

CRESTRON INTEGRATION MODULE

INTRODUCTION

Ultamation's Texecom Connect Module allows a Crestron system to control a Texecom Connect panel. The modules provide the ability to:

- Arm and disarm areas
- Omit and un-omit zones
- Send panel keypad presses
- See the status of zones and areas
- Receive the panel LCD display text

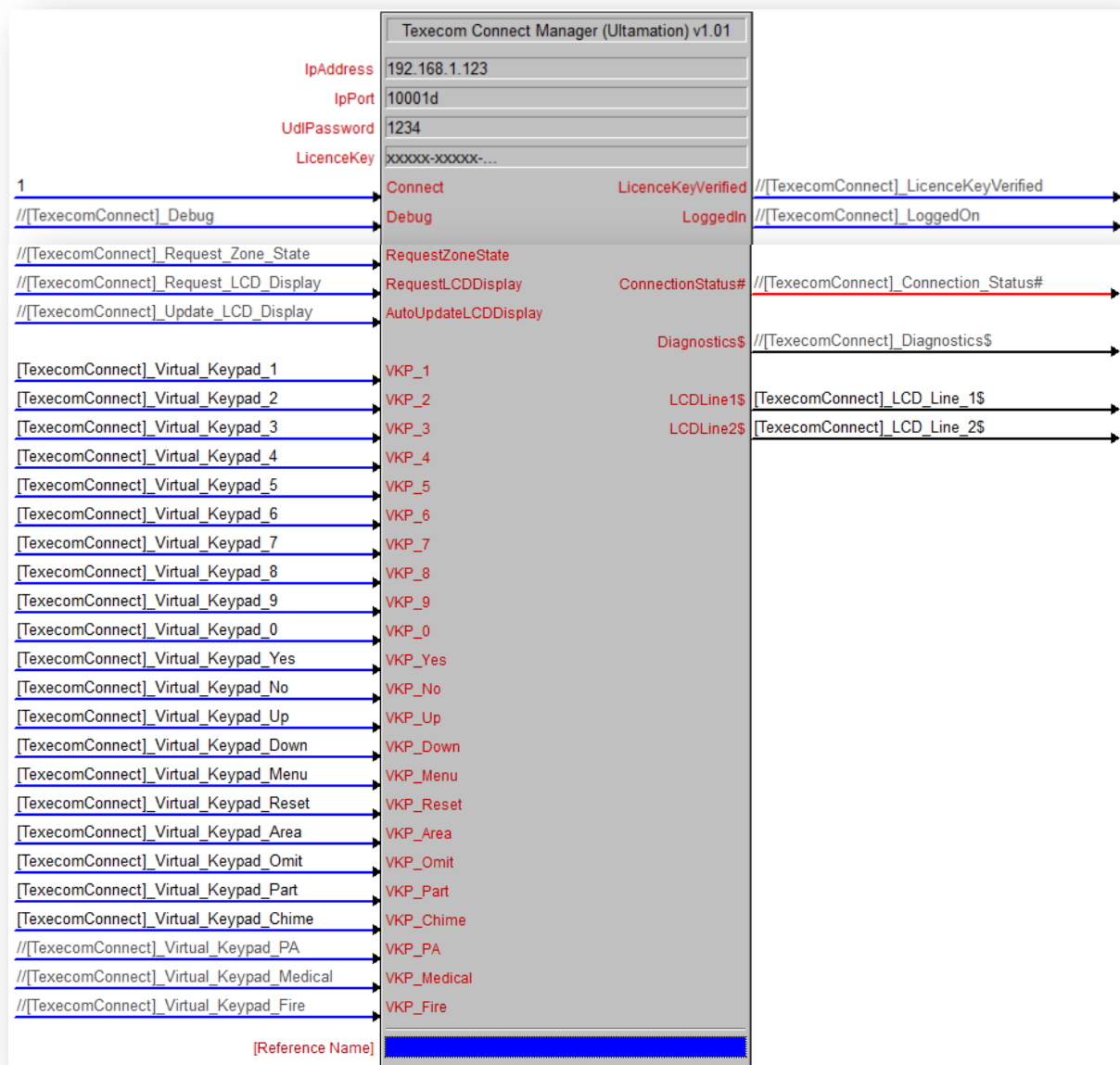
This document is intended for Authorised Crestron Programmers and assumes you are familiar with Crestron control systems, networking and programming.

1. Download the module/example program from the Ultamation shop.
2. Add a Texecom Connect Manager module.
3. For each area in the system add an area module
4. For each zone add a zone module
5. Change the *ZoneNum* and *Area* fields in the modules to correspond to each zone and area in the system.



MODULE DETAILS

Texecom Connect Manager



Configure the signals and parameters of the module as follows:

IpAddress – Enter the IP address or hostname of the Texecom Connect.

IpPort – Enter the port number of the Texecom Connect.

UdlPassword – Enter the Texecom Connect UDL password.

LicenceKey – Enter the Licence Key that you will have received following purchase of the module. This licence key is associated with a specific Crestron processor's serial number and will NOT validate on a different processor. The module will work for 1 hour after processor boot with a missing, or invalid a licence key. Please check the error log

following a reboot to confirm the licence key validation was successful. If verification fails, you will see the following in the error log:

```
# TexecomConnect: Licence verification failed [xxxxx-xxxxx-...] for serial #00123456  
# Texecom/ConnectManager: Falling back to trial mode
```

Connect – When set high, it begins a login attempt to connect. When set low it will either disconnect or stop attempting to connect. Five login attempts are made before the connection is reset to try again. You must be connected to send and receive messages with the system. The *Diagnostics*\$ signal gives feedback on this status such as 'Logging on...', Or 'Logon retries exceeded - resetting connection'.

Debug – When high, the module will print debug information to the Crestron console which can be used for debugging.

LicenceKeyVerified – Goes high if the Licence key parameter passed the validation check.

LoggedIn – Goes high when the login attempt was successful, and low when disconnected.

ConnectionStatus – Refer to simpl windows TCP client for status codes.

Diagnostics – A serial output showing the connection state, or when a command failed to be processed by the Texecom panel.

RequestZoneState – Pulse to update the state of the zones.

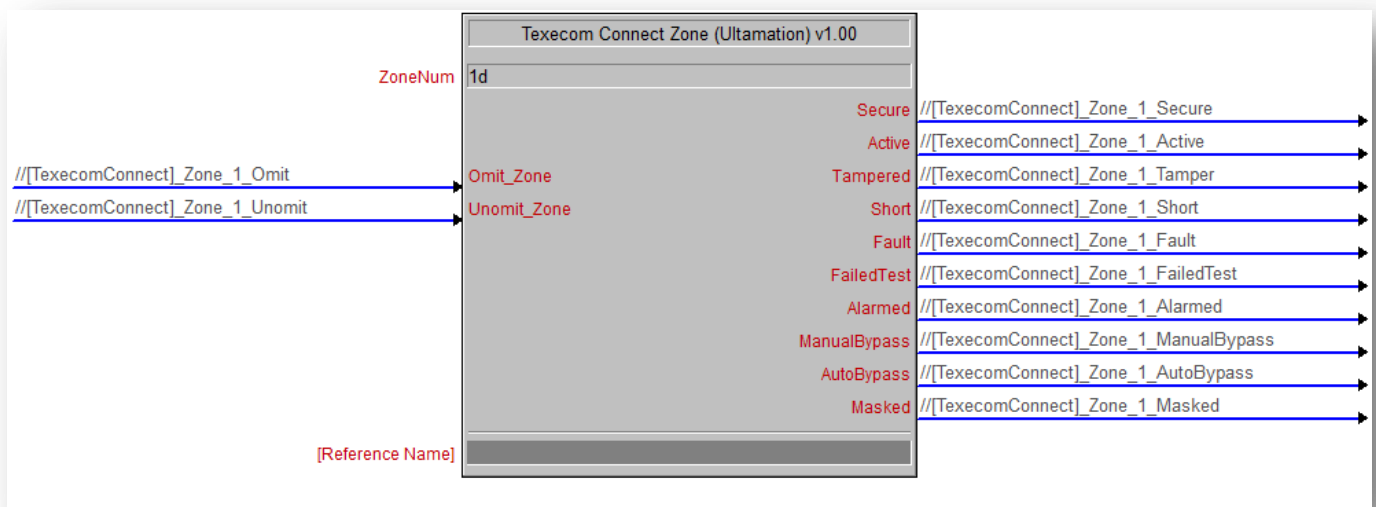
RequestLCDDisplay – Pulse to get the text from the LCD display at that moment (updates LCDLine1/LCDLine2).

AutoUpdateLCDDisplay – Set high to update the LCD display text every second.

LCDLine1/LCDLine2 – Outputs the text currently on the LCD display in two lines, when requested.

VKP_ – A virtual key press to replicate pressing the panel buttons. E.g. pressing VKP_5 sends a signal that button 5 has been pressed.

Texecom Connect Zone



Add a zone module for each zone in the system

ZoneNum – Is set to 1 by default, change this to match the zone number of the zone in the system which this module is representing.

Omit_Zone – Pulse to omit this zone when the system is next armed. This can be used any time – before arming, or when armed to exclude it immediately. If the command fails, a failed message is added to the error log and displayed in the *Diagnostics*.

Unomit_Zone – Press to un-omit this zone. This can be used any time – before arming or when armed, to include this zone. If the command fails, a failed message is added to the error log and displayed in the *Diagnostics* signal.

Zone Status:

Secure – High when the zone isn't currently detecting movement. When movement in the zone is detected, this goes low.

Active – High when movement is detected in the zone, low when there's none (opposite of secure).

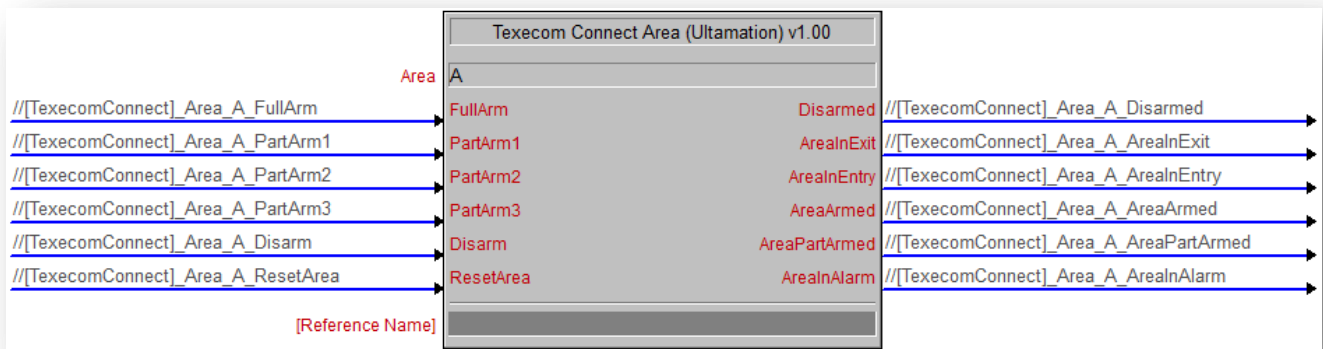
Alarmed – Goes high if the system was armed and this zone becomes active and sets off the alarm. This signal stays high until a user logs in and resets the panel

ManualBypass – High when the zone has been omitted manually

Tamper – Goes high when this zone has been tampered with

Other zone status signals - *Short, Fault, Failed Test, AutoBypass, Masked*

Texecom Connect Area



Area – The area identifier used in the panel configuration

Area Commands:

Use commands to implement one of the below actions. If a command fails, a message is added to the error log and displayed in the *Diagnostics* signal.

FullArm – Pulse to send a command that arms the system. Can be activated anytime, no need to log into the panel first.

PartArm1 – Arms the system with part arm 1 when pulsed.

PartArm2 – Arms the system with part arm 2 when pulsed.

PartArm3 – Arms the system with part arm 3 when pulsed.

Disarm – Pulse to disarm the system. Can be activated anytime, no need to log into the panel first.

ResetArea – Pulse to reset the area after the alarm has been activated. Resetting an area means the area will no longer be in an alarmed state, but the security panel may still keep beeping until a user logs in.

Area status:

Provides information on the state of the area; areas can be in multiple states at once.

Disarmed – High when the system is disarmed, low when the system is armed.

ArealExit – If an area is marked as an exit and the system has just been armed, this will go high to indicate someone is leaving before entering the armed state. Once armed, this state returns to low again.

ArealEntry – If an area has been marked as an entry, this goes high when the area is armed and it detects the movement of someone entering the area. The area remains in this state for a short time to allow the system to be disarmed before sounding the alarm. This returns to low once the area is either disarmed or enters the alarmed state.

AreaArmed – High when the area has been armed.

AreaPartArmed – High when the area has been armed with a part arm command.

AreaInAlarm – High when the area was armed then detected movement causing the alarm to sound. This stays high until the area is reset.