



VideoXpert™ v 3.x
ASCII Translator Configuration Tool
Installation and Operations Manual



VideoXpert™

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Introduction

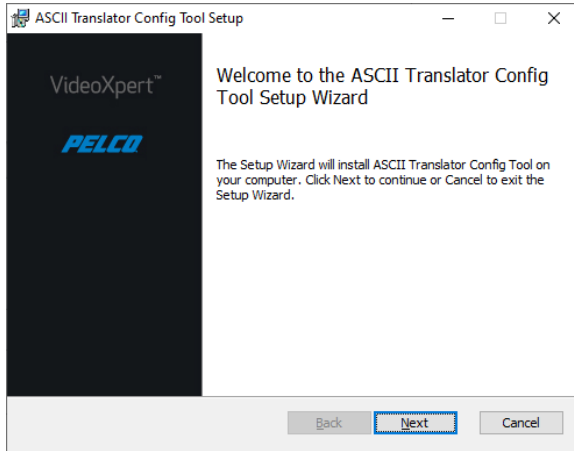
This document is the installation and operation guide for VideoXpert Integration with the ASCII Translator Configuration Tool.

System Overview

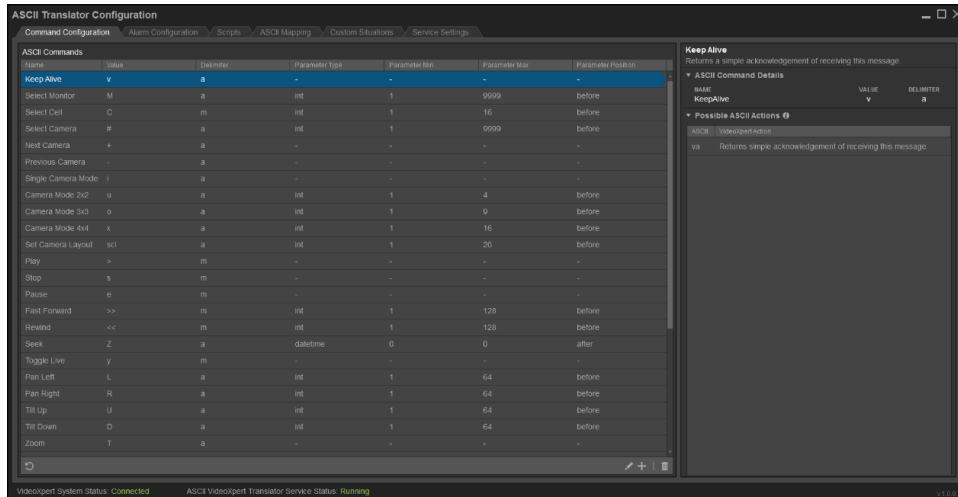
The ASCII Integration Service is capable of being configured, through various XML files, to listen for ASCII commands on a serial port, Ethernet port, or both simultaneously. Commands are translated from ASCII into the protocol used by VideoXpert™. The ASCII Translator Configuration Tool provides the ability to configure these XML configuration files through a user interface.

Installing the Software

1. Install the prerequisite, “Microsoft Visual C++ Redistributable for Visual Studio 2015 x64” .
2. Download and run the installer.
3. Click **Next** as necessary to complete the installation process.

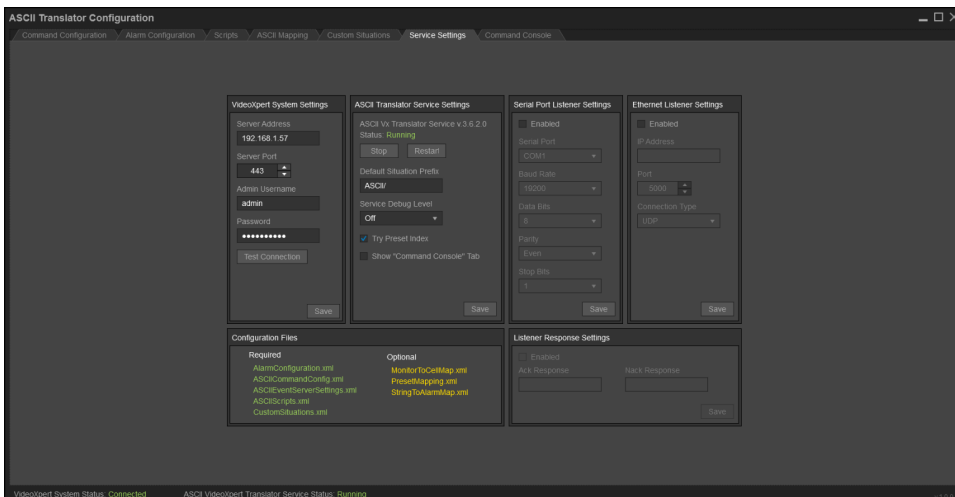


4. Launch the ASCII Translator Configuration Tool application to verify that the installation was successful.



Configuring the Service Settings

The *Service Settings* tab contains the connection and general settings for the ASCII Translator Service.



Configuring the VideoXpert System™

The ASCII Translator Service requires a VideoXpert System to be configured. Before configuring the system, make sure you have network access to the system and your user account has been assigned to the administrative role. After the system is configured, the ASCII Translator Configuration Tool will also use the system to populate various configuration options.





Note: If the system is unavailable for any reason you will still be able to modify the configuration options; however, you will need to manually enter all values as needed.

1. Click the **Service Settings** tab.
2. Enter an IP address in the *Server Address* field of the *VideoXpert System Settings* panel.



3. Enter a value in the *Server Port* field or use the default port.

4. Enter the *Admin Username* and *Password* for the VideoXpert system.
 - If the connection succeeds, the user will see the “Connection Successful” message.
 - If the connection succeeds, and the system does not have a license but is still under the grace period the user will see the “Connection Successful” message and the icon .
 - If the connection failed, the user will see the “Connection Failed” message.
 - If the connection failed due to an expired license, the user will see the “Connection Failed” message and the icon .

5. Click **Save** to save the current settings to the configuration file.



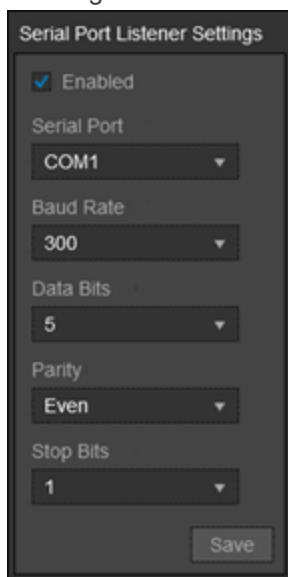
Note: If the information is correct, but the system will not respond, you can save this information and try again later.

6. Restart the ASCII Translator Service to apply the changes.

Configuring the Serial Port Listener Settings

When enabled, the values set in the *Serial Port Listener Settings* panel will be used by the translator to listen for ASCII commands on a serial port. Refer to the ASCII Translator Service documentation for more details.

1. Click the **Service Settings** tab.
2. Click to select the checkbox for *Enabled* in the *Serial Port Listener Settings* panel to enable the listening for ASCII commands over a serial port.

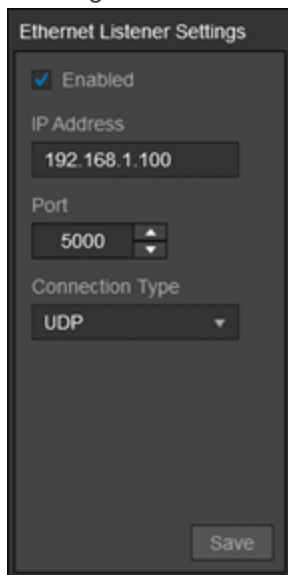


3. From the drop-down menu, click the *Serial Port* on which to listen.
4. From the drop-down menu, click the *Baud Rate* to use for the serial port.
5. From the drop-down menu, click the *Data Bits* value to use for the serial port.
6. From the drop-down menu, click the *Parity* to use for the serial port.
7. From the drop-down menu, click the *Stop Bits* value to use for the serial port.
8. Click **Save**.
9. Restart the ASCII Translator Service to apply the changes.

Configuring the Ethernet Listener Settings

When enabled, the values set in the *Ethernet Listener Settings* panel will be used by the translator to listen for ASCII commands on a UDP or TCP port. Refer to the ASCII Translator Service documentation for more details.

1. Click the **Service Settings** tab.
2. Click to select the checkbox for *Enabled* in the *Ethernet Listener Settings* panel to enable the listening for ASCII commands over a UDP or TCP Port.

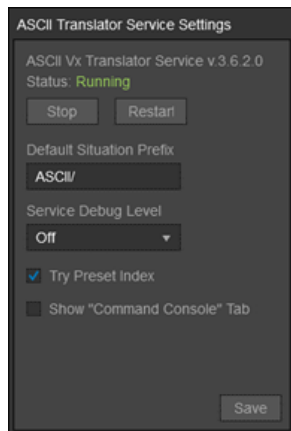


The screenshot shows a dark-themed settings window titled "Ethernet Listener Settings". At the top, there is a checkbox labeled "Enabled" which is checked. Below it is a text field for "IP Address" containing "192.168.1.100". Underneath is a "Port" field with a spinner control set to "5000". Below that is a "Connection Type" dropdown menu currently set to "UDP". At the bottom right of the panel is a "Save" button.

3. Enter an IP address in the *IP Address* field.
4. From the drop-down menu, click the *Port* to use or use the default port.
5. From the drop-down menu, click the *Connection Type* for the listener to use.
6. Click **Save**.
7. Restart the ASCII Translator Service to apply the changes.

Viewing and Configuring the ASCII Translator Service Settings

1. Click the **Service Settings** tab.
 - Information specific to the ASCII Translator Service is presented in the *ASCII Translator Service Settings* panel.
 - The service *Status* at the top of the panel displays the current status of the ASCII Translator Service, and the version found on the system.



2. (Optional) Click **Stop** to stop the ASCII Translator Service from running.
3. (Optional) Click **Start** or **Restart** to (re)start the ASCII Translator Service.
4. (Optional) Enter a *Default Situation Prefix* and click **Update**. The value set here will automatically be added to the *Situation Type* field in the *Create a new Custom Situation* dialog.
5. (Optional) From the drop-down menu, click to select the *Service Debug Level* for the ASCII Translator Service, and then click **Update**.

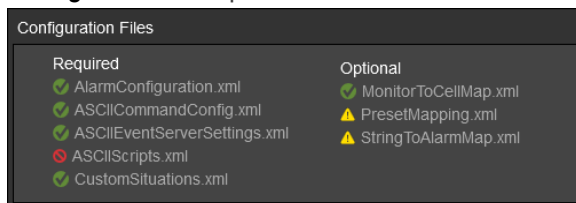


Note: Output can be seen by turning off the service and starting the service from the command line or Windows Explorer.

6. (Optional) Click to select the checkbox for *Try Preset Index* to have the ASCII Translator attempt to call a preset by the index in the camera’s preset list, if calling by the preset name fails.
7. (Optional) Click to select the checkbox for *Show “Command Console” Tab* to display an additional tab in the ASCII Translator Configuration Tool. Refer to the section titled [Command Console](#) for details.
8. Click **Save** to save the current settings to the configuration file.
9. Restart the ASCII Translator Service to apply the changes.

Viewing the Status of the Configuration Files

1. Click the **Service Settings** tab.
2. View the status of each configuration file used by the ASCII Translator Service, presented in the *Configuration Files* panel.



- The *Required* section on the left side of the panel displays the list of the configuration files required by the ASCII Translator Service. The status of each file is indicated by the following icons:
 - Checkmark (✓): The file has been located and loaded into the tool.
 - Slashed circle (⊗): The file could not be found and will be created by the tool when an associated setting is saved.

- The *Optional* section on the right side of the panel displays the list of the configuration files supported by the ASCII Translator Service. The status of each file is indicated by the following icons:
 - Checkmark (✔): The file has been located and loaded into the tool.
 - Caution triangle (⚠): The file could not be found and will be created by the tool when an associated setting is saved.

Configuring the Listener Response Settings

The ASCII Translator Service is capable of being configured to respond on both the serial and TCP connections.



Note: UDP has no response mechanism.

Refer to the ASCII Translator Service documentation for more details.

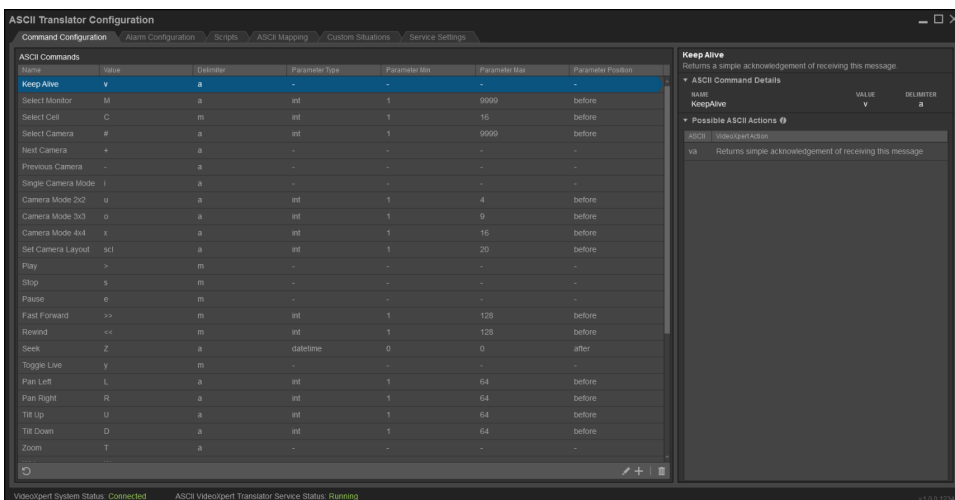
1. Click the **Service Settings** tab.
2. Click to select the checkbox for *Enabled* in the *Listener Response Settings* panel to enable sending responses.

The screenshot shows a dialog box titled "Listener Response Settings". It contains a checked checkbox labeled "Enabled". Below this are two text input fields: "Ack Response" with the value "AKa" and "Nack Response" with the value "NAa". A "Save" button is positioned at the bottom right of the dialog.

3. Enter a value in the *Ack Response* field. This value will be sent as a response when a valid command was received and understood. (It does not indicate the command was successful).
4. Enter a value in the *Nack Response* field. This value will be sent as a response when a full command was received but was not understood.
5. Click **Save** to save the current settings to the configuration file.
6. Restart the ASCII Translator Service to apply the changes.

Configuring Commands

The ASCII Translator Service is capable of listening for ASCII commands and translating them from ASCII into the protocol used by VideoXpert. The ASCII Translator Service interprets a limited command set, which can be configured in the **Command Configuration** window. The settings within this tab can be used to define characters or strings of choice along with the command delimiter and placement of a parameter, if any. Any changes made to the command set should be to define unique command values; the actual commands and number of parameters for the command cannot be changed. The current list of ASCII commands can be found in the **ASCII Commands** panel on the left side of the tab. Examples of the possible ASCII commands (based on the current settings) and a brief description of the action each will perform are listed in the panel on the right side of the tab.



Creating a Command

1. Click the **Command Configuration** tab.
2. Click the **+** icon on the lower right corner of the **ASCII Commands** panel to open the **Create a new Command** dialog box.
3. From the drop-down menu, click to select the **Command**. This is the action performed when the ASCII command is received.

4. Enter the *Command Value*. This is the ASCII command value that the command interpreter will look for and identify as the selected command type.



Note: The *Command Value* may be a single character or a string and should be unique. However, the *Command Value* does not need to be unique if the combination of the *Command Value* and *Command Delimiter* are unique. Also, the *Command Value* should not contain a delimiter.


5. Enter the *Command Delimiter*. This value is used to signal the command interpreter to look for the command value.




Note: The *Command Delimiter* may be a single character or a string. The default delimiters are 'a' and 'm'.

6. (Optional) Enter the *Minimum Parameter Value*, either by typing in a value or using the up and down arrows. This specifies the minimum acceptable parameter value.
7. (Optional) Enter the *Maximum Parameter Value*, either by typing in a value or using the up and down arrows. This specifies the maximum acceptable parameter value.
8. (Optional) Click to select the radio button for the appropriate *Parameter Position*. This will set whether the parameter value will come *Before* or *After* the *Command Value*.
9. Click **Save**.

Editing a Command

1. Click the *Command Configuration* tab.
2. Click to select the *Command* to edit from the *ASCII Commands* panel.
3. Click the  icon on the lower right corner of the *ASCII Commands* panel.
4. In the *Edit the Command* dialog box, change the *Command* settings as needed.
5. Click **Save Changes**.

Deleting a Command

1. Click the *Command Configuration* tab.
2. Select the *Command* to delete from the *ASCII Commands* panel.
3. Click the  icon on the lower right corner of the *ASCII Commands* panel to open the *Delete [Command Name]* dialog box.
4. In the *Delete [Command Name]* dialog box, click **Delete**.

Restoring the Default Command Configuration

The default command settings that are provided by the ASCII Translator Service (in the defaultASCIICommandConfiguration.xml file) can be restored if needed.



Note: Restoring the default command settings will overwrite all custom command settings.

1. Click the **Command Configuration** tab.
2. Click the icon on the lower right corner of the *ASCII Commands* panel.
3. In the *Restore Command Configuration* dialog box, click **Confirm**.

Configuring Alarms

Use the *Alarm Configuration* page to view and configure alarms. Each alarm contains configuration options that define what to do when an alarm changes state.

Creating an Alarm

1. Click the **Alarm Configuration** tab.
2. Click the **+** icon on the lower right corner of the *Alarms* panel to open the *Create a new Alarm* dialog box.

3. Enter the *Alarm Friendly Name* that will be displayed for the alarm.
4. Enter the *Alarm Number* to associate with the alarm, either by typing in the ID or using the up and down arrows.
5. From the drop-down menu, click to select the *Source Device ID* to select a source device to associate with the alarm. For a predefined Situation this would likely be a camera to associate with the alarm when injecting an event into VideoXpert.
6. Click to select or deselect the checkbox for *Use the Integration ID*. When checked, the service will automatically use the integration ID that has been assigned by the VideoXpert system as the ID of the source device.



Note: Select *Use the Integration ID* when using a custom situation.

7. Click **Save**.

Editing an Alarm


1. Click the **Alarm Configuration** tab.
2. Click to select the *Alarm* to edit from the *Alarms* panel.
3. Click the **✎** icon on the lower right corner of the *Alarms* panel.
4. In the *Edit the Alarm* dialog box, change the alarm settings as needed.
5. For detailed instructions, see the section titled [Creating an Alarm](#).
6. Click **Save Changes**.

Duplicating an Alarm

1. Click the **Alarm Configuration** tab.
2. Click to select the alarm to duplicate from the *Alarms* panel.
3. Click the **■** icon on the lower right corner of the *Alarms* panel.


4. Enter a new number for the duplicated alarm and change the other alarm settings as needed.
5. For detailed instructions, see the section titled [Creating an Alarm](#).
6. Click **Save Changes**.

Deleting an Alarm

1. Click the **Alarm Configuration** tab.
2. Select the alarm to delete from the *Alarms* panel.
3. Click the  icon on the lower right corner of the *Alarms* panel to open the *Delete Alarm [Number]* dialog box.
4. In the *Delete Alarm [Number]* dialog box, click **OK**.


Configuring Alarm States

Each alarm can be configured to perform different actions based its state, one for what to do when the alarm is Active/On and one for what to do when the alarm is Inactive/Off. Each state contains the following settings:

- Situation Type: The situation that will be used to inject an event into VideoXpert when the alarm changes to the defined state.
- Properties: A list of key/value pairs that will be added to the events injected into VideoXpert.
 -  **Note:** Property keys for predefined situation types are predefined and must not be changed; external situations allow for adding user-defined properties.
- Scripts: A list of scripts that will be executed when the alarm changes to the defined state.


Creating a Situation Type

1. Click the **Alarm Configuration** tab.
2. Click to select the *Alarm* to edit from the *Alarms* panel.
3. Click the **+** icon in the upper right corner of the *On State* or *Off State* panel next to the *Situation Type* label.

 **Note:** The **+** icon is only present when a situation has not been assigned to the alarm in the defined state. In this case, a new custom situation may be created from the *Custom Situations* tab, see the section titled [Creating a Custom Situation](#). After it is created, the new custom situation may be selected. See the section titled [Selecting a Situation Type](#).

4. In the *Create a new Custom Situation* dialog box, change the *Situation* settings as needed.
5. For detailed instructions, see the section titled [Creating a Custom Situation](#).
6. Click **Save**.

Selecting a Situation Type

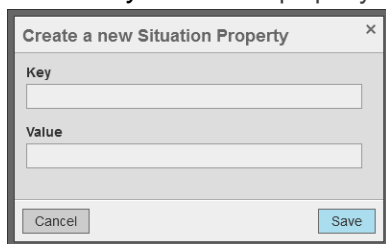
1. Click the **Alarm Configuration** tab.
2. Click to select the *Alarm* to edit from the *Alarms* panel.
3. Click the  icon in the upper right corner of the *On State* or *Off State* panel next to the *Situation Type* label.
4. In the *Select the Event for the Alarm* dialog box, select the *Situation* to assign to the alarm in the defined state.
5. Click **Save Changes**.

Adding a Property to a Situation Type

A list of properties, which are key/value pairs, may be configured for the *Situation Type* in the defined state. These properties will be added to the events when they are injected into the VideoXpert System. Property keys for predefined Situation types are predefined and must not be changed; external situations allow for adding user-defined properties.


1. Click the **Alarm Configuration** tab.
2. Click to select the *Alarm* to edit from the *Alarms* panel.
3. Click the **+** icon on the lower right corner of the *Properties* panel within the *On State* or *Off State* panel.

4. Enter a *Key* for the new property.




5. Enter a *Value* for the new property.
6. Click **Save**.

Editing a Situation Property


1. Click the **Alarm Configuration** tab.
2. Click to select the *Alarm* to edit from the *Alarms* panel.
3. Click to select the property to edit from the *Properties* panel within the *On State* or *Off State* panel.
4. Click the  icon on the lower right corner of the *Properties* panel.
5. In the *Edit the Situation Property* dialog box, change the *Key* and *Value* settings as needed.
6. Click **Save Changes**.

Deleting a Situation Property


1. Click the **Alarm Configuration** tab.
2. Click to select the *Alarm* to edit from the *Alarms* panel.
3. Click to select the property to edit from the *Properties* panel within the *On State* or *Off State* panel.
4. Click the  icon on the lower right corner of the *Properties* panel to open the *Delete [Name]* dialog box.
5. In the *Delete [Name]* dialog box, click **Delete**.

Adding a Script to Execute

Configure a list of scripts to be executed when the alarm changes to the defined state.


1. Click the **Alarm Configuration** tab.
2. Click to select the *Alarm* to edit from the *Alarms* panel.
3. Click the  icon on the lower right corner of the *Scripts* panel within the *On State* or *Off State* panel.
4. Select the *Script* to add.
5. (Optional) Click **Show Actions** to view the actions that will be performed when the script is executed.
6. Click **Save**.

Creating and Adding a Script to Execute


1. Click the **Alarm Configuration** tab.
2. Click to select the *Alarm* to edit from the *Alarms* panel.
3. Click the  icon on the lower left corner of the *Scripts* panel within the *On State* or *Off State* panel.

4. In the *Create a new Script* dialog box, configure the script as needed.
5. Click **Save**.

Editing a Script to execute

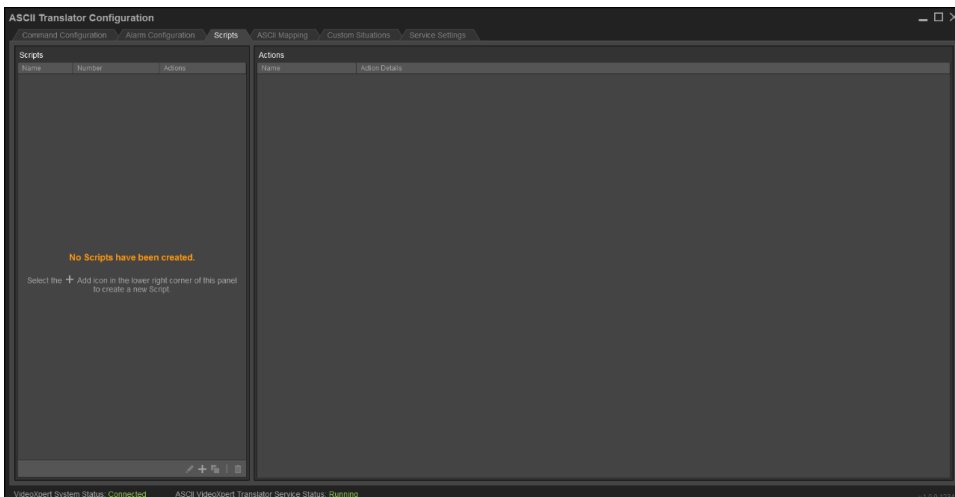
1. Click the **Alarm Configuration** tab.
2. Click to select the *Alarm* to edit from the *Alarms* panel.
3. Click to select the script to edit from the *Scripts* panel within the *On State* or *Off State* panel.
4. Click the  icon on the lower right corner of the *Scripts* panel.
5. In the *Choose the Script to Execute* dialog box, select the new script.
6. For detailed instructions, see the section titled [Creating a Script](#).
7. Click **Save Changes**.

Deleting a Script to Execute

1. Click the **Alarm Configuration** tab.
2. Click to select the *Alarm* to edit from the *Alarms* panel.
3. Click to select the script to edit from the *Scripts* panel within the *On State* or *Off State* panel.
4. Click the  icon on the lower right corner of the *Scripts* panel to open the *Delete [Name]* dialog box.
5. In the *Delete [Name]* dialog box, click **Delete**.

Configuring Scripts


A script defines a list of actions that will take place when it is executed. Scripts may then be assigned to an alarm to be executed when it has been triggered or cleared.




Creating a Script

1. Click the **Scripts** tab.
2. Click the **+** icon on the lower right corner of the *Scripts* panel.
3. Enter the *Number* that will be used to identify the script.
4. Enter a *Friendly Name* for the Script.
5. (Optional) Click the **+** icon on the lower right corner of the *Actions* panel to add actions.
6. For detailed instructions, see the section titled [Configuring an Action](#).
7. Click **Save**.

Editing a Script


1. Click the **Scripts** tab.
2. Click to select the script to edit from the *Scripts* panel.
3. Click the  icon on the lower right corner of the *Scripts* panel.
4. In the *Edit the Script* dialog box, change the script settings as needed.
5. For detailed instructions, see the section titled [Creating a Script](#).
6. Click **Save Changes**.

Duplicating a Script

1. Click the **Scripts** tab.
2. Click to select the script to duplicate from the *Scripts* panel.
3. Click the  icon on the lower right corner of the *Scripts* panel.
4. Change the script settings as needed.

5. For detailed instructions, see the section titled [Creating a Script](#).
6. Click **Save Changes**.

Deleting a Script

1. Click the **Scripts** tab.
2. Select the script to delete from the *Scripts* panel.
3. Click the  icon on the lower right corner of the *Scripts* panel to open the *Delete Script* dialog box.
4. In the *Delete Script* dialog box, click **Delete**.

Configuring an Action

1. Select the appropriate *Action Type*.
2. If you selected **Set Layout**, configure these action settings:
 - a. Select the *Cell Layout* to display.
 - b. Enter the *Monitor Number* or select the monitor on which to display the layout.
3. If you selected **Display Camera**, configure these action settings:
 - a. Enter the *Camera Number* or select the camera to be displayed.
 - b. Enter the *Cell number* of the monitor where the camera should be displayed. The cell number is 1 to X, where X is the number of cells in the layout. For example: In the 4 x 4 layout, the cell might be 1 to 16.
 - c. Enter the *Monitor Number* or select the monitor on which to display the camera.
 - d. (Optional) Click to select the radio box for *Live* to display live video.
 - e. (Optional) Click to select the radio box next to the time selections to display playback video, type or select a number, and then select a unit of time (for example, *Minutes*) from the drop-down menu to specify how long before the triggering event that playback should begin.
4. If you selected **Disconnect Camera**, configure these action settings:
 - a. Enter the *Cell number* of the monitor to disconnect. The cell number is 1 to X, where X is the number of cells in the layout. For example: In the 4 x 4 layout, the cell might be 1 to 16.
 - b. Enter the *Monitor Number* or select the monitor that contains the camera.
5. If you selected **Go to Preset**, configure these action settings:
 - a. Enter or select the *Preset* to trigger on the camera.
 1. Enter the *Camera Number* or select the camera to control.
6. If you selected **Run Pattern**, configure these action settings:
 - a. Enter or select the *Pattern* to run on the camera.
 - b. Enter the *Camera Number* or select the camera to control.

7. If you selected **Bookmark**, configure these action settings:

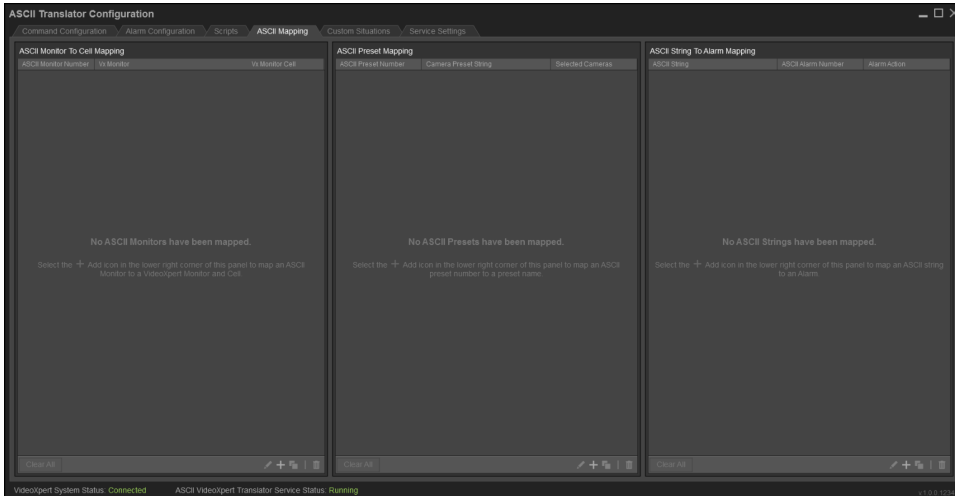
- a. Enter the *Camera Number* or select the camera to bookmark.
- b. Enter a *Description* that will be added to the bookmarks



Note: If this field is empty, the description of the bookmark will be “ASCII situation: “, followed by the situation type being injected (if any).

Using ASCII Mapping

The *ASCII Mapping* page allows you to view and configure various mapping settings.

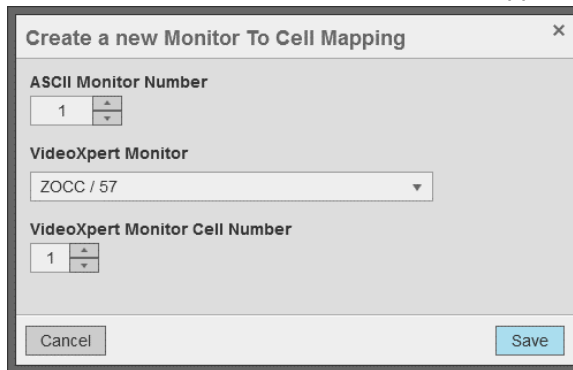


Using ASCII Monitor to Cell Mapping

The ASCII Monitor to Cell Mapping settings allow you to map an ASCII monitor number to a VideoXpert Monitor and Cell number. This provides the ability to select a cell on a monitor when the ASCII equipment with which you are integrating is not capable of doing so.


Creating an ASCII Monitor to Cell Mapping

1. Click the **ASCII Mapping** tab.
2. Click the **+** icon on the lower right corner of the *ASCII Monitor To Cell Mapping* panel to open the *Create a new Monitor To Cell Mapping* dialog.
3. Enter the **ASCII Monitor Number** to be mapped.




4. Select the *VideoXpert Monitor*.
5. Enter the *VideoXpert Monitor Cell Number*.
6. Click **Save**.


Editing an ASCII Monitor to Cell Mapping

1. Click the **ASCII Mapping** tab.
2. Click to select the *ASCII Monitor to Cell Mapping* to edit from the *ASCII Monitor To Cell Mapping* panel.
3. Click the  icon on the lower right corner of the *ASCII Monitor To Cell Mapping* panel.
4. In the *Edit the Monitor To Cell Mapping* dialog box, change the ASCII Monitor to Cell Mapping settings as needed.
5. For detailed instructions, see the section titled [Creating an ASCII Monitor to Cell Mapping](#).
6. Click **Save Changes**.

Duplicating an ASCII Monitor to Cell Mapping

1. Click the **ASCII Mapping** tab.
2. Click to select the *ASCII Monitor to Cell Mapping* to duplicate from the *ASCII Monitor To Cell Mapping* panel.
3. Click the  icon on the lower right corner of the *ASCII Monitor To Cell Mapping* panel.
4. In the *Duplicate the Monitor To Cell Mapping* dialog box, change the ASCII Monitor to Cell Mapping settings as needed.
5. For detailed instructions, see the section titled [Creating an ASCII Monitor to Cell Mapping](#).
6. Click **Save Changes**.

Deleting an ASCII Monitor to Cell Mapping

1. Click the **ASCII Mapping** tab.
2. Select the *ASCII Monitor to Cell Mapping* to delete from the *ASCII Monitor To Cell Mapping* Panel.
3. Click the  icon on the lower right corner of the *ASCII Monitor To Cell Mapping* panel to open the *Delete the selected Monitor to Cell Mapping* dialog box.
4. Click **Delete**.

Using ASCII Preset Mapping

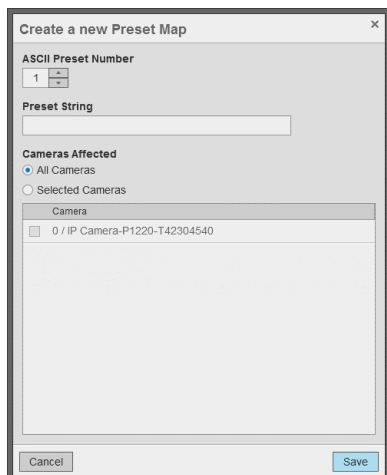
By default, ASCII preset numbers will call camera presets with the string “PRESET” followed by ASCII number (for example: ASCII preset 1 would call “PRESET1”). If for any reason the default string does not match the preset name on the camera the ASCII Preset Mapping allows you to override this behavior. It provides a way to map an ASCII preset number to a custom preset string. For example, you can map ASCII preset 1 to “Lobby Desk Preset” or any other text string your preset is named.



Note: Scripts allow you to name the preset directly without the use of an ASCII preset number, and the ASCII Preset Mapping items have no effect on scripts.


Creating an ASCII Preset Mapping

1. Click the **ASCII Mapping** tab.
2. Click the  icon on the lower right corner of the *ASCII Preset Mapping* panel to open the *Create a new Preset Map* dialog box.




3. Enter the *ASCII Preset Number* to be mapped.
4. Enter the *Preset String* value to send to the camera.
5. Click to select the radio button for either *All Cameras* or *Selected Cameras*.
6. If you selected *Selected Cameras*, click the checkbox for each camera to which this *Preset Map* should apply.
7. Click **Save**.


Editing an ASCII Preset Mapping

1. Click the **ASCII Mapping** tab.
2. Click to select the *ASCII Preset Mapping* to edit from the *ASCII Preset Mapping* panel.
3. Click the  icon on the lower right corner of the *ASCII Preset Mapping* panel.
4. In the *Edit the Preset Map* dialog box, change the *ASCII Preset Mapping* settings as needed.
5. For detailed instructions, see the section titled [Creating an ASCII Preset Mapping](#).
6. Click **Save Changes**.

Duplicating an ASCII Preset Mapping

1. Click the **ASCII Mapping** tab.
2. Click to select the *ASCII Preset Mapping* to duplicate from the *ASCII Preset Mapping* panel.
3. Click the  icon on the lower right corner of the *ASCII Preset Mapping* panel.
4. In the *Duplicate the Preset Map* dialog box, change the *ASCII Preset Mapping* settings as needed.
5. For detailed instructions, see the section titled [Creating an ASCII Preset Mapping](#).
6. Click **Save Changes**.


Deleting an ASCII Preset Mapping

1. Click the *ASCII Mapping* tab.
2. Select the *ASCII Preset Mapping* to delete from the *ASCII Preset Mapping* panel.
3. Click the  icon on the lower right corner of the *ASCII Preset Mapping* panel to open the *Delete the selected Preset Map* dialog box.
4. Click **Delete**.


ASCII String to Alarm Mapping

The ASCII Translator can be placed in a special mode that no longer interprets ASCII commands but looks for specific strings that will cause an alarm to be triggered or cleared. This special mode is enabled if there are any *ASCII String to Alarm Mapping* items configured.


Creating an ASCII String to Alarm Mapping

1. Click the **ASCII Mapping** tab.
2. Click the  icon on the lower right corner of the *ASCII String To Alarm Mapping* panel to open the *Create a new String To Alarm Map* dialog box.
3. Enter the *ASCII String* to be mapped.
4. Select the *ASCII Alarm* to be associated.
5. Click to select the radio button of the *Alarm State* to set, either *Trigger Alarm* or *Clear Alarm*.
6. Click **Save**.


Editing an ASCII String to Alarm Mapping

1. Click the **ASCII Mapping** tab.
2. Click to select the *ASCII String to Alarm Mapping* to edit from the *ASCII String To Alarm Mapping* panel.
3. Click the  icon on the lower right corner of the *ASCII String To Alarm Mapping* panel.
4. In the *Edit the String To Alarm Map* dialog box, change the *ASCII String to Alarm Mapping* settings as needed.
5. For detailed instructions, see the section titled [Creating an ASCII String to Alarm Mapping](#).
6. Click **Save Changes**.

Duplicating an ASCII String to Alarm Mapping

1. Click the **ASCII Mapping** tab.
2. Click to select the *ASCII String to Alarm Mapping* to duplicate from the *ASCII String To Alarm Mapping* panel.
3. Click the  icon on the lower right corner of the *ASCII String To Alarm Mapping* panel.
4. In the *Duplicate the String To Alarm Map* dialog box, change the *ASCII String to Alarm Mapping* settings as needed.
5. For detailed instructions, see the section titled [Creating an ASCII String to Alarm Mapping](#).
6. Click **Save Changes**.

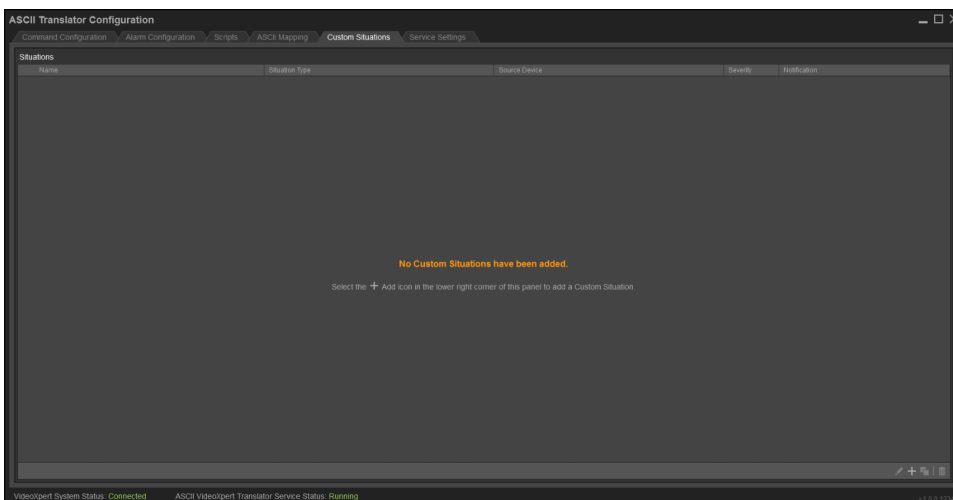
Deleting an ASCII String to Alarm Mapping

1. Click the **ASCII Mapping** tab.
2. Select the *ASCII String to Alarm Mapping* to delete from the *ASCII String To Alarm Mapping* panel.
3. Click the  icon on the lower right corner of the *ASCII String To Alarm Mapping* panel to open the *Delete the selected String To Alarm Map* dialog box.
4. Click **Delete**.

Custom Situations


The *Custom Situations* page allows you to view and define custom situations, referred to as external situations, and assign the created external situation type into an *Alarms Situation Type* in the *Alarm Configuration* tab.


 **Note:** You can modify *External Situation* properties within VxToolbox, but these settings will be overwritten by the settings within the *Custom Situations* page each time the service restarts.



Creating a Custom Situation


1. Click the **Custom Situations** tab.
2. Click the icon on the lower right corner of the *Situations* panel to open the *Create a new Custom Situation* dialog.
3. Enter a *Situation Type* for the *Custom Situation*. The *Situation Type* categorizes and uniquely identifies the source of an event within VideoXpert.

 **Note:** The *Situation Type* must be in the format; “external/<integration>/<event>” where <integration> and <event> are values no greater than 64 characters each; forward slashes, spaces, and special characters are not allowed. These values describe the integration that was the source of the event (for example: external/ascii_service/alarm_1_on).”


4. Enter a *Friendly Name* for the *Custom Situation*. The *Friendly Name* is how VideoXpert will represent the event.
5. Enter the *Source Device ID* or select a *Source Device* for the *Custom Situation*.
 -  **Caution:** If specified, any events matching the *Situation Type* must also match this *Source Device* in order for the situation to apply. This field may be left blank or may be defined in order to act as an optional constraint on the source of events for this situation.
6. Click to select or deselect the checkbox for *Use the Integration ID*. When checked, the service will automatically use the integration ID that has been assigned by the VideoXpert system as the ID of the source device.
7. If necessary, change the *Severity*, either by typing-in a number or selecting one using the up and down arrows. The severity helps users determine whether or not they need to act on an event.

8. Click to select or deselect the checkbox for *Enable logging and notification* to determine whether VideoXpert will report the event. If you select *Enable logging and notification*, VideoXpert will report the event.
9. Click to select the radio button for the appropriate *Notification Type*.
10. If you selected *Pop-Up Banner*, configure these notification settings:
 - a. Scroll to the *Notification Details* section of the dialog box.
 - b. Click the checkbox to select or deselect *Play Sound With Banner*.
 - c. In the *Auto-Acknowledge After* area (automatically selected, and cannot be deselected), type or select a number, and then select a unit of time (for example, **Minutes**) from the drop-down menu.
 - d. Click to select or deselect the checkbox for *Do Not Hide Cell Alerts*. Events associated with individual video sources provide alerts within VxOpsCenter cells; these alerts hide after three seconds. Select this option to prevent the alert from hiding.
11. If you selected *Pop-Up Banner; Requires Acknowledgment*, configure these notification settings:
 - a. Scroll to the *Notification Details* section of the dialog box.
 - b. Click the checkbox to select or deselect *Play Sound With Banner*.
 - c. (Optional) Click to select the checkbox for *Auto-Acknowledge After*, type or select a number, and then select a unit of time (for example, **Minutes**) from the drop-down menu.
 - d. (Optional) Click to select the checkbox for *Allow Snooze (And Set Snooze Time)*, and then click the checkboxes to select and deselect the available intervals.
 - e. Click to select or deselect the checkbox for *Do Not Hide Cell Alerts*. Events associated with individual video sources provide alerts within VxOpsCenter cells; these alerts hide after three seconds. Select this option to prevent the alert from hiding.
12. If you selected *No Pop-Up Banner; Requires Acknowledgment*, configure these notification settings:
 - a. Scroll to the *Notification Details* section of the dialog box.
 - b. Click the checkbox to select or deselect *Play Sound With Banner*.
 - c. (Optional) Click to select or deselect the checkbox for *Auto-Acknowledge After*. If you selected *Auto-Acknowledge After*, type or select a number, and then select a unit of time (for example, **Minutes**) from the drop-down menu.
 - d. Click to select or deselect the checkbox for *Do Not Hide Cell Alerts*. Events associated with individual video sources provide alerts within VxOpsCenter cells; these alerts hide after three seconds. Select this option to prevent the alert from hiding.
13. Click **Save**.


Editing a Custom Situation

1. Click the **Custom Situations** tab.
2. Click to select the *Custom Situation* to edit from the *Situations* panel.
3. Click the  icon on the lower right corner of the *Situations* panel.
4. In the *Edit the Custom Situation* dialog box, change the *Custom Situation* settings as needed.
5. For detailed instructions, see the section titled [Creating a Custom Situation](#).
6. Click **Save Changes**.

Duplicating a Custom Situation

1. Click the **Custom Situations** tab.
2. Click to select the *Custom Situation* to duplicate from the *Situations* panel.
3. Click the  icon on the lower right corner of the *Situations* panel.
4. Enter a new *Situation Type* for the duplicated *Custom Situation* and change the other settings as needed.
5. For detailed instructions, see the section titled [Creating a Custom Situation](#).
6. Click **Save Changes**.

Deleting a Custom Situation

1. Click the **Custom Situations** tab.
2. Select the *Custom Situation(s)* to delete from the *Situations* Panel.
3. Click the  icon on the lower right corner of the *Situations* panel to open the *Delete Custom Situation(s)* dialog box.
4. (Optional) Click to select or deselect the checkbox for *Also delete from the VideoXpert System?*. Select this option to also attempt to delete the associated *Custom Situation(s)* from the VideoXpert system.



Note: Selecting this option will attempt to delete all of the selected Custom Situations from the connected VideoXpert system. If the system is not connected when this action is performed the Custom Situations may end up in an “abandoned” state on the system.

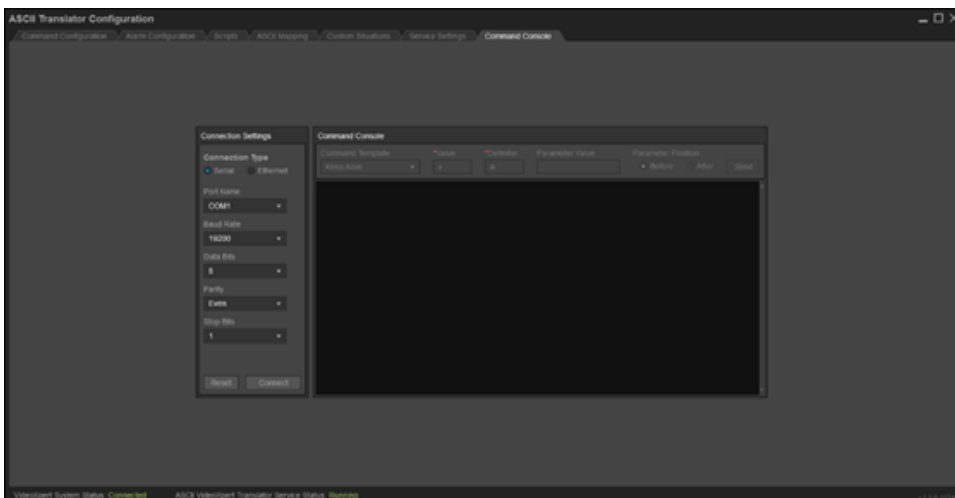
5. Click **OK**.

Command Console

The *Command Console* page provides a way to send test commands to the ASCII Translator Service.



Note: This tab is normally hidden and should only be used for debugging and testing.



Connecting to the ASCII Translator Service

1. Click the **Command Console** tab.
2. Click to select the radio button for the *Connection Type* to use, *Serial* or *Ethernet*, from the *Connection Settings* panel.
3. If you selected *Serial*, configure these settings:
 - a. Select the name of the *Serial Port* to use for the connection.
 - b. Select the *Baud Rate* to use for the connection.
 - c. Select the *Data Bits* value to use for the connection.
 - d. Select the *Parity* to use for the connection.
 - e. Select the *Stop Bits* value to use for the connection.
4. If you selected *Ethernet*, configure these settings:
 - a. Enter the *IP address* the translator service is listening on.
 - b. Enter the *Port* the translator service is listening on.
 - c. Select the *Connection Type* the translator service is using.
5. Click **Connect**.

Sending a Command

1. In the *Command Console* panel, click to select a *Command Template*. This will be used to repopulate the command values.
2. (Optional) Change any of the command values as needed.
3. Click **Send** to send the current command settings to the translator service.

Locating Logs

- Logs are located at “C:\ProgramData\Pelco\ASCIITranslatorConfigTool\Logs”.
- VxSdk logs are located at “C:\ProgramData\Pelco\VxSdk\Logs”.

Pelco Troubleshooting Contact Information

For further assistance, contact Pelco Product Support at 1-800-289-9100 (USA and Canada) or +1-559-292-1981 (international).

Version Information

Configuration Tool Version

Component Name	Minimum Version	Description
ASCII Translator Configuration Tool	1.0.0 (Software) / 3.8 (VX)	The ASCII Translator Configuration Tool provides the ability to configure the various XML configuration files used by the ASCII Integration Service through a user interface.

ASCII Integration Service Version

Component Name	Minimum Version	Description
ASCII Integration Service	3.6.2.0	The ASCII Integration Service is capable of listening for ASCII commands on a serial port or Ethernet port or optionally both simultaneously. Commands are translated from ASCII into the protocol used by VideoXpert.



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