CONTROL:

Poll	D	Pulse to poll for "INQUIRE" control points on the UA object.
Hold	D	Pulse to put selected line on hold.
Transfer	D	Pulse to start the transfer process on the selected line. *Note: The next will be to use the keypad to enter the extension to transfer. Once the connection with the extension, you will have to pulse transfer again.*
BlindTransfer	D	Pulse to start the blind transfer process on the selected line. *Note: The next will be to use the keypad to enter the extension to transfer. Once the extension is entered the call will transfer immediately.*
OnHook	D	Pulse to hang up the selected call(s).
OffHook	D	Pulse to pick up a call or to start a call.
HookToggle	D	Pulse to hang up/pick up depending on the current hook status.
Redial	D	Pulse to redial the last called number.
Select_Line*	D	Pulse to Select a line. If the Line is IDLE, you will get dial tone. If the Line is on hold, it will require. If the line is active, it will hang up the call.
Conference_Line*	D	Pulse to add a line which has been placed on hold, to add to the conference. *Note: This will put your current call on hold, and you will have to pulse Conference_Line* on all line(s) to finish setting up the conference.*
Reject_Line*	D	Pulse to reject and incoming call on a specific line.
Keypad_0-9,*,#	D	Pulse to enter the associated digits to the keypad text for dialing. If there are active line(s), it will also send DTMF tones as appropriate.
Keypad_Clear	D	Pulse to clear the entered digits.
Keypad_BackSpace	D	Pulse to remove last entered digit.
DialNumber	S	Set to automatically dial an alpha numeric phone number.

CONTROL *continued:*

CallForwardDisable	D	Pulse to end call forward mode.
CallFowardEnable	D	Pulse to start the process of enabling "UNCONDITIONAL" call forward. Note: after pulsing this signal, you will have to use the keypad to enter the extension to forward your calls to. Once this step happens correctly, you will be in call forward mode.
CallFowardBusy	D	Pulse to start the process of enabling "BUSY" call forward. Note: after pulsing this signal, you will have to use the keypad to enter the extension to forward your calls to. Once this step happens correctly, you will be in call forward mode.
CallFowardNoAnswer	D	Pulse to start the process of enabling "NO_REPLY" call forward. Note: after pulsing this signal, you will have to use the keypad to enter the extension to forward your calls to. Once this step happens correctly, you will be in call forward mode.
DNDDisable	D	Pulse to turn off DND mode.
DNDCallMute	D	Pulse to turn on DND "CALL_MUTE" mode.
DNDCallReject	D	Pulse to turn on DND "CALL_REJECT" mode.
MuteOn	D	Pulse to mute the active line. *Note: This is not the same as Transmit Level Mute.*
MuteOff	D	Pulse to unmute the active line. *Note: This is not the same as Transmit Level Mute.*
MuteToggle	D	Pulse to toggle mute the active line. *Note: This is not the same as Transmit Level Mute.*
ClearErrors	D	This will reset the ErrorText* Feedback.

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FEEDBACK:

Is_Initialized	D	Signal is high to indicate the module has successfully received all required responses from its initializing queries.
HoldStatus_FB	D	This signal provides overall hold status. *Note: It is recommended that you use the Line*_State_FB as this provides a higher level of status then this signal.*
RingBackStatus_FB	D	This signal provides overall Ring Back status. *Note: It is recommended that you use the Line*_State_FB as this provides a higher level of status then this signal.*
RingingStatus_FB	D	This signal provides overall Ringing status. *Note: It is recommended that you use the Line*_State_FB as this provides a higher level of status then this signal.*
BusyStatus_FB	D	This signal provides overall Busy status. *Note: It is recommended that you use the Line*_State_FB as this provides a higher level of status then this signal.*
WarningErrorStatus_FB	D	This signal provides overall WarningError status. *Note: It is recommended that you use the Line*_State_FB as this provides a higher level of status then this signal.*
CallWaiting_FB	D	This signal provides overall CallWaiting status. *Note: It is recommended that you use the Line*_State_FB as this provides a higher level of status then this signal.*
Line*_LED_State_FB	D	These signals provide a means to indicate which lines are active, or in transition. This signal will oscillate when the call is in a transition state, on when active, off when idle.

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FEEDBACK *continued:*

Line*_State_FB	A	These signals provide state information about the associated line.
		These are the valid values and their meaning.
		UNKNOWN = 0
		IDLE = 1
		DIAL_TONE = 2
		DIALING = 3
		INPROCESS = 4
		RINGING = 5
		BUSY = 6
		ACTIVE = 7
		HOLD = 8
		INCOMING = 9
		CFW = 10
		CONFERENCE_ACTIVE = 11
		CONFERENCE_HOLD = 12
		TRANSFER_ACTIVE = 13
		TRANSFER_HOLD = 14
		TRANSFERRING_DIAL_TONE = 15
		TRANSFERRING_DIALING = 16
		TRANSFERRING_INPROCESS = 17
		TRANSFERRING_RINGING = 18
		TRANSFERRING_BUSY = 19
		TRANSFERRING_ACTIVE = 20
		TRANSFERRING_HOLD = 21
		BLIND_TRANSFER_HOLD = 22
		BLIND_TRANSFERRING_DIAL_TONE = 23
		BLIND_TRANSFERRING_DIALING = 24
		BLIND_TRANSFERRING_INPROCESS = 25
		BLIND_TRANSFERRING_RINGING = 26

FEEDBACK *continued:*

Line*_State_Text	S	These signals will provide a text version of the current line state. ***These are the valid values.*** UNKNOWN, IDLE, DIAL_TONE, DIALING, INPROCESS, RINGING, BUSY, ACTIVE, HOLD, INCOMING, CFW, CONFERENCE_ACTIVE, CONFERENCE_HOLD, TRANSFER_ACTIVE, TRANSFER_HOLD, TRANSFERRING_DIAL_TONE, TRANSFERRING_DIALING, TRANSFERRING_INPROCESS, TRANSFERRING_RINGING, TRANSFERRING_BUSY, TRANSFERRING_ACTIVE, TRANSFERRING_HOLD, BLIND_TRANSFER_HOLD, BLIND_TRANSFERRING_DIAL_TONE, BLIND_TRANSFERRING_DIALING, BLIND_TRANSFERRING_INPROCESS, BLIND_TRANSFERRING_RINGING
Line*_Info_Text	S	These signals will provide additional information about the call state, like CallerID.
Keypad_Text	S	This signal indicates the keypad digits that have been entered.
CallForwardState_FB	A	This signal indicates the current state of call forward. ***These are the valid values and their meaning.*** INACTIVE = 0 INPROCESS = 1 ACTIVE = 2
CallForwardStatus_FB	A	This signal indicates the current status of call forward. Indicating what type of call forward that has been activated. ***These are the valid values and their meaning.*** DISABLED = 0 UNCONDITIONAL = 1 BUSY = 2 NO_REPLY = 3
CallForwardStatus_Text	S	This signal provides a text description of the current status. ***These are the valid values.*** DISABLED, UNCONDITIONAL, BUSY, NO_REPLY

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FEEDBACK *continued:*

DNDStatus_FB	A	This signal indicates the current status of DND. Indicating what type of DND that has been activated. ***These are the valid values and their meaning.*** DND_NOT_SET = 0 DND_CALL_MUTE = 1 DND_CALL_REJECT = 2
DNDStatus_Text	S	This signal provides a text description of the current DND status. ***These are the valid values.*** DND_NOT_SET, DND_CALL_MUTE, DND_CALL_REJECT
ErrorText*	S	These signals provide error details for things like call forwarding. They will show the last error reported. Use ClearErrors signals to clear.

TESTING:

OPS USED FOR TESTING:	CP3: v1.503.0016
SIMPL WINDOWS USED FOR TESTING:	4.09.04
CRES DB USED FOR TESTING:	66.06.003.00
DEVICE DATABASE:	92.00.002.00
SYMBOL LIBRARY USED FOR TESTING:	1055
SAMPLE PROGRAM:	Clearone ConvergePro2 v1.2 IP Demo Clearone ConvergePro2 v1.2 RS232 Demo
REVISION HISTORY:	v1.0 – Initial Release v1.1 – No revisions have been made to this module. v1.2 – No revisions have been made to this module.