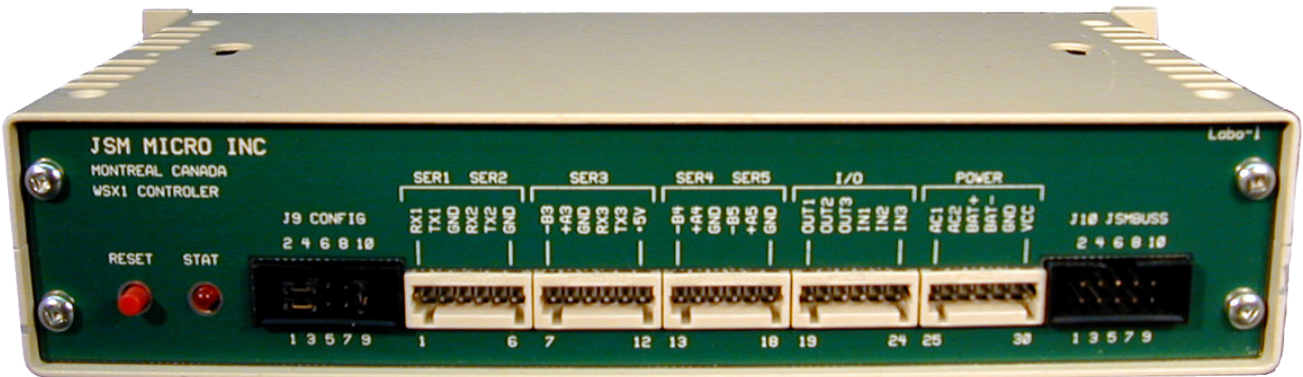


# SCP Messenger Programming Manual

rev 0



Will detect calls from StaffCallPro systems and generate alarms, build and dispatch alarm messages to displays, pagers, wireless phones. Will also store call statistics for Jsm Report reporting software.

Use in conjunction with Jsm Config and the SCP Messenger 3.0 template

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# 1 Overview

To program the WSX1 CPU running the SCP Messenger 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 with several callout boxes providing detailed information:

- Top Bar:**
  - Select template to load. New (JsmConfig) and old ones (WSXConfig) are supported.** (Points to the file list)
  - 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 hardware settings)
  - Used to install new software, bios, set time and date, show software version, serial number** (Points to the About menu)
- Main Configuration Area:**
  - New, open, save, save as functions** (Points to the menu bar)
  - Download configuration from or upload configuration to unit** (Points to the Message fields)
  - View the overview document, view the welcome page and view program information (change license information).** (Points to the Overview menu)
  - Quick Help:**
    - Associated name:** Type the corresponding department name. It will appear in JSM Report generated calls.
    - Documentation (click to open):** Associated name: Enter the department name corresponding to this nurse station. The department name will appear in the generated Jsm Report call statistics.
    - Alpha bloc mode:** Set this value to yes to switch the first architectural digit by a letter using the settings defined in the Alpha mode table (E) section. Please refer to the documentation concerning that section for more information.
    - Callback formula:** Enter the formula needed to call back the room from certain wireless phones like
  - Configuration zone:** Click or press TAB to select fields to edit or select values from listboxes if an arrow appears. MIDDLE-CLICK on a field to restore default value. PageUP/PageDOWN on a field to change index if a counter appears (E 3).
  - Background Colors:**
    - White: Field has default value (unmodified)
    - Green: Field has a modified value (not default)
    - Yellow: Field is currently active for editing and text is not selected – you can type or select a value.
    - Blue: Field is currently active for editing and text is selected – you can type or select a value.
  - 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.
  - Quick search feature:** to search a string and jump to the appropriate index where the it appears. Activated for some fields. When search becomes possible for a given field, simply enter the string to search (or click on the magnifying glass icon or type the Ctrl+F shortcut) and click the next (Ctrl+N) or previous (Ctrl+P) button.
- Right Side:**
  - Browse configuration pages. Click on a page title to open that page to edit it's items. You can also open pages from the navigation pane.** (Points to the navigation pane)
  - When you select a configuration item, this pane will display some quick help and advice on the possible values and the default value for that item.** (Points to the Quick Help pane)
  - If your template file includes built-in manual documentation (such as SCP Messenger 3.0 and CTD 3.0), it will automatically display in this pane and jump to the correct section when a configuration item is selected. If the documentation manual is not built-in, this pane will not appear.** (Points to the Documentation pane)
  - Template title, version and program registration information.** (Points to the Template info)
  - Navigation pane used to browse configuration sections. Click on a section to open that section to edit it's items or use one of the shortcut F-keys. You can also use the left and right buttons below.** (Points to the navigation 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

The screenshot shows three sections of the configuration interface:

- User comments:** A form with a 'Date' field set to '07-JUL-2009' and three 'Line' text input fields. Line 1 contains 'Author: Julien Gascon-Samson, Jsm Micro inc.', Line 2 contains 'Template: SCPMaxPage E v3.0 cfg file (rev 0a, 07-2009)', and Line 3 is empty.
- Passwords (not used yet):** A section titled 'Password (max 3)' containing three 'Password' fields labeled 'Password 0', 'Password 1', and 'Password 2', each with the value 'pwd-0', 'pwd-1', and 'pwd-2' respectively.
- Pin codes:** A section with a 'Serial number' field containing '0123-4567-89AB-CDEF' and a 'Pin codes (max 5)' section containing five 'Pin code' fields labeled 'Pin code #0' through 'Pin code #4'. The values are 'FEDC-BA98-7654-3210', '0000-0000-0000-0000', '0000-0000-0000-0000', '0000-0000-0000-0000', and '0000-0000-0000-0000' respectively.

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 SCP Messenger 3.0 software do not look at these passwords.

The Pin codes section allows you to enter a serial number to use your SCP Messenger 3.0 software. The serial number must match the serial number programmed in the WSX1 unit, otherwise SCP Messenger 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. For now, they are reserved for future use.

## 3 General configuration

In this section you set several parameters like daylight saving time, if you have displays, if you have pagers and their protocols. Please note that the Polycomm® Kirk protocol is always available on ser3 port. This allow you to send alarm messages to Kirk and SpectraLink wireless handsets.

### 3.1 WSX1 ports assignment

ser1: Programming/Reporting software (RS-232)  
 ser2: Paging output (RS-232 full duplex)  
 ser3: StaffCallPro RS-485 network (V1=+A3, V2=-B3)  
 ser4: Displays output (RS-485)  
 ser5: Kirk, SpectraLink to WSX1 (RS-485), Jsm Display

### 3.2 General and paging settings

The screenshot shows the 'General config.' interface with the following settings:

- mn:** WSX1-Floor1
- ma:** 00
- ds:** 1
- ep:** 0
- pr:** [empty]
- pc:** END
- Paging protocol settings:**
  - pp:** csx5\_enc
  - pb:** 9600\_N\_8\_1
  - tp:** 00 (Page once, wait for escalat tim)
- Tap/map specific settings:**
  - md:** [empty]
  - ms:** 05
  - mc:** CONNECT
  - m1:** AT\$6=1;H04R1

- mn** Enter a name for your WSX1 module. It will be used by the reporting software.
- ma** Enter the address for this WSX1 module. Useful in WSX1-networked environments.
- ln** Select the system language, french or english. It is mainly used to display long date format.
- ds** Sets the daylight time saving hour correction function parameters. Values: 0= disable, 1= Canada
- ep** This parameter allows you to automatically expand pager number digits (fill in with extra digits). **The number of digits for the expansion is 1 to 7. Put a 0 to disable expansion.**
- pr** Enter the pager number prefix (if needed). Prefix is used in pager number formation, after pager expansion. **Ex: prefix=11111, pager= 002 → pager number=11111002**
- pc** Enter the suffix message appended to cancelled calls. Enter nothing for no paging of cancelled calls. **Ex: if PC is set to END, the CODE 209 message would become CODE 209 END.**

#### 3.2.1 Paging protocol general settings

- pp** Paging protocol to be used. Choices are:
  - csx5\_enc:** JSM Micro inc CSX5-ENC system
  - nil:** No paging (maybe displays or Kirk)
  - mep:** Multitone Electronics protocol
  - tap:** Telelocator Alphanumeric protocol

mtap: Modem TAP  
 comp2: People Finder entry protocol

The default is csx5-enc. This is the JSM Micro inc Pocsag encoder module input protocol. The CSX5-ENC encoder is made by JSM Micro inc. As a second choice, the tap or mtap is the most popular protocol. **If you chose tap or mtap, you must define the supplier information by filling in the tap/mtap protocol settings section.** A supplier is a wide area paging service provider like AT&T, Telus, Bell Mobility etc. The ser2 port is used for tap or mtap.

- pb Paging port settings (**not for tap or mtap**). Enter baud rate, parity, data bits, stop bits & port used. As example, if you choose mep as paging protocol you can enter “1200\_E\_7\_2\_com2”. If you choose csx5-enc you must enter “9600\_N\_8\_1\_com2” Always choose com2 unless instructed to select a different serial port. **Note: For tap or mtap, this parameter is not used.**
- rp Specifies the page repetition interval in minutes. This setting allows the software to automatically repeat the page after a certain time interval. Please note that the paging interval is independent of escalerts. The possible choices are :
- |    |                                       |
|----|---------------------------------------|
| 00 | Page once then wait for escalert time |
| 02 | Page every 2 minutes until escalert   |
| 05 | Page every 5 minutes until escalert   |
| 10 | Page every 10 minutes until escalert  |
| 15 | Page every 15 minutes until escalert  |

### 3.2.2 TAP/MTAP specific settings

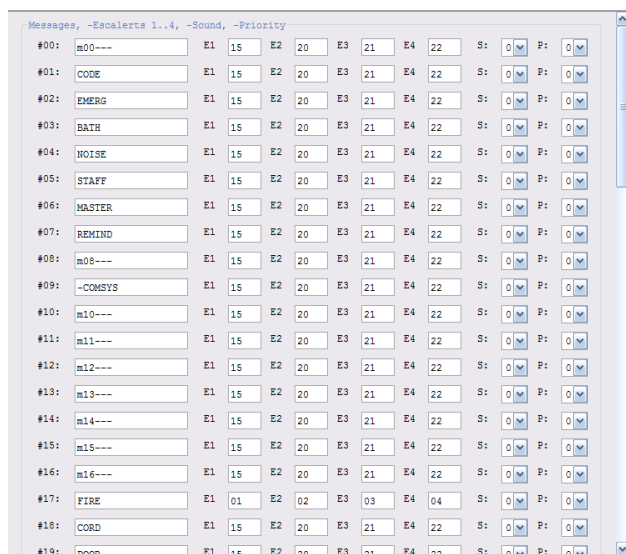
These settings only apply if the paging protocol you selected is TAP or MTAP. If you do not use TAP or MTAP, you do not have to fill in these settings.

- md Enter the number to dial for modem tap paging (leave empty if there is no modem).
- ms Enter the maximum number of pages accepted by the tap supplier per modem call.
- mc Enter the mtap modem connect string.
- mi Enter the modem initialisation string (leave empty if you are not using MTAP).

## 3.3 Addressable displays parameters

- pd Specify if you have displays (wall boards) and wich protocol to use to communicate with them. Choices are:
- nil: No displays (only pagers/handsets)  
 pl2014a: JSM Micro supplied displays  
 prolite: Prolite displays
- bd Specify if the displays will beep or not. Some of them have beeping functions to alert people.
- ad Specify if the displays are addressable or not. **All displays are connected on the same RS485 buss (ser4).** If they are addressable you can assign alarms to specific displays. Choices are:
- jsm: Use JSM supplied addressing module.  
 yes: Use display built-in addressing method (PL2014).  
 no: They are not addressable. Use “d00”
- im Installer’s message: Enter your company name. It will be displayed on all displays for 30 seconds when WSX1 unit is powered-up. **If you do not want an installer message to be displayed, enter x (in lower case).**
- d00 **This description applies for displays 00 to 15!** Enter the message you want to be displayed when there is no alarm. One message for each displays. **It is suggested to use “...”**. This will show three scrolling dots, indicating a powered display with no calls. You can also include dates and times in your message by starting it with &T to display the time in 12 hrs format, &t to display the time in 24 hrs format, &D to display the weekday followed by the date and &d to display the date only. Alternatively you can use messages like these:
- “East Wing, no calls”
  - “Second floor”
  - “Welcome to St-John’s Hospital”

## 4 Messages



In this section, you can map up to 64 specific messages of the StaffCallPro system to some actions to be performed. You can enter each desired message and define the time that will elapse between each escalert when that specific message is received. You can also choose the beep sound that will be played in the display panel and the display priority order upon reception of the message.

**#00** The same description applies for #00 to #63! Enter the StaffCallPro specific message here. If you want to disable a message, simply precede it by a dash (-).

**E1** The same description applies for E1 to E4! Enter the time in minutes that will elapse between each escalert before the escalert is triggered for the specified message. If you enter two digits (such as 15), the time will be considered in minutes (meaning 15 minutes for example); if you enter three digits (such as 030), the time will be considered in seconds (meaning 30 seconds for example). **Very important: every escalert time is relative to the previous escalert and not from the beginning! Take note that total call duration cannot exceed 60 minutes! If it happens, the call will be cancelled and marked as timed out for Jsm Report.**

For example, let's suppose E1=045, E2=02, E3=090, E4=01. In this scenario, relatively to the beginning, it would mean that the first escalert would be triggered at 45 seconds, the second one would be triggered at 2 minutes 45 seconds, the third one at 4 minutes 15 seconds and the fourth one at 5 minutes 15 seconds.

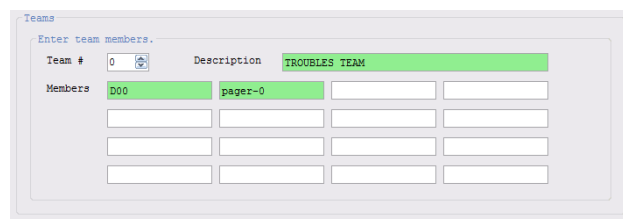
**S** Select the beeping sound that the display will emit when that message is received. You can turn off the sound or choose from three predefined sounds.

- No sound (0)
- Type 1 sound (1)
- Type 2 sound (2)
- Type 3 sound (3)

**P** Select the priority order for that message for the displays. The priority affects the frequency at which the call will be displayed on the display panels for this message compared to the other messages. You have a choice of 5 different priorities. This will be used in future versions.

- Highest (0)
- High (1)
- Medium (2)
- Low (3)
- Lowest (4)

## 5 Teams



In this section, you can define teams to be called when some alert occur. You can define a maximum of 100 teams (0 to 99) and each team can contain a mix of up to 20 pagers, Kirk users, Kirk extensions, SpectraLink users, SpectraLink extensions and displays. For each used team, use an appropriate description describing the team (for example TROUBLES\_TEAM) and enter the members of the team.

Each team member can be a pager number, a kirk user number or extension number, a SpectraLink user or extension number or a display. Examples :

1. 1111001 (capcode)
2. KU000 (Kirk user 000)
3. K2401 (Kirk extension 2401)



4. S-001-U000 (SpectraLink user 000, page and use ring 1)
5. S-014-4120 (SpectraLink user 4120, page, callback and use ring 4)
6. D01 (Display 01)

Note concerning SpectraLink : the syntax for SpectraLink users is **S-par-U000** and the syntax for SpectraLink extensions is **S-par-4120**. The **par** parameters represent :

- p** Represents the paging priority. Not used yet. Normally left to 0.
- a** Represents the alert mode. For the moment, 0 means no callback (pager-like alert) and 1 means alert with callback.
- r** Represents the ringing type. We have 10 different rings : 0 to 9. 0 is not recommended (no ring).

See the WSX1-SpectraLink software for more information.

In sections 8, 9 and 10, you will associate rooms or nurse stations for all schedules with teams. A team can be used as a regular alert team or as an escalert team.

## 6 Alpha mode table

When the first digit is	--> replace it by
0	A
1	B
2	C
3	D
4	- (no swap)
5	- (no swap)
6	- (no swap)
7	- (no swap)
8	- (no swap)
9	- (no swap)

Networked SCP systems require a unique architectural number for all contacts points. In real scenarios, however, it might happen that the same room number is used among different departments. For example, room

323 may be present in department *A* as well as in department *B*. Since the architectural number cannot contain letters, a common trick used is to add an extra digit before the architectural number to identify the department or building. For example, for department *A*, we could add *1* and for department *B*, we could add *2*, therefore becoming room *1323* and *2323* respectively. However, this may bring confusion for users which would prefer seeing a letter instead of a number (for example, *A323* and *B323*). The SCP Messenger software allows you to replace the first digit on displays, pagers or telephones by a letter. You can optionally associate a letter for each digit (0 to 9).

For the desired digits, simply select the replacement letter from A to Z. Select the - (No swap) option to disable replacement for the specified digit. Please note that the same letter may be used multiple times.

## 7 Teams allocations schedule

Sample (fictional) schedules : week day shift, week day noon replacement shift, week night shift and weekend shift :

Schedule	Hrs:min	Days	Comment
0	08:00	12345	WEEKDAYS AM
1	23:00	12345	NIGHTS
2	08:00	06	WEEKENDS
3	13:00	12345	WEEKDAYS PM
4	11:00	12345	WEEKDAYS LUNCH
5	00:00	0123456	
6	00:00	0123456	
7	00:00	0123456	
8	00:00	0123456	
9	00:00	0123456	

Schedule	Description
0	WEEK
1	NIGHT
2	WEEKEND
3	WEEK LUNCH
4	
5	
6	
7	
8	
9	

Week days are :

- 0: Sunday
- 1: Monday
- 2: Tuesday
- 3: Wednesday
- 4: Thursday
- 5: Friday
- 6: Saturday

In this schedule, we have programmed four work shifts:

- 0: this schedule starts each week day (from monday to friday) at 08:00 and at 13:00, therefore representing a day shift for week days. That means that when those times are reached, the contacts programming defined for schedule 0 will be used.
- 1: this schedule starts each week day (from monday to friday) at 23:00, therefore representing a night shift for week days. That means that when that time is reached, the contacts programming defined for schedule 1 will be used.
- 2: this schedule starts each week-end day (saturday and sunday only) at 08:00, therefore representing a week-end shift. That means that when that time is reached, the contacts programming defined for schedule 2 will be used.
- 3: this schedule starts each week day (from monday to friday) at 11:00, therefore representing a noon replacement shift for week days. That means that when that time is reached, the contacts programming defined for schedule 3 will be used.

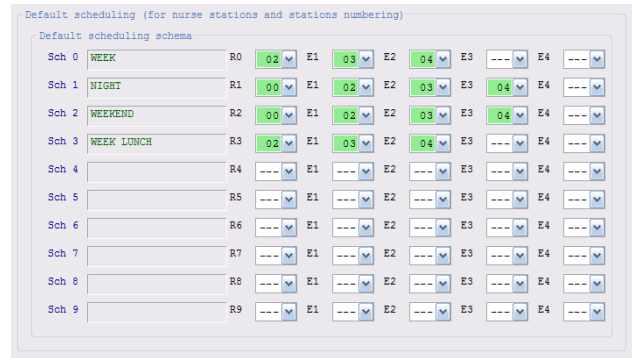
To describe a schedule, simply enter the schedule number (select a number from 0-9), the schedule start time, the days this schedule will apply and enter a quick description for your convenience. Please note that a schedule may be defined by multiple time periods. At the bottom of the screen, you may enter descriptions for each schedule which will be displayed on the contacts programming configuration page.

## 8 Default scheduling

This section is used to set the default scheduling grid for nurse stations and stations. In a system you may have up to 32 nurse stations and 1024 rooms! Instead of programming the scheduling grid for each of them you can specify a default grid in this section. The default grid will be automatically used for all nurse stations and rooms for which you do not specify a custom scheduling grid.

In other sections, each time a question mark will appear in a parameter field, it will be substituted by what you have programmed in this section. Let's see how to do it.

Here is a screenshot of that section:



The grid defines which teams should be called by default for all nurse stations and rooms when a call is made, for each schedule defined in section 7. That means that it allows you to define a scheduling *pattern* that will automatically repeat itself for each nurse station or room whose values have not been overridden. In the nurse stations and stations numbering programming sections (sections 9 and 10), you will see for each item an exact copy of the same grid initially set to default values. By default, for each item, if you do not change anything in the grid, it will simply use the settings you define in the *defaults* grid.

However, you may customize some values to alert different contacts for some nurse stations or rooms, but you are not obligated to modify all values. Jsm Config will color the values you customize for each field in green and the values that are left to defaults will be white. That means that values that appear with a white background will use the values defined in the *pattern* grid in the *defaults* section, but values that are green won't use the default ones and they will be specific to that nurse station or room only. Don't forget that you may always middle-click (or clicking and holding Ctrl) to bring back the default value for any field (it should turn from green to white).

You can define a regular team (simply select it's number as defined in section (5) to alert when a call is made. You may also define four team numbers for each successive escalert that will be called if the call is not responded (E1 to E4). Simply select --- if you do not want anyone to be alerted by default for some schedules. Please note that when you open the dropdown lists with the mouse, the names of the teams you defined in the teams section (5) will appear next to the team numbers to ease the selection process so you do not have to switch back and forth among sections.

As an example, refer to the grid in the next two sections (9) (10) which details which fields have been customized for that particular room or nurse station only (green background) and which fields will simply use val-



ues defined in the *defaults* section (white background).

Grid scheduling defined in the *Stations numbering* (10) section have priority over grid scheduling in the *Nurse stations numbering* (9) section which in turn have priority over the grid scheduling defined in the *Defaults* (8) section!

## 9 Nurse stations numbering

The screenshot displays the configuration interface for nurse stations. It includes the following sections:

- Network address:** 0
- Associated name:** NS 00
- Alpha bloc mode:** yes
- Callback formula:** 9552PPRFB
- Nurse station messages:**
  - Message 01.CODE maps to Team 00.TROUBLES TEAM
  - Message 02.EMERG maps to Team 02.EMERGENCY TEAM 1
  - Message 33.CODE21 maps to Team 01.FIRE TEAM
  - Message 49.WHITE maps to Team 03.EMERGENCY TEAM 2
- Team scheduling:** A grid of 10 schedules (Sch 0 to Sch 9) with columns for room (R0-R9) and escalation levels (E1-E4). Some cells contain team numbers (e.g., 02, 03, 04) or '---'.

Enter here the settings for each nurse station.

**Network address:** Select the nurse station for which you wish to modify the parameters. **Choices are from 00 to 31.**

**Associated name:** Enter the department name corresponding to this nurse station. The department name will appear in the generated Jsm Report call statistics.

**Alpha bloc mode:** Set this value to yes to switch the first architectural digit by a letter using the settings defined in the *Alpha mode table* (6) section. Please refer to the documentation concerning that section for more information.

**Callback formula:** Enter the formula needed to call back the room from certain wireless phones like SpectraLink or Kirk. The allowed characters are 0123456789\*#,PRB:

,: short pause

P: long pause

R: room number

B: bed number

Examples : 5412PR#B#; 5412, ,R##

### 9.1 Messages

It is possible to map up to four specific messages from the *Messages* section (4) to specific teams to alert. Those four messages are customizable for each nurse station.

**Message:** Select the message you want to map to a specific team for the current nurse station.

**Team:** Select the team associated to the selected message for the current nurse station. **Note: when this message is made, the mapped team will be alerted as well as the nurse station scheduled team or room station scheduled team.**

### 9.2 Team scheduling

This part details which teams should be called when this nurse station is triggered, for each schedule defined in section 7. You can define a regular team (simply select it's number as defined in section 5) to alert when the call is made. You may also define four team numbers for each successive escalert that will be called if the call is not responded (E1 to E4). Simply select --- if you do not want anyone to be alerted for some schedules. Like mentionned previously, for teams you do not define manually, the team defined for that particular alert or escalert for the selected schedule from the *defaults* section will be used. Values that you customize will become green, otherwise they will have a white background and will be preceded with a question mark.

Also remember that when you open the dropdown lists with the mouse, the names of the teams you defined in the teams section (5) will appear next to the team numbers to ease the selection process so you do not have to switch back and forth among sections.

Grid scheduling defined in the *Stations numbering* (10) section have priority over grid scheduling in the *Nurse stations numbering* (9) section which in turn have priority over the grid scheduling defined in the *Defaults* (8) section!

## 10 Stations numbering

Stations numbering

Station index: 0

Nurse station messages

Arch1 (less bed): 124 Associated name: CARDIO-12

Teams scheduling

Sch	Week	R0	E1	E2	E3	E4
Sch 0	WEEK	702	703	704	?	?
Sch 1	NIGHT	700	702	703	704	?
Sch 2	WEEKEND	700	702	703	01	?
Sch 3	WEEK LUNCH	702	703	704	?	?
Sch 4		?	?	?	?	?
Sch 5		?	?	?	?	?
Sch 6		?	?	?	?	?
Sch 7		?	?	?	?	?
Sch 8		?	?	?	?	?
Sch 9		?	?	?	?	?

Enter here the settings for each room.

**Station index:** Select the room for which you wish to modify the parameters. **Choices are from 0 to 1023.**

**Architectural (less bed):** Enter the architectural unique number of this room. Do not include the bed identifier.

**Associated name:** Enter the name you wish to associate to this room. The name will be used whenever possible. **Ex:** kitchen, pharmacy, etc.

### 10.1 Team scheduling

This part details which teams should be called when a call is made, for each schedule defined in section 7. You can define a regular team (simply select it's number as defined in section 5) to alert when the call is made. You may also define four team numbers for each successive escalert that will be called if the call is not responded (**E1** to **E4**). Simply select --- if you do not want anyone to be alerted for some schedules. Like mentioned previously, for teams you do not define manually, the team defined for that particular alert or escalert for the selected schedule from the *defaults* section will be used. Values that you customize will become green, otherwise they will have a white background and will be preceded with a question mark.

Also remember that when you open the dropdown lists with the mouse, the names of the teams you defined in the teams section (5) will appear next to the team numbers to ease the selection process so you do not have to switch back and forth among sections.

Grid scheduling defined in the *Stations numbering* (10) section have priority over grid scheduling in the *Nurse stations numbering* (9) section which in turn have priority over the grid scheduling defined in the *Defaults* (8) section!

## 11 Extended message translation

This section allows you to define translation rules for messages. It works by verifying the incoming messages from the StaffCallPro system and automatically replacing them by a custom string.

**Index:** Select the index of the translation you wish to edit. **You can have a maximum of 512 replacements; choices are from 0 to 511.**

**Message:** Enter the incoming message you wish to be replaced by another message. **Often the message to be searched does contain a space at the end; if this is the case, don't forget to take it into account. Also, for formatting reasons, the character “+” is inserted between call message and room number (or name). This is used to induce a line change on wireless phones. For pagers and displays, this “+” is replaced by a space. You must have this character in the message. Ex: *CODE+211*.**

**Replace by:** Enter the replacement message corresponding to the incoming message. **You can use the “+” character in the replacement string to format wireless phones messages.**

## 12 Automatic scheduled notifications

You can program automatic messages to transmit at certain times of the day for some teams. These messages are useful if you want to set up periodic reminders. For example, you could program notifications to remind the staff 15 minutes before their shift ends to hand-off their pagers.

**Team:** Enter the team number you want your scheduled notification addressed to. When the specified time period is reached, all members of the team you select from the teams list will receive the specified message. To disable the notification, select **--- (No notification)** from the list.

**Hrs:min:** Enter the time in format hour (00-23) :minutes (00-59) at which the members of the selected team will receive the specified message.

**Msg:** Enter the message to be transmitted at the specified time for the specified team. The message cannot exceed 30 characters so be concise!