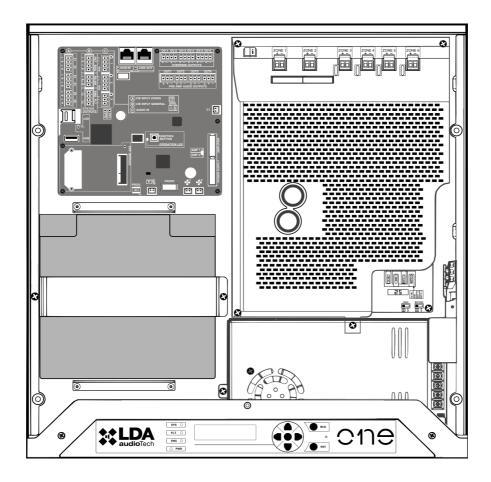
Support Handbook

Loading pre-recorded messages to ONE series



Reference: ONE series





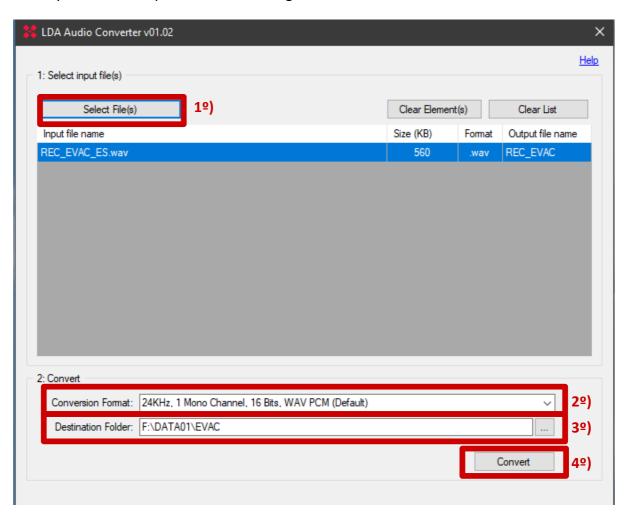
1 DESCRIPTION

To import new alert and emergencie messages to ONE series, they must be previously procesed by "Audio Converter" tool; available at link below

LDA Support Web Link: Audio converter

1.1 Audio Converter

Kindly follow the step marked at the image bellow:



1.2 Load message into USB memory stick

It is needed a USB memory stick formated at FAT32, primary partition.

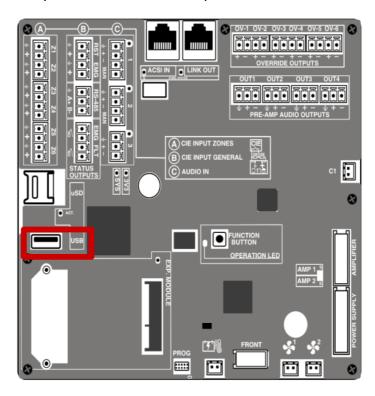
The corresponding message must be located in the folder (xx number between 01 and 99):

..\DATAxx\ALERT\ (alert message)
Example: F:\DATA01\ALERT\alert.wav

• ..\DATAxx\EVAC\ (evac message) Example: F:\DATA01\EVAC\evac.wav



Insert the USB memory stick into the indicated port:



1.3 Import pre-recorded messages

From fontal display of ONE, at configuration section, requires L3 access level. By default, you must enter 0003 password (using cursor arrows) and press central boton to accept.

The load messages path is:

• Configuration \rightarrow Messages \rightarrow Storage \rightarrow Import MSG \rightarrow DATAxx

The messages will be stored in the internal memory.

ANNEX I: MESSAGE FORMAT

Converted messages will be at monochannel PCM 16bits. wav file format, with 24 or 48 kHz sampling. Files name should have up to 8 characters, no spaces or special characters (symbols) to be able to import.

LDA systems use an end-to-end verification system. Each message is converted in the PC with the Audio Converter LDA software, adding a validation code at that moment. Any voluntary or involuntary manipulation of the message from that moment forward will cause a message integrity error, so it cannot be imported.



Loading pre-recorded messages to ONE series Support Handbook - ONE series

ANNEX II: PLAYLISTS

Imported messages will be storaged at their own ALERT or EVAC playlist, depending of the used importation path.

Messages will be played on alphabetic order for each playlist.

In case of name coindicence with previous imported messages, this will be overwritted by the new one.

