

EVAX-5070/EVAX-10070/EVAX-X70

Programming Manual



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1. Programmer Overview

The “Programmer Overview” section will explain all the programmer menu options and their functionalities. The next section, “Programming”, will demonstrate the appropriate steps to successfully create and download a program to the panel and how to upload a program from the panel to your PC.

Tool Tips

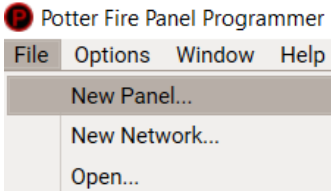
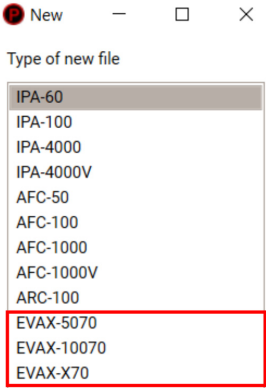
The Tool Tips feature defines the programmer settings functionality by hovering the mouse over the setting. For example, when you hover mouse over “Reset Audio Pattern after Paging” setting, the tool tip will provide the settings functionality.

Reset Audio Pattern after Paging

- ☐ When enabled, complete audio pattern (tones and messages) restart from the beginning after paging.

Opening a Program Template

The Potter Fire Panel Programmer contains a selection of programming templates based on the panel type being installed. The instructions below will demonstrate how to open a panel template.

Step	Instruction	Image
Step 1:	Open the panel programmer	
Step 2:	Click File/New Panel...	
Step 3:	Choose the panel to be programmed then click OK: EVAX-5070, EVAX-10070 or EVAX-X70.	

Programmer Menu Options

Once the panel template is selected, the programmer will display all the programming options and settings. This section provides the definitions of the thirteen (13) programming options and their functionalities.

Remote Access Code

A username and password may be changed to increase security on the system. Your username and password are required when uploading or downloading configuration file. The default username and password are Potter.

PEV50	Remote Access User Name
Remote Access Code	Potter
Job Details	Remote Access Password
	Potter

Job details

The Job Details section is used to enter site specific information, such as the company name, address, phone numbers and email. The job details will be stored in the program and can be viewed when.

PEV50	Job Name	
Remote Access Code	Address Line 1	
Job Details	Address Line 2	
General Options	Address Line 3	
Zones	Address Line 4	
Points	Phone	
Users	Phone 2	
LAN Settings	Email	
	Email 2	

General Options

The General Options section offers a variety of panel settings such as defining the panel name, setting the time zone and several voice options. The table below defines the function of each setting.

PEV50	Panel Name	☒ Enable Power Line Clock Synchronization ☐ Disable 24 hour PZT Resound ☒ Display Time as AM/PM ☒ Synchronize to Network Time Simple Network Time Protocol (SNTP) Server north-america.pool.ntp.org	Voice Options
Remote Access Code	System Idle Message	☐ Enable Idle Message Display Events Initial Event	☒ Fire is Higher Priority ☐ ECS is Higher Priority
Job Details	Low AC Report Delay	Time Zone UTC-05:00 (EST:Eastern Standard)	☐ Reset Audio Pattern after Paging ☐ Reset Audio Pattern after New Event ☐ Enable Automatic Active All Call ☐ Enable Override Chirp ☐ Enable Latching Page
General Options		Note: Time Zone must be correct for proper SNTP, Email, IP Reporting operation Daylight Saving Time ☒ Adjust for Daylight Saving Time Start: Mar Second Sunday End: Nov First Sunday	ECS Control Lockout ☐ Lockout Disabled ☒ Lockout Indefinite ☐ Lockout Time (Seconds) 60
Zones			Auto-relinquish ECS Control ☒ Auto-relinquish ECS Control Disabled ☐ Auto-relinquish ECS Control Time (Seconds) 180
Points			
Users			
LAN Settings			
Power Supply			
VM/RM-1000			
Amplifier			
Audio Patterns			
CIM-16			

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<i>General Options Table</i>	
<i>Option</i>	<i>Description</i>
Panel Name	The panel's name can be created here.
System Idle Message	A custom idle message can be displayed on the 4x20 display. Type in custom idle message and check "Enable Idle Message."
Display Events	Display Events define the order of events as seen on the 4x20 display. 1. Initial Event (default) 2. Newest Event
Low AC Report Delay	Defines the delay before activating the trouble relay. The delay range is between 30 minutes to 30 hours. The default setting is 1 Hour.
Enable Power Line Clock Synchronization	When selected, the clock is synchronized with the AC power source.
Disable 24 Hour PZT Resound	When checked, this will prevent sounder on the annunciator from automatically resounding after 24 hours if off-normal conditions remain.
Display Time as AM/PM	When checked, displays time as AM/PM. When unchecked, time is displayed at 24-hour clock.
Synchronized to Network Time	When checked, panel will obtain correct time from SNTP server.
Time Zone	Time zone can be selected in Time Zone dropdown box.
Daylight Saving Time	Defines daylight saving time start and end date.
Alarm is Higher Priority	When selected, alarm events override all ECS events. This parameter is a global setting. Overriding customization to specific zones can be defined in the Zones section.
ECS is Higher Priority	When selected, ECS events override all alarm events. This parameter is a global setting. Overriding customization to specific zones can be defined in the Zones section.
Reset Audio Pattern after Paging	When checked, the audio pattern (message) will restart from beginning after paging. When unchecked, the audio pattern (message) will not restart from the beginning after paging.
Reset Audio Pattern after New Event	When checked, the audio pattern (message) will reset to beginning on new events from previous inactive zones. When unchecked, the audio pattern (message) will not reset to beginning on new events from previous inactive zones.
Enable Automatic Active All Call	When checked, paging will automatically select active zones.
Enable Override Chirp	When checked and ECS is in use, overridden alarm speaker circuits will periodically indicate override status.
Enable Latching Paging	When checked, voice outputs will latch according to the zone latching attribute and will play tones after paging unless otherwise directed.
ECS Control Lockout	Reference ECS Controls in the EVAX manual

Zones

The zone section is used to define each zone's purpose when activated. Zones are made up of a group of device points such as outputs, inputs and switches to effectively activate and monitor the system.

Points: Points are all the individual inputs and outputs connected in the voice panel. For example, speaker outputs, trigger inputs and switches (selector switches).

- Mapping speaker outputs to push buttons (selector switches).
- Mapping messages to push buttons (selector switches).
- Defining what messages will activate when inputs are triggered.
- Defining what speaker outputs will distribute messages when inputs are triggered.

Section	Description
1	This section is used to create new zones or delete zones. All defined zones will appear in this section.
2	This section is used to define the zones purpose when activated.
3	This section is used to add the device points to be activated when triggered.

<i>Zone Options Table</i>	
<i>Option</i>	<i>Description</i>
Name	Zone name may be up twenty (20) alphanumeric characters
Style	Alarm – Sets system into an Alarm condition when any input is activated. Alarm style zones are non-latching. ECS – Sets system into an ECS condition when any input is activated. ECS style zones are latching.
ECS/Alarm Override	When ECS/Alarm Override is checked, the respective zone will follow the selected higher priority setting (Alarm or ECS) from the General Options section. When ECS/Alarm Override is unchecked, the zone will not follow the selected priority setting from the General Options section.
Page Outputs Active	When checked, NAC outputs assigned to respective zone, will activate when paging is active.
Output Pattern	The Output Pattern setting is used when a NAC circuit is assigned to the zone. It specifically sets the output pattern by a sequence of pulses. 1. Constant (default) 2. ANSI Temp 3 3. March Time 4. Double Time
Audio Pattern	This is the message to be played for the respective zone.

Points

The Points section is where to define each individual circuit in the system. For example, a point is the individual speaker circuits on the amplifiers, the individual switches on the user interface, inputs on the panel, the NACs on a power supply, etc. Points should be defined after selecting all the devices to be used in the system

In the Point section, all the individual circuits for the panel and selected devices will appear. Here you will choose each points function.

EVAX-X70		☐ Hide Unused Points			
- Remote Access Code - Job Details - General Options - Zones Points - Users - LAN Settings - Power Supply - VoiceModule/RM-1000 - Amplifier - Audio Patterns - FFT-1000 - Inputs	Device	Addr	Name	Function	EOL Value (k Ohm)
	System Switches	4	Switch 4	Unused	N/A
	System Switches	5	Switch 5	Unused	N/A
	System Switches	6	Switch 6	Unused	N/A
	System Switches	7	Switch 7	Unused	N/A
	System Switches	8	Switch 8	Unused	N/A
	Built-in AMP	1	Speaker C	Unused	15k
	Built-in AMP	2	Speaker C	Unused	15k
	Built-in AMP	3	Speaker C	Unused	15k
	Built-in AMP	4	Speaker C	Unused	15k
	Built-in Inputs	1	Input 1	Unused	N/A
	Built-in Inputs	2	Input 2	Unused	N/A
	Built-in Inputs	3	Input 3	Unused	N/A
	Built-in Inputs	4	Input 4	Unused	N/A
	CIM-16 1	1	Input 1	Unused	N/A
	CIM-16 1	2	Input 2	Unused	N/A
	CIM-16 1	3	Input 3	Unused	N/A

<i>Point Options Table</i>	
<i>Option</i>	<i>Description</i>
Device	This column will display all selected devices to be programmed. System Switches – These are the switches on the user interface and SB-24. Built-in Amp – This is the speaker circuits on the EVAX amplifier. Built-in Inputs – These are the 4 input circuits on the EVAX amplifier. CIM-16 – These are the input circuits on the CIM-16 input module. PSN-1000 – This is the NAC and input circuits on the PSN-1000(E) power supply. SCA – This is the speaker circuits on a SCA amplifier. DCA – This is the speaker circuits on a DCA amplifier. FFT-1000 – This is the phone circuits on an FFT-1000 panel.
Addr	This is the devices input or output number.
Name	A unique name can be giving for each individual point.
Function	This defines the points functionality.
EOL Value (k Ohm)	NAC circuits and speaker circuits can have custom EOL.

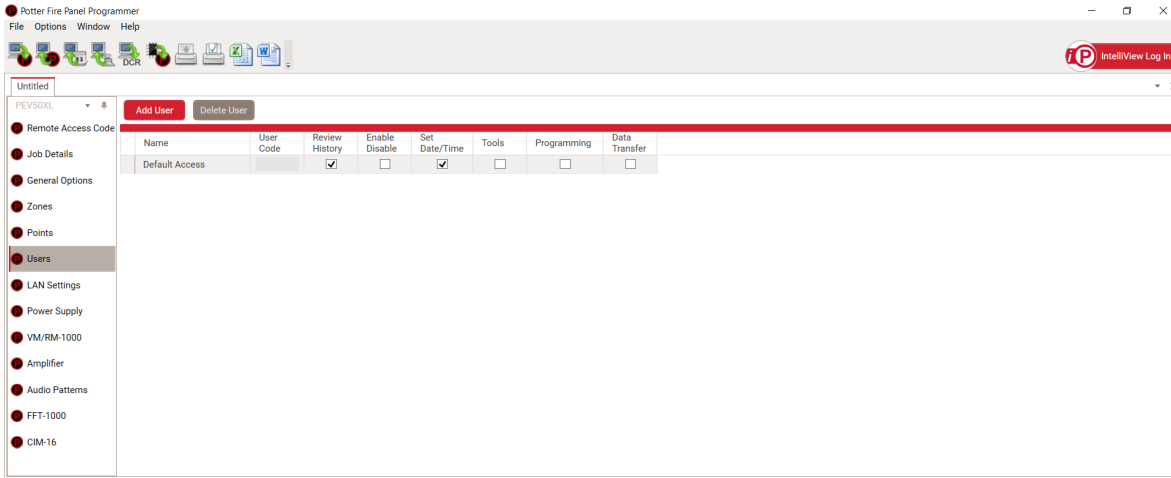
<i>Functions Table</i>		
<i>Device</i>	<i>Function</i>	<i>Description</i>
System Switches	Unused	Point has not function.
	Contact Input Disable Inputs	Disables programmed inputs.
	Contact Input Disable Inputs and Outputs	Disables programmed inputs and outputs.
	Contact Input Disable Outputs	Disables programmed outputs.
	Contact Input Lamp Test	Initiates Lamp Test.
	ECS	Used when assigning a ECS message to a switch for manual activation.
	Selector Switch	Used when assigning speaker circuits to a switch.
Built-in Amp	Unused	Point has not function.
	General Purpose Output	Enables the respective speaker output.
Built-in Inputs	Unused	Point has not function.
	Aux Input	External audio source activates specified speakers when triggered. Will not override alarm or ECS.
	Aux Input Paging Active	External audio source activates specified speakers when triggered. Overrides any alarm. The local microphone remains the highest priority.
	Contact Input Alarm	Alarm Input
	Contact Input Disable Inputs	Disables programmed inputs.
	Contact Input Disable Inputs and Outputs	Disables programmed inputs and outputs.
	Contact Input Disable Outputs	Disables programmed outputs.
	Contact Input Lamp Test	Initiates Lamp Test.

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CIM-16	Unused	Point has not function.
	Contact Input Disable Inputs	Disables programmed inputs.
	Contact Input Disable Inputs and Outputs	Disables programmed inputs and outputs.
	Contact Input Disable Outputs	Disables programmed outputs.
	Contact Input Lamp Test	Initiates Lamp Test.
	ECS	Used when assigning a ECS message to a switch for manual activation.
	Selector Switch	Used when assigning speaker circuits to a switch.
PSN-1000	NAC: Unused	Point has not function.
	NAC: Conv NAC Aux Constant	Constant 24VDC power
	NAC: Conv NAC General Purpose	Conventional general-purpose NAC; obeys zone “output pattern” programming
	NAC: Conv NAC Sync AMSECO	Drives conventional AMSECO synchronized horns / strobes
	NAC: Conv NAC Sync Gentex	Drives conventional Gentex synchronized horns / strobes
	NAC: Conv NAC Sync System Sensor	Drives conventional NAC System Sensor synchronized horns / strobes.
	NAC: Conv NAC Sync Wheelock	Drives conventional Wheelock synchronized horns / strobes.
	Input Ckt: Unused	Point has not function.
	Input Ckt: Aux Input	External audio source activates specified speakers when triggered. Will not override alarm or ECS.
	Input Ckt: Aux Input Paging Active	External audio source activates specified speakers when triggered. Overrides any alarm. The local microphone remains the highest priority.
	Input Ckt: Contact Input Alarm	Alarm Input
	Input Ckt: Contact Input Disable Inputs	Disables programmed inputs.
	Input Ckt: Contact Input Disable Inputs and Outputs	Disables programmed inputs and outputs.
	Input Ckt: Contact Input Disable Outputs	Disables programmed outputs.
	Input Ckt: Contact Input Lamp Test	Initiates Lamp Test.
SCA	Unused	Point has not function.
	General Purpose Output	Enables the respective speaker output.
DCA	Unused	Point has not function.
	General Purpose Output	Enables the respective speaker output.
FFT-1000	Unused	Point has not function.
	Phone Circuit	Enables the respective phone circuit.

Users

The users option allows you to create up to fifteen (15) user profiles and give users access to specific menu options. Each user profile may have different access rights. A new user code option “Point Control” will be added between set date and tools.



<i>Users Options Table</i>	
<i>Option</i>	<i>Description</i>
Name	Enter a username in the Name field for proper identification.
User Code	Enter a unique code for user.
Review History	When checked, the user will have access to view history.
Enable/Disable	When checked, the user will have access to enable and disable zones.
Set Date/Time	When checked, the user is allowed to set date and time.
Point Control	When checked, the user is allowed to configure system from keypad.
Tools	When checked, the user is allowed to access the tool menu.
Programming	When checked, the user is allowed to access the programming menu.
Data Transfer	When checked, the user is allowed to access the data transfer menu.

LAN Settings

<i>LAN Settings Table</i>	
The IP Address can be set one of two ways: • DHCP (Dynamic Host Configuration Protocol) - The panel has a built-in DHCP and will get an IP address from the connected PC • Static IP - The installer may set the IP address using the programmer's static IP Settings	The screenshot shows the 'Panel Network Settings' dialog box. It has a 'Netbios Name' field at the top. Below it are two main sections: 'Use DHCP' and 'Use Static IP'. Under 'Use DHCP', 'Automatic Private IP Address' is selected, and there are input fields for IP Address (0.0.0.0), Subnet Mask (0.0.0.0), and Default Gateway (0.0.0.0). Under 'Use Static IP', there are input fields for IP Address (192.168.150.10), Subnet Mask (255.255.255.0), and Default Gateway (0.0.0.0). At the bottom, there are options for 'Use DNS address from DHCP server' (selected) and 'Specify DNS Address', with input fields for Preferred DNS Server (0.0.0.0) and Alternate DNS Server (0.0.0.0).

Power Supply

The Power Supply section is used when a PSN-1000(E) power supply is connected to the voice panel to provide six (6) NAC circuit and two (2) input circuits. Here you can define the P-Link Class and the NAC Class when a PSN-1000(E) is added. The “Internal Power Supply” type is the on-board power supply on the main board and is automatically setup with the necessary settings (the settings cannot be altered). Click “Add Device” to add PSN-1000(E) power supply and define the settings

EVAX-X70
Add Device
Delete Device

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Power Supply

Type	Name	Address	P-Link Class	NAC 1/2 Class	NAC 3/4 Class	NAC 5/6 Class
Internal Power Supply	Built-in Pwr Supply	Internal	B	N/A	N/A	N/A
PSN-1000 Power Supply	PSN-1000 1	1	B	B	B	B

Power Supply Options Table	
Option	Description
Type	The panel “Type” represents the P-Link device being programmed Internal Power Supply - The internal power supply is the on-board power supply on the EVAX main board. The settings are automatically defined and cannot be altered. PSN-1000 Power Supply - This is the PSN-1000(E) power supply to be connected to the panel via P-Link
Name	A unique name can be created for the PSN-1000(E) for proper identification.
Address	Define the address on the PSN-1000(E).
P-Link Class	Defines the wiring class for P-Link (Class A or Class B).
NAC 1/2	Defines the wiring class for NAC outputs 1/2 (Class A or Class B).
NAC 3/4	Defines the wiring class for NAC outputs 3/4 (Class A or Class B).
NAC 5/6	Defines the wiring class for NAC outputs 5/6 (Class A or Class B).

VoiceModule/RM-1000

The VoiceModule/RM-1000 section is used to define the panel and remote microphones settings. Specifically, assigning the panels priority, adding SB-24 switch boards, setting microphone timeout and setting the class for V-Link (Class A or Class B). Click “Add Device” to add RM-1000ECS remote microphone and define the settings.

Type	Name	Address	SB-24	Priority	Paging Timeout (Seconds)	V-Link 1 Class
Internal VoiceModule	Built-in VoiceModule	Internal	☐	High	150	B
RM-1000ECS	RM-1000 1	1	☐	High	150	N/A

VoiceModule/RM-1000 Options Table	
Option	Description
Type	The panel “Type” represents the P-Link device being programmed Internal Voice Module - This is the voice panel. RM-1000ECS - This is the connected remote microphone via P-Link
Name	A unique name can be created for the and RM-1000ECS.
Address	Define the address on the RM-1000ECS for proper identification.
SB-24	Check SB-24 if the EVAX-X70 panel has a switch board installed.
Priority	The panel and RM-1000ECS remote microphone require a priority assignment to determine which panel takes priority during simultaneous manual activation. Priority Options – High, Medium, and Low. <i>Reference the ECS Control Lockout section for additional information.</i>
Paging Timeout	The “Paging Timeout” setting defines when the microphone will timeout/disable on a panel and RM-1000ECS when engaged. The timer can be set up to 150 seconds. 0 setting means the microphone will never timeout.
V-Link 1 Class	Defines the wiring class for V-Link (Class A or Class B).

Amplifier

The “Amplifier” section is used to define the voice controller and any optional SCA/DCA amplifier. Specifically defining the amplifier output voltage and speaker circuit class (Class A or Class B). Click “Add Device” to add single channel amplifier, dual channel amplifier, and integrated SCA-5070INT amplifier.

Type	Name	Address	Output Voltage	Circuit 1 Class	Circuit 2 Class	Circuit 3 Class	Circuit 4 Class	Circuit 5 Class	Circuit 6 Class	Circuit 7 Class	Circuit 8 Class
Internal Amplifier	Built-in AMP	Internal	25V	B	B	B	B	N/A	N/A	N/A	N/A
Single Channel Amp	SCA 1	1	25V	B	B	B	B	B	B	B	B

Amplifier Options	
Option	Description
Type	The panel “Type” represents the P-Link device being programmed Internal Amplifier – This the internal EVAX voice controller. Single Channel Amp - This is the SCA-2525, SCA-2570, SCA-5025, SCA-5070, and SCA-10070 single channel amplifiers. Dual Channel Amp - This is the DCA-5025 and DCA-10025 dual channel amplifiers. The dual channel amplifiers ONLY operate in single channel mode.
Name	A unique name can be created for the amplifiers for proper identification.
Address	Define the address on the amplifiers.
Output Voltage	Defines the amplifier and speaker output voltage – 25VRMS or 70VRMS
Circuits 1-8 Class	Defines the wiring class for speaker circuits (Class A or Class B).

Audio Patterns

The Audio Patterns section is where messages are created. Audio Patterns are messages constructed by adding a sequence of audio sources (tones, pauses and voice messages). The audio sources must be selected first before creating audio patterns.

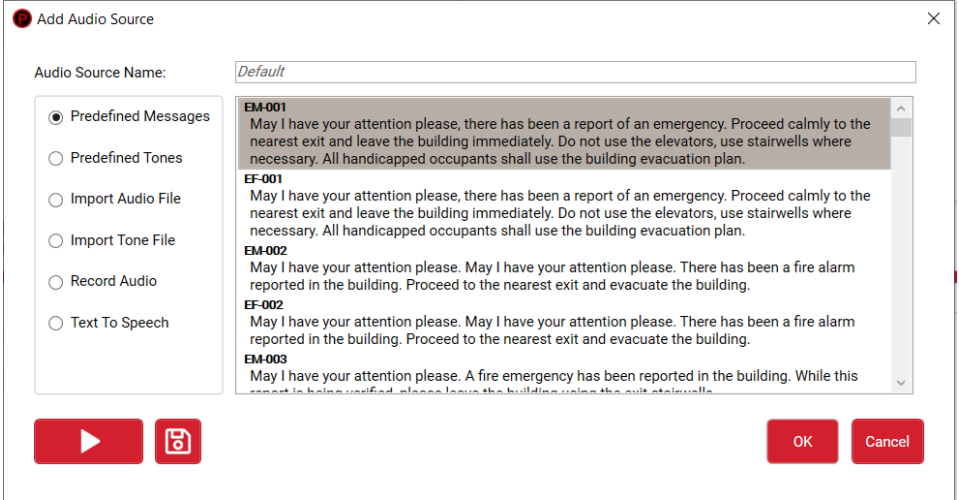
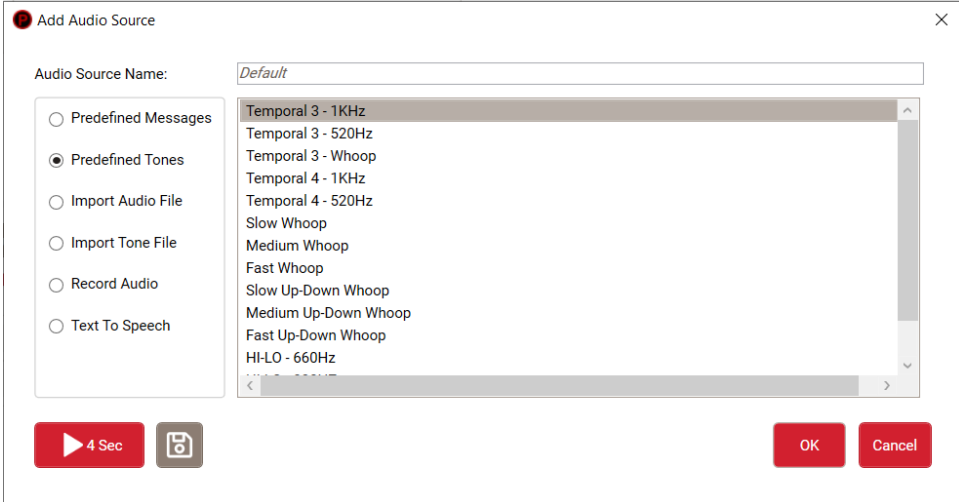
The Audio Patterns feature offers flexible message programming to accommodate various emergency events. It includes a predefined library of various emergency messages and tones, ability to record messages from computer, message importing, and the exclusive Text-To-Speech feature.

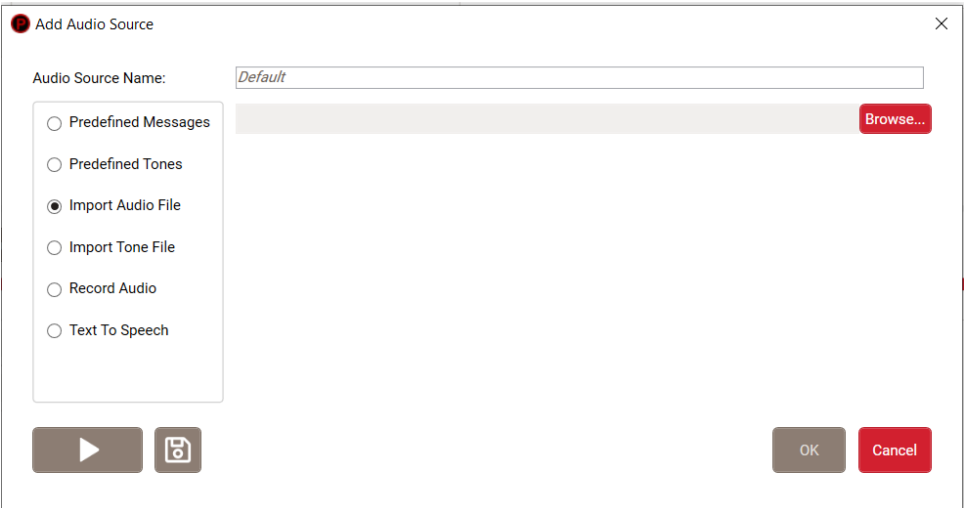
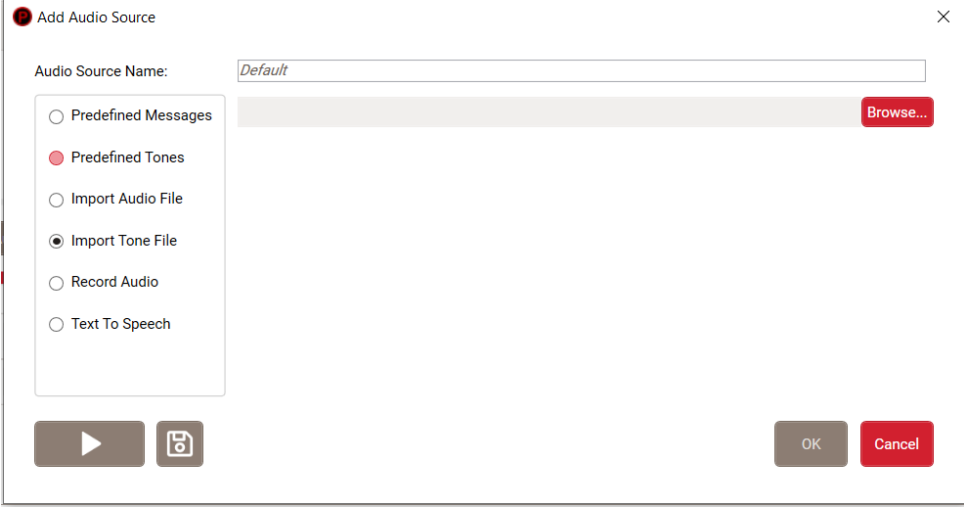
This section will describe each option and its functionality, and the next section will demonstrate how to create a message.

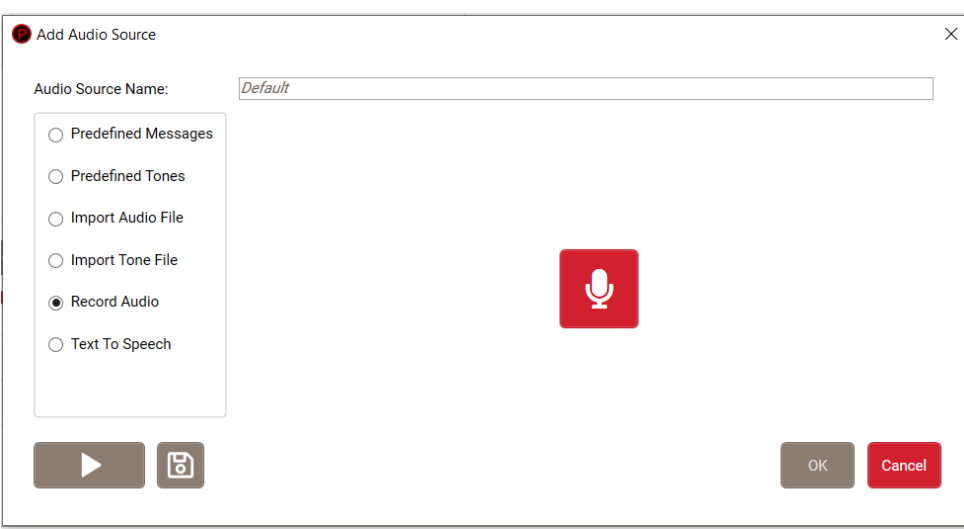
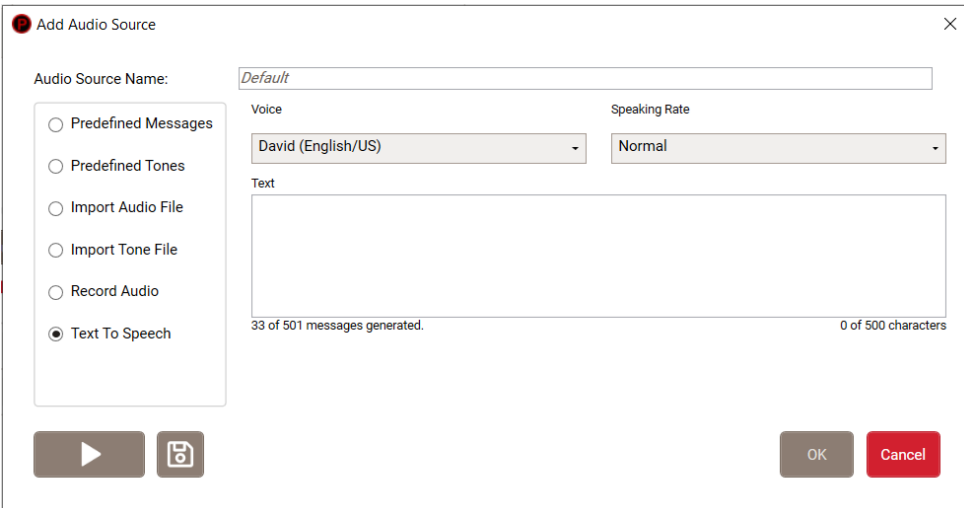


Section	Description
1	This is the audio source section and must be completed first before proceeding to the next section. This is where tones and voice messages are selected/created to be used in audio pattern message. It's essentially a library of tones and messages to be used.
2	The audio pattern section is where the message files are assembled. Once tones and voice messages have been selected (section 1), the tones and messages can be added to the audio pattern to construct a message.

Audio Pattern Section	
Option	Description
Add Pattern	Clicking Add Pattern will create a new audio pattern. Here you will construct a message by adding tones, pauses, voice messages and defining the message priority.
Delete Pattern	This will delete the audio pattern.
Duplicate Pattern	This will duplicate the selected audio pattern.
Add	This allows you to add a tone, pause and voice message to the audio pattern.
Delete	This will delete the added tone, pause or voice message in the audio pattern.
Group	Group allows you to define the message repeat. This is achieved by selecting 2 or more audio sources within an audio pattern then select Group. Once selected it will ask to define the number of repeats.
Ungroup	Ungroup will remove repeats on any grouped audio pattern.
Move Left	This will move audio source to the left.
Move Right	This will move audio source to the right.

<i>Audio Source Section</i>	
<i>Option</i>	<i>Description</i>
Add Audio Source	This is where to choose tones and messages to add to audio pattern. Here you can choose messages from message library, predefined tones, import audio file from laptop, import tone file from laptop, record message from laptop and create message using Text to Speech.
Delete Audio Source	This will delete the audio source.
Predefined Messages	 Predefined Messages provides a wide variety of voice messages (male and female) for specific emergency events. The files can be previewed by clicking the play icon in the bottom left corner.
Predefined Tones	 Predefined Tones offers a selection of tones for specific emergency events. The files can be previewed by clicking the play icon in the bottom left corner.

Import Audio File	 The screenshot shows the 'Add Audio Source' dialog box. At the top, there is a title bar with a red question mark icon and the text 'Add Audio Source'. Below the title bar, there is a text field labeled 'Audio Source Name:' with the value 'Default'. To the right of this field is a 'Browse...' button. Below the text field, there is a list of radio buttons: 'Predefined Messages', 'Predefined Tones', 'Import Audio File' (which is selected), 'Import Tone File', 'Record Audio', and 'Text To Speech'. At the bottom of the dialog, there are two buttons: a play icon and a save icon. On the right side, there are 'OK' and 'Cancel' buttons. Import Audio File allows users to import a created voice file from users laptop to the programmer. The files can be previewed by clicking the play icon in the bottom left corner.
Import Tone File	 The screenshot shows the 'Add Audio Source' dialog box. At the top, there is a title bar with a red question mark icon and the text 'Add Audio Source'. Below the title bar, there is a text field labeled 'Audio Source Name:' with the value 'Default'. To the right of this field is a 'Browse...' button. Below the text field, there is a list of radio buttons: 'Predefined Messages', 'Predefined Tones' (which is selected), 'Import Audio File', 'Import Tone File', 'Record Audio', and 'Text To Speech'. At the bottom of the dialog, there are two buttons: a play icon and a save icon. On the right side, there are 'OK' and 'Cancel' buttons. Import Tone File allows users to import a created tone file from laptop to the programmer. The files can be previewed by clicking the play icon in the bottom left corner.

Record Audio File	 This section allows users to record voice messages from PC using the internal microphone or connected external microphone. Click the microphone icon to begin recording. Click the icon again to complete recording. The recording can be previewed by selecting the play icon. Click the save icon to save recorded message.
Text to Speech	 The text to speech section allows users to create custom voice messages. A variety of male and female voice options are available for desired message. The recording can be previewed by selecting the play icon. Click the save icon to save recorded message.

FFT-1000

The “FFT-1000” section is used to define the fire fighter telephone system when connected to voice panel via P-Link. Specifically defining the FFT-1000 phone circuit class (Class A or Class B), the number of FFT-EXP expander cards for additional phone circuits and power source.

<i>FFT-1000 Options</i>	
<i>Option</i>	<i>Description</i>
Type	The panel “Type” represents the P-Link device being programmed.
Name	A unique name can be created for the amplifiers for proper identification.
Address	Define the address on the FFT-1000.
Use Aux Power	Make sure setting is checked, if the installation requires an aux power source to power the FFT panel instead of 120VAC/240VAC Leave unchecked to continue using 120VAC or 240VAC.
Class	Defines the wiring class for phone circuits (Class A or Class B).
Expander Count	Click the dropdown to select the number of FFT-EXP expander cards that are installed.

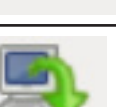
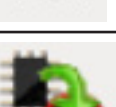
Inputs

The “CIM-16” section is used to define the on-board inputs and CIM-16 input module. Specifically defining the input names and addresses.

<i>Inputs Options</i>	
<i>Option</i>	<i>Description</i>
Type	The panel “Type” represents the P-Link device being programmed. Internal Inputs – These are the on-board inputs on the main board. Default settings are automatically configured and do not require any additional programming. CIM-16 – This is the optional CIM-16 input module.
Name	A unique name can be created for the amplifiers for proper identification.
Address	Define the address on the FFT-1000.

Transfer Options

In the main menu of the programmer, there will be six (6) transfer options.

<i>Icons</i>	<i>Description</i>
	Downloads configuration file from computer to panel.
	Uploads configuration file from panel to computer.
	Uploads History file from panel to computer.
	Uploads Detector status file from panel to computer.
	Clears DCR errors. The DCR error occurs when a non-protected detector or module is installed on a panel that is in the “Protected Mode.” The “Protected mode” option is set through the “General Options” programming function.
	Downloads latest panel firmware updates.

2. Programming

The Programming section will demonstrate how to connect to the voice panel and create a program.

Connecting to the Voice Panel

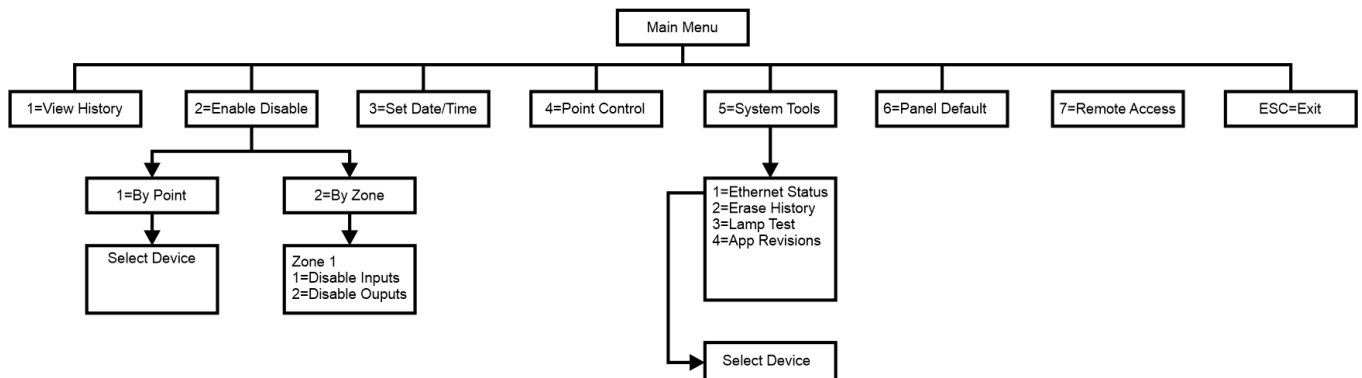
1. Connect PC to the voice panel with a standard Ethernet patch cable via ethernet port.
 - a. The green and yellow LEDs on the ethernet port illuminate when the PC's ethernet cable is connected.
2. The following series of messages display on the LCD.

EVAX-5070 Obtaining IP	Displays for approximately 15-20 seconds. Will show model name EVAX-5070, EVAX-10070 or EVAX-X70
EVAX-5070 Private IP	Displays when connected to the voice panel.

3. The "IP Address" and "IP Configured" notification will display when the PC is successfully connected to the voice panel.

IP Address 169.254.150.70	Displays for approximately 15-20 seconds. Will show model name EVAX-5070, EVAX-10070 or EVAX-X70
EVAX IP Configured	Displays when connected to the voice panel.

Menu Tree



Adding Amplifiers

This section will demonstrate how add amplifiers and explain the configurable amplifier settings in the “Amplifier” menu.

This includes how to add amplifiers, selecting amplifier type, defining the amplifier address, setting 25V or 70V output voltage, and defining speaker circuit class (Class A or Class B).

When opening the “Amplifier” menu, an amplifier labeled “Built-in AMP” will automatically appear by default. This is the main amplifier in the voice controller.

At the top of the “Amplifier” section, click “Add Device” to add amplifiers and follow the instructions below to select amplifier type and to configure the amplifier.

Instruction

1. Select the “Amplifier” section.

2. Click “Add Device” to add required amount of amplifiers.

3. Click the dropdown menu to select amplifier type.

4. Double click the name descriptions to create a custom name.

5. Double click the addresses to give the amplifiers a specific address.

6. Click the dropdown menu to select the output voltage (25V or 70V).

7. Click the dropdown menu for each speaker circuit to select speaker class (Class A or Class B).

Type	Name	Address	Output Volt	Circuit 1 Class	Circuit 2 Class	Circuit 3 Class	Circuit 4 Class	Circuit 5 Class	Circuit 6 Class	Circuit 7 Class	Circuit 8 Class
Internal Amplifier	Built-in AMP	Internal	25V	B	B	B	B	N/A	N/A	N/A	N/A
Single Channel (5070INT)	SCA 1	1	25V	B	B	B	B	N/A	N/A	N/A	N/A
Single Channel Amp	SCA 2	2	25V	B	B	B	B	B	B	B	B
Dual Channel Amp	DCA 3	3	25V	B	B	B	B	B	B	B	B
Single Channel Amp	SCA 4	4	25V	B	B	B	B	B	B	B	B
Single Channel Amp											
Dual Channel Amp											
Single Channel (5070INT)											

Adding Remote Microphones

The instructions below will explain how to add and properly configure remote microphones using the programmer tool.

When opening the VoiceModule/RM-1000 section, a voice module type labeled “Built-in VoiceModule” will automatically appear by default. This is the voice module in the voice controller panel.

Instruction

1. Select the "VoiceModule/RM-1000" section.

2. Click "Add Device" to add RM-1000ECS remote microphones.

3. Double click the name descriptions to create a custom name.

4. Double click the addresses to give the amplifiers a specific address.

5. Click the checkbox if voice panel requires 24 additional switches. The switch board is not compatible with remote microphone.

6. Click the dropdown box to select panels priority.

7. Double click and type microphone timeout. The default timeout is 150 seconds.

8. Click the dropdown box to select V-Link 1 Class (Class A or B)

Type	Name	Address	SB-24	Priority	Paging Timeout (Seconds)	V-Link 1 Class
Internal VoiceModule	Built-in VoiceModule	Internal	☐	High	150	B
RM-1000ECS	RM-1000 1	1	☐	High	150	N/A

Adding Fire Fighter Telephone System

The instructions below will demonstrate how to add a FFT panel and how to successfully set the FFT parameters.

Instruction

1. Select the "FFT-1000" section.

2. Click "Add Device" to add fire fighter telephone system.

3. Double click the name descriptions to create a custom name.

4. The address will default to address #1. One FFT panel maximum.

5. Check "Use Aux Power" if FFT system will be powered by an aux power source.

6. Click the dropdown box to select phone circuit class (Class A or B)

7. Click the dropdown box to select the number of phone expanders to be connected.

Type	Name	Address	Use Aux Power	Class	Expander Count
FFT-1000	FFT-1000 1	1	☐	B	0

Adding Contact Input Modules

The instructions below demonstrate how to add contact input modules and set the address.

Instruction			
1. Select the "Inputs" section.	2. Click "Add Device" to add the required amount of input modules.	3. Double click the name descriptions to create a custom name.	4. Double click the addresses to assign input module address.

Type	Name	Address
Internal Inputs	Built-in Inputs	Internal
CIM-16	CIM-16 1	1

Adding Power Supply

The below instructions describe how to add and configure power supplies in the programmer tool.

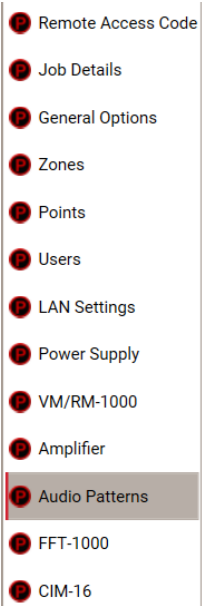
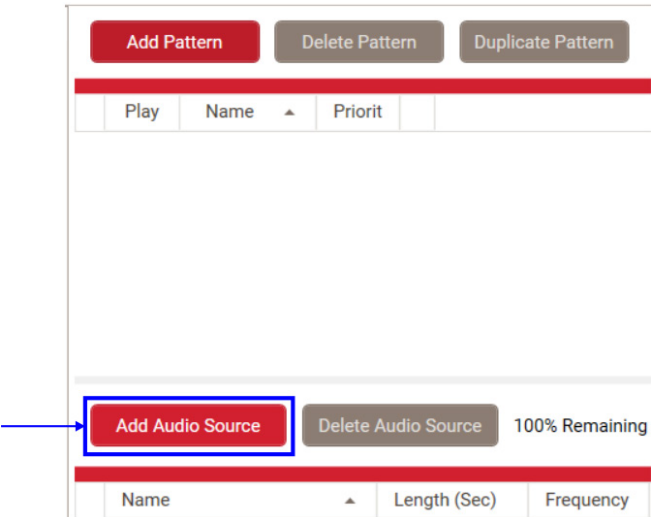
When opening the Power Supply section, a power supply type labeled "Built-in Pwr Supply" will automatically appear by default. This is the power supply in the voice controller panel.

Instruction							
1. Select the "Power Supply" section.	2. Click "Add Device" to add Power Supply.	3. Double click the name descriptions to create a custom name.	4. Double click the addresses to give the power supply a specific address.	5. Click the dropdown menu to select PLink Class (Class A or Class B).	6. Click the dropdown box to NAC class (Class A or Class B)		

Type	Name	Address	PLink Class	NAC 1/2 Class	NAC 3/4 Class	NAC 5/6 Class
Internal Power Supply	Built-in Pwr Supply	Internal	B	N/A	N/A	N/A
PSN-1000 Power Supply	PSN-1000 1	1	B	B	B	B

Creating Audio Patterns

This section will demonstrate how to select tones and voice messages through the internal Audio Source library then add the selected audio sources to an Audio Pattern to construct an Alarm/ECS message. Tones and voice messages must be selected first before constructing an audio pattern.

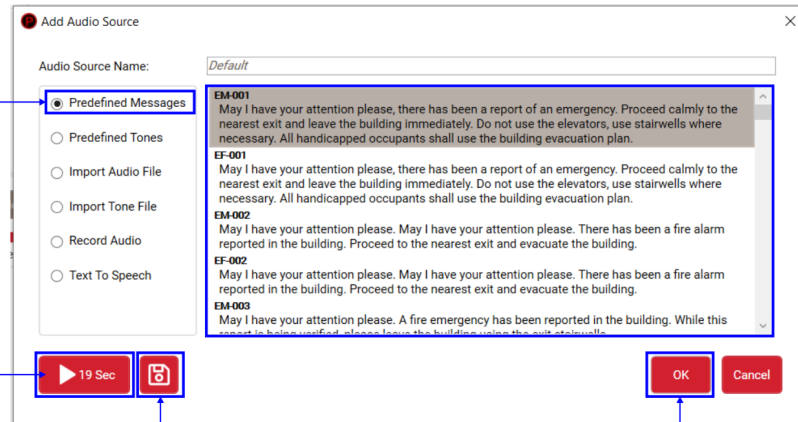
Step	Instruction
Step 1:	Open the Audio Patterns option in the Potter Fire Panel Programmer. 
Step 2:	Click “Add Audio Source” to view the internal predefined tone and message library. 

Step 3:

Open the Audio Patterns option in the Potter Fire Panel Programmer.

1a. Select "Predefined Messages" then select desired voice message.

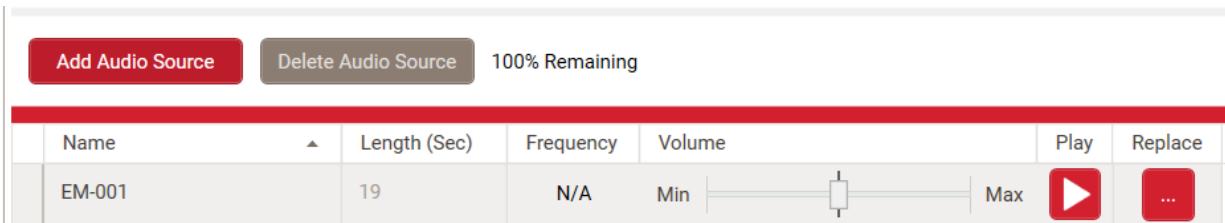
1b. To preview voice message click the preview button.



1c. To save the .wav file for personal records, click the save button. This step is optional.

2. Click OK to select audio source.

Once desired voice message is selected, the message will appear in the Audio Source section. Volume of selected message can be adjusted here if audio output from speakers are high or low.

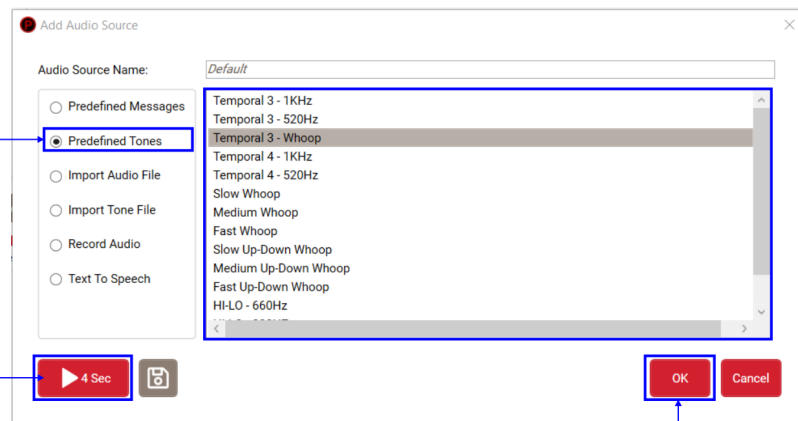


Step 4:

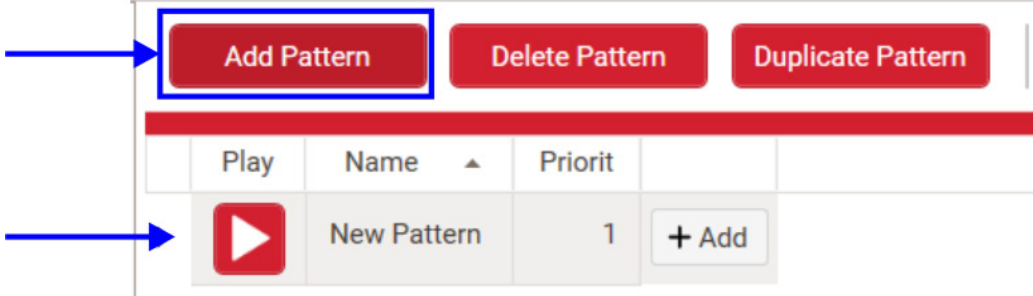
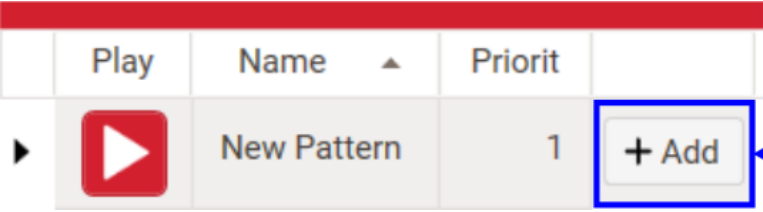
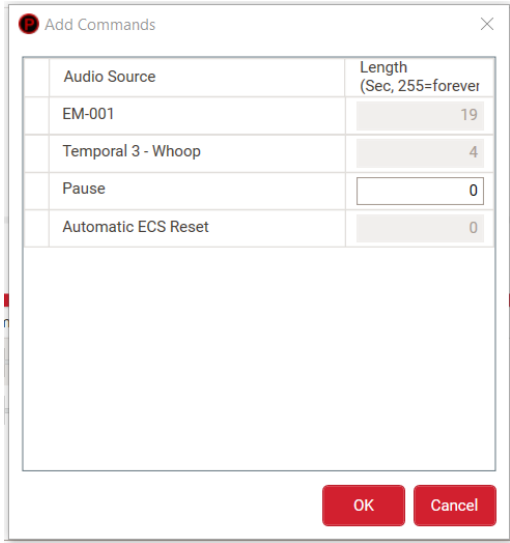
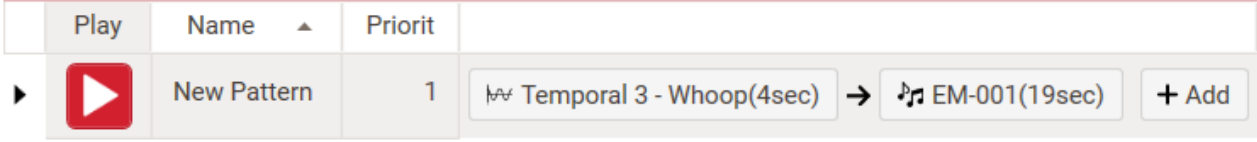
Click "Add Audio Source" again the select "Predefined Tones" to view tone library. Follow the instructions in the image below to preview and select tone file. Once selected, the tone will appear in the Audio Source section along with previous selected files. Repeat steps 3 and 4 to add all required voice and tone files.

1a. Select "Predefined Messages" then select desired tone.

1b. To preview tone click the preview button.

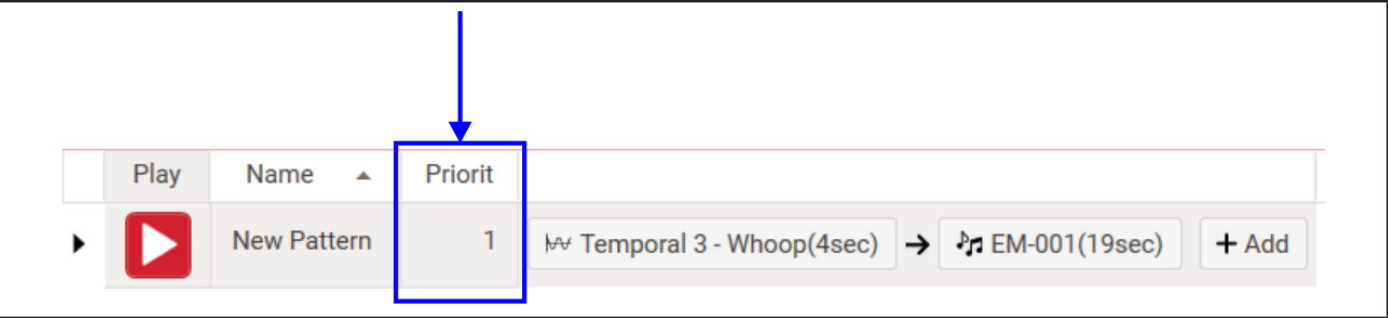


2. Click OK to select audio source.

Step 5:	Once the tones and message have been selected, click “Add Pattern” to create a new audio pattern. A blank “New Pattern” will appear and is ready to be constructed. 
Step 6:	Click “+ Add” to begin adding tones and messages to the new audio pattern. (Alternatively, drag the tone and voice message files from the “Audio Source” section to the “+ Add” section.)  Click “+ Add” to begin adding tones and voice messages to audio pattern.
Step 7:	Select desired audio source and click OK to add to audio pattern. Repeat step 7 to add all required audio sources for audio patterns  The selected audio sources will appear in audio pattern as seen in image below. To preview the pattern, click the red play button. 

Defining Message Priority

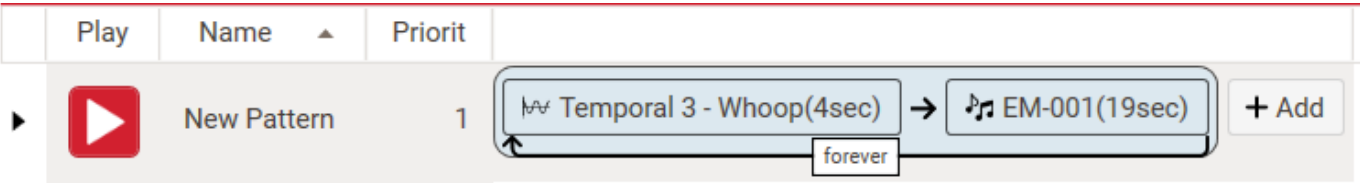
Audio patterns are prioritized to rank the messages order of importance and urgency when simultaneous events are active. The priority is defined by assigning a number value with “1” being highest priority. The priority is set in the Audio Pattern as seen in image below.



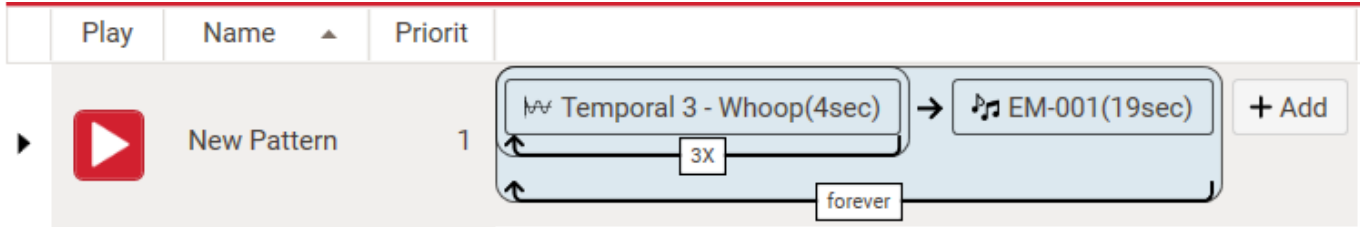
Message Repeat

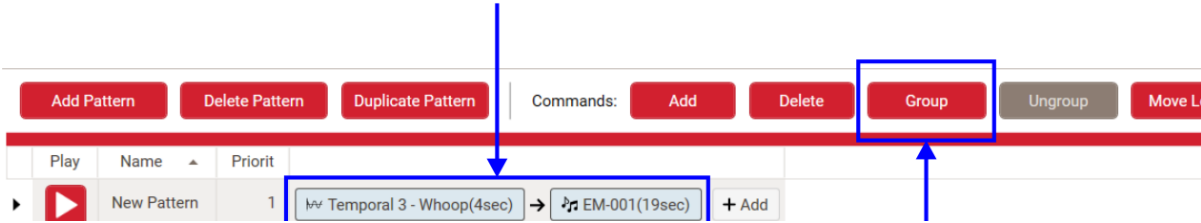
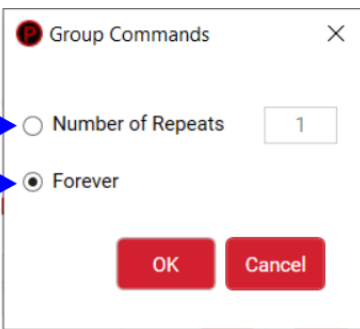
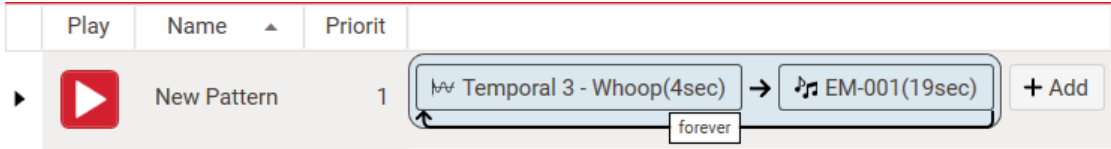
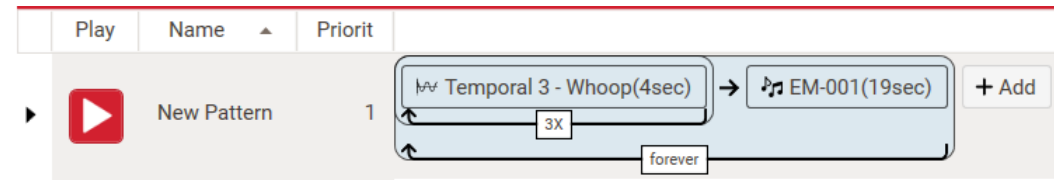
The instructions below demonstrate how to assign repeats to a message using the “Group” feature in Audio Patterns. The “Group” feature allows messages to repeat for a given duration when activated. It also offers comprehensive grouping to assign specific repeat durations to individual tones and voice messages within an audio pattern. For example:

Example 1: An audio pattern message can be setup to repeat forever when activated.



Example 2: Individual tones and voice messages within an audio pattern can have specific number of repeats.



Step	Instruction
Step 1:	First step, select audio sources to group then click “Group” as explained in the image below. 1a. Click and drag the mouse over tone audio source to the other. The audio source files in the audio pattern will appear shaded light blue to indicate audio sources are selected. 
Step 2:	Once “Group” is clicked, the number of repeats for respective audio pattern can be set. Sets the number of repeats. Message will repeat forever or until manually disabled. 
Step 3:	Audio Pattern grouping offers flexibility to construct messages and can be grouped several ways. Messages can be grouped to play forever or until manually disabled.  Messages can have a series of grouping with an audio pattern for complex message assignment. 

Creating Points and Zones

Zones are used to define each zone's purpose when activated. Zones are made up of a group of device points such as outputs, inputs and switches to effectively activate and monitor the system.

This section will explain how to define points for each module. This includes defining:

- Amplifier speaker circuits
- Phone circuits
- Inputs
- NAC outputs
- Switches

Programming Tip:

For fast programming, the programmer tool allows you to define multiple points in one click. Follow the instructions below.

1. Click the first point and drag until desired points are highlighted grey.

2. Right click anywhere on the selected points to view function selection.

Device	Addr	Name	Function	EOL Value (k Ohm)
System Switches	1	Switch 1	Unused	N/A
System Switches	2	Switch 2	Unused	N/A
System Switches	3	Switch 3	Unused	N/A
System Switches	4	Switch 4	Unused	N/A
System Switches	5	Switch 5	Unused	
System Switches	6	Switch 6	Unused	
System Switches	7	Switch 7	Unused	
System Switches	8	Switch 8	Unused	
* Built-in AMP	1	Speaker C	Unused	
* Built-in AMP	2	Speaker C	Unused	

Unused
 Contact Input Disable Inputs
 Contact Input Disable Inputs and Outputs
 Contact Input Disable Outputs
 Contact Input Lamp Test
 ECS
Selector Switch

3. Choose the function to enable for the selected points.

Assigning Points to Zones

Step	Instruction																																																																																																																																																																																																																																																																																											
Step 1:	Select the “Points” section in the programmer menu. Here you will find all the added devices and their individual points requiring function setup. Pay attention to the “Device” name to ensure you are programming the correct devices accordingly.																																																																																																																																																																																																																																																																																											
	<table><thead><tr><th></th><th>Device</th><th>Addr</th><th>Name</th><th>Function</th><th>EOL Value (k Ohm)</th></tr></thead><tbody><tr><td rowspan="8">The 8 switches on voice panel user interface.</td><td>System Switches</td><td>1</td><td>Switch 1</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>2</td><td>Switch 2</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>3</td><td>Switch 3</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>4</td><td>Switch 4</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>5</td><td>Switch 5</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>6</td><td>Switch 6</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>7</td><td>Switch 7</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>8</td><td>Switch 8</td><td>Unused</td><td>N/A</td></tr><tr><td rowspan="4">The 4 on-board speaker circuits in the main voice panel.</td><td>Built-in AMP</td><td>1</td><td>Speaker Ckt 1</td><td>Unused</td><td>15k</td></tr><tr><td>Built-in AMP</td><td>2</td><td>Speaker Ckt 2</td><td>Unused</td><td>15k</td></tr><tr><td>Built-in AMP</td><td>3</td><td>Speaker Ckt 3</td><td>Unused</td><td>15k</td></tr><tr><td>Built-in AMP</td><td>4</td><td>Speaker Ckt 4</td><td>Unused</td><td>15k</td></tr><tr><td rowspan="4">The 4 on-board input circuits in the main voice panel.</td><td>Built-in Inputs</td><td>1</td><td>Input 1</td><td>Unused</td><td>N/A</td></tr><tr><td>Built-in Inputs</td><td>2</td><td>Input 2</td><td>Unused</td><td>N/A</td></tr><tr><td>Built-in Inputs</td><td>3</td><td>Input 3</td><td>Unused</td><td>N/A</td></tr><tr><td>Built-in Inputs</td><td>4</td><td>Input 4</td><td>Unused</td><td>N/A</td></tr><tr><td rowspan="16">The 16 inputs on the CIM-16 contact input module.</td><td>CIM-16 1</td><td>1</td><td>Input 1</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>2</td><td>Input 2</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>3</td><td>Input 3</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>4</td><td>Input 4</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>5</td><td>Input 5</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>6</td><td>Input 6</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>7</td><td>Input 7</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>8</td><td>Input 8</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>9</td><td>Input 9</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>10</td><td>Input 10</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>11</td><td>Input 11</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>12</td><td>Input 12</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>13</td><td>Input 13</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>14</td><td>Input 14</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>15</td><td>Input 15</td><td>Unused</td><td>N/A</td></tr><tr><td>CIM-16 1</td><td>16</td><td>Input 16</td><td>Unused</td><td>N/A</td></tr><tr><td rowspan="8">The 4 NACs and 2 inputs on the PSN-1000 power supply.</td><td>PSN-1000 1</td><td>1</td><td>NAC 1</td><td>Unused</td><td>5.1k</td></tr><tr><td>PSN-1000 1</td><td>2</td><td>NAC 2</td><td>Unused</td><td>5.1k</td></tr><tr><td>PSN-1000 1</td><td>3</td><td>NAC 3</td><td>Unused</td><td>5.1k</td></tr><tr><td>PSN-1000 1</td><td>4</td><td>NAC 4</td><td>Unused</td><td>5.1k</td></tr><tr><td>PSN-1000 1</td><td>5</td><td>NAC 5</td><td>Unused</td><td>5.1k</td></tr><tr><td>PSN-1000 1</td><td>6</td><td>NAC 6</td><td>Unused</td><td>5.1k</td></tr><tr><td>PSN-1000 1</td><td>7</td><td>Input Ckt 1</td><td>Unused</td><td>5.1k</td></tr><tr><td>PSN-1000 1</td><td>8</td><td>Input Ckt 2</td><td>Unused</td><td>5.1k</td></tr><tr><td rowspan="8">The 8 speaker circuits on a remote/ internal single channel amplifier.</td><td>SCA 1</td><td>1</td><td>Speaker Ckt 1</td><td>Unused</td><td>15k</td></tr><tr><td>SCA 1</td><td>2</td><td>Speaker Ckt 2</td><td>Unused</td><td>15k</td></tr><tr><td>SCA 1</td><td>3</td><td>Speaker Ckt 3</td><td>Unused</td><td>15k</td></tr><tr><td>SCA 1</td><td>4</td><td>Speaker Ckt 4</td><td>Unused</td><td>15k</td></tr><tr><td>SCA 1</td><td>5</td><td>Speaker Ckt 5</td><td>Unused</td><td>15k</td></tr><tr><td>SCA 1</td><td>6</td><td>Speaker Ckt 6</td><td>Unused</td><td>15k</td></tr><tr><td>SCA 1</td><td>7</td><td>Speaker Ckt 7</td><td>Unused</td><td>15k</td></tr><tr><td>SCA 1</td><td>8</td><td>Speaker Ckt 8</td><td>Unused</td><td>15k</td></tr><tr><td rowspan="6">The 24 phone circuits on the FFT fire fighter telephone system.</td><td>FFT-1000 1</td><td>1</td><td>Phone Ckt 1</td><td>Unused</td><td>N/A</td></tr><tr><td>FFT-1000 1</td><td>2</td><td>Phone Ckt 2</td><td>Unused</td><td>N/A</td></tr><tr><td>FFT-1000 1</td><td>3</td><td>Phone Ckt 3</td><td>Unused</td><td>N/A</td></tr><tr><td>FFT-1000 1</td><td>4</td><td>Phone Ckt 4</td><td>Unused</td><td>N/A</td></tr><tr><td>FFT-1000 1</td><td>5</td><td>Phone Ckt 5</td><td>Unused</td><td>N/A</td></tr><tr><td>FFT-1000 1</td><td>6</td><td>Phone Ckt 6</td><td>Unused</td><td>N/A</td></tr></tbody></table>		Device	Addr	Name	Function	EOL Value (k Ohm)	The 8 switches on voice panel user interface.	System Switches	1	Switch 1	Unused	N/A	System Switches	2	Switch 2	Unused	N/A	System Switches	3	Switch 3	Unused	N/A	System Switches	4	Switch 4	Unused	N/A	System Switches	5	Switch 5	Unused	N/A	System Switches	6	Switch 6	Unused	N/A	System Switches	7	Switch 7	Unused	N/A	System Switches	8	Switch 8	Unused	N/A	The 4 on-board speaker circuits in the main voice panel.	Built-in AMP	1	Speaker Ckt 1	Unused	15k	Built-in AMP	2	Speaker Ckt 2	Unused	15k	Built-in AMP	3	Speaker Ckt 3	Unused	15k	Built-in AMP	4	Speaker Ckt 4	Unused	15k	The 4 on-board input circuits in the main voice panel.	Built-in Inputs	1	Input 1	Unused	N/A	Built-in Inputs	2	Input 2	Unused	N/A	Built-in Inputs	3	Input 3	Unused	N/A	Built-in Inputs	4	Input 4	Unused	N/A	The 16 inputs on the CIM-16 contact input module.	CIM-16 1	1	Input 1	Unused	N/A	CIM-16 1	2	Input 2	Unused	N/A	CIM-16 1	3	Input 3	Unused	N/A	CIM-16 1	4	Input 4	Unused	N/A	CIM-16 1	5	Input 5	Unused	N/A	CIM-16 1	6	Input 6	Unused	N/A	CIM-16 1	7	Input 7	Unused	N/A	CIM-16 1	8	Input 8	Unused	N/A	CIM-16 1	9	Input 9	Unused	N/A	CIM-16 1	10	Input 10	Unused	N/A	CIM-16 1	11	Input 11	Unused	N/A	CIM-16 1	12	Input 12	Unused	N/A	CIM-16 1	13	Input 13	Unused	N/A	CIM-16 1	14	Input 14	Unused	N/A	CIM-16 1	15	Input 15	Unused	N/A	CIM-16 1	16	Input 16	Unused	N/A	The 4 NACs and 2 inputs on the PSN-1000 power supply.	PSN-1000 1	1	NAC 1	Unused	5.1k	PSN-1000 1	2	NAC 2	Unused	5.1k	PSN-1000 1	3	NAC 3	Unused	5.1k	PSN-1000 1	4	NAC 4	Unused	5.1k	PSN-1000 1	5	NAC 5	Unused	5.1k	PSN-1000 1	6	NAC 6	Unused	5.1k	PSN-1000 1	7	Input Ckt 1	Unused	5.1k	PSN-1000 1	8	Input Ckt 2	Unused	5.1k	The 8 speaker circuits on a remote/ internal single channel amplifier.	SCA 1	1	Speaker Ckt 1	Unused	15k	SCA 1	2	Speaker Ckt 2	Unused	15k	SCA 1	3	Speaker Ckt 3	Unused	15k	SCA 1	4	Speaker Ckt 4	Unused	15k	SCA 1	5	Speaker Ckt 5	Unused	15k	SCA 1	6	Speaker Ckt 6	Unused	15k	SCA 1	7	Speaker Ckt 7	Unused	15k	SCA 1	8	Speaker Ckt 8	Unused	15k	The 24 phone circuits on the FFT fire fighter telephone system.	FFT-1000 1	1	Phone Ckt 1	Unused	N/A	FFT-1000 1	2	Phone Ckt 2	Unused	N/A	FFT-1000 1	3	Phone Ckt 3	Unused	N/A	FFT-1000 1	4	Phone Ckt 4	Unused	N/A	FFT-1000 1	5	Phone Ckt 5	Unused	N/A	FFT-1000 1	6	Phone Ckt 6	Unused	N/A
	Device	Addr	Name	Function	EOL Value (k Ohm)																																																																																																																																																																																																																																																																																							
The 8 switches on voice panel user interface.	System Switches	1	Switch 1	Unused	N/A																																																																																																																																																																																																																																																																																							
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Step 2:

To assign points to a zone, first, you will need to set the function type for each point that will be used.

The example below will demonstrate how to create a zone to page and activate alarm event to zone #1 (1st Floor). Reference function descriptions on page 6 for function meanings.

1. Set System Switch 1 as a “Selector Switch” and give a descriptive name.
2. On the Built-in AMP, set speaker circuit #1 as “General Purpose Output” and give a descriptive name.
3. On the Built-in Inputs, set input #1 as “Contact Input Alarm” and give a descriptive name.

Device	Addr	Name	Function	EOL Value (k Ohm)
System Switches	1	1st Floor	Selector Switch	N/A
System Switches	2	Switch 2	Unused	N/A
System Switches	3	Switch 3	Unused	N/A
System Switches	4	Switch 4	Unused	N/A
System Switches	5	Switch 5	Unused	N/A
System Switches	6	Switch 6	Unused	N/A
System Switches	7	Switch 7	Unused	N/A
System Switches	8	Switch 8	Unused	N/A
Built-in AMP	1	1st Floor	General Purpose Output	15k
* Built-in AMP	2	Speaker Ckt 2	Unused	15k
* Built-in AMP	3	Speaker Ckt 3	Unused	15k
Built-in AMP	4	Speaker Ckt 4	Unused	15k
Built-in Inputs	1	1st Floor Alarm	Contact Input Alarm	N/A

Step 3:

Go to the “Zone” section.

Zone 1, by default, will automatically appear in the zones section and is ready for “Point” assignment.

Click “Add Zone” if program requires additional zones.

Step 4:

Click the points for the 1st Floor, then drag into the zone section as shown below.

Tip #1: Click “Hide Unused Points” to only view Points with an assigned “Function.”

Tip #2: To select multiple points at once, press and hold CTRL on keyboard, then select desired points. The selected points will be highlighted grey and can be dragged into the zone.

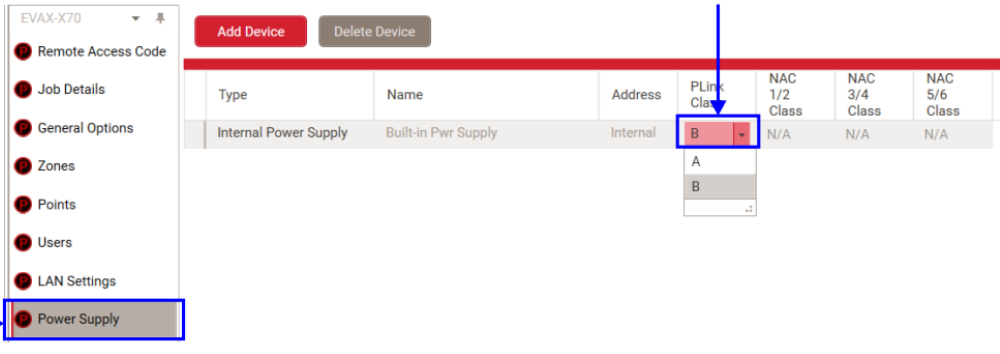
The screenshot displays the EVAX-X70 programming software interface. On the left, a sidebar menu shows various configuration options, with 'Zones' selected. The main area is divided into two panes. The left pane, titled 'Zones', shows a table with one zone: '1st Floor' (Alarm). The right pane, titled 'Points', shows a table of available points. Blue dashed arrows indicate the process of dragging points from the 'Points' table into the '1st Floor' zone. The points being dragged are 'System Switches 1' (Selector Switch), 'Built-in AMP 1' (General Purpose Output), and 'Built-in Inputs 1' (Contact Input Alarm).

Device	Addr	Name	Function	EOL Value (k Ohm)
System Switches	1	1st Floor	Selector Switch	N/A
System Switches	2	Switch 2	Unused	N/A
System Switches	3	Switch 3	Unused	N/A
System Switches	4	Switch 4	Unused	N/A
System Switches	5	Switch 5	Unused	N/A
System Switches	6	Switch 6	Unused	N/A
System Switches	7	Switch 7	Unused	N/A
System Switches	8	Switch 8	Unused	N/A
Built-in AMP	1	1st Floor	General Purpose Output	15k
Built-in AMP	2	Speaker Ckt 2	Unused	15k
Built-in AMP	3	Speaker Ckt 3	Unused	15k
Built-in AMP	4	Speaker Ckt 4	Unused	15k
Built-in Inputs	1	1st Floor Alarm	Contact Input Alarm	N/A

Step 5:	Complete the remaining zone options, by adding a zone name, selecting the zone style, ECS/Alarm Override, Page Outputs Active, Output Pattern, and Audio Pattern. Operation: Zone 1 (1st Floor) will perform 2 operations with this program setup: Page speaker circuit #1 when selecting selector switch 1 and activate alarm message to speaker circuit #1 when input #1 is triggered.
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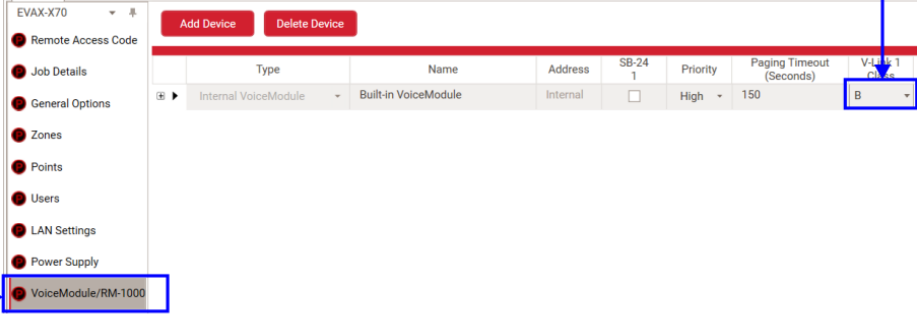
Setting P-Link Class (Class A or Class B)

The instructions below will demonstrate how to configure the P-Link communication bus to Class A or Class B.

Step	Instruction
Step 1:	Go to the “Power Supply” section, then click the dropdown box in column “Plink Class” to select Class A or Class B. 1a. Select the “Power Supply” section. 1b. Click the dropdown menu to select Class A or Class B. 

Setting V-Link Class (Class A or Class B)

The instructions below will demonstrate how to configure the V-Link audio bus to Class A or Class B.

Step	Instruction
Step 1:	Go to the “VoiceModule/RM-1000” section, then click the dropdown box in column “Plink Class” to select Class A or Class B. 1a. Select the VoiceModule/ RM-1000” section. 1b. Click the dropdown menu to select Class A or Class B. 

Auxiliary Input

Step	Instruction																																																																																					
Step 1:	Go to the “Points” section.																																																																																					
Step 2:	Begin assigning functions to each required point. This example will demonstrate how to program the system to distribute audio from an external audio source across speaker circuits 1-4 (1st-4th Floors). EVAX-X70 Remote Access Code Job Details General Options Zones Points Users LAN Settings Power Supply VoiceModule/RM-1000 Amplifier Audio Patterns FFT-1000 Inputs ☐ Hide Unused Points <table><thead><tr><th>Device</th><th>Addr</th><th>Name</th><th>Function</th><th>EOL Value (k Ohm)</th></tr></thead><tbody><tr><td>System Switches</td><td>1</td><td>Switch 1</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>2</td><td>Switch 2</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>3</td><td>Switch 3</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>4</td><td>Switch 4</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>5</td><td>Switch 5</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>6</td><td>Switch 6</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>7</td><td>Switch 7</td><td>Unused</td><td>N/A</td></tr><tr><td>System Switches</td><td>8</td><td>1st-4th Floor</td><td>Selector Switch</td><td>N/A</td></tr><tr><td>Built-in AMP</td><td>1</td><td>1st Floor</td><td>General Purpose Output</td><td>15k</td></tr><tr><td>Built-in AMP</td><td>2</td><td>2nd Floor</td><td>General Purpose Output</td><td>15k</td></tr><tr><td>Built-in AMP</td><td>3</td><td>3rd Floor</td><td>General Purpose Output</td><td>15k</td></tr><tr><td>Built-in AMP</td><td>4</td><td>4th Floor</td><td>General Purpose Output</td><td>15k</td></tr><tr><td>Built-in Inputs</td><td>1</td><td>Input 1</td><td>Unused</td><td>N/A</td></tr><tr><td>Built-in Inputs</td><td>2</td><td>Input 2</td><td>Unused</td><td>N/A</td></tr><tr><td>Built-in Inputs</td><td>3</td><td>Input 3</td><td>Unused</td><td>N/A</td></tr><tr><td>Built-in Inputs</td><td>4</td><td>Ext Audio Source</td><td>Aux Input</td><td>N/A</td></tr></tbody></table>	Device	Addr	Name	Function	EOL Value (k Ohm)	System Switches	1	Switch 1	Unused	N/A	System Switches	2	Switch 2	Unused	N/A	System Switches	3	Switch 3	Unused	N/A	System Switches	4	Switch 4	Unused	N/A	System Switches	5	Switch 5	Unused	N/A	System Switches	6	Switch 6	Unused	N/A	System Switches	7	Switch 7	Unused	N/A	System Switches	8	1st-4th Floor	Selector Switch	N/A	Built-in AMP	1	1st Floor	General Purpose Output	15k	Built-in AMP	2	2nd Floor	General Purpose Output	15k	Built-in AMP	3	3rd Floor	General Purpose Output	15k	Built-in AMP	4	4th Floor	General Purpose Output	15k	Built-in Inputs	1	Input 1	Unused	N/A	Built-in Inputs	2	Input 2	Unused	N/A	Built-in Inputs	3	Input 3	Unused	N/A	Built-in Inputs	4	Ext Audio Source	Aux Input	N/A
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	Zones <table border="1"> <thead> <tr> <th>Name</th> <th>Style</th> <th>ECS/Alarm Override</th> <th>Page Outputs Active</th> <th>Output Pattern</th> <th>Audio Pattern</th> </tr> </thead> <tbody> <tr> <td>Ext Audio 1st-4th Fl</td> <td>Alarm</td> <td>☒</td> <td>☐</td> <td>Constant</td> <td>Fire Message</td> </tr> </tbody> </table> Points <table border="1"> <thead> <tr> <th>Device</th> <th>Addr</th> <th>Name</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>System Switches</td> <td>8</td> <td>1st-4th</td> <td>Selector Switch</td> </tr> <tr> <td>Built-in AMP</td> <td>1</td> <td>1st Floor</td> <td>General Purpose Output</td> </tr> <tr> <td>Built-in AMP</td> <td>2</td> <td>2nd Floor</td> <td>General Purpose Output</td> </tr> <tr> <td>Built-in AMP</td> <td>3</td> <td>3rd Floor</td> <td>General Purpose Output</td> </tr> <tr> <td>Built-in AMP</td> <td>4</td> <td>4th Floor</td> <td>General Purpose Output</td> </tr> <tr> <td>Built-in Inputs</td> <td>4</td> <td>Ext Audio</td> <td>Aux Input</td> </tr> </tbody> </table>	Name	Style	ECS/Alarm Override	Page Outputs Active	Output Pattern	Audio Pattern	Ext Audio 1st-4th Fl	Alarm	☒	☐	Constant	Fire Message	Device	Addr	Name	Function	System Switches	8	1st-4th	Selector Switch	Built-in AMP	1	1st Floor	General Purpose Output	Built-in AMP	2	2nd Floor	General Purpose Output	Built-in AMP	3	3rd Floor	General Purpose Output	Built-in AMP	4	4th Floor	General Purpose Output	Built-in Inputs	4	Ext Audio	Aux Input
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Built-in AMP	1	1st Floor	General Purpose Output																																						
Built-in AMP	2	2nd Floor	General Purpose Output																																						
Built-in AMP	3	3rd Floor	General Purpose Output																																						
Built-in AMP	4	4th Floor	General Purpose Output																																						
Built-in Inputs	4	Ext Audio	Aux Input																																						
Step 4:	Complete the remaining zone options, by adding a zone name, selecting the zone style, ECS/Alarm Override, Page Outputs Active, Output Pattern, and Audio Pattern.																																								