XCP Quick Start Guide

Cross Channel Main Page

(1)File - There are three options under the file menu. "Open", "Save" and "Exit". The Open Option pops up a little window that allows the user to select a Number. The numbers range 1-99. 99 different Crawls or Pages can be stored. The Numbers are static and can't be changed. After the user selects a number and presses enter, If the number that the user selected has a page or a crawl already stored in the "Crawl/Page Table" then the program will just open that Page or Crawl. If the number that the user selected is empty another window will pop up. This window asks the user what they would like to open, a Page or a Crawl. After the User selects one of the two options a new window will appear. The new window will either be a "Page" window or "Crawl" window depending on what the user selected.

* Page Window - On the Page window in the text box is where the user can enter what text they want to be displayed. Inside of the text box a "*" is equivalent to a space. So where ever the user wants a space to be displayed, they type a "*" instead of a space. The user can enter in a name in the text box labeled "Name" to help identify the corresponding number. The user has the option to select what channels they want that page to go to when the "Send Crawl/Page" option is selected. When the user presses the Channel Select button and new window will appear. The user then has the options to check the boxes next to the channels they want that page to go to when the table is sent out. Multiply Crawls or Pages cannot go to the same channel.

 * Crawl Window - The Crawl window has a large text box for the user to type whatever crawl message they want to be displayed. The User can enter a name in the Name text box to help identify the corresponding number. The user has the option to select what channels they want that crawl to go to when the "Send Crawl/Page" option is selected. When the user presses the Channel Select button and new window will appear. The user then has the options to check the boxes next to the channels they want that crawl to go to when the table is sent out. Multiple Crawls or Pages cannot go to the same channel.

(2)Crawl/Page Table - This Table is what is sent out to the Star-8 units when the "Send Crawl/Page" option is selected. The user configures the Table before sending it to the Star-8 units. The user cannot fill out the Table manually in this Window. The user must open a Number and fill out the information and then save it to the Table.

<u>Listing of Column Headers:</u>

Num - This is just the Number to keep track of the 99 different Crawls or Pages.
Crawl/Page - Labels the Number if it is a Crawl or Page.
Name - This is the Name of the Crawl or Page that the user assigns. This is for the
user to help keep track of their Pages or Crawls.
Text - This is the text for a Crawl message or the Characters that are stored for a Page.
If the Crawl is really long the user can click inside the "Text" box and press the arrow
key over to see the rest of the characters. The message looks like it is cut off, but it
really isn't.
 Channels - The channels that were selected for this number are stored here.

<u>Crawls Only:</u>

 Repetition - Repetition is the amount of times for the Crawl to repeat.
 Speed - There are three options for the Crawl Speed. "Slow", "Med" & "Fast"
 Position - This is the Position on the Screen that the Crawl will appear.
 Instant Alert - This window is used for sending Emergency Crawls or Sending individual
crawls to individual Channels. The user types in the Crawl they want and then the user
can either send that Crawl to an individual channel or the user can press the "Emergency
Send to All" button. The user also has the option to change the speed, Location and How
many times they want the crawl to go across the screen. There is a Emergency Stop All
button also. This button stops all Crawls on every Channel. The Emergency buttons take
up to 2 minutes to perform their entire actions. The user must wait for the Mouse Icon to
change from an hour glass back to an arrow.

The Cross Channel Promotion Frame is used to select pre-stored Crawls or Pages and
send them to individual Channels. The user selects the Number of the Crawl or Page
that they have previously saved and then they select what Channel they want that
number to go to. When the user has selected the number and channel, they then press the
"Send" button.

(4)Address Table - The Address Table is protected by a User ID:"keywest" and
Password:"keywest" The Address Table holds the address for the Star-8 Channels. Also
on the Address Table the Comm Ports are set to whichever Comm Port the User is using.
The "Comm Port 2" is not used unless the user has more that 72 channels. Comm 2
sends commands out to anything above 72. The "Factory Recall" Option on the Menu
bar is an option to Recall the factory addresses. The address can be changed to match the
user's Star-8 Configuration. Contact Keywest Tech support for help.

(5)Control - There are three options under Control. Send Crawl/Page Table, Stop all
Crawls and Clear all Pages. "Send Crawl/Page Table" sends out the Table that has been
configured by the user. "Stop all Crawls" will stop every Crawl on Every page. This
option will not clear any pages that are stored. "Clear all Pages" will clear all Pages that
are stored on every channel. This option will not Stop any Crawls.

(6)Groups - The Groups Window is so the user can select a Crawl/Page Number and send that number to the corresponding channels that are selected. Each Grouping has a Send and Stop button.

(7)Modem Control - The first time you click on "Modem Control" a setup window will appear.   Select the Modem that is in your computer and press "OK" This is for the DTMF option.   The user pre-configures this window before trying to dial into the units. The user just has to click on Modem Control and configure it to their preferences and then close the window and they are ready to dial into the units. The Cross Channel BETA program must continue to run if a user wants to dial into the units. The program can run Minimized. The User must enter in the 5 digit passcode before being able to control the star-8's via DTMF. The passcode is pre-configured on the GUI. The user must also enter in the 5 digit codes for the other options before using DTMF. When the user just wants to send one Crawl and to One channel at a time, the user will press the Number they want first followed by the 2 digit Channel code and the "#" sign. and 4 digits followed by the pound will be read as Number and Channel. Example: "0108#" this series of digits will send crawl number 1 to Channel 8.

  "*****" Erases Digits Received Box
  "#####" Hangs up the Phone and logs the user off. or Just hang up