

Appendix B – Programmable Voice Chip Module

Loading Voice Files Into The VECPU or VECPU-5

The Class Connection VECPU and VECPU-5 CPU cards each feature the ability to store and utilize custom audio. This audio may manually or automatically broadcast over speakers, and in some cases, to administrative telephones.

The VECPU can store approximately 4 minutes of custom audio in the form of 8 bit, monophonic, u-law WAV files. Files are loaded from the programming PC via a manufacturer supplied “straight through” silver satin cord and DB9 to RJ11 adapter. One end of the silver satin telephone cord connects to the RJ11 connector located under the VECPU’s VCSLC daughter card. The other end of the silver satin telephone cord connects to the DB9 to RJ11 adapter. The DB9 to RJ11 adapter then connects to a DB9 COM port of the programming PC.

The VECPU-5 can store approximately one hour of custom audio in the form of 8 bit, monophonic, u-law WAV files. Files are loaded from the programming PC via a manufacturer supplied USB A/B cable. One end of the USB cable connects to the USB port on the VECPU-5. The other end of the USB cable connected to a USB port on the programming PC.

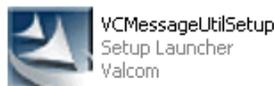
In both cases the WAV files are loaded into the system through use of the VCMessageUtil software.

The VCMessageUtil software is typically distributed as a ZIP file containing both the VCMessageUtilSetup installation file and a folder containing the USB driver.

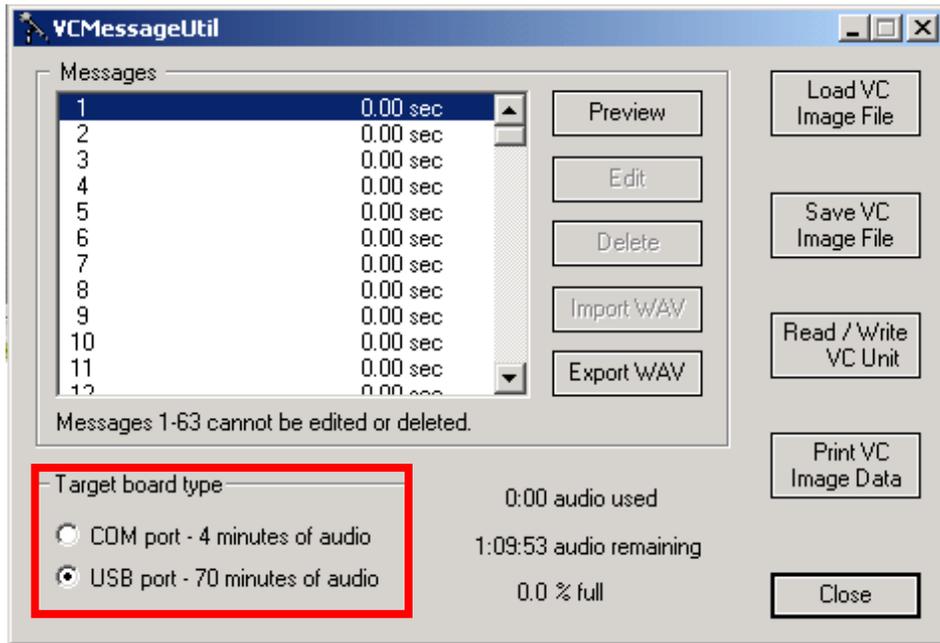
The USB driver is found in the VCMessageUtil USB Driver folder and is called USBXpressInstaller.



Run the USBXpressInstaller before running the VCMessageUtilSetup installation file.



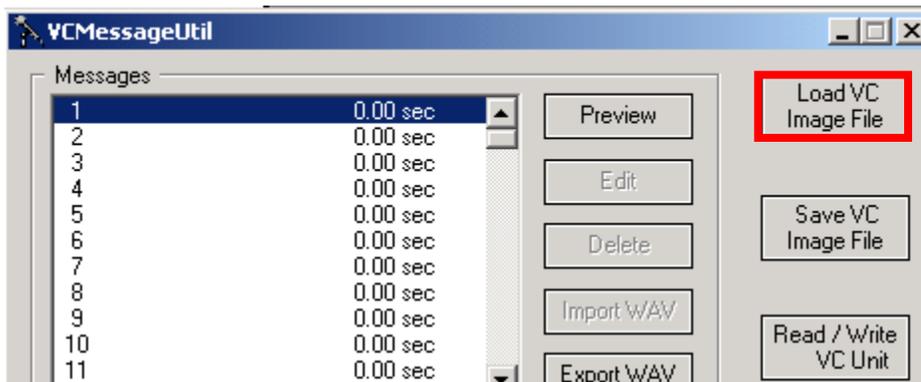
Once these 2 steps are complete, the VCMessageUtil program will be found under the PC’s programs directory.



Choose the Target Board Type

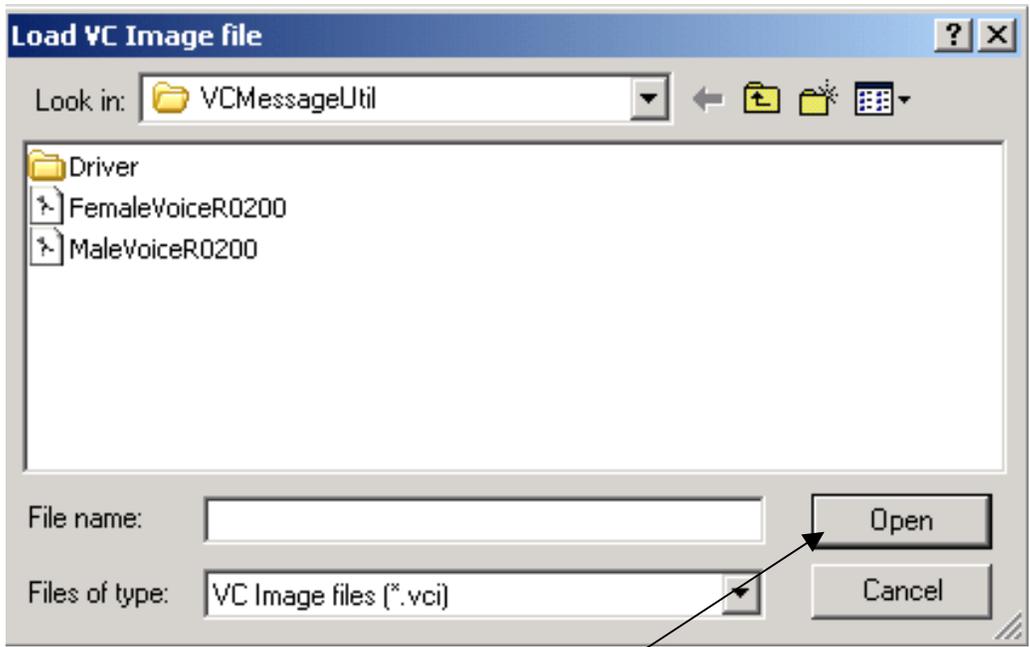
VECPU = COM port – 4 minutes of audio

VECPU-5 = USB port – 70 minutes of audio

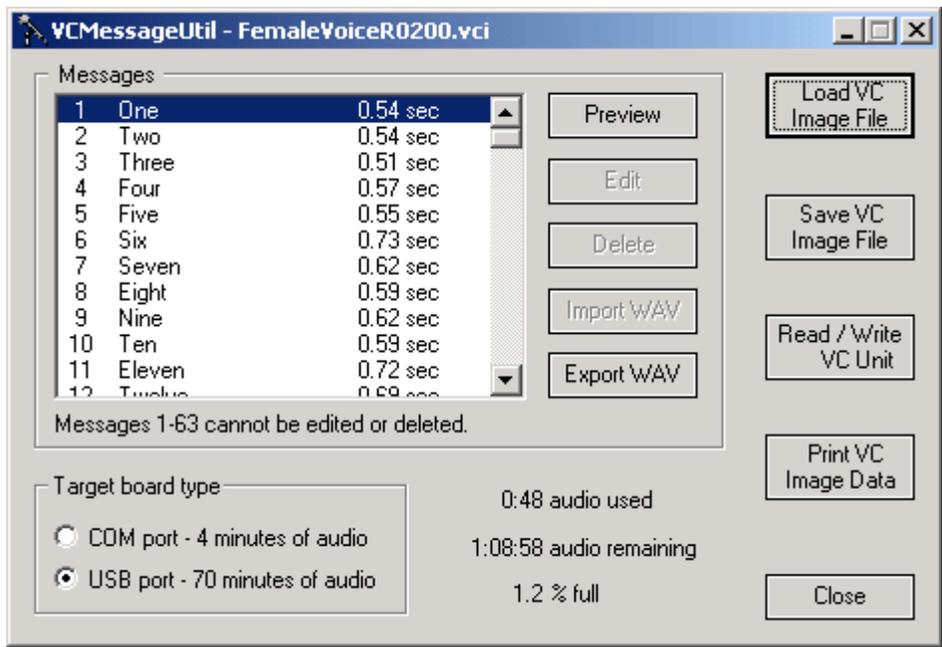


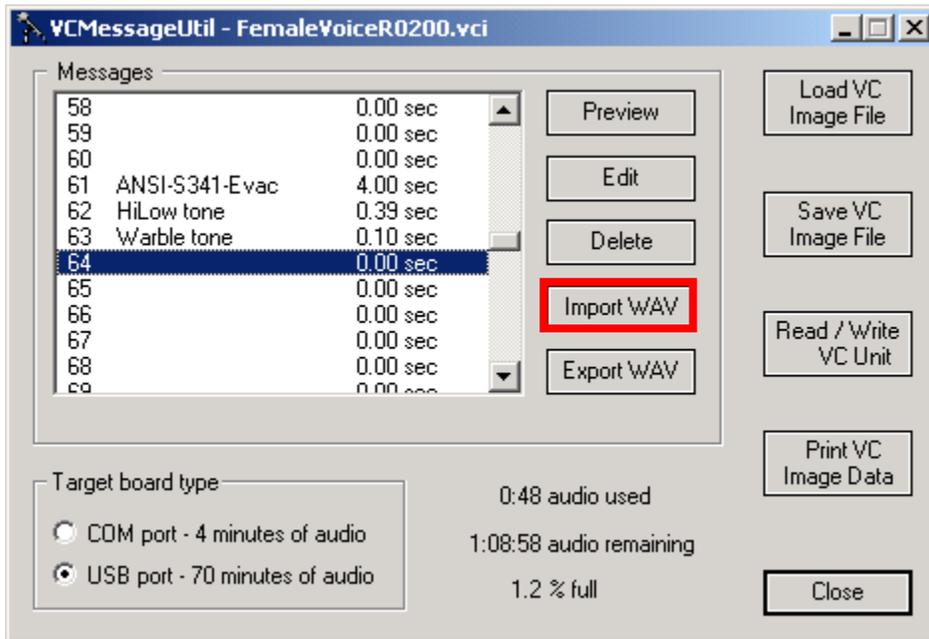
Load VC Image File

Initially, you will load a default file. Default files include all of the voice phrases and some of the tones used by the system. Default files are available with the default phrases spoken by a Female or Male voice.



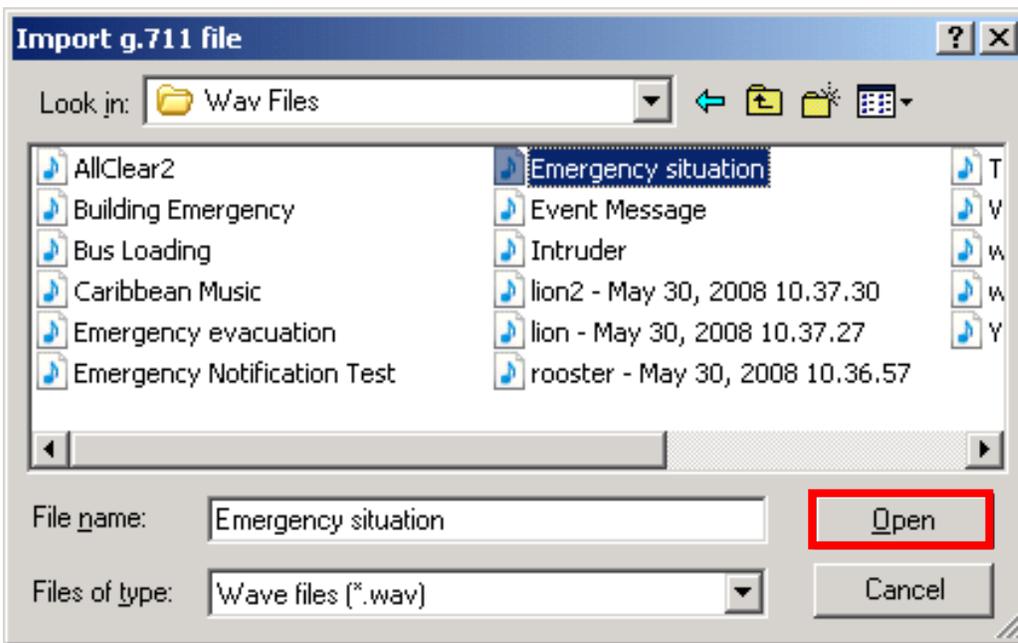
Choose a VC Image File and click Open.



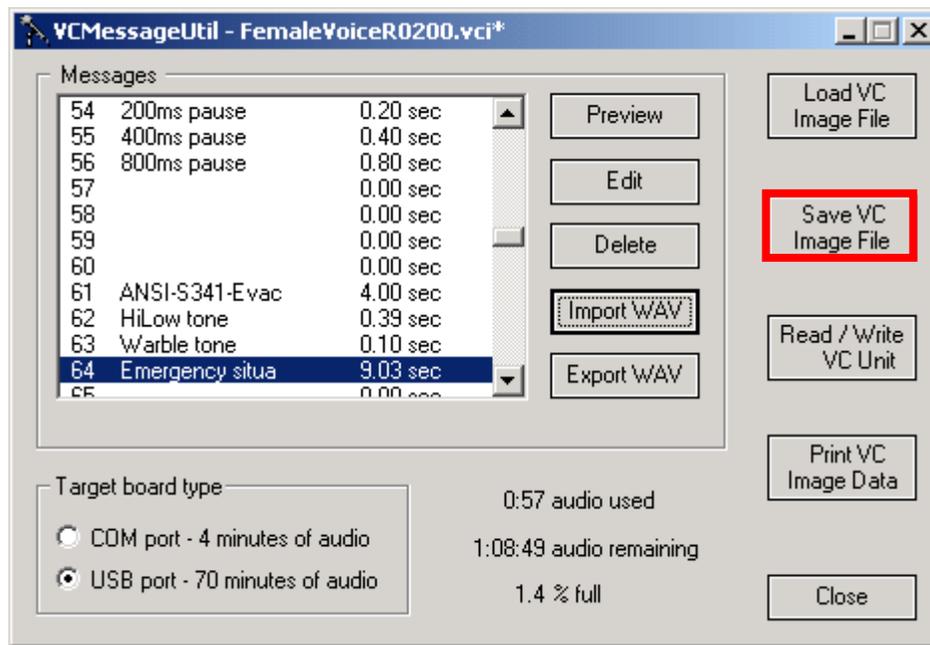


Custom 8 bit u-law WAV files may be loaded beginning at message 64. Choose the message slot you wish to populate and click “Import WAV”.

Browse to the location of the desired WAV file. Select the file and click “Open”.

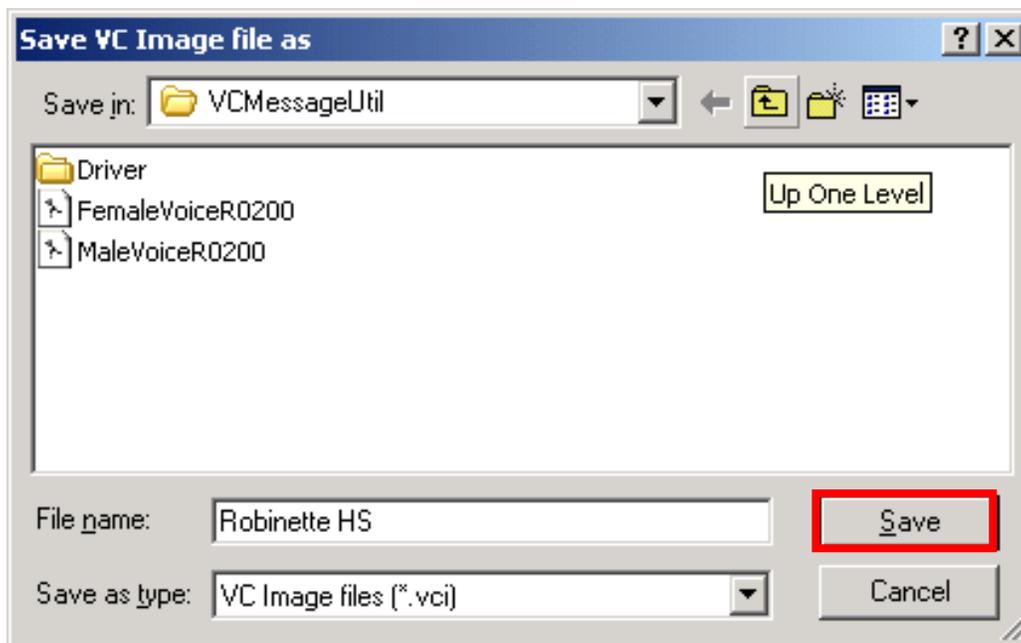


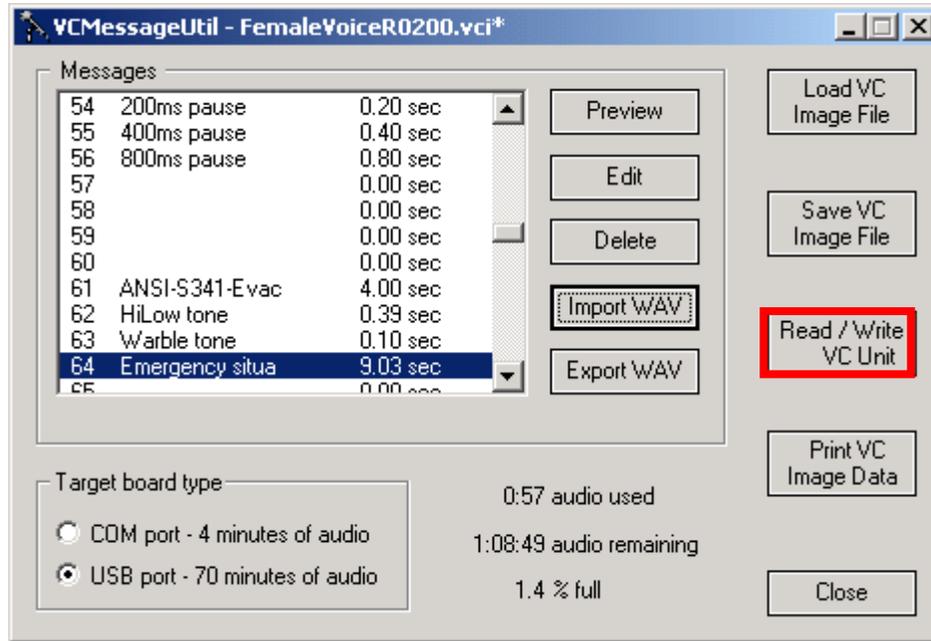
Repeat the above steps until all custom WAV files have been added.



Click “Save VC Image File”, choose a folder and provide your customized VCI file with a unique name.

Click “Save” to save your VCI file.



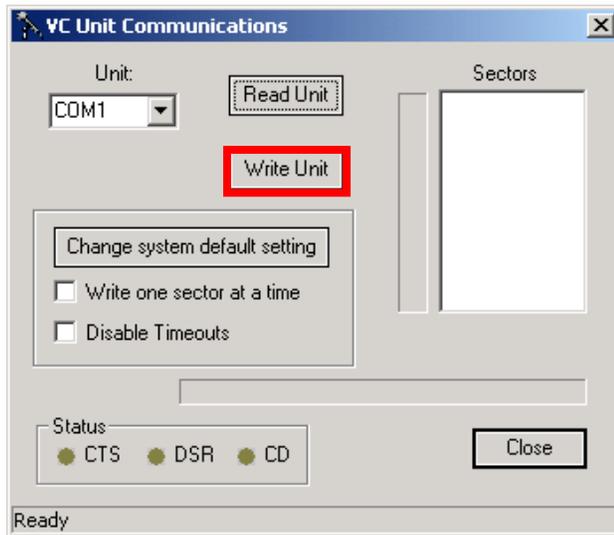


Click “Read/Write VC Unit” to upload the customized VCI file to the VECPU or VECPU-5.

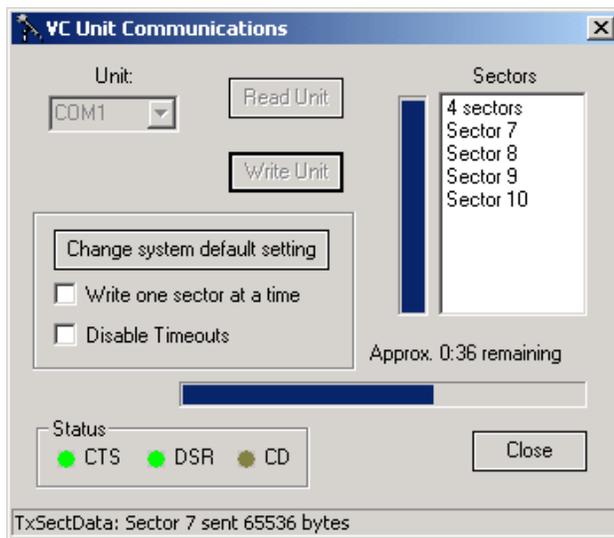
VECPU Upload Process

Choose the COM port that is connected to the DB9 to RJ11 Adapter.

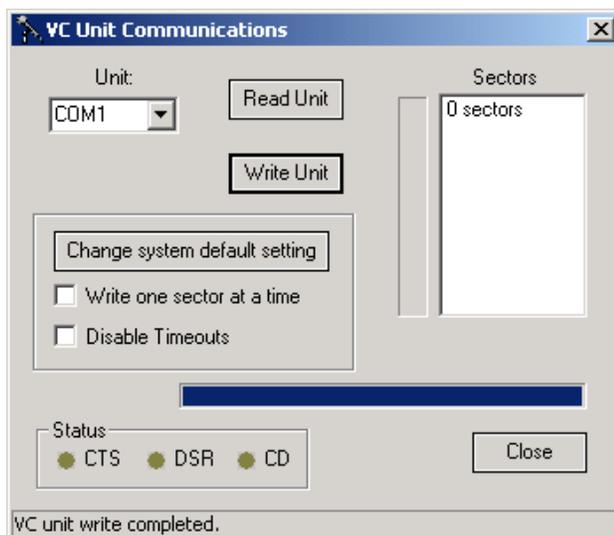
Click "Write Unit" to initiate the process of uploading the customized VCI file to the VECPU.



Write in process.

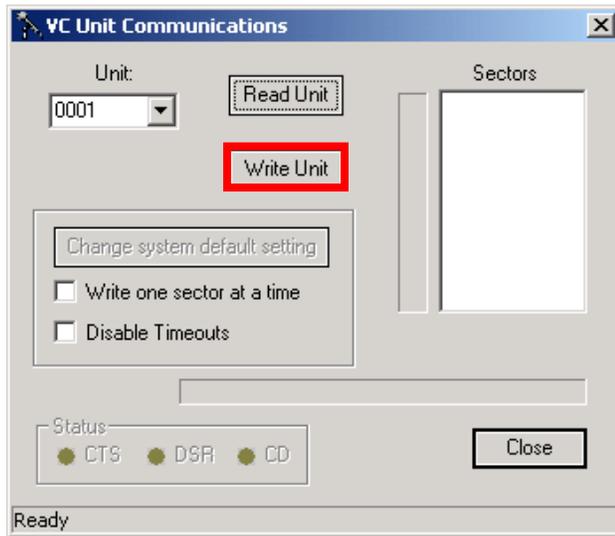


Write Complete.

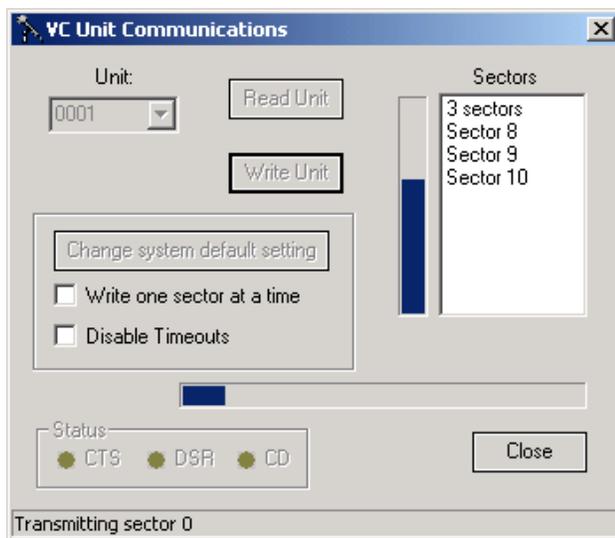


VECPU-5 Upload Process

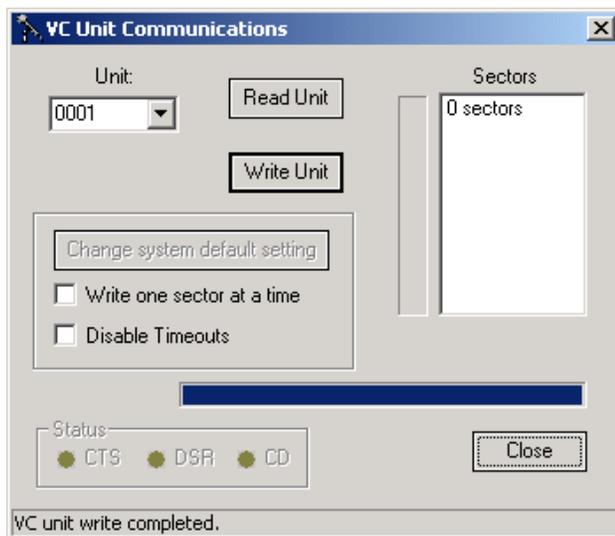
Click "Write Unit" to initiate the process of uploading the customized VCI file to the VECPU-5.



Write in process.



Write Complete.



The final step is accomplished through the Class Connection ES System Programming Tool.

Invoke the Class Connection ES System Programming Tool.

Receive files from the system or open the desired system files.

Click "File".

Select "Load Voice Chip File".

Choose the custom VCI file that was uploaded through the VCMMessageUtil.

Click "Open".

Use "Transfer" / "Send Files" to update the Class Connection CPU.

