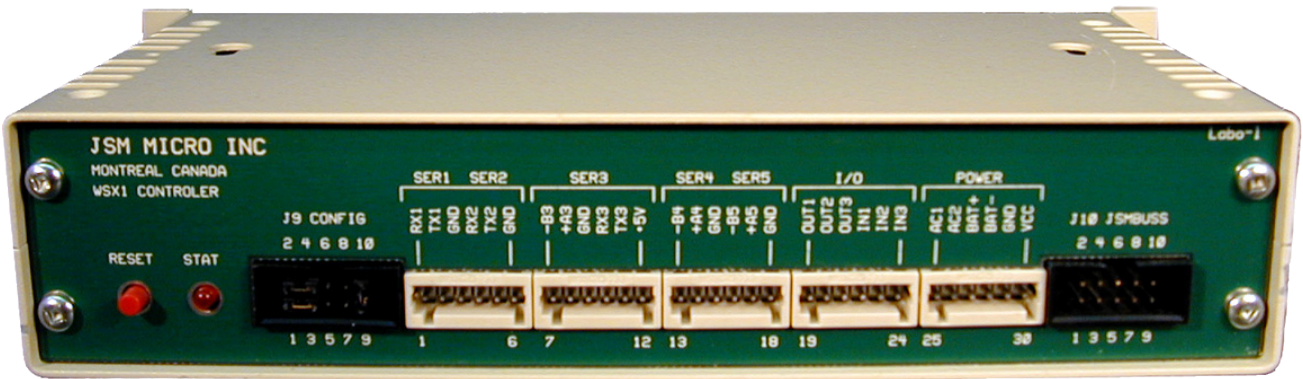


Kirk 2.0  
Programming Manual  
rev 0



Will receive incoming messages using the Jsm proprietary protocol and dispatch them the Kirk paging system.

Use in conjunction with Jsm Config and the Kirk 2.0 template

Prepared by Julien Gascon-Samson

© Jsm Micro inc. 2008-2009

## Contents

<b>1 Overview</b>	<b>3</b>
<b>2 User comments, passwords and pin codes</b>	<b>4</b>
<b>3 Users</b>	<b>4</b>
<b>4 Teams</b>	<b>4</b>
<b>5 Message transmission</b>	<b>5</b>
5.1 Message transmission . . . . .	5
5.2 Kirk calling convention . . . . .	5

# 1 Overview

To program the WSX1 CPU running the Kirk software you must use JSM Micro inc Jsm Config configuration program. Jsm Config is a universal template based programming tool developed to assist in all JSM Micro inc products programming.

Once opened, the main screen looks like this:

## JsmConfig Software Overview (example shown using the SCP Messenger 3.0 template)

The screenshot shows the JsmConfig software interface for SCP Messenger 3.0. The interface includes a menu bar, a toolbar, and several main sections: 'Nurse stations', 'Team scheduling', and a 'Quick Help' pane. The 'Nurse stations' section contains fields for 'Network address', 'Associated name', 'Alpha mode', and 'Callback formula'. The 'Team scheduling' section shows a weekly schedule grid. The 'Quick Help' pane provides detailed information about the selected configuration item, including its name, default values, and documentation. The interface is annotated with several callout boxes:

- Select template to load. New (JsmConfig) and old ones (WSXConfig) are supported.** (Points to the menu bar)
- Currently opened configuration file name** (Points to the title bar)
- Select COM port and unit type (for old templates only), and auto-reset (recommended)** (Points to the 'Unit Administration' menu item)
- Used to install new software, bios, set time and date, show software version, serial number** (Points to the 'Software Overview' menu item)
- Browse configuration pages. Click on a page title to open that page to edit its items. You can also open pages from the navigation pane.** (Points to the 'Pages' menu)
- New, open, save, save as functions** (Points to the toolbar)
- Download configuration from or upload configuration to unit** (Points to the 'Upload/Download' menu item)
- View the overview document, view the welcome page and view program information (change license information).** (Points to the 'Software Overview' menu item)
- Quick Help:** (Points to the 'Quick Help' pane)
- Documentation (click to open):** (Points to the 'Documentation' section in the Quick Help pane)
- Alpha bloc mode:** (Points to the 'Alpha bloc mode' section in the Quick Help pane)
- Callback formula:** (Points to the 'Callback formula' section in the Quick Help pane)
- Configuration zone:** (Points to the 'Configuration zone' section in the Quick Help pane)
- Background Colors:** (Points to the 'Background Colors' section in the Quick Help pane)
- Important: spaces are used internally by our configuration files. Therefore, all spaces are replaced by underscore characters (unless a few exceptions), but they will appear as spaces when used by Jsm products.** (Points to the 'Important' section in the Quick Help pane)
- Quick search feature:** (Points to the 'Quick search feature' section in the Quick Help pane)
- Template title, version and program registration information.** (Points to the 'Template' section in the Quick Help pane)
- Navigation pane used to browse configuration sections. Click on a section to open that section to edit its items or use one of the shortcut F-keys. You can also use the left and right buttons below.** (Points to the 'Navigation pane' in the Quick Help pane)

Very important : please note that spaces are used internally by our configuration files. Therefore, all spaces are replaced by underscore characters (unless a few exceptions), but they will appear as spaces when used by Jsm products. In JsmConfig, if you type a space on your keyboard, it automatically gets replaced by an underscore character.

## 2 User comments, passwords and pin codes

User comments are for your own usage. You can edit the date and have three lines of comments to store information like your customer's name, your name or other information. These information's will be saved to the WSX1.

The Passwords section allow you to enter up to three passwords for future use. Presently the Kirk 2.0 software do not look at these passwords.

The Pin codes section allows you to enter a serial number to use your Kirk 2.0 software. The serial number must match the serial number programmed in the WSX1 unit, otherwise Kirk will not work. The various pin codes allows you to enable some features of the software. Depending on your configuration, Jsm Micro inc. will tell you your serial number and which pin codes to enter here. Please note that pin codes are not used for this software.

## 3 Users

The users section allows you to configure the Kirk handsets that are registered and their associated port number.

**Handset number:** Enter here the Kirk number as programmed in the Kirk system for each registered user.

## 4 Teams

In this section, you can define teams of handsets. You will then be able to perform calls on multiple Kirk handsets *simultaneously*. In each team, enter the user numbers you need. You can have up to ten teams. Each team may contain up to 32 users. **Too many usage of teams with several members will affect system performance because each handset is called one by one. This may cause latency problems! We do not recommend using teams with more than four members. Quick tip : you can use arrow keys and tab for faster data entry.**

For all teams you need (maximum 10), select from the lists the desired members. You have to select user numbers, and for your convenience, programmed handset numbers are also displayed.

## 5 Message transmission

The Kirk 2.0 software will receive messages to transmit to Kirk handsets from another WSX1 unit or manually via test messages for diagnosis purposes.

### 5.1 Message transmission

The WSX1 will accept messages received from another WSX1 on the ser5 RS485 port. The WSX1 will also accept manual test messages sent on the ser1 RS232 port (9600-N-8-1 in Hyper Terminal or other tool) using the following syntax :

- `MP_par_Unnn_cbn_message` : specify a user number using U(000-127)
- `MP_par_Tnn_cbn_message` : specify a team number using T(00-09)
- `MP_par_nnnn_cbn_message` : specify a Kirk handset (max 12 chrs)

The parameters are the following :

Parameter	Definition
underscore	space
p	Priority (0-1)
a	Alert type (0=page, 1=with callback)
r	Ring type (1-9)
cbn	Callback number
message	Message to send (32 chrs max)

Please refer to the next section for more information about Kirk parameters.

### 5.2 Kirk calling convention

In many WSX1 softwares such as CTD 3.0 and SCP Messenger 3.0, you can place SpectraLink contacts in teams. To do so, you have to use one of the following conventions :

- `KUnnn` : specify a user number using U(000-127)
- `KTnn` : specify a team number using T(00-09)
- `Knnnn` : specify a Kirk handset (max 12 chrs)

Examples :

```
KU000   Kirk user 000
K2401   Kirk extension 2401
```