

# **PRAESENSA**

Public Address and Voice Alarm System

**en**      Open Interface programming instructions





---

## Table of Contents

<b>DISCLAIMER .....</b>	<b>20</b>
<b>DOCUMENT HISTORY .....</b>	<b>21</b>
<b>PART 1 – OPEN INTERFACE PROTOCOL.....</b>	<b>22</b>
<b>1. Introduction .....</b>	<b>23</b>
1.1 Purpose .....	23
1.2 Scope.....	23
1.3 Definitions, Acronyms and Abbreviations .....	23
1.4 References.....	23
1.5 Overview .....	23
1.6 How to read this document .....	24
1.7 Open Interface changes .....	24
<b>2. Application Control Overview .....</b>	<b>26</b>
2.1 Calls .....	26
2.1.1 Introduction.....	26
2.1.2 Components.....	26
2.1.3 Priority .....	26
2.1.4 Call content .....	26
2.1.5 Routing.....	26
2.1.6 Restart call .....	27
2.2 Diagnostics .....	27
2.3 Hardware connection .....	27
<b>3. Protocol Considerations .....</b>	<b>28</b>
3.1 Set-up a connection .....	28
3.2 Heartbeat .....	28
3.3 Response times .....	28
3.4 Message format .....	28
3.4.1 Introduction.....	28
3.4.2 General Message Layout.....	28

3.4.3 Conventions .....	29
3.4.3.1 Basic data types .....	29
3.4.3.2 Variable length Data types .....	30
3.4.3.3 Comma separated lists .....	31
3.5 Heartbeat message MESSAGE_TYPE_OIP_KeepAlive .....	31
3.6 Protocol fault message MESSAGE_TYPE_OIP_ResponseProtocolError .....	32
3.7 Buffer overflow .....	32
<b>4. Command messages .....</b>	<b>33</b>
4.1 Introduction .....	33
4.2 MESSAGE_TYPE_OIP_Login .....	33
4.3 MESSAGE_TYPE_OIP_GetNcoVersion .....	34
4.4 MESSAGE_TYPE_OIP_GetProtocolVersion .....	34
4.5 MESSAGE_TYPE_OIP_CreateCallEx2 .....	34
4.6 MESSAGE_TYPE_OIP_CreateCallEx3 .....	37
4.7 MESSAGE_TYPE_OIP_StartCreatedCall .....	40
4.8 MESSAGE_TYPE_OIP_StopCall .....	40
4.9 MESSAGE_TYPE_OIP_AbortCall .....	41
4.10 MESSAGE_TYPE_OIP_AddToCall .....	42
4.11 MESSAGE_TYPE_OIP_RemoveFromCall .....	42
4.12 MESSAGE_TYPE_OIP_CancelAll .....	43
4.13 MESSAGE_TYPE_OIP_CancelLast .....	43
4.14 MESSAGE_TYPE_OIP_AckAllFaults .....	44
4.15 MESSAGE_TYPE_OIP_ResetAllFaults .....	44
4.16 MESSAGE_TYPE_OIP_ReportFault .....	45
4.17 MESSAGE_TYPE_OIP_AckFault .....	46
4.18 MESSAGE_TYPE_OIP_ResolveFault .....	46
4.19 MESSAGE_TYPE_OIP_ResetFault .....	47
4.20 MESSAGE_TYPE_OIP_AckEvacAlarm .....	47
4.21 MESSAGE_TYPE_OIP_ResetEvacAlarmEx .....	48
4.22 MESSAGE_TYPE_OIP_IncrementBgmVolume .....	49

4.23	MESSAGETYPE_OIP_IncrementBgmChannelVolume .....	49
4.24	MESSAGETYPE_OIP_DecrementBgmVolume .....	50
4.25	MESSAGETYPE_OIP_DecrementBgmChannelVolume .....	50
4.26	MESSAGETYPE_OIP_SetBgmVolume.....	51
4.27	MESSAGETYPE_OIP_AddBgmRouting .....	51
4.28	MESSAGETYPE_OIP_RemoveBgmRouting.....	52
4.29	MESSAGETYPE_OIP_ToggleBgmRouting .....	52
4.30	MESSAGETYPE_OIP_SetBgmRouting .....	53
4.31	MESSAGETYPE_OIP_SetSubscriptionAlarm.....	54
4.32	MESSAGETYPE_OIP_SetSubscriptionResources .....	54
4.33	MESSAGETYPE_OIP_SetSubscriptionResourceFaultState .....	55
4.34	MESSAGETYPE_OIP_SetSubscriptionBgmRouting .....	56
4.35	MESSAGETYPE_OIP_SetSubscriptionEvents .....	56
4.36	MESSAGETYPE_OIP_SetSubscriptionBgmVolume.....	57
4.37	MESSAGETYPE_OIP_GetZoneNames .....	58
4.38	MESSAGETYPE_OIP_GetZoneGroupNames .....	58
4.39	MESSAGETYPE_OIP_GetMessageNames .....	58
4.40	MESSAGETYPE_OIP_GetChimeNames.....	59
4.41	MESSAGETYPE_OIP_GetAudiolInputNames .....	59
4.42	MESSAGETYPE_OIP_GetBgmChannelNames .....	59
4.43	MESSAGETYPE_OIP_GetConfigId.....	60
4.44	MESSAGETYPE_OIP_ActivateVirtualControllInput.....	60
4.45	MESSAGETYPE_OIP_DeactivateVirtualControllInput .....	60
4.46	MESSAGETYPE_OIP_SetSubscriptionUnitCount.....	61
4.47	MESSAGETYPE_OIP_SetSubscriptionVirtualControllInputs .....	61
4.48	MESSAGETYPE_OIP_GetVirtualControllInputNames .....	62
4.49	MESSAGETYPE_OIP_GetConfiguredUnits .....	62
4.50	MESSAGETYPE_OIP_GetConnectedUnits .....	63
<b>5.</b>	<b>Response messages.....</b>	<b>64</b>
5.1	Introduction.....	64

5.2	MESSAGETYPE_OIP_Response.....	64
5.3	MESSAGETYPE_OIP_ResponseGetNcoVersion.....	64
5.4	MESSAGETYPE_OIP_ResponseGetProtocolVersion.....	65
5.5	MESSAGETYPE_OIP_ResponseCallId.....	65
5.6	MESSAGETYPE_OIP_ResponseReportFault.....	66
5.7	MESSAGETYPE_OIP_ResponseNames.....	66
5.8	MESSAGETYPE_OIP_ResponseConfigId.....	67
5.9	MESSAGETYPE_OIP_ResponseUnits.....	67
<b>6.</b>	<b>Notification Messages.....</b>	<b>68</b>
6.1	Introduction.....	68
6.2	MESSAGETYPE_OIP_NotifyCall.....	68
6.3	MESSAGETYPE_OIP_NotifyAlarm.....	69
6.4	MESSAGETYPE_OIP_NotifyResources.....	69
6.5	MESSAGETYPE_OIP_NotifyResourceFaultState.....	70
6.6	MESSAGETYPE_OIP_NotifyBgmRouting.....	70
6.7	MESSAGETYPE_OIP_NotifyEvent.....	71
6.8	MESSAGETYPE_OIP_NotifyBgmVolume.....	71
6.9	MESSAGETYPE_OIP_NotifyUnitCount.....	72
6.10	MESSAGETYPE_OIP_NotifyVirtualControlInputState.....	72
<b>7.</b>	<b>Diagnostic events Structures.....</b>	<b>74</b>
7.1	Introduction.....	74
7.2	General Diagnostic Events.....	75
7.2.1	DET_EvacAcknowledge.....	76
7.2.2	DET_EvacReset.....	76
7.2.3	DET_EvacSet.....	76
7.2.4	DET_UnitConnect.....	76
7.2.5	DET_SCStartup.....	76
7.2.6	DET_OpenInterfaceConnect.....	76
7.2.7	DET_OpenInterfaceDisconnect.....	77
7.2.8	DET_OpenInterfaceConnectFailed.....	77

---

7.2.9 DET_CallLoggingSuspended.....	77
7.2.10 DET_CallLoggingResumed.....	77
7.2.11 DET_UserLogIn.....	77
7.2.12 DET_UserLogOut.....	77
7.2.13 DET_UserLogInFailed.....	78
7.2.14 DET_BackupPowerModeStart.....	78
7.2.15 DET_BackupPowerModeEnd.....	78
7.2.16 DET_ConfigurationRestored.....	78
7.2.17 DET_DemoteToBackup.....	79
7.2.18 DET_InControl.....	79
7.3 Call Diagnostic Events.....	79
7.3.1 DET_CallStartDiagEventV2.....	79
7.3.2 DET_CallEndDiagEventV2.....	80
7.3.3 DET_CallChangeResourceDiagEventV2.....	81
7.3.4 DET_CallTimeoutDiagEventV2.....	82
7.3.5 DET_CallRestartDiagEvent.....	82
7.3.6 DET_CallResetDiagEvent.....	83
7.4 Fault Diagnostic Events.....	84
7.4.1 DET_AudioPathSupervision.....	84
7.4.2 DET_MicrophoneSupervision.....	84
7.4.3 DET_ControlInputLineFault.....	84
7.4.4 DET_CallStationExtension.....	85
7.4.5 DET_ConfigurationFile.....	85
7.4.6 DET_ConfigurationVersion.....	85
7.4.7 DET_IllegalConfiguration.....	86
7.4.8 DET_PrerecordedMessagesNames.....	86
7.4.9 DET_PrerecordedMessagesCorrupt.....	86
7.4.10 DET_UnitMissing.....	87
7.4.11 DET_UnitReset.....	87
7.4.12 DET_UserInjectedFault.....	87



---

7.4.13 DET_NoFaults .....	88
7.4.14 DET_ZoneLineFault .....	88
7.4.15 DET_NetworkChangeDiagEvent .....	88
7.4.16 DET_IncompatibleFirmware .....	89
7.4.17 DET_Amp48VAFault .....	89
7.4.18 DET_Amp48VBFault .....	90
7.4.19 DET_AmpChannelFault .....	90
7.4.20 DET_AmpShortCircuitLineAFault .....	91
7.4.21 DET_AmpShortCircuitLineBFault .....	91
7.4.22 DET_AmpAcc18VFault .....	91
7.4.23 DET_AmpSpareInternalFault .....	92
7.4.24 DET_AmpChannelOverloadFault .....	92
7.4.25 DET_EoIFailureLineAFault .....	92
7.4.26 DET_EoIFailureLineBFault .....	92
7.4.27 DET_GroundShortFault .....	93
7.4.28 DET_OverheatFault .....	93
7.4.29 DET_PowerMainsSupplyFault .....	93
7.4.30 DET_PowerBackupSupplyFault .....	93
7.4.31 DET_MainsAbsentPSU1Fault .....	94
7.4.32 DET_MainsAbsentPSU2Fault .....	94
7.4.33 DET_MainsAbsentPSU3Fault .....	94
7.4.34 DET_BackupAbsentPSU1Fault .....	94
7.4.35 DET_BackupAbsentPSU2Fault .....	94
7.4.36 DET_BackupAbsentPSU3Fault .....	95
7.4.37 DET_DcOut1PSU1Fault .....	95
7.4.38 DET_DcOut2PSU1Fault .....	95
7.4.39 DET_DcOut1PSU2Fault .....	95
7.4.40 DET_DcOut2PSU2Fault .....	95
7.4.41 DET_DcOut1PSU3Fault .....	96
7.4.42 DET_DcOut2PSU3Fault .....	96

---

7.4.43 DET_AudioLifelinePSU1Fault.....	96
7.4.44 DET_AudioLifelinePSU2Fault.....	96
7.4.45 DET_AudioLifelinePSU3Fault.....	97
7.4.46 DET_AccSupplyPSU1Fault.....	97
7.4.47 DET_AccSupplyPSU2Fault.....	97
7.4.48 DET_AccSupplyPSU3Fault.....	97
7.4.49 DET_Fan1Fault.....	97
7.4.50 DET_Fan2Fault.....	98
7.4.51 DET_DcAux1Fault.....	98
7.4.52 DET_DcAux2Fault.....	98
7.4.53 DET_BatteryShortFault.....	98
7.4.54 DET_BatteryRiFault.....	98
7.4.55 DET_BatteryOverheatFault.....	99
7.4.56 DET_BatteryFloatChargeFault.....	99
7.4.57 DET_MainsAbsentChargerFault.....	99
7.4.58 DET_PoESupplyFault.....	99
7.4.59 DET_PowerSupplyAFault.....	99
7.4.60 DET_PowerSupplyBFault.....	100
7.4.61 DET_ExternalPowerFault.....	100
7.4.62 DET_ChargerSupplyVoltageTooLowFault.....	100
7.4.63 DET_BatteryOvervoltageFault.....	100
7.4.64 DET_BatteryUndervoltageFault.....	100
7.4.65 DET_MediaClockFault.....	101
7.4.66 DET_ChargerFault.....	101
7.4.67 DET_Amp20VFault.....	101
7.4.68 DET_AmpPsuFault.....	101
7.4.69 DET_NetworkLatencyFault.....	102
7.4.70 DET_SynchronizationFault.....	102
7.4.71 DET_AudioDelayFault.....	102
7.4.72 DET_InternalPowerFault.....	103

7.4.73 DET_ InternalCommunicationFault .....	103
7.4.74 DET_ VoIPFault .....	103
7.4.75 DET_ RemoteOutputFault .....	103
7.4.76 DET_ RemoteOutputLoopFault .....	104
7.4.77 DET_ RemoteOutputConfigurationFault .....	104
7.4.78 DET_ LicenseFault .....	105
7.4.79 DET_ RemoteSystemFault.....	105
7.4.80 DET_ RemoteMainPowerFault .....	105
7.4.81 DET_ RemoteBackupPowerFault.....	105
7.4.82 DET_ RemoteGroundFault.....	106
7.4.83 DET_ RemoteFault .....	106
7.4.84 DET_ PowerSupplyFault.....	106
7.4.85 DET_ StackedSwitchMismatchFault.....	106
7.4.86 DET_ RedundantDataPathFault.....	106
7.4.87 DET_ ControlOutputLineFault.....	107
<b>8. Event Originator Structures.....</b>	<b>108</b>
8.1 Introduction .....	108
8.2 OIEOT_ NoEventOriginator.....	108
8.3 OIEOT_ UnitEventOriginator.....	108
8.4 OIEOT_ OpenInterfaceEventOriginator .....	109
8.5 OIEOT_ ControlInputEventOriginator .....	109
8.6 OIEOT_ AudioOutputEventOriginator .....	110
8.7 OIEOT_ AudioInputEventOriginator.....	110
8.8 OIEOT_ UserEventOriginator .....	110
8.9 OIEOT_ NetworkEventOriginator .....	111
8.10 OIEOT_ StackedUnitEventOriginator .....	111
8.11 OIEOT_ ControlOutputEventOriginator.....	112
<b>9. OIP Constant values.....</b>	<b>113</b>
9.1 Protocol Constants .....	113
9.2 General Constants.....	113

9.2.1 TOIEventId .....	113
9.2.2 TOICallId.....	113
9.2.3 TOIAlarmType .....	114
9.2.4 TOIAlarmState.....	114
9.2.5 TOIResourceState .....	114
9.2.6 TOIResourceFaultState .....	114
9.2.7 TOICallState .....	115
9.2.8 TOICallStopReason.....	115
9.2.9 TOICallResetReason .....	116
9.2.10 TOIActionType .....	116
9.2.11 TOICallOutputHandling.....	117
9.2.12 TOICallStackingMode.....	117
9.2.13 TOICallTiming.....	118
9.2.14 TOICallStackingTimeout.....	118
9.2.15 TOIVirtualControlInputDeactivation.....	118
9.2.16 TOIVirtualControlInputState.....	119
9.3 Diagnostic Constant values .....	119
9.3.1 TDiagEventState.....	119
9.3.2 TDiagEventGroup.....	119
9.3.3 TDiagEventType .....	120
9.4 Message Types.....	124
9.5 Event originator Message Types .....	126
<b>10. Error Codes.....</b>	<b>127</b>
<b>PART 2 – OPEN INTERFACE LIBRARY .....</b>	<b>129</b>
<b>11. Introduction .....</b>	<b>130</b>
11.1 Purpose.....	130
11.2 Scope .....	130
11.3 Definitions, Acronyms and Abbreviations .....	130
11.4 References .....	130
11.5 Summary.....	130

<b>12. Application Control Overview .....</b>	<b>131</b>
12.1 Principle .....	131
12.1.1 Limitations .....	131
12.2 Referencing the library.....	131
12.3 Library usage in C# .....	132
12.4 Catching errors .....	132
<b>13. Interface Definition.....</b>	<b>133</b>
13.1 Introduction.....	133
13.1.1 Method and Event explanation .....	133
13.2 Enumeration type definitions .....	133
13.2.1 OpenInterfaceConstants .....	133
13.2.2 TIOErrorCode .....	133
13.2.3 TOIAlarmType .....	134
13.2.4 TOIAlarmState.....	134
13.2.5 TOICallPriority .....	135
13.2.6 TOICallState .....	135
13.2.7 TOICallStopReason.....	136
13.2.8 TOICallResetReason .....	136
13.2.9 TOIResourceState .....	136
13.2.10 TOIResourceFaultState .....	137
13.2.11 TOIVirtualControlInputDeactivation .....	137
13.2.12 TOIVirtualControlInputState .....	137
13.2.13 TOIDiagEventType .....	137
13.2.13.1 Call Diagnostic Event-Group Event-types.....	137
13.2.13.2 General Diagnostic Event-Group Event-types .....	138
13.2.13.3 Fault Diagnostic Event-Group Event-types.....	139
13.2.14 TOIDiagEventGroup.....	146
13.2.15 TOIEventOriginatorType.....	147
13.2.16 TOIDiagEventState.....	147
13.2.17 TOIActionType .....	147

---

13.2.18 TOICallOutputHandling.....	148
13.2.19 TOICallStackingMode .....	148
13.2.20 TOICallTiming .....	149
13.3 Methods .....	149
13.3.1 Connect .....	149
13.3.2 Disconnect .....	149
13.3.3 GetNcoVersion .....	150
13.3.4 GetProtocolVersion.....	150
13.3.5 CreateCallEx2 .....	150
13.3.6 CreateCallEx3 .....	152
13.3.7 StartCreatedCall.....	154
13.3.8 StopCall .....	155
13.3.9 AbortCall.....	155
13.3.10 CancelAll .....	155
13.3.11 CancelLast.....	155
13.3.12 AddToCall .....	155
13.3.13 RemoveFromCall.....	156
13.3.14 ReportFault.....	156
13.3.15 ResolveFault.....	156
13.3.16 AckFault .....	157
13.3.17 ResetFault.....	157
13.3.18 AckAllFaults .....	157
13.3.19 ResetAllFaults .....	157
13.3.20 AckEvacAlarm .....	158
13.3.21 ResetEvacAlarmEx.....	158
13.3.22 AckFaultAlarm .....	158
13.3.23 ResetFaultAlarm .....	158
13.3.24 GetAudioInputNames.....	159
13.3.25 GetBgmChannelNames.....	159
13.3.26 GetChimeNames .....	159

---

13.3.27 GetMessageNames.....	159
13.3.28 GetZoneGroupNames.....	159
13.3.29 GetZoneNames.....	160
13.3.30 GetConfigId.....	160
13.3.31 SetSubscriptionResources.....	160
13.3.32 SetSubscriptionResourcesFaultState.....	161
13.3.33 SetSubscriptionBgmVolume.....	161
13.3.34 SetSubscriptionBgmRouting.....	162
13.3.35 SetSubscriptionEvents.....	162
13.3.36 SetSubscriptionAlarm.....	162
13.3.37 SetSubscriptionUnitCount.....	163
13.3.38 IncrementBgmVolume.....	163
13.3.39 DecrementBgmVolume.....	163
13.3.40 IncrementBgmChannelVolume.....	164
13.3.41 DecrementBgmChannelVolume.....	164
13.3.42 SetBgmVolume.....	164
13.3.43 AddBgmRouting.....	164
13.3.44 RemoveBgmRouting.....	165
13.3.45 ToggleBgmRouting.....	165
13.3.46 SetBgmRouting.....	165
13.3.47 ActivateVirtualControllInput.....	166
13.3.48 DeactivateVirtualControllInput.....	166
13.3.49 SetSubscriptionVirtualControllInputs.....	166
13.3.50 GetVirtualControllInputNames.....	167
13.3.51 GetConfiguredUnits.....	167
13.3.52 GetConnectedUnits.....	167
13.4 Events.....	167
13.4.1 ConnectionBroken.....	168
13.4.2 CallStateChanged.....	168
13.4.3 ResourceStateChanged.....	168

---

13.4.4 ResourceFaultStateChanged.....	169
13.4.5 BgmRoutingChanged.....	169
13.4.6 BgmVolumeChanged.....	169
13.4.7 AlarmUpdate.....	170
13.4.8 UnitCountChanged.....	170
13.4.9 DiagEventNotification.....	170
13.4.10 VirtualControlInputStateChanged.....	170
13.5 DiagEvent Classes.....	171
13.5.1 DiagEvent.....	171
13.5.2 GeneralEvent.....	172
13.5.2.1 DET_EvacAcknowledge.....	172
13.5.2.2 DET_EvacReset.....	172
13.5.2.3 DET_EvacSet.....	172
13.5.2.4 DET_UnitConnect.....	172
13.5.2.5 DET_DemoteToBackup.....	172
13.5.2.6 DET_SCStartup.....	172
13.5.2.7 DET_OpenInterfaceConnect.....	172
13.5.2.8 DET_OpenInterfaceDisconnect.....	172
13.5.2.9 DET_OpenInterfaceConnectFailed.....	172
13.5.2.10 DET_CallLoggingSuspended.....	172
13.5.2.11 DET_CallLoggingResumed.....	173
13.5.2.12 DET_UserLogIn.....	173
13.5.2.13 DET_UserLogOut.....	173
13.5.2.14 DET_UserLogInFailed.....	173
13.5.2.15 DET_BackupPowerModeStart.....	173
13.5.2.16 DET_BackupPowerModeEnd.....	173
13.5.2.17 DET_ConfigurationRestored.....	173
13.5.2.18 DET_InControl.....	173
13.5.3 CallDiagEventV2.....	173
13.5.3.1 DET_CallStartDiagEventV2.....	174



13.5.3.2	DET_CallEndDiagEventV2 .....	174
13.5.3.3	DET_CallChangeResourceDiagEventV2 .....	174
13.5.3.4	DET_CallTimeoutDiagEventV2.....	175
13.5.3.5	DET_CallRestartDiagEvent .....	175
13.5.3.6	DET_CallResetDiagEvent.....	175
13.5.4	FaultEvent.....	175
13.5.4.1	DET_AudioPathSupervision .....	175
13.5.4.2	DET_MicrophoneSupervision.....	175
13.5.4.3	DET_ControlInputLineFault .....	176
13.5.4.4	DET_CallStationExtension.....	176
13.5.4.5	DET_ConfigurationFile .....	176
13.5.4.6	DET_ConfigurationVersion .....	176
13.5.4.7	DET_IllegalConfiguration .....	176
13.5.4.8	DET_PrerecordedMessagesNames.....	176
13.5.4.9	DET_PrerecordedMessagesCorrupt.....	176
13.5.4.10	DET_UnitMissing .....	177
13.5.4.11	DET_UnitReset.....	177
13.5.4.12	DET_UserInjectedFault.....	177
13.5.4.13	DET_NoFaults .....	177
13.5.4.14	DET_ZoneLineFault.....	177
13.5.4.15	DET_NetworkChange.....	177
13.5.4.16	DET_IncompatibleFirmware .....	178
13.5.4.17	DET_Amp48VAFault .....	178
13.5.4.18	DET_Amp48VBFault .....	178
13.5.4.19	DET_AmpChannelFault .....	178
13.5.4.20	DET_AmpShortCircuitLineAFault.....	178
13.5.4.21	DET_AmpShortCircuitLineBFault .....	179
13.5.4.22	DET_AmpAcc18VFault .....	179
13.5.4.23	DET_AmpSpareInternalFault .....	179
13.5.4.24	DET_AmpChannelOverloadFault.....	179

13.5.4.25 DET_EolFailureLineAFault .....	179
13.5.4.26 DET_EolFailureLineBFault .....	179
13.5.4.27 DET_GroundShortFault .....	180
13.5.4.28 DET_OverheatFault .....	180
13.5.4.29 DET_PowerMainsSupply .....	180
13.5.4.30 DET_PowerBackupSupply .....	180
13.5.4.31 DET_MainsAbsentPSU1Fault .....	180
13.5.4.32 DET_MainsAbsentPSU2Fault .....	180
13.5.4.33 DET_MainsAbsentPSU3Fault .....	180
13.5.4.34 DET_BackupAbsentPSU1Fault .....	180
13.5.4.35 DET_BackupAbsentPSU2Fault .....	180
13.5.4.36 DET_BackupAbsentPSU3Fault .....	180
13.5.4.37 DET_DcOut1PSU1Fault .....	180
13.5.4.38 DET_DcOut2PSU1Fault .....	181
13.5.4.39 DET_DcOut1PSU2Fault .....	181
13.5.4.40 DET_DcOut2PSU2Fault .....	181
13.5.4.41 DET_DcOut1PSU3Fault .....	181
13.5.4.42 DET_DcOut2PSU3Fault .....	181
13.5.4.43 DET_AudioLifelinePSU1Fault .....	181
13.5.4.44 DET_AudioLifelinePSU2Fault .....	181
13.5.4.45 DET_AudioLifelinePSU3Fault .....	181
13.5.4.46 DET_AccSupplyPSU1Fault .....	181
13.5.4.47 DET_AccSupplyPSU2Fault .....	181
13.5.4.48 DET_AccSupplyPSU3Fault .....	181
13.5.4.49 DET_Fan1Fault .....	182
13.5.4.50 DET_Fan2Fault .....	182
13.5.4.51 DET_DcAux1Fault .....	182
13.5.4.52 DET_DcAux2Fault .....	182
13.5.4.53 DET_BatteryShortFault .....	182
13.5.4.54 DET_BatteryRiFault .....	182

13.5.4.55 DET_BatteryOverheatFault .....	182
13.5.4.56 DET_BatteryFloatChargeFault.....	182
13.5.4.57 DET_MainsAbsentChargerFault.....	182
13.5.4.58 DET_PoESupplyFault .....	182
13.5.4.59 DET_PowerSupplyAFault .....	182
13.5.4.60 DET_PowerSupplyBFault .....	182
13.5.4.61 DET_ExternalPowerFault .....	183
13.5.4.62 DET_ChargerSupplyVoltageTooLowFault .....	183
13.5.4.63 DET_BatteryOvervoltageFault .....	183
13.5.4.64 DET_BatteryUndervoltageFault.....	183
13.5.4.65 DET_MediaClockFault .....	183
13.5.4.66 DET_ChargerFault.....	183
13.5.4.67 DET_Amp20VFault.....	183
13.5.4.68 DET_AmpPsuFault .....	183
13.5.4.69 DET_NetworkLatencyFault.....	183
13.5.4.70 DET_SynchronizationFault.....	184
13.5.4.71 DET_AudioDelayFault.....	184
13.5.4.72 DET_InternalPowerFault.....	184
13.5.4.73 DET_InternalCommunicationFault .....	184
13.5.4.74 DET_VoipFault .....	184
13.5.4.75 DET_RemoteOutputFault .....	184
13.5.4.76 DET_RemoteOutputLoopFault .....	184
13.5.4.77 DET_RemoteOutputConfigurationFault.....	185
13.5.4.78 DET_LicenseFault .....	185
13.5.4.79 DET_RemoteSystemFault.....	185
13.5.4.80 DET_RemoteMainPowerFault .....	185
13.5.4.81 DET_RemoteBackupPowerFault.....	185
13.5.4.82 DET_RemoteGroundFault.....	185
13.5.4.83 DET_RemoteFault .....	185
13.5.4.84 DET_PowerSupplyFault.....	186

---

13.5.4.85 DET_StackedSwitchMismatchFault.....	186
13.5.4.86 DET_RedundantDataPathFault.....	186
13.5.4.87 DET_ControlOutputLineFault.....	186
13.6 EventOriginator classes.....	186
13.6.1 EventOriginator .....	186
13.6.1.1 NoEventOriginator.....	187
13.6.1.2 UnitEventOriginator.....	187
13.6.1.3 OpenInterfaceEventOriginator.....	187
13.6.1.4 ControlInputEventOriginator .....	187
13.6.1.5 AudioOutputEventOriginator.....	187
13.6.1.6 AudioInputEventOriginator.....	187
13.6.1.7 UserEventOriginator .....	188
13.6.1.8 NetworkEventOriginator .....	188
13.6.1.9 StackedUnitEventOriginator .....	188
13.6.1.10 ControlOutputEventOriginator.....	188
<b>14. Examples.....</b>	<b>189</b>
14.1 Interface usage.....	189

## **DISCLAIMER**

Although every effort has been made to ensure the information and data contained in these Open Interface programming instructions is correct, no rights can be derived from the contents.

Bosch Security Systems B.V. disclaim all warranties with regard to the information provided in these instructions. In no event shall Bosch Security Systems B.V. be liable for any special, indirect or consequential damages whatsoever resulting from loss of use, data or profits, whether in action of contract, negligence or other tortious action, arising out of or in connection with the use of the information provided in these Open Interface programming instructions.

**DOCUMENT HISTORY**

Date	Version	Reason
12-2019	V1.00	1 <sup>st</sup> edition
05-2020	V1.10	Chapters 7.4.71 and 13.5.4.71 added. 3.2.13.3, 9.3 and 9.4 updated.
06-2021	V1.40	Chapters 1.7, 7.2.18, 7.4.72, 7.4.73, 7.7.74, 13.5.2.18 added, and 4.49, 4.50, 5.9, 7.4, 7.4.70, 9.3.3, 13.2.13.2, 13.2.13.3 updated.
02-2022	V1.50	Added RedundantDataPathFault.
04-2023	V1.80	<p>Updates:</p> <ul style="list-style-type: none"> <li>• Port number data type for NetworkEventOriginator</li> <li>• TLS version number</li> <li>• Rename SystemInputContact to ControllInputLineFault</li> <li>• Update .NET target framework to 4.8.</li> </ul> <p>New:</p> <ul style="list-style-type: none"> <li>• ControlOutputLineFault diagnostic event</li> <li>• ControlOutputEventOriginator.</li> </ul>
08-2023	V1.91	Removed non-partial calls explanation. Non-partial calls are not supported for PRAESENSA.
04-2024	V2.00	<p>Added note about minimum and maximum BGM volume.</p> <p>Updated call stacking timeout.</p>
07-2014	V2.10	<p>Updated descriptions due to the functions call stacking and time-shift.</p> <p>Added note about emergency control settings for calls with emergency priority and acknowledge/reset of the emergency alarm.</p>

## **PART 1 – OPEN INTERFACE PROTOCOL**

Part 1 of the Open Interface programming instructions describes the Open Interface protocol of the PRAESENSA system.

# 1. INTRODUCTION

## 1.1 Purpose

This document describes the native communication interface of the PRAESENSA Public Address System.

## 1.2 Scope

This document is intended for persons, who want to integrate PRAESENSA in their applications with the PRAESENSA native communication interface. They must have knowledge about:

- The PRAESENSA system and its installation (see [UG\_PRAESENSA])
- The TCP/IP protocol and how to communicate using TCP/IP
- Optionally, the TLS protocol and how to secure communication using TLS (when using a secure connection)

This document does not describe the high-level communication (Application Programming Interfaces, API). Refer to [UM\_OPENINF] for information about controlling the PRAESENSA with high-level Windows™ based languages.

It is not possible to derive any rights from this document regarding the programming interface. Extensions and improvements on the Open Interface can be introduced in new versions of the PRAESENSA.

## 1.3 Definitions, Acronyms and Abbreviations

SC	PRAESENSA system controller
OI	Open Interface
PA	Public address
OIP	Open Interface Protocol
LSB	Least Significant Byte
MSB	Most Significant Byte

## 1.4 References

The reference that must be used for this document is: **UM\_OPENINF\_PRAESENSA**

UG\_PRAESENSA    User guide PRAESENSA system  
A

UM\_OPENINF    User manual Open Interface control with C# and    GO209101  
.NET Framework

## 1.5 Overview

Chapter 0 is a general introduction to the document.



Chapter 3 describes the protocol used for the communication

Chapter 4 describes the command messages to trigger functionality on the PRAESENSA system.

Chapter 5 describes the response messages to be expected after a command transmission.

Chapter 6 describes the notification messages sent by the PRAESENSA system.

Chapter 7 describes the diagnostic event structures.

Chapter 7.4.71 describes the event originator structures.

Chapter 9 gives an overview of all constants used in the open interface protocol and application messages.

Chapter 10 gives an overview of all error codes that can be sent back in the response messages.

## 1.6 How to read this document

In this document many messages are described which should be transmitted over the TCP connection. The description of each message is divided into several (optional) subsections. The meaning of each section is described below:

- **Purpose:**

A global description of the purpose of the message. In case a group of messages is described (all using the same message structure), a short description is given for each message.

- **Parameter structure:**

The parameters related to the message. When the message requires no parameters, no structure is described here.

- **Response message type:**

In case the message is a command, the system controller returns a response message. In this section the response message type is referenced. Note that the described message is only valid when the response signals that the command succeeded without errors.

Beside the described response messages it is also possible that the MESSAGE\_TYPE\_OIP\_ResponseProtocolError is returned in case on protocol level a failure is detected.

- **Update notifications:**

The notification messages that can be generated during the execution of the remote function. When there are no related notifications, then this part will be omitted.

- **Related messages:**

The related messages in conjunction with the message described.

## 1.7 Open Interface changes

The following changes were made to the Open Interface that might affect existing implementations of the protocol

As of software release 1.30, the command messages MESSAGE\_TYPE\_OIP\_GetConfiguredUnits and

MESSAGE\_TYPE\_OIP\_GetConnectedUnits return both the configured unit name and the host name instead of the configured host name (refer to §5.9)

## 2. APPLICATION CONTROL OVERVIEW

### 2.1 Calls

#### 2.1.1 Introduction

As PRAESENSA is a public address and emergency sound system, it is used to distribute background music, live speech and evacuation messages. All audio in the system is distributed in the form of calls.

#### 2.1.2 Components

A call always consists of the following components:

- Priority (refer to section 2.1.3)
- Call content (refer to section 2.1.4)
- Routing (refer to section 2.1.5)

#### 2.1.3 Priority

To each call, a priority is assigned. When two or more calls are addressed to the same zone or need shared resources (e.g. the message player), the system only starts the call with the highest priority. The range of priorities that is available for a call depends on the type of call.

The emergency call can only be created when emergency control (in the system controller configuration) is enabled.

Priority	Call type
0 to 31	BGM (Background Music) calls.
32 to 223	Business calls.
224 to 255	Emergency calls.

#### 2.1.4 Call content

The content of a BGM call typically consists of an audio signal coming from a BGM source, such as a CD player or a tuner. The content of business calls and emergency calls can consist of:

- A start chime (optional).
- Pre-recorded message(s) (optional)
- Live speech (optional).
- An end chime (optional).

The major difference between business calls and emergency calls is that emergency calls can put the system in the emergency state.

#### 2.1.5 Routing

The routing of the call is the set of zones to which the call is intended to be addressed. Whether the call actually is addressed to the selected zones depend on the priority of the call and its partiality (refer to §4.5).

### 2.1.6 Restart call

A call can be configured to be automatically restarted when it is aborted by the system (for example when all zones are removed from the call). If the restart call option is not configured, the system will automatically restart all emergency calls without live-speech.

The restart call option matches the 'Continue call' option on the PRAESENSA call macro configuration page.

## 2.2 Diagnostics

As PRAESENSA is an emergency compliant system, it monitors its equipment and signals activity performed on the system.

Systems connected to a PRAESENSA system can subscribe to activity and equipment signals for long term storage and reporting facilities. To receive events from the PRAESENSA system, the connected system must subscribe. The following groups are identified:

- General Events
- Call Events
- Fault Events

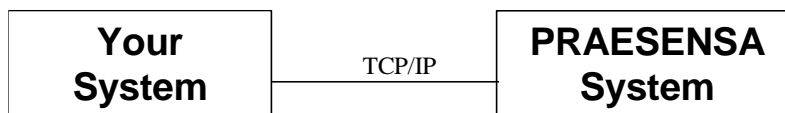
After subscription for a group, all events currently present in the storage of the PRAESENSA system are sent. Existing events are signaled with the action-type OIACT\_EXISTING. The last existing event is signaled with the action type OIACT\_EXISTING\_LAST. If the connected system subscribes to receive fault events and there are no fault events in the storage of the PRAESENSA system, the PRAESENSA system responds with a message with the action type OIACT\_EXISTING\_LAST and an event of type DET\_NoFaults (see paragraph 7.4.13). The event itself does not represent an actual system fault and is supposed to be ignored.

Newly created and updated events are notified conform the action described in section 9.2.9.

Fault events can be acknowledged and reset by the connected system. The system can choose to acknowledge all fault or specific faults.

## 2.3 Hardware connection

The communication between PRAESENSA and your system is based on top of a TCP/IP connection (refer to the next figure).



Over the TCP/IP connection, messages can be transmitted between your system and PRAESENSA. To set-up the TCP/IP connection, you must:

- Use the IP address of the system controller.
- Use port number 9401 (non-secure) or 9403 (secure).

---

## 3. PROTOCOL CONSIDERATIONS

### 3.1 Set-up a connection

After PRAESENSA has been started, the system controller listens to port 9401 and 9403. The set-up of the TCP/IP connection must originate from your system using the IP address of the system controller and port 9401 or port 9403. The connection between the PRAESENSA system and your system is based on a stream connection. This implies that messages may be transferred using multiple packets.

Port 9401 is used for non-secure connections and port 9403 is used for secure connections. For secure connections, TLS 1.2 or TLS 1.3 is used, depending on the configuration. The PRAESENSA system uses a self-signed certificate file and is available for download from the PRAESENSA configuration web page (see [UG\_PRAESENSA]). A new certificate is generated for the system each time the system controller is reset to defaults. After the socket connect has been established, the login message (MESSAGE\_TYPE\_OIP\_Login) is expected before any other message. The login message passes the user name and password to PRAESENSA for verification. If either the user name or the password is incorrect, an error is reported back. In this case, the socket connection is disconnected on demand of the system controller. If the user name and password are correct, all control functions of PRAESENSA become available.

### 3.2 Heartbeat

After the connection between your system and PRAESENSA has been established, the system controller of PRAESENSA starts the heartbeat checks of your system. The system controller checks if a message is received within 15 seconds after the last message. When the time between two messages is more than 15 seconds, the system controller considers the connection to be broken and closes the TCP/IP connection to your system.

It is advised to also run heartbeat checks of PRAESENSA on your system. To signal that the connection is still present, you must transmit a "MESSAGE\_TYPE\_OIP\_KeepAlive" message (refer to section 3.4.3.3) to the system controller every 5 seconds when no other messages are ready for transmission.

### 3.3 Response times

When your system sends a message to the system controller, a response can be expected within 10 seconds. If your system does not receive a response within 10 seconds, your system can consider the connection to be broken.

### 3.4 Message format

#### 3.4.1 Introduction

The communication between your system and PRAESENSA is based on messages. This section describes the structures that are used in the data field of the messages for PRAESENSA.

#### 3.4.2 General Message Layout

Each message must have this layout:

MessageTy pe	Length	Data
-----------------	--------	------

Defined in (c-style) structure format:

```
struct {
    DWORD messageType; // Message Type
    UINT length; // Message Length
    BYTE data[]; // Message Data (length - 8 bytes)
};
```

**Where:**

<i>messageType</i>	The “message-type”, which describes the content of the actual data passed. Refer to the various message-type definitions in sections below (§4, §5 and §6)
<i>length</i>	The total length of the message in number of bytes, including the sizes of the message-type and length. The length must match the actual transmitted size of bytes.  Since the <i>MessageType</i> and the <i>length</i> are always present, the minimum size of the message is 8 bytes. The maximum size of a message is 128 Kbytes.
<i>data</i>	Data corresponding to the description of the message-type. The data represents a structure which format is explained hereafter together with the message-type.

**NOTE:**

The length of a specific message-type may vary due to the variable data. For example, when a message contains multiple strings, the length also depends on the sum of the sizes of the strings.

### 3.4.3 Conventions

In the sections and chapters below several structures are defined. These structures are defined using standard data types, which have defined sizes and usage. The following data types will be used:

#### 3.4.3.1 Basic data types

BOOLEAN:	a 1 byte unsigned value with the values FALSE = 0 and TRUE = 1.
CHAR:	a 1 byte type representing an ASCII character.
BYTE:	a 1 byte unsigned value with the range 0 ... 255.
WORD:	a 2 byte unsigned value with the range 0 ... 65535.
SHORT:	a 2 byte signed value with the range -32768 ... 32767.
INT:	a 4 bytes signed value with the range $-(2^{31}) \dots (2^{31}-1)$ .
UINT:	a 4 byte unsigned value with the range 0 ... $(2^{32}-1)$ .
LONG:	a 4 bytes signed value with the range $-(2^{31}) \dots (2^{31}-1)$ .
DWORD:	a 4 byte unsigned value with the range 0 ... $(2^{32}-1)$ .

**NOTE:**

All numbers are represented in the little-endian<sup>1</sup> format. Between the data-type is no alignment present.

**3.4.3.2 Variable length Data types**

Beside the basic data type, variable length data types are used within the messages. In this section the variable length data types are described in term of basic data types.

**String**

A string is used to pass ASCII text within a message. A string is always variable in length.

```
struct {
    UINT length;
    CHAR chars[Length];
} STRING;
```

**Where:***length*

String length in bytes (characters). Strings are limited in length to a maximum of 64 Kbytes. Note that the size of the length *parameter* is not included in the length.

*chars*

Actual string, not zero terminated.

**Time structure**

A time structure represents the date and time. It is generated by the PRAESENSA system. The time is mostly passed along with diagnostic events (see §7) to indicate the actual date and time of creation and other changes.

```
struct {
    DWORD time;
} TIME;
```

**Where:***time*

UTC time in seconds since 1 January 1970, 00:00:00 hour.

**Complex structure**

Message can refer to structural information. These structures by itself described a complete set of information and will be described in the corresponding sections. The basic format of each structure is as follows:

```
struct {
    DWORD structureType; // Type of the structure.
    UINT length; // structure Length.
    BYTE data[] // structure data (length - 4 bytes)
} structureHeader;
```

<sup>1</sup> Little endian is a storage mechanism where the least significant byte is stored on the lowest address, followed by the more significant bytes. E.g. a WORD is represented in memory as two consecutive bytes where the LSB is stored on the lowest address and the MSB on the next address. For transmission over TCP, the LSB byte is transmitted first, followed by the MSB bytes

**Where:**

<i>structureType</i>	Defines the “structure Type”, which describes the content of the structure data passed. Refer to the various structure type definitions in the sections below (§7 and §7.4.13).
<i>length</i>	The total length of the structure in number of bytes, including the sizes of the structure type and length. The length should match the actual transmitted size of bytes.
<i>data</i>	Data corresponding to the description of the structure-type. The data represents a structure which format is explained with the structure-type.

**3.4.3.3 Comma separated lists**

Commands sent to the PRAESENSA system do not accept spaces around the separation commas in lists of strings. However, notifications and results sent from the PRAESENSA system may contain a space after the separation comma.

**3.5 Heartbeat message MESSAGE\_TYPE\_OIP\_KeepAlive****Purpose:**

The heartbeat message is a special message, which can be sent to the PRAESENSA system at any time. In normal circumstances the heartbeat message is transmitted every 5 seconds (when nothing else to transmit). The message is used to notify the PRAESENSA system that your system is still alive. The PRAESENSA system also sends heartbeat messages to indicate that the PRAESENSA system is still operational. You must check if two successive messages are received within 15 seconds.

Note that the heartbeat message is similar to the notification messages.

**Parameter structure:**

```
struct {
    DWORD    messageType;
    UINT     length;
    UINT     reserved1;
    UINT     reserved2;
} OIP_KeepAlive;
```

**Where:**

<i>messageType</i>	The message type indicator for the heartbeat message. Constant value MESSAGE_TYPE_OIP_KeepAlive (See Chapter 9).
<i>length</i>	The total length of the Heartbeat message (16 bytes for this message).
<i>reserved1</i>	Session sequence number. Currently the <i>reserved1</i> is not used and should be set to the value zero (0).
<i>reserved2</i>	Message sequence number. Currently the <i>reserved2</i> is not used and should be set to the value zero (0).



### 3.6 Protocol fault message MESSAGE\_TYPE\_OIP\_ResponseProtocolError

**Purpose:**

Any message sent towards the PRAESENSA system is checked against its boundaries (message size, string size, validity of the message-type, not logged in ...). In case a mismatch is detected regarding the size, a universal error response message is returned. Response message as described in section 5 cannot be used, because the received message is not decoded nor processed.

**Parameter structure:**

```
struct {
    DWORD    messageType;
    UINT     length;
    UINT     reserved1;
    UINT     reserved2;
    UINT     errorCode;
    UINT     errorPosition;
} OIP_ResponseProtocolError;
```

**Where:**

<i>messageType</i>	The message type indicator for the message. Constant value MESSAGE_TYPE_OIP_ResponseProtocolError (See Chapter 9).
<i>length</i>	The total length of the Protocol fault message (24 bytes for this message).
<i>reserved1</i>	Session sequence number. Currently the <i>reserved1</i> is not used and should be set to the value zero (0).
<i>reserved2</i>	Message sequence number. Currently the <i>reserved2</i> is not used and should be set to the value zero (0).
<i>errorCode</i>	The error code of the received message. For the possible error codes see Chapter 10.
<i>errorPosition</i>	The byte offset in the message stream, where the fault is detected.

**Related messages:**

Any message received by the PRAESENSA system and is not conform the message guideline as described in 3.4.

### 3.7 Buffer overflow

**Purpose:**

Messages ready for transmission from the PRAESENSA system are queued. In case the receive speed of the connected system is too low, the queue may overflow (dependent on the number of generated events, resource update, etc.). Since the queue consumes internal PRAESENSA system resources, overflow detection is present, which disconnects the communication interface when the queue overflows its limit.

This may result in a loss of received events.

## 4. COMMAND MESSAGES

### 4.1 Introduction

Command messages can be sent to control the PRAESENSA system. Commands always result in a response from the PRAESENSA system. The expected response is referenced with each command or the generic response `MESSAGETYPE_OIP_ResponseProtocolError` is returned in case the message is corrupted. Each command message starts with a fixed number of fields, which are presented below in structure format.

**NOTE:**

In the time between the transmission of the command message and the reception of the response message, the PRAESENSA system can send notification messages.

```
struct {
    DWORD    messageType;
    UINT     length;
    UINT     reserved1;
    UINT     reserved2;
} COMMANDHEADER;
```

**Where:**

<i>messageType</i>	The command message type as documented in the sections below.
<i>length</i>	The total length of the command structure.
<i>reserved1</i>	Session sequence number. Currently the <i>reserved1</i> is not used and should be set to the value zero (0)
<i>reserved2</i>	Message sequence number. Currently the <i>reserved2</i> is not used and should be set to the value zero (0).

**NOTE:**

The initial two elements (refer to section 3.4.2) are repeated in the structure.

### 4.2 MESSAGETYPE\_OIP\_Login

**Purpose:**

Logs in on the PRAESENSA system with a user name and password.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING        userName;
    STRING        password;
} OIP_Login;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to <code>MESSAGETYPE_OIP_Login</code> .
<i>userName</i>	The user name to logon with.
<i>password</i>	The password to logon with.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**4.3 MESSAGE\_TYPE\_OIP\_GetNcoVersion****Purpose:**

Gets the software release of the PRAESENSA system.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_GetNcoVersion;
```

**Where:**

*header*

Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_GetNcoVersion.

**Response message type:**

MESSAGE\_TYPE\_OIP\_ResponseGetNcoVersion

**4.4 MESSAGE\_TYPE\_OIP\_GetProtocolVersion****Purpose:**

Gets the protocol version of the Open Interface of the PRAESENSA system. Should be used to verify that your system is compatible with the PRAESENSA system.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_GetProtocolVersion;
```

**Where:**

*header*

Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_GetProtocolVersion.

**Response message type:**

MESSAGE\_TYPE\_OIP\_ResponseGetProtocolVersion

**4.5 MESSAGE\_TYPE\_OIP\_CreateCallEx2****Purpose:**

Creates (but does not start) a call with the given parameters.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    UINT priority;
    TOICallOutputHandling outputHandling;
    TOICallStackingMode stackingMode;
    UINT stackingTimeout;
    BOOLEAN liveSpeech;
    UINT repeat;
    STRING routing;
```

```

STRING      startChime;
STRING      endChime;
STRING      audioInput;
STRING      messages;
TOICallTiming callTiming;
STRING      preMonitorDest;
UINT        liveSpeechAttenuation;
UINT        startChimeAttenuation;
UINT        sendChimeAttenuation;
UINT        messageAttenuation;
} OIP_CreateCallEx2;

```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_CreateCallEx2.
<i>priority</i>	<p>Priority of the call.</p> <p>Ranges:</p> <p>0 ... 31: BGM call priority. Always partial call, regardless the partial setting.</p> <p>32 ... 223: Normal call priority.</p> <p>224 ... 255: Emergency call priority. Always partial call, regardless the partial setting. When emergency control (in the system controller configuration) is disabled, then this method will return a parameter error.</p>
<i>outputHandling</i>	Whether the call is partial or stacked. There are two possible values: OICOH_PARTIAL and OICOH_STACKED. Stacked calls are supported in the PRAESENSA system release 2.10 and newer. See §9.2.11 for the value set description. Settings the output handling to anything other than OICOH_PARTIAL or OICOH_STACKED will result in ERROR_INVALID_PARAMETERS. Note that the PRA-LSCRF license is required to use the stacked call function. Specifying OICOH_STACKED without the license results in ERROR_INVALID_PARAMETERS.
<i>stackingMode</i>	Whether a stacked call waits for all zones to become available or a stacked call waits for each zone to become available for replay. There are two possible values: OICSM_WAIT_FOR_ALL and OICSM_WAIT_FOR_EACH. See §9.2.12 for the value set description. This parameter is ignored when outputHandling is set to OICOH_PARTIAL.
<i>stackingTimeout</i>	Amount of seconds for a stacked call to wait for available resources. The time-out countdown is started at the moment the original call has ended. The accepted range is 1 to 3600 seconds; the value OICST_INFINITE is used to

	wait infinitely. This parameter is ignored when outputHandling is set to OICOH_PARTIAL.
<i>liveSpeech</i>	Whether or not the call has a live speech phase. TRUE = live speech, FALSE = no live speech.
<i>repeat</i>	How many times the messages should be repeated. Value can be: <ul style="list-style-type: none"> <li>-1: Repeat infinity.</li> <li>0: Play Message once.</li> <li>1 ... 32767: Repeat count.</li> </ul> <p>Note that the value 1 indicates one repeat, so the message is played twice.</p>
<i>routing</i>	List of names of zone groups, zones and/or control outputs. The routing is formatted as a comma separated set of resource names. No spaces are allowed before or after the separation commas in the string.
<i>startChime</i>	The name of the start chime. May be empty, no leading or trailing spaces are allowed.
<i>endChime</i>	The name of the end chime. May be empty, no leading or trailing spaces are allowed.
<i>audioInput</i>	Name of the audio Input (only used when live speech is true). No leading or trailing spaces are allowed.
<i>messages</i>	List of names of prerecorded messages. The messages parameter is formatted as a comma separated set of message names. May be empty, but no spaces are allowed before or after the separation commas.
<i>callTiming</i>	Indicates the way the call must be handled. There are three possible values: OICTM_IMMEDIATE, OICTM_TIME_SHIFTED and OICTM_MONITORED. Time shifted calls are supported in PRAESENSA release 2.00 and newer. See §9.2.13 for the value set description. Setting the call timing to OICTM_MONITORED will result in ERROR_INVALID_PARAMETERS. Note that the PRA-LSCRF license is required to use the time-shift function. Specifying OICTM_TIME_SHIFTED without the license results in ERROR_INVALID_PARAMETERS.
<i>preMonitorDest</i>	The destination zone of the pre-monitor phase of a pre-monitored call. When the call is not pre-monitored, this value is ignored. This parameter is ignored when callTiming is set to OICTM_IMMEDIATE or OICTM_TIME_SHIFTED.

<i>liveSpeechAttenuation</i>	The attenuation to be used for the audio input during the live speech phase. Range: 0..60 dB.
<i>startChimeAttenuation</i>	The attenuation to be used for the chime generator during the start chime phase. Range: 0..60 dB.
<i>endChimeAttenuation</i>	The attenuation to be used for the chime generator during the end chime phase. Range: 0..60 dB.
<i>messageAttenuation</i>	The attenuation to be used for the message generator during the start prerecorded message phase. Range: 0..60 dB.

**Response message type:**

MESSAGE\_TYPE\_OIP\_ResponseCallId.

**Related messages:**

MESSAGE\_TYPE\_OIP\_StartCreatedCall  
 MESSAGE\_TYPE\_OIP\_StopCall  
 MESSAGE\_TYPE\_OIP\_AbortCall  
 MESSAGE\_TYPE\_OIP\_AddToCall  
 MESSAGE\_TYPE\_OIP\_RemoveFromCall

**4.6 MESSAGE\_TYPE\_OIP\_CreateCallEx3****Purpose:**

Creates (but does not start) a call with the given parameters.

**Parameter structure:**

```

struct {
  COMMANDHEADER    header;
  UINT              priority;
  TOICallOutputHandling outputHandling;
  TOICallStackingMode stackingMode;
  UINT              stackingTimeout;
  BOOLEAN           liveSpeech;
  UINT              repeat;
  STRING            routing;
  STRING            startChime;
  STRING            endChime;
  STRING            audioInput;
  STRING            messages;
  TOICallTiming     callTiming;
  STRING            preMonitorDest;
  UINT              liveSpeechAttenuation;
  UINT              startChimeAttenuation;
  UINT              sendChimeAttenuation;
  UINT              messageAttenuation;
  BOOLEAN           restartCall;
} OIP_CreateCallEx3;

```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_CreateCallEx2.

*priority* Priority of the call.  
 Ranges:

	0 ... 31:	BGM call priority. Always partial call, regardless the partial setting.
	32 ... 223:	Normal call priority.
	224 ... 255:	Emergency call priority. Always partial call, regardless the partial setting. When emergency control (in the system controller configuration) is disabled, then this method will return a parameter error.
<i>outputHandling</i>		Whether the call is partial or stacked. There are two possible values: OICOH_PARTIAL and OICOH_STACKED. Stacked calls are supported in the PRAESENSA system release 2.10 and newer. See §9.2.11 for the value set description. Settings the output handling to anything other than OICOH_PARTIAL or OICOH_STACKED will result in ERROR_INVALID_PARAMETERS. Note that the PRA-LSCRF license is required to use the stacked call function. Specifying OICOH_STACKED without the license results in ERROR_INVALID_PARAMETERS.
<i>stackingMode</i>		Whether a stacked call waits for all zones to become available or a stacked call waits for each zone to become available for replay. There are two possible values: OICSM_WAIT_FOR_ALL and OICSM_WAIT_FOR_EACH. See §9.2.12 for the value set description. This parameter is ignored when outputHandling is set to OICOH_PARTIAL.
<i>stackingTimeout</i>		Amount of seconds for a stacked call to wait for available resources. The time-out countdown is started at the moment the original call has ended. The accepted range is 1 to 3600 seconds; the value OICST_INFINITE is used to wait infinitely. This parameter is ignored when outputHandling is set to OICOH_PARTIAL.
<i>liveSpeech</i>		Whether or not the call has a live speech phase. TRUE = live speech, FALSE = no live speech.
<i>repeat</i>		How many times the messages should be repeated. Value can be: <ul style="list-style-type: none"> <li>-1: Repeat infinity.</li> <li>0: Play Message once.</li> <li>1 ... 32767: Repeat count.</li> </ul> <p>Note that the value 1 indicates one repeat, so the message is played twice.</p>

<i>routing</i>	List of names of zone groups, zones and/or control outputs. The routing is formatted as a comma separated set of resource names. No spaces are allowed before or after the separation commas in the string.
<i>startChime</i>	The name of the start chime. May be empty, no leading or trailing spaces are allowed.
<i>endChime</i>	The name of the end chime. May be empty, no leading or trailing spaces are allowed.
<i>audioInput</i>	Name of the audio Input (only used when live speech is true). No leading or trailing spaces are allowed.
<i>messages</i>	List of names of prerecorded messages. The messages parameter is formatted as a comma separated set of message names. May be empty, but no spaces are allowed before or after the separation commas.
<i>callTiming</i>	Indicates the way the call must be handled. There are three possible values: OICTM_IMMEDIATE, OICTM_TIME_SHIFTED and OICTM_MONITORED. Time shifted calls are supported in PRAESENSA release 2.00 and newer. See §9.2.13 for the value set description. Setting the call timing to OICTM_MONITORED will result in ERROR_INVALID_PARAMETERS. Note that the PRA-LSCRF license is required to use the time-shift function. Specifying OICTM_TIME_SHIFTED without the license results in ERROR_INVALID_PARAMETERS.
<i>preMonitorDest</i>	The destination zone of the pre-monitor phase of a pre-monitored call. When the call is not pre-monitored, this value is ignored. This parameter is ignored when callTiming is set to OICTM_IMMEDIATE or OICTM_TIME_SHIFTED.
<i>liveSpeechAttenuation</i>	The attenuation to be used for the audio input during the live speech phase. Range: 0..60 dB.
<i>startChimeAttenuation</i>	The attenuation to be used for the chime generator during the start chime phase. Range: 0..60 dB.
<i>endChimeAttenuation</i>	The attenuation to be used for the chime generator during the end chime phase. Range: 0..60 dB.
<i>messageAttenuation</i>	The attenuation to be used for the message generator during the start prerecorded message phase. Range: 0..60 dB.
<i>restartCall</i>	Indicates if the call should be restarted after an interruption.

**Response message type:**  
 MESSAGE\_TYPE\_OIP\_ResponseCallId.



**Related messages:**

MESSAGE\_TYPE\_OIP\_StartCreatedCall  
 MESSAGE\_TYPE\_OIP\_StopCall  
 MESSAGE\_TYPE\_OIP\_AbortCall  
 MESSAGE\_TYPE\_OIP\_AddToCall  
 MESSAGE\_TYPE\_OIP\_RemoveFromCall

**4.7 MESSAGE\_TYPE\_OIP\_StartCreatedCall****Purpose:**

Starts a previously created call. If the call was started successfully, call state update notification messages are sent.

**Parameter structure:**

```

struct {
    COMMANDHEADER header;
    TOICallId callId;
} OIP_StartCreatedCall;
  
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_StartCreatedCall.
<i>callId</i>	Identification of the call, returned by createCallEx2 (§4.5) and createCallEx3 (§4.6). See §9.2.2 for the value set description.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyCall  
 MESSAGE\_TYPE\_OIP\_NotifyResources

**Related messages:**

MESSAGE\_TYPE\_OIP\_CreateCall  
 MESSAGE\_TYPE\_OIP\_StopCall  
 MESSAGE\_TYPE\_OIP\_AbortCall  
 MESSAGE\_TYPE\_OIP\_AddToCall  
 MESSAGE\_TYPE\_OIP\_RemoveFromCall

**4.8 MESSAGE\_TYPE\_OIP\_StopCall****Purpose:**

Stops a previously created or started call.

**Parameter structure:**

```

struct {
    COMMANDHEADER header;
    TOICallId callId;
} OIP_StopCall;
  
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_StopCall.
---------------	--

*callId* Identification of the call, returned by createCallEx2 (§4.5) or createCallEx3 (§4.6). See §9.2.2 for the value set description.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyCall  
MESSAGE\_TYPE\_OIP\_NotifyResources

**Related messages:**

MESSAGE\_TYPE\_OIP\_CreateCallEx2  
MESSAGE\_TYPE\_OIP\_CreateCallEx3  
MESSAGE\_TYPE\_OIP\_StartCreatedCall  
MESSAGE\_TYPE\_OIP\_AbortCall  
MESSAGE\_TYPE\_OIP\_AddToCall  
MESSAGE\_TYPE\_OIP\_RemoveFromCall

## 4.9 MESSAGE\_TYPE\_OIP\_AbortCall

**Purpose:**

Aborts a previously created or started call.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    TOICallId callId;
} OIP_AbortCall;
```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_AbortCall.

*callId* Identification of the call, returned by createCallEx2 (§4.5) or createCallEx3 (§4.6). See §9.2.2 for the value set description.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyCall  
MESSAGE\_TYPE\_OIP\_NotifyResources

**Related messages:**

MESSAGE\_TYPE\_OIP\_CreateCallEx2  
MESSAGE\_TYPE\_OIP\_CreateCallEx3  
MESSAGE\_TYPE\_OIP\_StartCreatedCall  
MESSAGE\_TYPE\_OIP\_StopCall  
MESSAGE\_TYPE\_OIP\_AddToCall  
MESSAGE\_TYPE\_OIP\_RemoveFromCall

## 4.10 MESSAGE\_TYPE\_OIP\_AddToCall

### Purpose:

Adds routing to a previously created or started call.

### Parameter structure:

```
struct {
    COMMANDHEADER header;
    TOICallId callId;
    STRING routing;
} OIP_AddToCall;
```

### Where:

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_AddToCall.
<i>callId</i>	Identification of the call, returned by createCallEx2 (§4.5) or createCallEx3 (§4.6). See §9.2.2 for the value set description.
<i>routing</i>	List of names of zone groups, zones and/or control outputs to be added to the call. A comma separates each name in the routing list. No spaces are allowed before or after the separation commas in the string.

### Response message type:

MESSAGE\_TYPE\_OIP\_Response

### Update notifications:

MESSAGE\_TYPE\_OIP\_NotifyResources

### Related messages:

MESSAGE\_TYPE\_OIP\_CreateCallEx2  
 MESSAGE\_TYPE\_OIP\_CreateCallEx3  
 MESSAGE\_TYPE\_OIP\_StartCreatedCall  
 MESSAGE\_TYPE\_OIP\_StopCall  
 MESSAGE\_TYPE\_OIP\_AbortCall  
 MESSAGE\_TYPE\_OIP\_RemoveFromCall

## 4.11 MESSAGE\_TYPE\_OIP\_RemoveFromCall

### Purpose:

Removes routing from a previously created or started call.

### Parameter structure:

```
struct {
    COMMANDHEADER header;
    TOICallId callId;
    STRING routing;
} OIP_RemoveFromCall;
```

### Where:

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_RemoveFromCall.
---------------	--

<i>callId</i>	Identification of the call, returned by createCallEx2 (§4.5) or createCallEx3 (§4.6). See §9.2.2 for the value set description.
<i>routing</i>	List of names of zone groups, zones and/or control outputs to be removed from the call. A comma separates each name in the routing list. No spaces are allowed before or after the separation commas in the string.

**Response message type:**

MESSAGETYPE\_OIP\_Response

**Update notifications:**

MESSAGETYPE\_OIP\_NotifyResources

**Related messages:**

MESSAGETYPE\_OIP\_CreateCallEx2  
 MESSAGETYPE\_OIP\_CreateCallEx3  
 MESSAGETYPE\_OIP\_StartCreatedCall  
 MESSAGETYPE\_OIP\_StopCall  
 MESSAGETYPE\_OIP\_AbortCall  
 MESSAGETYPE\_OIP\_AddToCall

**4.12 MESSAGETYPE\_OIP\_CancelAll****Purpose:**

Cancels all available stacked calls that were started by this connection.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_CancelAll;
```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGETYPE\_OIP\_CancelAll.

**Response message type:**

MESSAGETYPE\_OIP\_Response

**Update notifications:**

MESSAGETYPE\_OIP\_NotifyCall  
 MESSAGETYPE\_OIP\_NotifyResources

**Related messages:**

MESSAGETYPE\_OIP\_CreateCallEx2  
 MESSAGETYPE\_OIP\_CreateCallEx3  
 MESSAGETYPE\_OIP\_StartCreatedCall  
 MESSAGETYPE\_OIP\_CancelLast

**4.13 MESSAGETYPE\_OIP\_CancelLast****Purpose:**

Cancels (if still available) the last stacked call that was started by this connection.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_CancelLast;
```

**Where:***header*

Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_CancelLast.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyCall  
MESSAGE\_TYPE\_OIP\_NotifyResources

**Related messages:**

MESSAGE\_TYPE\_OIP\_CreateCallEx2  
MESSAGE\_TYPE\_OIP\_CreateCallEx3  
MESSAGE\_TYPE\_OIP\_StartCreatedCall  
MESSAGE\_TYPE\_OIP\_CancelAll

**4.14 MESSAGE\_TYPE\_OIP\_AckAllFaults****Purpose:**

Acknowledges all fault events. Because the fault alarm depends on the states of all fault events, it also acknowledges the fault alarm. If the start of the fault alarm changes state, it results in the message MESSAGE\_TYPE\_OIP\_NotifyAlarm (if subscribed, see §6.3).

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_AckAllFaults;
```

**Where:***header*

Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_AckAllFaults.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyAlarm (alarm-type equals OIAT\_FAULT)  
MESSAGE\_TYPE\_OIP\_NotifyDiagEvent

**Related messages:**

MESSAGE\_TYPE\_OIP\_ResetAllFaults  
MESSAGE\_TYPE\_OIP\_ReportFault

**4.15 MESSAGE\_TYPE\_OIP\_ResetAllFaults****Purpose:**

Resets all fault events. Because the fault alarm depends on the state of all fault events, this can possibly reset the fault alarm, when the faults are resolved. If the

fault alarm changes state, it results in the message  
 MESSAGE\_TYPE\_OIP\_NotifyAlarm (if subscribed, see §6.3).

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_ResetAllFaults;
```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_ResetAllFaults.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyAlarm (alarm-type equals OIAT\_FAULT)  
 MESSAGE\_TYPE\_OIP\_NotifyDiagEvent

**Related messages:**

MESSAGE\_TYPE\_OIP\_AckAllFaults  
 MESSAGE\_TYPE\_OIP\_ReportFault

## 4.16 MESSAGE\_TYPE\_OIP\_ReportFault

**Purpose:**

Reports a general fault diagnostics event in the system. The fault is reported as a User-Injected-Fault, which is notified as diagnostic event DET\_UserInjectedFault.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING description;
} OIP_ReportFault;
```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_ReportFault.

*description* Textual representation of the fault to be reported.

**Response message type:**

MESSAGE\_TYPE\_OIP\_ResponseReportFault

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyAlarm (alarm-type equals OIAT\_FAULT)  
 MESSAGE\_TYPE\_OIP\_NotifyDiagEvent

**Related messages:**

MESSAGE\_TYPE\_OIP\_AckAllFaults  
 MESSAGE\_TYPE\_OIP\_ResetAllFaults  
 MESSAGE\_TYPE\_OIP\_AckFault  
 MESSAGE\_TYPE\_OIP\_ResolveFault  
 MESSAGE\_TYPE\_OIP\_ResetFault

## 4.17 MESSAGETYPE\_OIP\_AckFault

### **Purpose:**

Acknowledges a specific diagnostic fault event. Because the fault alarm depends on the states of all fault events, it can possibly acknowledge the state of the fault alarm of the system (in case it was the last non-acknowledged fault). If the state of the fault alarm changes, it results in the message MESSAGETYPE\_OIP\_NotifyAlarm (if subscribed, see §6.3).

### **Parameter structure:**

```
struct {
    COMMANDHEADER header;
    TOIEventId eventId;
} OIP_AckFault;
```

### **Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGETYPE_OIP_AckFault.
<i>eventId</i>	Identification of the diagnostic fault event. See §9.2.1 for the value set description.

### **Response message type:**

MESSAGETYPE\_OIP\_Response

### **Update notifications:**

MESSAGETYPE\_OIP\_NotifyAlarm (alarm-type equals OIAT\_FAULT)  
MESSAGETYPE\_OIP\_NotifyDiagEvent

### **Related messages:**

MESSAGETYPE\_OIP\_AckAllFaults  
MESSAGETYPE\_OIP\_ResetAllFaults  
MESSAGETYPE\_OIP\_ReportFault  
MESSAGETYPE\_OIP\_ResolveFault  
MESSAGETYPE\_OIP\_ResetFault

## 4.18 MESSAGETYPE\_OIP\_ResolveFault

### **Purpose:**

Resolves the fault injected by with the message MESSAGETYPE\_OIP\_ReportFault. The received eventId of the reportFault message is the parameter.

### **Parameter structure:**

```
struct {
    COMMANDHEADER header;
    TOIEventId eventId;
} OIP_ResolveFault;
```

### **Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGETYPE_OIP_ResolveFault.
<i>eventId</i>	Identification of the diagnostic fault event, received by the MESSAGETYPE_OIP_ResponseReportFault message. See §9.2.1 for the value set description.

**Response message type:**

MESSAGETYPE\_OIP\_Response

**Update notifications:**

MESSAGETYPE\_OIP\_NotifyDiagEvent

**Related messages:**

MESSAGETYPE\_OIP\_ReportFault

MESSAGETYPE\_OIP\_AckFault

MESSAGETYPE\_OIP\_ResetFault

**4.19 MESSAGETYPE\_OIP\_ResetFault****Purpose:**

Resets a specific diagnostic fault event. Because the fault alarm depends on the states of all fault events, it can possibly reset the state of the fault alarm of the system (in case it was the last non-reset fault). If the state of the fault alarm changes, it results in the message MESSAGETYPE\_OIP\_NotifyAlarm (if subscribed, see §6.3).

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    TOIEventId eventId;
} OIP_ResetFault;
```

**Where:**

*header*

Header of the message, where the *messageType* element is equal to MESSAGETYPE\_OIP\_ResetFault.

*eventId*

Identification of the diagnostic fault event. See §9.2.1 for the value set description.

**Response message type:**

MESSAGETYPE\_OIP\_Response

**Update notifications:**

MESSAGETYPE\_OIP\_NotifyAlarm (alarm-type equals OIAT\_FAULT)

MESSAGETYPE\_OIP\_NotifyDiagEvent

**Related messages:**

MESSAGETYPE\_OIP\_AckAllFaults

MESSAGETYPE\_OIP\_ResetAllFaults

MESSAGETYPE\_OIP\_AckFault

MESSAGETYPE\_OIP\_ReportFault

MESSAGETYPE\_OIP\_ResolveFault

**4.20 MESSAGETYPE\_OIP\_AckEvacAlarm****Purpose:**

This message acknowledges the emergency alarm. If the state of the emergency alarm changes, it results in the message MESSAGETYPE\_OIP\_NotifyAlarm (if subscribed, see §4.31). When emergency control (in the system controller configuration) is disabled, then this method will return a parameter error.



**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_AckEvacAlarm;
```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGEATYPE\_OIP\_AckEvacAlarm.

**Response message type:**

MESSAGEATYPE\_OIP\_Response

**Update notifications:**

MESSAGEATYPE\_OIP\_NotifyAlarm (alarm-type equals OIAT\_EVAC)

**Related messages:**

MESSAGEATYPE\_OIP\_ResetEvacAlarmEx

**4.21 MESSAGEATYPE\_OIP\_ResetEvacAlarmEx****Purpose:**

Resets the emergency alarm. Whether or not running evacuation priority calls are aborted can be specified. If the state of the emergency alarm changes, it results in the message MESSAGEATYPE\_OIP\_NotifyAlarm (if subscribed, see §4.31). When emergency control (in the system controller configuration) is disabled, then this method will return a parameter error.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    BOOLEAN bAbortEvacCalls
} OIP_ResetEvacAlarmEx;
```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGEATYPE\_OIP\_ResetEvacAlarmEx.

*bAbortEvacCalls* Whether or not currently running evacuation priority calls must be aborted. TRUE = abort running evacuation priority calls, FALSE = do not abort running evacuation priority calls

**Response message type:**

MESSAGEATYPE\_OIP\_Response

**Update notifications:**

MESSAGEATYPE\_OIP\_NotifyAlarm (alarm-type equals OIAT\_EVAC)

**Related messages:**

MESSAGEATYPE\_OIP\_AckEvacAlarm

MESSAGEATYPE\_OIP\_ResetEvacAlarm

## 4.22 MESSAGETYPE\_OIP\_IncrementBgmVolume

### **Purpose:**

Increments the BGM volume of the passed routing with 3 dB. Note: The BGM volume in a zone cannot exceed the configured maximum BGM volume.

### **Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING routing;
} OIP_IncrementBgmVolume;
```

### **Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGETYPE_OIP_IncrementBgmVolume.
<i>routing</i>	List of names of zone groups and/or zones. A comma separates each name in the routing list. No spaces are allowed before or after the separation commas in the string.

### **Response message type:**

MESSAGETYPE\_OIP\_Response

### **Related messages:**

MESSAGETYPE\_OIP\_DecrementBgmVolume  
MESSAGETYPE\_OIP\_SetBgmVolume

## 4.23 MESSAGETYPE\_OIP\_IncrementBgmChannelVolume

### **Purpose:**

Increments the BGM volume of a channel with 3 dB. Note: The BGM volume in a zone cannot exceed the configured maximum BGM volume.

### **Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING channel;
} OIP_IncrementBgmChannelVolume;
```

### **Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGETYPE_OIP_IncrementBgmVolume.
<i>channel</i>	The BGM channel name as present in the PRAESENSA configuration.

### **Response message type:**

MESSAGETYPE\_OIP\_Response

### **Related messages:**

MESSAGETYPE\_OIP\_DecrementBgmChannelVolume  
MESSAGETYPE\_OIP\_SetBgmVolume  
MESSAGETYPE\_OIP\_GetBgmChannelNames

## 4.24 MESSAGETYPE\_OIP\_DecrementBgmVolume

### **Purpose:**

Decrements the BGM volume of the passed routing with 3 dB. Note: The BGM volume in a zone cannot drop below the configured minimum BGM volume.

### **Parameter structure:**

```
Struct {
    COMMANDHEADER header;
    STRING routing;
} OIP_DecrementBgmVolume;
```

### **Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGETYPE_OIP_DecrementBgmVolume.
<i>routing</i>	List of names of zone groups and/or zones. A comma separates each name in the routing list. No spaces are allowed before or after the separation commas in the string.

### **Response message type:**

MESSAGETYPE\_OIP\_Response

### **Related messages:**

MESSAGETYPE\_OIP\_IncrementBgmVolume  
MESSAGETYPE\_OIP\_SetBgmVolume

## 4.25 MESSAGETYPE\_OIP\_DecrementBgmChannelVolume

### **Purpose:**

Decrements the BGM volume of a channel with 3 dB. Note: The BGM volume in a zone cannot drop below the configured minimum BGM volume.

### **Parameter structure:**

```
Struct {
    COMMANDHEADER header;
    STRING channel;
} OIP_DecrementBgmChannelVolume;
```

### **Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGETYPE_OIP_DecrementBgmChannelVolume.
<i>channel</i>	The BGM channel name as present in the PRAESENSA configuration.

### **Response message type:**

MESSAGETYPE\_OIP\_Response

### **Related messages:**

MESSAGETYPE\_OIP\_IncrementBgmChannelVolume  
MESSAGETYPE\_OIP\_SetBgmVolume  
MESSAGETYPE\_OIP\_GetBgmChannelNames

## 4.26 MESSAGE\_TYPE\_OIP\_SetBgmVolume

### Purpose:

Sets the BGM volume of the given routing. Note: The BGM volume in a zone cannot exceed the configured maximum BGM volume or drop below the configured minimum BGM volume, except if the mute value (-96 dB) is used.

### Parameter structure:

```
struct {
    COMMANDHEADER header;
    INT          volume;
    STRING       routing;
} OIP_SetBgmVolume;
```

### Where:

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_SetBgmVolume.
<i>volume</i>	Volume of the BGM. Value range: 0 ... -96 (dB). Use -96 (dB) to mute the BGM.
<i>routing</i>	List of names of zone groups and/or zones. A comma separates each name in the routing list. No spaces are allowed before or after the separation commas in the string.

### Response message type:

MESSAGE\_TYPE\_OIP\_Response

### Related messages:

MESSAGE\_TYPE\_OIP\_IncrementBgmVolume  
MESSAGE\_TYPE\_OIP\_DecrementBgmVolume

## 4.27 MESSAGE\_TYPE\_OIP\_AddBgmRouting

### Purpose:

Adds a routing to a BGM channel. Either all specified routing is added or, in case of an error, no routing at all.

### Parameter structure:

```
struct {
    COMMANDHEADER header;
    STRING        channel;
    STRING        routing;
} OIP_AddBgmRouting;
```

### Where:

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_AddBgmRouting.
<i>channel</i>	The BGM channel name as present in the PRAESENSA configuration.
<i>routing</i>	List of names of zone groups and/or zones. A comma separates each name in the routing list. No spaces are allowed before or after the separation commas in the string.

**Response message type:**

MESSAGETYPE\_OIP\_Response

**Update notifications:**

MESSAGETYPE\_OIP\_NotifyBgmRouting

**Related messages:**

MESSAGETYPE\_OIP\_RemoveBgmRouting

MESSAGETYPE\_OIP\_ToggleBgmRouting

MESSAGETYPE\_OIP\_SetBgmRouting

**4.28 MESSAGETYPE\_OIP\_RemoveBgmRouting****Purpose:**

Removes a routing from a BGM channel. Either all specified routing is removed or, in case of an error, no routing at all.

**Parameter structure:**

```
Struct {
    COMMANDHEADER header;
    STRING channel;
    STRING routing;
} OIP_RemoveBgmRouting;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGETYPE_OIP_RemoveBgmRouting.
<i>channel</i>	The BGM channel name as present in the PRAESENSA configuration.
<i>routing</i>	List of names of zone groups and/or zones. A comma separates each name in the routing list. No spaces are allowed before or after the separation commas in the string.

**Response message type:**

MESSAGETYPE\_OIP\_Response

**Update notifications:**

MESSAGETYPE\_OIP\_NotifyBgmRouting

**Related messages:**

MESSAGETYPE\_OIP\_AddBgmRouting

MESSAGETYPE\_OIP\_ToggleBgmRouting

MESSAGETYPE\_OIP\_SetBgmRouting

**4.29 MESSAGETYPE\_OIP\_ToggleBgmRouting****Purpose:**

Toggles a routing in a BGM channel. When none of names in the specified routing are part the BGM channel, all specified routing is added, else all supplied routing is removed or, in case of an error, the current routing of the BGM channel remains unchanged.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING channel;
    STRING routing;
} OIP_ToggleBgmRouting;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_ToggleBgmRouting.
<i>channel</i>	The BGM channel name as present in the PRAESENSA configuration.
<i>routing</i>	List of names of zone groups and/or zones. A comma separates each name in the routing list. No spaces are allowed before or after the separation commas in the string.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyBgmRouting

**Related messages:**

MESSAGE\_TYPE\_OIP\_AddBgmRouting  
 MESSAGE\_TYPE\_OIP\_RemoveBgmRouting  
 MESSAGE\_TYPE\_OIP\_SetBgmRouting

**4.30 MESSAGE\_TYPE\_OIP\_SetBgmRouting****Purpose:**

Sets the routing of a BGM channel. Note that the specified routing replaces the configured routing in the configuration of the PRAESENSA system.

**Parameter structure:**

```
Struct {
    COMMANDHEADER header;
    STRING channel;
    STRING routing;
} OIP_SetBgmRouting;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_SetBgmRouting.
<i>channel</i>	The BGM channel name as present in the PRAESENSA configuration.
<i>routing</i>	List of names of zone groups and/or zones. A comma separates each name in the routing list. No spaces are allowed before or after the separation commas in the string.

**Response message type:**

MESSAGETYPE\_OIP\_Response

**Update notifications:**

MESSAGETYPE\_OIP\_NotifyBgmRouting

**Related messages:**

MESSAGETYPE\_OIP\_AddBgmRouting  
 MESSAGETYPE\_OIP\_RemoveBgmRouting  
 MESSAGETYPE\_OIP\_ToggleBgmRouting

**4.31 MESSAGETYPE\_OIP\_SetSubscriptionAlarm****Purpose:**

Subscribes or unsubscribes to alarm notifications. Depending on the *alarmtype* parameter, it subscribes to faults or emergency alarms. Only when a subscription is set for the faults or emergency alarm, state notifications will be sent. When a subscription is set, the MESSAGETYPE\_OIP\_NotifyAlarm message is sent with the current state of the alarm.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    TOIAlarmType alarmType;
    BOOLEAN subscription;
} OIP_SetSubscriptionAlarm;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGETYPE_OIP_SetSubscriptionAlarm.
<i>alarmType</i>	The alarm type to subscribe of unsubscribe, see §9.2.3.
<i>subscription</i>	Whether to subscribe or unsubscribe. TRUE = subscribe, FALSE = unsubscribe

**Response message type:**

MESSAGETYPE\_OIP\_Response

**Update notifications:**

MESSAGETYPE\_OIP\_NotifyAlarm

**4.32 MESSAGETYPE\_OIP\_SetSubscriptionResources****Purpose:**

Subscribes or unsubscribes to resource (read zone groups, zones) state notifications of particular resources. Only when a subscription is set for a resource, resource state notifications are sent for that resource. When a subscription is set for a resource, the MESSAGETYPE\_OIP\_NotifyResources message is sent with the current state of that resource.

It is not possible to subscribe to control outputs. No updates will be triggered for these resources.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING resourceNames;
```

```

    BOOLEAN    subscription;
} OIP_SetSubscriptionResources;

```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_SetSubscriptionResources.
<i>resourceNames</i>	List of names of zone groups and/or zones. A comma separates each name in the routing list. Resources already having the subscription state are ignored. No spaces are allowed before or after the separation commas in the string.
<i>subscription</i>	Whether to subscribe or unsubscribe. TRUE = subscribe, FALSE = unsubscribe.

**Response message type:**

```
MESSAGE_TYPE_OIP_Response
```

**Update notifications:**

```
MESSAGE_TYPE_OIP_NotifyResources
```

**4.33 MESSAGE\_TYPE\_OIP\_SetSubscriptionResourceFaultState****Purpose:**

Subscribes or unsubscribes to resource (read zone groups or zones) fault state notifications of particular resources for faults that affect the audio distribution of that zone or zone group. Only when a subscription is set for a resource, resource fault state notifications are sent for that resource. When a subscription is set for a resource, the MESSAGE\_TYPE\_OIP\_NotifyResourceFaultState message is sent with the current state of that resource.

**Parameter structure:**

```

struct {
    COMMANDHEADER header;
    STRING        resourceNames;
    BOOLEAN      subscription;
} OIP_SetSubscriptionResourceFaultState;

```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_SetSubscriptionResourceFaultState.
<i>resourceNames</i>	List of names of zone groups and/or zones. A comma separates each name in the routing list. Resources already having the subscription state are ignored. No spaces are allowed before or after the separation commas in the string. Subscription for control output resources is not allowed.
<i>subscription</i>	Whether to subscribe or unsubscribe. TRUE = subscribe, FALSE = unsubscribe.



**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyResourceFaultState

**4.34 MESSAGE\_TYPE\_OIP\_SetSubscriptionBgmRouting****Purpose:**

Subscribes or unsubscribes to BGM routing notifications. Only when a subscription is set for a BGM channel, BGM routing notifications are sent for that BGM channel. When a subscription is set for a BGM channel, the MESSAGE\_TYPE\_OIP\_NotifyBgmRouting message is sent with the routing of that BGM channel and with the *addition* parameter set to TRUE.

In case the BGM channel is not active due to a missing audio input in the configuration then no subscription can be set and an ERROR\_INTERNAL is returned.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING        channel;
    BOOLEAN       subscription;
} OIP_SetSubscriptionBgmRouting;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_SetSubscriptionBgmRouting.
<i>channel</i>	The BGM channel name as present in the PRAESENSA configuration.
<i>subscription</i>	Whether to subscribe or unsubscribe. TRUE = subscribe, FALSE = unsubscribe.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyBgmRouting

**4.35 MESSAGE\_TYPE\_OIP\_SetSubscriptionEvents****Purpose:**

Subscribes or unsubscribes to diagnostic event notifications. Only when a subscription is set for an event group, diagnostic event notifications are sent for that group. When a subscription is set for an event group, the MESSAGE\_TYPE\_OIP\_NotifyDiagEvent message is sent with the diagnostic event of that group.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    TDiagEventGroup eventGroup;
```

```

    BOOLEAN    subscription;
} OIP_SetSubscriptionEvents;

```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_SetSubscriptionEvents.
<i>eventGroup</i>	Group identification of the diagnostic events. The associated event-types for each group is represented in §9.3.2.
<i>subscription</i>	Whether to subscribe or unsubscribe. TRUE = subscribe, FALSE = unsubscribe.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyDiagEvent

**4.36 MESSAGE\_TYPE\_OIP\_SetSubscriptionBgmVolume****Purpose:**

Subscribes or unsubscribes to BGM volume notifications. Only when a subscription is set for zone, BGM volume notifications are sent for that zone. When a subscription is set for a zone, the MESSAGE\_TYPE\_OIP\_NotifyBgmVolume message is sent with the current volume of that zone.

**Parameter structure:**

```

struct {
    COMMANDHEADER header;
    STRING        zones;
    BOOLEAN       subscription;
} OIP_SetSubscriptionBgmVolume;

```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_SetSubscriptionBgmVolume.
<i>zones</i>	The zone names as present in the PRAESENSA configuration.
<i>subscription</i>	Whether to subscribe or unsubscribe. TRUE = subscribe, FALSE = unsubscribe.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyBgmVolume

### 4.37 MESSAGE\_TYPE\_OIP\_GetZoneNames

**Purpose:**

Retrieve the configured zone names from the PRAESENSA system. When the zone group parameter is empty all zone names are returned otherwise the zone names in that zone group are returned.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING zonegroup;
} OIP_GetZoneNames;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_GetZoneNames.
<i>zoneGroup</i>	The zone group to get the names of.

**Response message type:**

MESSAGE\_TYPE\_OIP\_ResponseNames

### 4.38 MESSAGE\_TYPE\_OIP\_GetZoneGroupNames

**Purpose:**

Retrieve the configured zone group names from the PRAESENSA system.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_GetZoneGroupNames;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_GetZoneGroupNames.
---------------	---

**Response message type:**

MESSAGE\_TYPE\_OIP\_ResponseNames

### 4.39 MESSAGE\_TYPE\_OIP\_GetMessageNames

**Purpose:**

Retrieve the configured message names from the PRAESENSA system. Note that the chimes on the PRAESENSA system are also messages, so the names of the chimes will be part of the response to the GetMessageNames.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_GetMessageNames;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_GetMessageNames.
---------------	---

**Response message type:**

MESSAGETYPE\_OIP\_ResponseNames

**4.40 MESSAGETYPE\_OIP\_GetChimeNames****Purpose:**

Retrieve the configured message names from the PRAESENSA system. Note that this is the same list as returned by MESSAGETYPE\_OIP\_GetMessageNames.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_GetChimeNames;
```

**Where:**

*header*

Header of the message, where the *messageType* element is equal to MESSAGETYPE\_OIP\_GetChimeNames.

**Response message type:**

MESSAGETYPE\_OIP\_ResponseNames

**4.41 MESSAGETYPE\_OIP\_GetAudioInputNames****Purpose:**

Retrieve the configured audio input names from the PRAESENSA system.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_GetAudioInputNames;
```

**Where:**

*header*

Header of the message, where the *messageType* element is equal to MESSAGETYPE\_OIP\_GetAudioInputNames.

**Response message type:**

MESSAGETYPE\_OIP\_ResponseNames

**4.42 MESSAGETYPE\_OIP\_GetBgmChannelNames****Purpose:**

Retrieve the configured BGM channel names from the PRAESENSA system.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_GetBgmChannelNames;
```

**Where:**

*header*

Header of the message, where the *messageType* element is equal to MESSAGETYPE\_OIP\_GetBgmChannelNames.

**Response message type:**

MESSAGETYPE\_OIP\_ResponseNames

#### 4.43 MESSAGE\_TYPE\_OIP\_GetConfigId

**Purpose:**

Retrieve the configuration identifier from the PRAESENSA system. This is a number which is increased each time the configuration is saved.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_GetConfigId;
```

**Where:**

*header*

Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_GetConfigId.

**Response message type:**

MESSAGE\_TYPE\_OIP\_ResponseConfigId

#### 4.44 MESSAGE\_TYPE\_OIP\_ActivateVirtualControlInput

**Purpose:**

Activate a control input. If the virtual control input is already active then activating it again will not have any effect.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING virtualControlInput;
} OIP_ActivateVirtualControlInput;
```

**Where:**

*header*

Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_ActivateVirtualControlInput.

*virtualControlInput*

Name of the virtual control input to activate.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response.

**Related messages:**

MESSAGE\_TYPE\_OIP\_DeactivateVirtualControlInput

#### 4.45 MESSAGE\_TYPE\_OIP\_DeactivateVirtualControlInput

**Purpose:**

Deactivate a virtual control input. If the virtual control input is already inactive then deactivating it again will not have any effect.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING virtualControlInput;
```

```

    TOIVirtualControlInputDeactivation deactivationType
} OIP_DeactivateVirtualControlInput;

```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_DeactivateVirtualControlInput.
<i>virtualControlInput</i>	Name of the virtual control input to deactivate.
<i>deactivationType</i>	Specifier how the associated action should be deactivated (see §9.2.15).

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response.

**Related messages:**

MESSAGE\_TYPE\_OIP\_ActivateVirtualControlInput

**4.46 MESSAGE\_TYPE\_OIP\_SetSubscriptionUnitCount****Purpose:**

Subscribes or unsubscribes to unit count notifications. Only when a subscription is set for the unit count, unit count updates will be sent. When a subscription is set, the MESSAGE\_TYPE\_OIP\_NotifyUnitCount message is sent with the current number of connected units.

**Parameter structure:**

```

struct {
    COMMANDHEADER header;
    BOOLEAN subscription;
} OIP_SetSubscriptionUnitCount;

```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_SetSubscriptionUnitCount.
<i>subscription</i>	Whether to subscribe or unsubscribe. TRUE = subscribe, FALSE = unsubscribe.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyUnitCount

**4.47 MESSAGE\_TYPE\_OIP\_SetSubscriptionVirtualControlInputs****Purpose:**

Subscribes or unsubscribes to virtual control input state notifications. Only when a subscription is set for virtual control inputs, state notifications are sent for virtual control inputs. When a subscription is set, the MESSAGE\_TYPE\_OIP\_NotifyVirtualControlInputs message is sent with the current state of the virtual control inputs.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
    STRING virtualControlInputs;
    BOOLEAN subscription;
} OIP_SetSubscriptionVirtualControlInputs;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_SetSubscriptionVirtualControlInputs.
<i>virtualControlInputs</i>	List of names of virtual control inputs. A comma separates each name in the routing list. Virtual control inputs already having the subscription state are ignored. No spaces are allowed before or after the separation commas in the string.
<i>subscription</i>	Whether to subscribe or unsubscribe. TRUE = subscribe, FALSE = unsubscribe.

**Response message type:**

MESSAGE\_TYPE\_OIP\_Response

**Update notifications:**

MESSAGE\_TYPE\_OIP\_NotifyVirtualControlInputs

**4.48 MESSAGE\_TYPE\_OIP\_GetVirtualControlInputNames****Purpose:**

Retrieve the configured virtual control input names from the PRAESENSA system.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_GetVirtualControlInputNames;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_GetVirtualControlInputNames.
---------------	--

**Response message type:**

MESSAGE\_TYPE\_OIP\_ResponseNames

**4.49 MESSAGE\_TYPE\_OIP\_GetConfiguredUnits****Purpose:**

Retrieve the configured units (along with the host name) from the PRAESENSA system. Only the units that are enabled are returned.

**Parameter structure:**

```
struct {
    COMMANDHEADER header;
} OIP_GetConfiguredUnits;
```

**Where:***header*

Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_GetConfiguredUnits.

**Response message type:**

MESSAGE\_TYPE\_OIP\_ResponseUnits

**4.50 MESSAGE\_TYPE\_OIP\_GetConnectedUnits****Purpose:**

Retrieve the connected units (along with the host name) from the PRAESENSA system. Only the units that are configured, enabled and connected with the correct firmware version (units that can be controlled) are returned.

**Parameter structure:**

```
struct {  
    COMMANDHEADER header;  
} OIP_GetConnectedUnits;
```

**Where:***header*

Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_GetConnectedUnits.

**Response message type:**

MESSAGE\_TYPE\_OIP\_ResponseUnits



## 5. RESPONSE MESSAGES

### 5.1 Introduction

The PRAESENSA system returns a response message after a command message has been executed. This section describes the response messages returned in case no protocol failures are detected (see §3.6). Section 5.1 describes the structure of the response messages. In specific cases, the default response structure is extended with additional information.

### 5.2 MESSAGE\_TYPE\_OIP\_Response

**Purpose:**

Defines the general response of the commands that returned an error code and no additional information. It contains the basic information for all response messages.

**Parameter structure:**

```
struct {
    DWORD    messageType;
    UINT     length;
    UINT     reserved1;
    UINT     reserved2;
    DWORD    errorCode;
} RESPONSEHEADER;
```

**Where:**

<i>messageType</i>	The response message type, which is equal to MESSAGE_TYPE_OIP_Response.
<i>length</i>	The total length of the response structure
<i>reserved1</i>	Session sequence number. Currently the <i>reserved1</i> is not used and should be set to the value zero (0)
<i>reserved2</i>	Message sequence number. Currently the <i>reserved2</i> is not used and should be set to the value zero (0).
<i>errorCode</i>	The error code of the command this is a response for. For the possible error codes see Chapter 10.

**NOTE:**

The initial two elements described in section 3.4.1, are repeated in this structure.

**Related messages:**

Any command message not described in the sections §5.

### 5.3 MESSAGE\_TYPE\_OIP\_ResponseGetNcoVersion

**Purpose:**

Responses to the command message MESSAGE\_TYPE\_OIP\_GetNcoVersion.

**Parameter structure:**

```
struct {
    RESPONSEHEADER header;
    STRING    version;
} OIP_ResponseGetNcoVersion;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_ResponseGetNcoVersion.
<i>version</i>	Release of the system controller software. The release label has no defined format.

**Related messages:**

MESSAGE\_TYPE\_OIP\_GetNcoVersion

**5.4 MESSAGE\_TYPE\_OIP\_ResponseGetProtocolVersion****Purpose:**

Responses to the command message MESSAGE\_TYPE\_OIP\_GetProtocolVersion.

**Parameter structure:**

```
struct {
    RESPONSEHEADER header;
    STRING          version;
} OIP_ResponseGetProtocolVersion;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_ResponseGetProtocolVersion.
<i>version</i>	Version of the Open Interface protocol in the format “M.m”.

**Where:**

M	The major version number
m	The minor version number

**Related messages:**

MESSAGE\_TYPE\_OIP\_GetProtocolVersion

**5.5 MESSAGE\_TYPE\_OIP\_ResponseCallId****Purpose:**

Responses to the command message MESSAGE\_TYPE\_OIP\_CreateCallEx2 and MESSAGE\_TYPE\_OIP\_CreateCallEx3.

**Parameter structure:**

```
struct {
    RESPONSEHEADER header;
    UINT          callId;
} OIP_ResponseCallId;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_ResponseCallId.
<i>callId</i>	Unique identification of the call, which can be used in the call-handling commands.

**Related messages:**

MESSAGE\_TYPE\_OIP\_CreateCallEx2  
 MESSAGE\_TYPE\_OIP\_CreateCallEx3  
 MESSAGE\_TYPE\_OIP\_StartCreatedCall  
 MESSAGE\_TYPE\_OIP\_StopCall  
 MESSAGE\_TYPE\_OIP\_AbortCall  
 MESSAGE\_TYPE\_OIP\_AddToCall  
 MESSAGE\_TYPE\_OIP\_RemoveFromCall

**5.6 MESSAGE\_TYPE\_OIP\_ResponseReportFault****Purpose:**

Response to the command message MESSAGE\_TYPE\_OIP\_ReportFault.

**Parameter structure:**

```

struct {
    RESPONSEHEADER header;
    TOIEventId eventId;
} OIP_ResponseReportFault;
  
```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_ResponseReportFault.  
  
*eventId* Unique identification of the fault event, which can be used in the event handling commands.

**Related messages:**

MESSAGE\_TYPE\_OIP\_ReportFault  
 MESSAGE\_TYPE\_OIP\_AckFault  
 MESSAGE\_TYPE\_OIP\_ResolveFault  
 MESSAGE\_TYPE\_OIP\_ResetFault

**5.7 MESSAGE\_TYPE\_OIP\_ResponseNames****Purpose:**

Responses to the command messages MESSAGE\_TYPE\_OIP\_GetXXXNames.

**Parameter structure:**

```

struct {
    RESPONSEHEADER header;
    STRING names;
} OIP_ResponseNames;
  
```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_ResponseNames.  
  
*names* The requested names of the items. A comma separates each name in the list.

**Related messages:**

MESSAGE\_TYPE\_OIP\_GetZoneNames  
 MESSAGE\_TYPE\_OIP\_GetZoneGroupNames  
 MESSAGE\_TYPE\_OIP\_GetMessageNames

```

MESSAGE_TYPE_OIP_GetChimeNames
MESSAGE_TYPE_OIP_GetAudioInputNames
MESSAGE_TYPE_OIP_GetBgmChannelNames
MESSAGE_TYPE_OIP_GetVirtualControlInputNames

```

## 5.8 MESSAGE\_TYPE\_OIP\_ResponseConfigId

### **Purpose:**

Responses to the command message MESSAGE\_TYPE\_OIP\_GetConfigId.

### **Parameter structure:**

```

struct {
    RESPONSEHEADER header;
    UINT configId;
} OIP_ResponseGetConfigId;

```

### **Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_GetConfigId.

*configId* Unique identification of the call, which can be used in the call-handling commands.

### **Related messages:**

MESSAGE\_TYPE\_OIP\_GetConfigId

## 5.9 MESSAGE\_TYPE\_OIP\_ResponseUnits

### **Purpose:**

Responses to the command message MESSAGE\_TYPE\_OIP\_GetXXXUnits.

### **Parameter structure:**

```

struct {
    RESPONSEHEADER header;
    STRING units;
} OIP_ResponseUnits;

```

### **Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_ResponseUnits

*units* Comma (,) separated list of unit names with host name, Formatted as name(host name).

### **Related messages:**

MESSAGE\_TYPE\_OIP\_GetConfiguredUnits  
MESSAGE\_TYPE\_OIP\_GetConnectedUnits

## 6. NOTIFICATION MESSAGES

### 6.1 Introduction

The PRAESENSA system notifies your system about the changes of the states of various resources (e.g. calls, zones). Each notification message starts with a fixed number of fields, which are presented below in structure format.

```
struct {
    DWORD    messageType;
    UINT     length;
    UINT     reserved1;
    UINT     reserved2;
} NOTIFYHEADER;
```

**Where:**

<i>messageType</i>	The notification message type as documented in the sections below.
<i>length</i>	The total length of the notification structure.
<i>reserved1</i>	Session sequence number. Currently the <i>reserved1</i> is not used and should be set to the value zero (0)
<i>reserved2</i>	Message sequence number. Currently the <i>reserved2</i> is not used and should be set to the value zero (0).

**NOTE:**

The initial two elements described in section 3.4.1, are repeated in this structure.

### 6.2 MESSAGE\_TYPE\_OIP\_NotifyCall

**Purpose:**

Sent when the state of a running call, started by this Open Interface connection changes. Note that this notification does not report state changes for calls started on Call-Stations or other Open Interface connections.

**Parameter structure:**

```
struct {
    NOTIFYHEADER header;
    UINT         callId;
    TOICallState callState;
} OIP_NotifyCall;
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_NotifyCall.
<i>callId</i>	Unique identification of the call, which changed its state.
<i>callState</i>	The new state of the call. See §9.2.6 for the definitions of the call states.

**Related messages:**

MESSAGE\_TYPE\_OIP\_StartCreatedCall  
 MESSAGE\_TYPE\_OIP\_StopCall  
 MESSAGE\_TYPE\_OIP\_AbortCall

## 6.3 MESSAGE\_TYPE\_OIP\_NotifyAlarm

### **Purpose:**

Sent when the state of an alarm changes and there is a subscription to the specific type of alarm.

### **Parameter structure:**

```
struct {
    NOTIFYHEADER header;
    TOIAlarmType alarmType;
    TOIAlarmState alarmState;
} OIP_NotifyAlarm;
```

### **Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_NotifyAlarm.
<i>alarmType</i>	The type of alarm, which changed its state. See §9.2.3 for the different types.
<i>alarmState</i>	The new state of the alarm. See §9.2.4 for the definitions of the alarm states.

### **Related messages:**

MESSAGE\_TYPE\_OIP\_SetSubscriptionAlarm

## 6.4 MESSAGE\_TYPE\_OIP\_NotifyResources

### **Purpose:**

Sent when the state of resources (zone groups, zones) change and there is a subscription to notifications of resources.

### **Parameter structure:**

```
struct {
    NOTIFYHEADER header;
    TOIResourceState resourceState;
    UINT priority;
    UINT callId;
    STRING resources;
} OIP_NotifyResources;
```

### **Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_NotifyResources.
<i>resourceState</i>	The new state of the resource. See §9.2.5 for the definitions of the resource states.
<i>priority</i>	The priority of the call using the resource when the state is OIRS_INUSE. Not used (no valid) when the resource become free (state OIRS_FREE).
<i>callId</i>	Identification of the call, which uses the resource. The value is OI_UNDEFINED_CALLID when the resource is freed.

*resources* List of names of zone groups and/or zones. A comma separates each name in the routing list.

**Related messages:**

MESSAGE\_TYPE\_OIP\_SetSubscriptionResources

## 6.5 MESSAGE\_TYPE\_OIP\_NotifyResourceFaultState

**Purpose:**

Sent when the fault state of resources (zone groups, zones) for faults that affect the audio distribution of that zone or zone group changes and there is a subscription to fault notifications of resources.

**Parameter structure:**

```
struct {
    NOTIFYHEADER    header;
    TOIResourceFaultState resourceFaultState;
    STRING          resources;
} OIP_NotifyResourceFaultState;
```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_NotifyResourceFaultState.

*resourceFaultState* The new state of the resource. See §9.2.6 for the definitions of the resource fault states.

*resources* List of names of zone groups and/or zones. A comma separates each name in the routing list.

**Related messages:**

MESSAGE\_TYPE\_OIP\_SetSubscriptionResourceFaultState

## 6.6 MESSAGE\_TYPE\_OIP\_NotifyBgmRouting

**Purpose:**

Sent when the routing of a BGM channel changes and there is subscription to notifications of BGM channels.

**Parameter structure:**

```
struct {
    NOTIFYHEADER    header;
    BOOL            addition;
    STRING          channel;
    STRING          routing;
} OIP_NotifyBgmRouting;
```

**Where:**

*header* Header of the message, where the *messageType* element is equal to MESSAGE\_TYPE\_OIP\_NotifyBgmRouting.

<i>addition</i>	Whether the routing was added (TRUE) or removed (FALSE).
<i>channel</i>	The name of the BGM channel, which routing was changed.
<i>routing</i>	List of names of zone groups and/or zones and/or control outputs that were added or removed. A comma separates each name in the routing list.

**Related messages:**

MESSAGE\_TYPE\_OIP\_SetSubscriptionBgmRouting  
 MESSAGE\_TYPE\_OIP\_SetBgmRouting  
 MESSAGE\_TYPE\_OIP\_AddBgmRouting  
 MESSAGE\_TYPE\_OIP\_RemoveBgmRouting

**6.7 MESSAGE\_TYPE\_OIP\_NotifyEvent****Purpose:**

Sent when a diagnostic event is added or updated and there is a subscription to notification of diagnostic events.

**Parameter structure:**

```

struct {
    NOTIFYHEADER header;
    TOIActionType action;
    DIAGEVENT diagnosticEvent;
} OIP_NotifyDiagEvent;
  
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_NotifyDiagEvent.
<i>action</i>	Indicates what happened with the diagnostic event. See §9.2.8 for the action definitions.
<i>diagnosticEvent</i>	Diagnostic event information. See chapter 7 for the descriptions of the diagnostic information.

**Related messages:**

MESSAGE\_TYPE\_OIP\_SetSubscriptionEvents

**6.8 MESSAGE\_TYPE\_OIP\_NotifyBgmVolume****Purpose:**

Sent when the volume of a BGM zone changes and there is subscription to notifications of BGM zones.

**Parameter structure:**

```

struct {
    NOTIFYHEADER header;
    STRING zone;
    INT volume;
} OIP_NotifyBgmVolume;
  
```



**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_NotifyBgmRouting.
<i>zone</i>	The name of the BGM zone, which volume was changed.
<i>volume</i>	The new volume of the zone.

**Related messages:**

MESSAGE\_TYPE\_OIP\_SetSubscriptionBgmVolume  
 MESSAGE\_TYPE\_OIP\_IncrementBgmVolume  
 MESSAGE\_TYPE\_OIP\_DecrementBgmVolume  
 MESSAGE\_TYPE\_OIP\_SetBgmVolume

**6.9 MESSAGE\_TYPE\_OIP\_NotifyUnitCount****Purpose:**

Sent when the number of connected units has changed.

**Parameter structure:**

```

struct {
    NOTIFYHEADER    header;
    UINT            numberConnected;
} OIP_NotifyUnitCount;
  
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_NotifyUnitCount.
<i>numberConnected</i>	The number of connected units.

**Related messages:**

MESSAGE\_TYPE\_OIP\_SetSubscriptionUnitCount

**6.10 MESSAGE\_TYPE\_OIP\_NotifyVirtualControlInputState****Purpose:**

Sent when the state of one or more virtual control inputs has changed state.

**Parameter structure:**

```

struct {
    NOTIFYHEADER    header;
    STRING          virtualControlInputs;
    TOIVirtualControlInputState state;
} OIP_NotifyVirtualControlInputState;
  
```

**Where:**

<i>header</i>	Header of the message, where the <i>messageType</i> element is equal to MESSAGE_TYPE_OIP_NotifyVirtualControlInputState.
<i>virtualControlInputs</i>	List of names of virtual control inputs of which the state has changed. A comma separates each name in the list.

*state*

The state of the virtual control inputs. See §9.2.16 for the definitions of the states.

***Related messages:***

MESSAGE\_TYPE\_OIP\_SetSubscriptionVirtualControlInputs

MESSAGE\_TYPE\_OIP\_activateVirtualControlInput

MESSAGE\_TYPE\_OIP\_deactivateVirtualControlInput

## 7. DIAGNOSTIC EVENTS STRUCTURES

### 7.1 Introduction

The PRAESENSA system uses diagnostic event for reporting signals and faults that are detected within the system. The diagnostic events can be divided into three groups:

- General Events  
Events to signal user action or system changes. All generic events are without state, which means that they just notify the event.
- Call Events  
Signals the activity of calls. Call events are like general events, but they specifically report about calls.
- Fault Events  
Signals problems detected within the PRAESENSA system. Faults have states for the user and the equipment, reporting the fault event. Fault events influences the systems fault mode, reported by the message MESSAGE\_TYPE\_OIP\_NotifyAlarm.

The diagnostic events are embedded in the MESSAGE\_TYPE\_OIP\_NotifyEvent message, but since the event is variable in length, follows the complex structure rule as described in §3.4.3.2.

Each diagnostic event structure contains a fixed number of fields, which are described below.

```
struct {
    TDiagEventType  diagMessageType;
    UINT            length;
    TDiagEventGroup diagEventGroup;
    TOIEventId      diagEventId;
    TDiagEventState diagEventState;
    TIME            addTimeStamp;
    TIME            acknowledgeTimeStamp;
    TIME            resolveTimeStamp;
    TIME            resetTimeStamp;
    ORIGINATOR      addEventOriginator;
    ORIGINATOR      acknowledgeEventOriginator;
    ORIGINATOR      resolveEventOriginator;
    ORIGINATOR      resetEventOriginator;
} DIAGEVENTHEADER;
```

#### **Where:**

<i>diagMessageType</i>	The message type indicator for the diagnostic structure as defined in 9.4. In the sections below the various diagnostic event types are described.
<i>length</i>	The total length of the diagnostic event information (including the <i>diagMessageType</i> , <i>length</i> and the additional information as described for a specific diagnostic event type)
<i>diagEventGroup</i>	The group to which the event belongs. See §9.3.2 for the diagnostic group definitions.

<i>diagEventId</i>	The identification of the event as generated by the PRAESENSA system.
<i>diagEventState</i>	The state of the event.
<i>addTimeStamp</i>	Time of creation (add to the system) of the diagnostic event.
<i>acknowledgeTimeStamp</i>	Time of acknowledgement by a user of the diagnostic event. On creation filled with value zero.
<i>resolveTimeStamp</i>	Time of resolving the problem by the event-creator of the diagnostic event. On creation filled with value zero.
<i>resetTimeStamp</i>	Time of reset by a user of the diagnostic event. On creation filled with value zero.
<i>addEventOriginator</i>	The originator that created (add to the system) the event.
<i>acknowledgeEventOriginator</i>	The originator that acknowledged the event, filled when acknowledged. On creation filled with value structure OIEOT_NoEventOriginator.
<i>resolveEventOriginator</i>	The originator that resolved the event, filled when resolved. On creation filled with value structure OIEOT_NoEventOriginator.
<i>resetEventOriginator</i>	The originator that reset the event, filled when reset. On creation filled with value structure OIEOT_NoEventOriginator.

Note: the event originator information is described in §7.4.13.

## 7.2 General Diagnostic Events

This section describes the general diagnostic event types. For each diagnostic event is either the structure defined, or a reference to the structure definition.

Since a general diagnostic event is stateless, several elements in the DIAGEVENTHEADER structure have default values:

- The *diagEventState* is always set to the value DES\_NEW (See §9.3.1)
- The time stamps for Acknowledge, Resolve and Reset are set to no time (value 0).
- The originators for Acknowledge, Resolve and Reset are set to the type OIEOT\_NoEventOriginator

### 7.2.1 DET\_EvacAcknowledge

**Purpose:**

This diagnostic event indicates that the system emergency state is acknowledged.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_EvacAcknowledge.

### 7.2.2 DET\_EvacReset

**Purpose:**

This diagnostic event indicates that the system emergency state is reset.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_EvacReset.

### 7.2.3 DET\_EvacSet

**Purpose:**

This diagnostic event indicates that the system emergency state is set (activated).

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_EvacSet.

### 7.2.4 DET\_UnitConnect

**Purpose:**

This diagnostic event indicates that a unit has connected to or disconnected from the PRAESENSA system.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_UnitConnect.

### 7.2.5 DET\_SCStartup

**Purpose:**

This diagnostic event indicates that the PRAESENSA system has started.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_SCStartup.

### 7.2.6 DET\_OpenInterfaceConnect

**Purpose:**

This diagnostic event indicates that a remote system has connected to the PRAESENSA system using the open interface.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_OpenInterfaceConnect.

### 7.2.7 DET\_OpenInterfaceDisconnect

**Purpose:**

This diagnostic event indicates that a remote system has disconnected from the PRAESENSA system using the open interface.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_OpenInterfaceDisconnect.

### 7.2.8 DET\_OpenInterfaceConnectFailed

**Purpose:**

This diagnostic event indicates that a remote system has attempted to connect to the PRAESENSA system using the open interface but failed.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_OpenInterfaceConnectFailed.

### 7.2.9 DET\_CallLoggingSuspended

**Purpose:**

This diagnostic event indicates that call logging has been suspended because of a logging queue overflow.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_CallLoggingSuspended.

### 7.2.10 DET\_CallLoggingResumed

**Purpose:**

This diagnostic event indicates that call logging has been resumed.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_CallLoggingResumed.

### 7.2.11 DET\_UserLogIn

**Purpose:**

This diagnostic event Indicates that a user has logged in.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_UserLogIn.

### 7.2.12 DET\_UserLogOut

**Purpose:**

This diagnostic event indicates that a user has logged out.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_UserLogOut.

**7.2.13 DET\_UserLogInFailed****Purpose:**

This diagnostic event indicates that a login attempt has failed.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_UserLogInFailed.

**7.2.14 DET\_BackupPowerModeStart****Purpose:**

This diagnostic event indicates that backup power mode has started.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BackupPowerModeStart. This event is only generated when backup power mode (in the system settings) has been configured **not** to generate a fault event.

**7.2.15 DET\_BackupPowerModeEnd****Purpose:**

This diagnostic event indicates that backup power mode has ended.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BackupPowerModeEnd. This event is only generated when backup power mode (in the system settings) has been configured **not** to generate a fault event.

**7.2.16 DET\_ConfigurationRestored****Purpose:**

This diagnostic event Indicates that the configuration on the system controller has been restored from a backup.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    BOOLEAN          configurationRestored;
    BOOLEAN          securityConfigurationRestored;
    BOOLEAN          messagesRestored;
} ConfigurationRestoredDiagEvent;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_BoosterSpareSwitch.
<i>configurationRestored</i>	Whether the configuration is restored.

<i>securityConfigurationRestored</i>	Whether the security configuration is restored.
<i>messagesRestored</i>	Whether the messages are restored.

### 7.2.17 DET\_DemoteToBackup

**Purpose:**

This diagnostic event indicates that the current duty controller in a redundant system detected a critical fault and demoted itself to backup.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_DemoteToBackup.

### 7.2.18 DET\_InControl

**Purpose:**

This diagnostic event indicates that a call station in a group is now in control.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    STRING          callStationGroupName;
} InControlDiagEvent;
```

**Where:**

*header* Header of the event, where the *diagMessageType* element is equal to DET\_InControl.

## 7.3 Call Diagnostic Events

This section describes the call diagnostic event types. For each diagnostic event either the structure is defined, or a reference to the structure definition.

Since a call diagnostic event is stateless, the same default values are used as described in §7.2.

### 7.3.1 DET\_CallStartDiagEventV2

**Purpose:**

This diagnostic event indicates the start of a call in the PRAESENSA system.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT            callId;
    STRING          audioInput;
    STRING          endChime;
    BOOLEAN         liveSpeech;
    STRING          messageNames;
    STRING          outputNames;
    UINT            priority;
    STRING          startChime;
```



```

UINT      messageRepeat;
STRING    macroName;
UINT      originalCallId;
TOICallOutputHandling outputHandling;
TOICallTiming callTiming;
UINT      reserved;
} CallStartDiagEvent;

```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_CallStartDiagEventV2.
<i>audioInput</i>	The names of the audio input used in this call.
<i>endChime</i>	The names of the end chimes used in this call.
<i>liveSpeech</i>	Whether or not this call has live speech.
<i>messageNames</i>	List of names of prerecorded messages used in this call. A comma separates each name in the list.
<i>outputNames</i>	List of names of zones used in the call. A comma separates each name in the routing list.
<i>Priority</i>	The priority of the call. See §4.5 for the value description of the priority.
<i>startChime</i>	The names of the start chimes used in this call.
<i>messageRepeat</i>	The repeat count of the messages in the call. See §4.5 for the value description of the repeat count.
<i>callId</i>	Identification of the call.
<i>macroName</i>	The name of the macro used in this call.
<i>originalCallId</i>	Identification of the original call in case of a replay.
<i>outputHandling</i>	Whether the call is ‘partial’ or ‘stacked’. Partial calls are calls that proceed even in case not all required zones are available. Stacked calls are calls that extend partial calls with replays to previously unavailable zones.
<i>callTiming</i>	Whether the call should start ‘immediate’, ‘time-shifted’ or ‘pre-monitored’.
<i>reserved</i>	Parameter only used for internal processing.

**7.3.2 DET\_CallEndDiagEventV2****Purpose:**

This diagnostic event indicates the end (or abort) of a call in the PRAESENSA system.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_CallStartDiagEventV2.

**Parameter structure:**

```

struct {
    DIAGEVENTHEADER header;
    UINT             callId;
    TOICallState     callStateCompleted;
    BOOLEAN          callAborted;
    TOICallStopReason callStopReason;
    UINT             reserved;
} CallEndDiagEvent;

```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_CallChangeResourceDiagEventV2.
<i>callId</i>	Identification of the call.
<i>callStateCompleted</i>	The last completed call state the moment the call is stopped or aborted. See §9.2.7 for the definitions of the call states.
<i>callAborted</i>	Whether a call was aborted. TRUE = call is aborted, FALSE = the call is stopped.
<i>callStopReason</i>	Why the call was stopped or aborted. See §9.2.8 for the definitions of the call stop reasons.
<i>reserved</i>	Parameter only used for internal processing.

**7.3.3 DET\_CallChangeResourceDiagEventV2****Purpose:**

This diagnostic event indicates a change in routing of a running call. The diagnostic event indicates whether zone groups, zones and/or control outputs are added to the routing or removed from the routing.

**Parameter structure:**

```

struct {
    DIAGEVENTHEADER header;
    UINT             callId;
    STRING           removedResourceNames;
    STRING           addedResourceNames;
} CallChangeResourceDiagEvent;

```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_CallChangeResourceDiagEvent.
<i>callId</i>	Identification of the call.
<i>removedResourceNames</i>	List of names of zones removed from the call. A comma separates each name.
<i>addedResourceNames</i>	List of names of zones added to the call. A comma separates each name.

### 7.3.4 DET\_CallTimeoutDiagEventV2

**Purpose:**

This diagnostic event indicates that a stacked call has reached its time-out point and implies that the call has been unable to reach all required zones. The diagnostic event provides the unreached zones.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT          callId;
    STRING        unreachedResourceNames;
} CallTimeoutDiagEvent;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_CallTimeoutDiagEvent.
<i>callId</i>	Identification of the call.
<i>unreachedResourceNames</i>	List of names of zones that were not reached during the extended call. A comma separates each name.

### 7.3.5 DET\_CallRestartDiagEvent

**Purpose:**

This diagnostic event indicates the restart of a call in the PRAESENSA system. The diagnostic event is only logged when the call was reset earlier (see §7.3.6).

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT          callId;
    STRING        audioInput;
    STRING        endChime;
    BOOLEAN       liveSpeech;
    STRING        messageNames;
    STRING        outputNames;
    UINT          priority;
    STRING        startChime;
    UINT          messageRepeat;
    STRING        macroName;
    UINT          originalCallId;
    TOICallOutputHandling outputHandling;
    TOICallTiming callTiming;
    UINT          reserved;
} CallRestartDiagEvent;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_CallRestartDiagEvent.
<i>audioInput</i>	The names of the audio input used in this call.
<i>endChime</i>	The names of the end chimes used in this call.
<i>liveSpeech</i>	Whether or not this call has live speech.
<i>messageNames</i>	List of names of prerecorded messages used in this call. A comma separates each name in the list.

<i>outputNames</i>	List of names of zones used in the call. A comma separates each name in the routing list.
<i>Priority</i>	The priority of the call. See §4.5 for the value description of the priority.
<i>startChime</i>	The names of the start chimes used in this call.
<i>messageRepeat</i>	The repeat count of the messages in the call. See §4.5 for the value description of the repeat count.
<i>callId</i>	Identification of the call.
<i>macroName</i>	The name of the macro used in this call.
<i>originalCallId</i>	Identification of the original call in case of a replay.
<i>outputHandling</i>	Whether the call is ‘partial’, or ‘stacked’. Partial calls are calls that proceed even in case not all required zones are available. Stacked calls are calls that extend partial calls with replays to previously unavailable zones.
<i>callTiming</i>	Whether the call should start ‘immediate’, ‘time-shifted’ or ‘pre-monitored’.
<i>reserved</i>	Parameter only used for internal processing.

### 7.3.6 DET\_CallResetDiagEvent

#### **Purpose:**

This diagnostic event indicates the reset of a call in the PRAESENSA system. A call can only be reset (and restarted) if the ‘Continue call’ setting in the Call Macro is set to ‘After interruption’. If a call is reset, the call state is set to OICS\_IDLE (see §9.2.7) and the call will be restarted.

#### **Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_CallResetDiagEvent.

#### **Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT callId;
    TOICallState callStateCompleted;
    TOICallResetReason callResetReason;
    UINT reserved;
} CallResetDiagEvent;
```

#### **Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_CallResetDiagEvent.
<i>callId</i>	Identification of the call.
<i>callStateCompleted</i>	The active call state the moment the call is reset. See §9.2.7 for the definitions of the call states.

<i>callResetReason</i>	Why the call was reset. See § <b>Error! Reference source not found.</b> 9.2.8 for the definitions of the call reset reason.
<i>reserved</i>	Parameter only used for internal processing.

## 7.4 Fault Diagnostic Events

This section describes the fault diagnostic event types. For each diagnostic event either the structure is defined, or a reference to the structure definition.

The creation of a fault within a fault-less system changes the system to the fault mode. This indicates that the PRAESENSA system requires maintenance. The maintenance engineer acknowledges the faults and takes appropriate action to repair the faults. When the system detects that the faults are resolved, the fault-diagnostic events resolve their fault. Finally, the maintenance engineer should reset the fault to bring the system in normal operation mode.

Each fault diagnostic event passes several states, which are all notified. The link between related faults is controlled by the *diagEventId* element in the header of the diagnostic event (see structure in section 7).

### 7.4.1 DET\_AudioPathSupervision

**Purpose:**

This diagnostic event indicates that an audio-path failure is detected.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_AudioPathSupervision.

### 7.4.2 DET\_MicrophoneSupervision

**Purpose:**

This diagnostic event indicates that a microphone failure is detected. Note that this diagnostic event only applies to a Call Station.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_MicrophoneSupervision

### 7.4.3 DET\_ControlInputLineFault

**Purpose:**

This diagnostic event indicates that a control input line failure is detected.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_ControlInputLineFault.

#### 7.4.4 DET\_CallStationExtension

**Purpose:**

This diagnostic event indicates that a mismatch between the number of configured call station extensions and the number of detected call station extensions

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT             numberConfigured;
    UINT             numberDetected;
} CallStationExtensionDiagEvent;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_CallStationExtension.
<i>numberConfigured</i>	The number of extensions as configured in the PRAESENSA system configuration
<i>numberDetected</i>	The number of extensions as reported by the call station.

#### 7.4.5 DET\_ConfigurationFile

**Purpose:**

This diagnostic event indicates that a missing or corrupt configuration file is detected.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_ConfigurationFile.

#### 7.4.6 DET\_ConfigurationVersion

**Purpose:**

This diagnostic event indicates that a mismatch between the configuration file version and the required configuration file version is detected. The configuration file requires conversion.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    STRING           expected;
    STRING           loaded;
} ConfigurationVersionDiagEvent;
```

**Where:**

<i>Header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_ConfigurationVersion.
<i>expected</i>	String containing the expected configuration file version
<i>Loaded</i>	String containing the loaded (opened) configuration file version

### 7.4.7 DET\_IllegalConfiguration

**Purpose:**

This diagnostic event indicates an inconsistency within the active configuration file.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT            errorCode;
} IllegalConfigurationDiagEvent;
```

**Where:**

<i>Header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_IllegalConfiguration.
<i>errorCode</i>	The code of the illegal configuration error. Not used at the moment, currently filled with the value '0'.

### 7.4.8 DET\_PrerecordedMessagesNames

**Purpose:**

This diagnostic event indicates that a mismatch is detected between the configured (and used) prerecorded message-names and the detected prerecorded message-names in the PRAESENSA system.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    STRING           missingMessages;
} PrerecordedMessagesNamesDiagEvent;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_PrerecordedMessagesNames.
<i>missingMessages</i>	List of names of prerecorded messages not found in the PRAESENSA system, but used in the configuration. A comma separates each name in the list.

### 7.4.9 DET\_PrerecordedMessagesCorrupt

**Purpose:**

This diagnostic event indicates that one or more prerecorded messages in the PRAESENSA system is corrupt and cannot be used.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    STRING           corruptMessages;
} PrerecordedMessagesCorruptDiagEvent;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_PrerecordedMessagesCorrupt.
---------------	---

*corruptMessages* List of names of corrupt prerecorded messages in the PRAESENSA system. A comma separates each name in the list.

#### 7.4.10 DET\_UnitMissing

**Purpose:**

This diagnostic event indicates a missing unit, which was configured in the PRAESENSA system configuration.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_UnitMissing.

#### 7.4.11 DET\_UnitReset

**Purpose:**

This diagnostic event indicates that a restart of a unit is detected.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    STRING          chipType;
} UnitResetDiagEvent;
```

**Where:**

*header* Header of the event, where the *diagMessageType* element is equal to DET\_UnitReset.

*chipType* The type of the processor that caused is restarted.

#### 7.4.12 DET\_UserInjectedFault

**Purpose:**

This diagnostic event indicates that a fault is injected by a user or a remote system. Note that this diagnostic event message can be triggered by the MESSAGE\_TYPE\_OIP\_ReportFault as well as by a configured control-input of the PRAESENSA system.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    STRING          errorDescription;
} UserInjectedFaultDiagEvent;
```

**Where:**

*header* Header of the event, where the *diagMessageType* element is equal to DET\_UserInjectedFault.

*errorDescription* A textual description of the error.

**Related messages:**

MESSAGE\_TYPE\_OIP\_ReportFault



### 7.4.13 DET\_NoFaults

**Purpose:**

A diagnostic event of this type does not represent an actual fault, but is used to indicate that there are no fault events present in the logging of the system controller. This event is always sent in a message with the *TOIActionType* equal to *OIACT\_EXISTING\_LAST* (See §9.2.9).

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the *DIAGEVENTHEADER*, wherein the *diagMessageType* is equal to *DET\_NoFaults* and the *diagEventId* is equal to zero.

### 7.4.14 DET\_ZoneLineFault

**Purpose:**

This diagnostic event indicates that a Zone Line Fault that is injected by a remote system by triggering configured control input.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT[] zoneResourceIds;
    UINT keySpecResourceId;
    STRING zoneNames;
    STRING controllInputName;
} ZoneLineFaultDiagEvent;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to <i>DET_ZoneLineFault</i> .
<i>zoneResourceIds</i>	Array of internal IDs indicating which zones have a zone line fault. Can be ignored.
<i>keySpecResourceId</i>	Internal ID indicating which key specification that triggered the zone line fault. Can be ignored.
<i>zoneNames</i>	Zone names which are configured to the input contact that are reported. A comma separates each name.
<i>controllInputName</i>	Control input name which is configured for the zone line fault.

### 7.4.15 DET\_NetworkChangeDiagEvent

**Purpose:**

This diagnostic event indicates that there was a change in the network (broken links between devices). This event is only reported if network supervision is enabled (see [UG\_PRAESENSA]).

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    BYTE nrNetworkChanges;
    TNetworkChangeData networkChanges[];
} NetworkChangeDiagEvent;
```

Where *TNetworkChangeData* is defined as:

```

struct {
    STRING    localPortId;
    STRING    localSystemName;
    STRING    remotePortId;
    STRING    remoteSystemName;
} TNetworkChangeData

```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_NetworkChangeDiagEvent.
<i>nrNetworkChanges</i>	The number of changes present in the network changes array element. Only this amount of array elements is transmitted.
<i>networkChanges []</i>	Array holding the network changes information. The actual length of the array is defined in the <i>nrNetworkChanges</i> element. The structure of each array element is described below.
<i>localPortId</i>	The port ID of the local system.
<i>localSystemName</i>	The name of the local system as configured in the PRAESENSA system.
<i>remotePortId</i>	The port ID of the remote system.
<i>remoteSystemName</i>	The name of the remote system as configured in the PRAESENSA system.

**7.4.16 DET\_IncompatibleFirmware****Purpose:**

This diagnostic event indicates that a device contains incompatible firmware and cannot be used in the PRAESENSA system.

**Parameter structure:**

```

struct {
    DIAGEVENTHEADER header;
    STRING    current;
    STRING    expected;
} OverheatFault;

```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_IncompatibleFirmware.
<i>current</i>	The current firmware in the device.
<i>expected</i>	The expected firmware the device should contain.

**7.4.17 DET\_Amp48VAFault****Purpose:**

This diagnostic event indicates the loss of 48V A supply for the amplifier. Severity is high if DET\_Amp48VBFault is also reported.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT severity;
} Amp48VAFault;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_Amp48VAFault.
<i>severity</i>	Severity of the fault. LOW = 0, HIGH = 1.

**Related events:**

DET\_Amp48VBFault

**7.4.18 DET\_Amp48VBFault****Purpose:**

This diagnostic event indicates the loss 48V B supply. Severity is high if DET\_Amp48VAFault is also reported.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT severity;
} Amp48VAFault;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_Amp48VBFault.
<i>severity</i>	Severity of the fault. LOW = 0, HIGH = 1.

**Related events:**

DET\_Amp48VAFault

**7.4.19 DET\_AmpChannelFault****Purpose:**

This diagnostic event indicates a channel fault internally in the amplifier. If not used already, the spare channel takes over the functionality of the channel. Severity is high if the spare channel is already in use.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT severity;
} Amp48VAFault;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_AmpChannelFault.
<i>severity</i>	Severity of the fault. LOW = 0, HIGH = 1.

### 7.4.20 DET\_AmpShortCircuitLineAFault

**Purpose:**

This diagnostic event indicates for the amplifier channel the hardware short detection is triggered or the output voltage is too low due to a short on line A.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT          severity;
} AmpShortCircuitLineAFault;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_AmpShortCircuitLineAFault.
<i>severity</i>	Severity of the fault. LOW = 0, HIGH = 1.

### 7.4.21 DET\_AmpShortCircuitLineBFault

**Purpose:**

This diagnostic event indicates for the amplifier channel the hardware short detection is triggered or the output voltage is too low due to a short on line B.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT          severity;
} AmpShortCircuitLineBFault;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_AmpShortCircuitLineBFault.
<i>severity</i>	Severity of the fault. LOW = 0, HIGH = 1.

### 7.4.22 DET\_AmpAcc18VFault

**Purpose:**

This diagnostic event indicates failure of the amplifier lifeline power supply. The severity is not used.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT          severity;
} AmpAcc18VFault;
```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_AmpAcc18VFault.
<i>severity</i>	Severity of the fault. LOW = 0, HIGH = 1.

### 7.4.23 DET\_AmpSpareInternalFault

**Purpose:**

This diagnostic event indicates an internal failure in the amplifier spare channel and can no longer be used. Severity is always high.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT            severity;
} AmpSpareInternalFault;
```

**Where:**

*header* Header of the event, where the *diagMessageType* element is equal to DET\_AmpSpareInternalFault.

*severity* Severity of the fault. LOW = 0, HIGH = 1.

### 7.4.24 DET\_AmpChannelOverloadFault

**Purpose:**

This diagnostic event indicates for the amplifier channel an output overload has occurred.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT            severity;
} AmpChannelOverloadFault;
```

**Where:**

*header* Header of the event, where the *diagMessageType* element is equal to DET\_AmpChannelOverloadFault.

*severity* Severity of the fault. LOW = 0, HIGH = 1.

### 7.4.25 DET\_EolFailureLineAFault

**Purpose:**

This diagnostic event indicates that the end-of-line device for the amplifier channel on line A is disconnected (the end-of-line pilot tone is not present).

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT            severity;
} EolFailureLineAFault;
```

**Where:**

*header* Header of the event, where the *diagMessageType* element is equal to DET\_EolFailureLineAFault.

*severity* Severity of the fault. LOW = 0, HIGH = 1.

### 7.4.26 DET\_EolFailureLineBFault

**Purpose:**

This diagnostic event indicates that the end-of-line device for the amplifier channel on line B is disconnected (the end-of-line pilot tone is not present).

**Parameter structure:**

```

struct {
    DIAGEVENTHEADER header;
    UINT severity;
} EolFailureLineBFault;

```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_EolFailureLineBFault.
<i>severity</i>	Severity of the fault. LOW = 0, HIGH = 1.

**7.4.27 DET\_GroundShortFault****Purpose:**

This diagnostic event indicates that a ground fault is signaled by the amplifier hardware.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_GroundShortFault.

**7.4.28 DET\_OverheatFault****Purpose:**

This diagnostic event indicates that amplifier hardware is overheated. All channels are disabled and severity is always high.

**Parameter structure:**

```

struct {
    DIAGEVENTHEADER header;
    UINT severity;
} OverheatFault;

```

**Where:**

<i>header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_OverheatFault
<i>severity</i>	Severity of the fault. LOW = 0, HIGH = 1.

**7.4.29 DET\_PowerMainsSupplyFault****Purpose:**

This diagnostic event indicates the loss of mains power for a Multifunction Power Supply

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_PowerMainsSupplyFault.

**7.4.30 DET\_PowerBackupSupplyFault****Purpose:**

This diagnostic event indicates the loss of backup power supply for a Multifunction Power Supply

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_PowerBackupSupplyFault.

**7.4.31 DET\_MainsAbsentPSU1Fault****Purpose:**

This diagnostic event indicates absence of the output 1 mains power. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_MainsAbsentPSU1Fault.

**7.4.32 DET\_MainsAbsentPSU2Fault****Purpose:**

This diagnostic event indicates absence of the output 2 mains power. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_MainsAbsentPSU2Fault.

**7.4.33 DET\_MainsAbsentPSU3Fault****Purpose:**

This diagnostic event indicates absence of the output 3 mains power. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_MainsAbsentPSU3Fault.

**7.4.34 DET\_BackupAbsentPSU1Fault****Purpose:**

This diagnostic event indicates absence of the output 1 12V DC backup power. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BackupAbsentPSU1Fault.

**7.4.35 DET\_BackupAbsentPSU2Fault****Purpose:**

This diagnostic event indicates absence of the output 2 12V DC backup power. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BackupAbsentPSU2Fault.

**7.4.36 DET\_BackupAbsentPSU3Fault****Purpose:**

This diagnostic event indicates absence of the output 3 12V DC backup power. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BackupAbsentPSU3Fault.

**7.4.37 DET\_DcOut1PSU1Fault****Purpose:**

This diagnostic event indicates a missing 48V DC output for output 1A. The numbers match the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_DcOut1PSU1Fault.

**7.4.38 DET\_DcOut2PSU1Fault****Purpose:**

This diagnostic event indicates a missing 48V DC output for output 1B. The numbers match the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_DcOut2PSU1Fault.

**7.4.39 DET\_DcOut1PSU2Fault****Purpose:**

This diagnostic event indicates a missing 48V DC output for output 2A. The numbers match the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_DcOut1PSU2Fault.

**7.4.40 DET\_DcOut2PSU2Fault****Purpose:**

This diagnostic event indicates a missing 48V DC output for output 2B. The numbers match the screening at the back-panel of the device.



**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_DcOut2PSU2Fault.

**7.4.41 DET\_DcOut1PSU3Fault****Purpose:**

This diagnostic event indicates a missing 48V DC output for output 3A. The numbers match the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_DcOut1PSU3Fault.

**7.4.42 DET\_DcOut2PSU3Fault****Purpose:**

This diagnostic event indicates a missing 48V DC output for output 3B. The numbers match the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_DcOut2PSU3Fault.

**7.4.43 DET\_AudioLifelinePSU1Fault****Purpose:**

This diagnostic event indicates a wiring problem in the ACC connector with the lifeline analog audio signal for output 1. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_AudioLifelinePSU1Fault.

**7.4.44 DET\_AudioLifelinePSU2Fault****Purpose:**

This diagnostic event indicates a wiring problem in the ACC connector with the lifeline analog audio signal for output 2. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_AudioLifelinePSU2Fault.

#### 7.4.45 DET\_AudioLifelinePSU3Fault

**Purpose:**

This diagnostic event indicates a wiring problem in the ACC connector with the lifeline analog audio signal for output 3. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_AudioLifelinePSU3Fault.

#### 7.4.46 DET\_AccSupplyPSU1Fault

**Purpose:**

This diagnostic event indicates a missing 10 to 18V at the ACC connector for output 1. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_AccSupplyPSU1Fault.

#### 7.4.47 DET\_AccSupplyPSU2Fault

**Purpose:**

This diagnostic event indicates a missing 10 to 18V at the ACC connector for output 2. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_AccSupplyPSU2Fault.

#### 7.4.48 DET\_AccSupplyPSU3Fault

**Purpose:**

This diagnostic event indicates a missing 10 to 18V at the ACC connector for output 3. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_AccSupplyPSU3Fault.

#### 7.4.49 DET\_Fan1Fault

**Purpose:**

This diagnostic event indicates that fan 1 in the Multifunction Power Supply is broken.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_Fan1Fault.

#### 7.4.50 DET\_Fan2Fault

**Purpose:**

This diagnostic event indicates that fan 2 in the Multifunction Power Supply is broken.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_Fan2Fault.

#### 7.4.51 DET\_DcAux1Fault

**Purpose:**

This diagnostic event indicates the absence of 24V DC aux 1 voltage for the Multifunction Power Supply. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_DcAux1Fault.

#### 7.4.52 DET\_DcAux2Fault

**Purpose:**

This diagnostic event indicates the absence of 24V DC aux 2 voltage for the Multifunction Power Supply. The number matches the screening at the back-panel of the device.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_DcAux2Fault.

#### 7.4.53 DET\_BatteryShortFault

**Purpose:**

This diagnostic event indicates a short in the external battery for the Multifunction Power Supply.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BatteryShortFault.

#### 7.4.54 DET\_BatteryRiFault

**Purpose:**

This diagnostic event indicates a Ri fault for the connected battery of the Multifunction Power Supply. Depending on the configured battery capacity in the PRAESENSA system a fault is reported.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BatteryRiFault.

#### 7.4.55 DET\_BatteryOverheatFault

**Purpose:**

This diagnostic event indicates the temperature of the connected battery of the Multifunction Power Supply is not in correct working range

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BatteryOverheatFault.

#### 7.4.56 DET\_BatteryFloatChargeFault

**Purpose:**

This diagnostic event indicates that the battery of the Multifunction Power Supply is most likely broken. The charger enters a float state when the State of Charge (SoC) is 100%. In this state a low charge current is expected just to component the self-discharge of the battery. When the charge current is very high the battery is probably broken and therefore the fault is reported. The charger is suspended for safety reasons.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BatteryFloatChargeFault.

#### 7.4.57 DET\_MainsAbsentChargerFault

**Purpose:**

This diagnostic event indicates that the mains converter for the charger is defect which prevents charging the battery correctly.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_MainsAbsentChargerFault.

#### 7.4.58 DET\_PoESupplyFault

**Purpose:**

This diagnostic event indicates that a mismatch is detected the number of Power over Ethernet connections to the call station and the number of expected Power over Ethernet inputs configured in the PRAESENSA system.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_PoESupplyFault.

#### 7.4.59 DET\_PowerSupplyAFault

**Purpose:**

This diagnostic event indicates that the power supply input A level on the system controller is not within range. The fault is only reported if the power supply input is configured to be supervised in the PRAESENSA system.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_PowerSupplyAFault.

**7.4.60 DET\_PowerSupplyBFault****Purpose:**

This diagnostic event indicates that the power supply input B level on the system controller is not within range. The fault is only reported if the power supply input is configured to be supervised in the PRAESENSA system.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_PowerSupplyBFault.

**7.4.61 DET\_ExternalPowerFault****Purpose:**

This diagnostic event indicates that the PRAESENSA system is now in backup power mode. This event is only generated when backup power mode (in the system settings) has been configured to generate a fault event.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_ExternalPowerFault.

**7.4.62 DET\_ChargerSupplyVoltageTooLowFault****Purpose:**

This diagnostic event indicates that the charger supply voltage is too low which prevents charging the battery correctly.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_ChargerSupplyVoltageTooLowFault.

**7.4.63 DET\_BatteryOvervoltageFault****Purpose:**

This diagnostic event indicates that the internal charger is defect and is switched off for safety reasons.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BatteryOvervoltageFault.

**7.4.64 DET\_BatteryUndervoltageFault****Purpose:**

This diagnostic event indicates that there is an undervoltage situation when mains is absent. The battery is too empty to operate on.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_BatteryUndervoltageFault.

**7.4.65 DET\_MediaClockFault****Purpose:**

This diagnostic event indicates there are one or more devices that failed to lock to PTP for a longer period of time.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_MediaClockFault.

**7.4.66 DET\_ChargerFault****Purpose:**

This diagnostics event indicates an internal charger fault which prevents charging the battery correctly.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_ChargerFault.

**7.4.67 DET\_Amp20VFault****Purpose:**

This diagnostic event indicates the failure of the power convertor for the controller section of the amplifier.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT severity;
} Amp20VFault;
```

**Where:**

*Header*

Header of the event, where the *diagMessageType* element is equal to DET\_Amp20VFault.

*Severity*

Severity of the fault. LOW = 0, HIGH = 1.

**Related events:**

DET\_AmpPsuFault

**7.4.68 DET\_AmpPsuFault****Purpose:**

This diagnostic event indicates the failure of the power convertor for the audio section of the amplifier.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
```

```

    UINT          severity;
} AmpPsuFault;

```

**Where:**

*Header* Header of the event, where the *diagMessageType* element is equal to DET\_AmpPsuFault.

*Severity* Severity of the fault. LOW = 0, HIGH = 1.

**Related events:**

DET\_Amp20VFault

**7.4.69 DET\_NetworkLatencyFault****Purpose:**

This diagnostic event indicates that an audio flow gets interrupted by network delay and network jitter.

**Parameter structure:**

```

struct {
    DIAGEVENTHEADER header;
    UINT          severity;
} NetworkLatencyFault;

```

**Where:**

*Header* Header of the event, where the *diagMessageType* element is equal to DET\_NetworkLatencyFault.

*Severity* Severity of the fault. LOW = 0, HIGH = 1.

**7.4.70 DET\_SynchronizationFault****Purpose:**

This diagnostic event indicates that the synchronization between a standby controller and a duty controller in a redundant system failed..

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_SynchronizationFault.

**7.4.71 DET\_AudioDelayFault****Purpose:**

This diagnostic event indicates that DDR audio path issues occurred on the amplifier.

**Parameter structure:**

```

struct {
    DIAGEVENTHEADER header;
    UINT          severity;
} AudioDelayFault;

```

**Where:**

*Header* Header of the event, where the *diagMessageType* element is equal to DET\_AudioDelayFault.

*Severity*

Severity of the fault. LOW = 0, HIGH = 1.

**7.4.72 DET\_InternalPowerFault****Purpose:**

This diagnostic event indicates that one of the voltages on the powerlines in the MPS are out of bound.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_InternalPowerFault.

**7.4.73 DET\_InternalCommunicationFault****Purpose:**

This diagnostic event indicates that one or several boards in the MPS are not responding.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    STRING board;
} InternalCommunicationFault;
```

**Where:***Header*

Header of the event, where the *diagMessageType* element is equal to DET\_InternalCommunicationFault.

*Board*

Space separated list of boards which are faulty.

**7.4.74 DET\_VoIPFault****Purpose:**

This diagnostic event indicates that VoIP calls using SIP and the PABX are no longer

possible due to configuration- or connectivity issues.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_VoIPFault.

**7.4.75 DET\_RemoteOutputFault****Purpose:**

This diagnostic event indicates a fault on a remote audio output, located on a remote system device.



**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    UINT severity;
} RemoteOutputFault;
```

**Where:**

<i>Header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_RemoteOutputFault.
<i>Severity</i>	Severity of the fault. LOW = 0, HIGH = 1.

**7.4.76 DET\_RemoteOutputLoopFault****Purpose:**

This diagnostic event indicates that a loop is detected for a remote audio output. A loop is defined as a remote audio output which is linked to a zone group on a system controller which contains remote audio outputs that are linked back to one or more zone groups located on the originating system controller.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    STRING remoteZoneGroupName;
} RemoteOutputLoopFault;
```

**Where:**

<i>Header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_RemoteOutputLoopFault.
<i>remoteZoneGroupName</i>	Name of the remote zone group

**7.4.77 DET\_RemoteOutputConfigurationFault****Purpose:**

This diagnostic event indicates that an invalid remote zone group name is configured for the remote audio output.

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    STRING remoteZoneGroupName;
} RemoteOutputConfigurationFault;
```

**Where:**

<i>Header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_RemoteOutputConfigurationFault.
<i>remoteZoneGroupName</i>	Name of the remote zone group

#### 7.4.78 DET\_LicenseFault

**Purpose:**

This diagnostic event indicates that there is insufficient license of a specific license type

**Parameter structure:**

```
struct {
    DIAGEVENTHEADER header;
    License          licenseType;
} LicenseFault;
```

**Where:**

<i>Header</i>	Header of the event, where the <i>diagMessageType</i> element is equal to DET_LicenseFault.
<i>licenseType</i>	Insufficient license type

#### 7.4.79 DET\_RemoteSystemFault

**Purpose:**

This diagnostic event indicates that a system fault is detected on another remote system controller.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_RemoteSystemFault.

#### 7.4.80 DET\_RemoteMainPowerFault

**Purpose:**

This diagnostic event indicates that a main power fault is detected on another remote system controller.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_RemoteMainPowerFault.

#### 7.4.81 DET\_RemoteBackupPowerFault

**Purpose:**

This diagnostic event indicates that a backup power fault is detected on another remote system controller.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_RemoteBackupPowerFault.

#### 7.4.82 DET\_RemoteGroundFault

**Purpose:**

This diagnostic event indicates that a ground fault is detected on another remote system controller.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_RemoteGroundFault.

#### 7.4.83 DET\_RemoteFault

**Purpose:**

This diagnostic event indicates that a fault is detected on another remote system controller.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_RemoteFault.

#### 7.4.84 DET\_PowerSupplyFault

**Purpose:**

This diagnostics event indicates a power supply fault is detected on a unit

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_PowerSupplyFault.

#### 7.4.85 DET\_StackedSwitchMismatchFault

**Purpose:**

This diagnostics event indicates a mismatch between the detected switches in a stacked switch setup and the configuration

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_StackedSwitchMismatchFault.

#### 7.4.86 DET\_RedundantDataPathFault

**Purpose:**

This diagnostics event indicates that the interconnection between stacked Cisco IE5000 switches is not redundant.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_RedundantDataPathFault.

**7.4.87 DET\_ControlOutputLineFault****Purpose:**

This diagnostic event indicates that a control output line failure is detected.

**Parameter structure:**

The Diagnostic Event structure contains only the information as described in the DIAGEVENTHEADER, wherein the *diagMessageType* is equal to DET\_ControlOutputLineFault.

## 8. EVENT ORIGINATOR STRUCTURES

### 8.1 Introduction

Each diagnostic event that is sent contains originators to indicate who or which device has triggered the event. The group of originators described the structures for each kind of originator.

Each originator structure contains a fixed number of fields, which are described below.

```
Struct {
    DWORD      originatorType;
    UINT       length;
} ORIGINATORHEADER;
```

**Where:**

<i>originatorType</i>	The originator type indicator for the originator structure as defined §9.5. In the sections below the various diagnostic event types are described.
<i>length</i>	The total length of the originator information (including the <i>originatorType</i> , <i>Length</i> and the additional information as described for a specific diagnostic event type)

### 8.2 OIEOT\_NoEventOriginator

**Purpose:**

This originator represents no or an unknown originator. There is no information available about the originator. During the creation of a diagnostic event message, only the *addEventOriginater* element is filled with an originator. All other originator elements of the structure are filled with this originator type.

**Parameter structure:**

The Originator structure contains only the information as described in the ORIGINATORHEADER, wherein the *originatorType* is equal to OIEOT\_NoEventOriginator.

Note that since this originator type does not add additional information, the length parameter in the ORIGINATORHEADER only holds the length of the ORIGINATORHEADER.

### 8.3 OIEOT\_UnitEventOriginator

**Purpose:**

This originator represents a unit connected to the PRAESENSA system.

**Parameter structure:**

```
struct {
    ORIGINATORHEADER header;
    STRING            unitName;
} UnitOriginator;
```

**Where:**

<i>header</i>	The originator header, where the <i>originatorType</i> element is equal to OIEOT_UnitEventOriginator.
---------------	---

<i>unitName</i>	The name of the originator unit as configured in the PRAESENSA system configuration.
-----------------	--

## 8.4 OIEOT\_OpenInterfaceEventOriginator

### **Purpose:**

This originator represents an open interface connection and its connection name.

### **Parameter structure:**

```
struct {
    ORIGINATORHEADER header;
    STRING            tcpIpDeviceName;
    DWORD            ipAddress;
    WORD             portNumber;
    STRING           userName;
} OpenInterfaceOriginator;
```

### **Where:**

<i>header</i>	The originator header, where the <i>originatorType</i> element is equal to OIEOT_OpenInterfaceEventOriginator.
<i>tcpIpDeviceName</i>	The name of the TCP/IP device. Currently this name is not (yet) filled (empty string).
<i>ipAddress</i>	The IP address of the originator open interface connection. Note that this IP address is transmitted as DWORD (LSB ordering) and not as an IP-address. The ordering of the bytes is different. Only IPv4 is supported in the PRAESENSA system.
<i>portNumber</i>	The TCP-port number of the open interface connection.
<i>userName</i>	The login user name of the open interface connection.

## 8.5 OIEOT\_ControlInputEventOriginator

### **Purpose:**

This originator represents a binary control input, located on a unit.

### **Parameter structure:**

```
struct {
    UnitOriginator unitHeader;
    STRING         inputContactName;
} ControlInputOriginator;
```

### **Where:**

<i>unitHeader</i>	The unit-originator header (See §8.3), where the <i>originatorType</i> element is equal to OIEOT_ControlInputEventOriginator.
<i>inputContactName</i>	The name of the input contact as configured in the PRAESENSA system configuration.

## 8.6 OIEOT\_AudioOutputEventOriginator

### **Purpose:**

This originator represents an audio output, located on a unit.

### **Parameter structure:**

```
struct {
    UnitOriginator    unitHeader;
    STRING            audioOutputName;
} AudioOutputEventOriginator;
```

### **Where:**

<i>unitHeader</i>	The unit-originator header (See §8.3), where the <i>originatorType</i> element is equal to OIEOT_AudioOutputEventOriginator.
<i>audioOutputName</i>	The name of the audio output as configured in the PRAESENSA system configuration.

## 8.7 OIEOT\_AudioInputEventOriginator

### **Purpose:**

This originator represents an audio input, located on a unit.

### **Parameter structure:**

```
struct {
    UnitOriginator    unitHeader;
    STRING            audioInputName;
} AudioInputEventOriginator;
```

### **Where:**

<i>unitHeader</i>	The unit-originator header (See §8.3), where the <i>originatorType</i> element is equal to OIEOT_AudioInputEventOriginator.
<i>audioInputName</i>	The name of the audio input as configured in the PRAESENSA system configuration.

## 8.8 OIEOT\_UserEventOriginator

### **Purpose:**

This originator represents user action performed on the system.

### **Parameter structure:**

```
struct {
    UnitOriginator    unitHeader;
    STRING            userId;
} UserEventOriginator;
```

### **Where:**

<i>unitHeader</i>	The unit-originator header (See §8.3), where the <i>originatorType</i> element is equal to OIEOT_UserEventOriginator.
<i>userId</i>	The user ID which is logged in.

## 8.9 OIEOT\_NetworkEventOriginator

### **Purpose:**

This originator represents network action performed on the system

### **Parameter structure:**

```
struct {
    UnitOriginator    unitHeader;
    DWORD             ipAddress;
    WORD              portNumber;
    STRING            userName;
} NetworkEventOriginator;
```

### **Where:**

<i>unitHeader</i>	The unit-originator header (See §8.3), where the <i>originatorType</i> element is equal to OIEOT_NetworkEventOriginator.
<i>ipAddress</i>	The IP address of the network connection. Note that this IP address is transmitted as DWORD (LSB ordering) and not as an IP-address. The ordering of the bytes is different. Only IPv4 is supported in the PRAESENSA system.
<i>portNumber</i>	The TCP-port number of the connection
<i>userName</i>	The user name of the originator network connection

## 8.10 OIEOT\_StackedUnitEventOriginator

### **Purpose:**

This originator represents a sub-unit of a composite unit connected to the PRAESENSA system.

### **Parameter structure:**

```
struct {
    ORIGINATORHEADER header;
    STRING            unitName;
    BYTE              stackId;
} StackedUnitOriginator;
```

### **Where:**

<i>header</i>	The originator header, where the <i>originatorType</i> element is equal to OIEOT_UnitEventOriginator.
<i>unitName</i>	The name of the originator unit as configured in the PRAESENSA system configuration.
<i>stackId</i>	Id of the sub-unit. Used for stacked Cisco switches where the <i>stackId</i> can have the value 1 to 4.



## 8.11 OIEOT\_ControlOutputEventOriginator

**Purpose:**

This originator represents a binary control output, located on a unit.

**Parameter structure:**

```
struct {
    UnitOriginator    unitHeader;
    STRING            outputContactName;
} ControllInputOriginator;
```

**Where:**

<i>unitHeader</i>	The unit-originator header (See §8.3), where the <i>originatorType</i> element is equal to <i>OIEOT_ControlOutputEventOriginator</i> .
<i>unitName</i>	The name of the input contact as configured in the PRAESENSA system configuration.

## 9. OIP CONSTANT VALUES

In this document some constants are used. In this chapter all constants will be connected to their values and to their reference type. Note that these constants are only used within the Open Interface protocol and not in the diagnostic events and event originators.

### 9.1 Protocol Constants

Related to the protocol, there are several constants. This section summary describes the constants to be used to handle the protocol.

Constant Meaning	Value
Port Number for the unsecure connection	9401
Port Number for the secure connection	9403
Transmit timeout for transmission heartbeat message	5 seconds
Check timeout to verify whether a message is received (reset after each message reception)	15 seconds
Maximum command response time	10 seconds
Minimum message size (message-type + length)	8 bytes
Maximum message size	128 Kbytes
Maximum string size	64 Kbytes

### 9.2 General Constants

#### 9.2.1 TOIEventId

The event Identification represents a diagnostic event as generated by the PRAESENSA system. The type is mapped upon a UINT basic type as described in §3.4.3.1. In case the command results in an error, a special value is returned, described in the table below.

Constant name	Value
OI_UNDEFINED_EVENTID	0xFFFFFFFF

#### 9.2.2 TOICallId

The call Identification represents a running call in the PRAESENSA system and is generated by the PRAESENSA system. The type is mapped upon a UINT basic type as described in §3.4.3.1. In case the command result in an error, a special value is returned, described in the table below.

Constant name	Value
OI_UNDEFINED_CALLID	0xFFFFFFFF

### 9.2.3 TOIAlarmType

The system wide alarms as used within the PRAESENSA system are represented by the alarm-type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	Value
OIAT_EVAC	0x00000000
OIAT_FAULT	0x00000001

### 9.2.4 TOIAlarmState

The alarm states as used within the PRAESENSA system are represented by the Alarm-state type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	Value
OIAS_ACTIVE	0x00000000
OIAS_ACKNOWLEDGED	0x00000001
OIAS_INACTIVE	0x00000002

### 9.2.5 TOIResourceState

The resource states as used within the PRAESENSA system are represented by the resource-state type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	value
OIRS_FREE	0x00000000
OIRS_INUSE	0x00000001

### 9.2.6 TOIResourceFaultState

The resource fault states as used within the PRAESENSA system are represented by the resource fault state type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	value
OIRS_OK Indicates that no fault is present for the resource that affects the audio distribution of that resource.	0x00000000
OIRS_FAULT Indicates that a fault is present for the resource that affects the audio distribution of that resource.	0x00000001

### 9.2.7 TOICallState

The call states as used within the PRAESENSA system are represented by the Call-state type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	value
OICS_START The call is in preparation.	0x00000000
OICS_STARTCHIME The call is processing the start-chime.	0x00000001
OICS_MESSAGES The call is processing the prerecorded messages (including repeats).	0x00000002
OICS_LIVESPEECH The call is in the live speech state. The audio input passed during the start of the call is active.	0x00000003
OICS_ENDCHIME The call is processing the end-chime.	0x00000004
OICS_END Final state of the call. The associated call identification is not valid any more.	0x00000005
OICS_ABORT Final state of the call. The associated call identification is not valid any more.	0x00000006
OICS_IDLE The call is identified, but the processing needs to be started (no resources are associated with the call yet).	0x00000007
OICS_REPLAY Indicates that the mentioned call is waiting for available resources or/and replaying a previously recorded call.	0x00000008

### 9.2.8 TOICallStopReason

The reason for an aborted call to stop as used within the PRAESENSA system is represented by the stopReason type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	value
OICSR_ORIGINATOR The call was stopped by the originator.	0x00000000

Constant name	value
OICSR_RESOURCE_LOST The call was stopped due to lost or overruled resources.	0x00000001
OICSR_SYSTEM The call was stopped by the system.	0x00000002
OICSR_STOPCOMMAND The call was stopped by a stop command.	0x00000003
OICSR_UNKNOWN The call was stopped by an undefined reason.	0x00000004

### 9.2.9 TOICallResetReason

The reason for a call to reset as used within the PRAESENSA system is represented by the resetReason type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	value
OICRR_RESOURCE_LOST The call was reset due to lost or overruled resources.	0x00000000
OICRR_SYSTEM The call was reset by the system.	0x00000001
OICRR_UNKNOWN The call was reset by an undefined reason.	0x00000002

### 9.2.10 TOIActionType

The action type describes the action performed on the specified diagnostic event. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	Value
OIACT_NEW The specified diagnostic event is added to the event storage in the PRAESENSA system.	0x00000000
OIACT_ACKNOWLEDGED The specified diagnostic (fault) event is acknowledged.	0x00000001
OIACT_RESOLVED The specified diagnostic (fault) event is resolved.	0x00000002
OIACT_RESET The specified diagnostic (fault) event is reset.	0x00000003

Constant name	Value
<b>OIACT_UPDATED</b> The specified diagnostic (fault) event is updated. This means that additional information is added to the diagnostic event (e.g. The number of WLS2-Boards with failures is extending).	0x00000004
<b>OIACT_REMOVED</b> The specified diagnostic event is removed from the event storage in the PRAESENSA system.	0x00000005
<b>OIACT_EXISTING</b> The specified diagnostic event is already present in the storage. This action type is passed for each diagnostic event already in the storage after subscription for the events (See §4.35).	0x00000006
<b>OIACT_EXISTING_LAST</b> The specified diagnostic event is already present in the storage and it is the last present event sent, or there are actually no fault events present in the storage, in which case the specified diagnostic event is of type DET_NoFaults.	0x00000007

### 9.2.11 TOICallOutputHandling

Describes how calls behave on routing availability. The type is mapped upon a UINT basic type as described in §3.4.3.1.

Constant name	Value
<b>OICOH_PARTIAL</b> Partial calls are calls that proceed even in case not all required zones are available.	0x00000000
<b>OICOH_NON_PARTIAL</b> Not supported in the PRAESENSA system.	0x00000001
<b>OICOH_STACKED</b> Stacked calls are calls that extend partial calls with replays to previously unavailable zones. Supported in the PRAESENSA system in release 2.00 and newer. Note that the PRA-LSCRF license is required for the stacked call function.	0x00000002

### 9.2.12 TOICallStackingMode

Describes when recorded calls replay. A stacked call or a stacked call waits for each zone to become available for replay. The type is mapped upon a UINT basic type as described in §3.4.3.1

Constant name	Value
OICSM_WAIT_FOR_ALL Wait with replay for all zones to become available	0x00000000
OICSM_WAIT_FOR_EACH Start a replay for each zone to become available	0x00000001

### 9.2.13 TOICallTiming

Indicates the way the call must be handled. The type is mapped upon a UINT basic type as described in §3.4.3.1

Constant name	Value
OICTM_IMMEDIATE Broadcast to the selected zones and zone groups when the call is started.	0x00000000
OICTM_TIME_SHIFTED Broadcast to the selected zones and zone groups when the original call is finished to prevent audio feedback during live speech. Supported in the PRAESENSA system in release 2.00 and newer. Note the PRA-LSCRF is required for the time-shift function.	0x00000001
OICTM_MONITORED Broadcast when the call is not cancelled within 2 seconds after the monitoring phase has finished. Not supported in the PRAESENSA system.	0x00000002

### 9.2.14 TOICallStackingTimeout

Defines the limit of time for stacked call broadcasting. The type is mapped upon a UINT basic type as described in §3.4.3.1

Constant name	Value
OICST_INFINITE Wait infinitely for zones to become available for broadcasting.	0xFFFFFFFF

### 9.2.15 TOIVirtualControlInputDeactivation

Defines the behavior of the running action when deactivating a virtual control input. The type is mapped upon a UINT basic type as described in §3.4.3.1

Constant name	Value
OIVCI_STOP Stop the running action gracefully.	0x00000000

Constant name	Value
OIVCI_ABORT Abort the running action immediately.	0x00000001

### 9.2.16 TOIVirtualControlInputState

Defines the values returned when the state of virtual control inputs change. The type is mapped upon a UINT basic type as described in §3.4.3.1

Constant name	Value
OIVCIS_INACTIVE Indicates that the virtual control input is in the inactive state (associated action not running).	0x00000000
OIVCIS_ACTIVE Indicates that the virtual control input is in the active state (associated action running).	0x00000001

## 9.3 Diagnostic Constant values

### 9.3.1 TDiagEventState

The diagnostic event states as used within the PRAESENSA system are represented by the Diagnostic-Event-state type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	value
DES_NEW	0x00000000
DES_ACKNOWLEDGED	0x00000001
DES_RESOLVED	0x00000002
DES_RESET	0x00000003

### 9.3.2 TDiagEventGroup

The diagnostic event groups as used within the PRAESENSA system are represented by the Diagnostic-event-group type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	value
DEG_CallEventGroup	0x00000000
DEG_GeneralEventGroup	0x00000001
DEG_FaultEventGroup	0x00000002



### 9.3.3 TDiagEventType

The diagnostic event types as used within the PRAESENSA system are represented by the diagnostic-event type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below. In the event that a value of TDiagEventType is received that is not in this table, a new version of PRAESENSA is probably installed on the system controller.

Constant name	Value
DET_CallChangeResourceV2	0x00467105
DET_CallEndV2	0x00467106
DET_CallStartV2	0x00467107
DET_CallTimeoutV2	0x00467108
DET_CallRestart	0x00467109
DET_CallReset	0x0046710B
DET_EvacAcknowledge	0x00467204
DET_EvacReset	0x00467205
DET_EvacSet	0x00467206
DET_SCStartup	0x00467209
DET_OpenInterfaceConnect	0x0046720A
DET_OpenInterfaceDisconnect	0x0046720B
DET_UnitConnect	0x0046720E
DET_CallLoggingSuspended	0x0046720F
DET_CallLoggingResumed	0x00467210
DET_UserLogIn	0x00467213
DET_UserLogOut	0x00467214
DET_UserLogInFailed	0x00467215
DET_OpenInterfaceConnectFailed	0x00467216
DET_BackupPowerModeStart	0x00467217
DET_BackupPowerModeEnd	0x00467218
DET_ConfigurationRestored	0x00467219
DET_AudioPathSupervision	0x00467308
DET_CallStationExtension	0x0046730A
DET_ConfigurationFile	0x0046730D

Constant name	Value
DET_ConfigurationVersion	0x0046730E
DET_IllegalConfiguration	0x00467312
DET_MicrophoneSupervision	0x00467315
DET_PrerecordedMessagesNames	0x00467319
DET_ControlInputLineFault	0x0046731B
DET_UnitMissing	0x0046731C
DET_UserInjectedFault	0x00467320
DET_NoFaults	0x00467334
DET_ZoneLineFault	0x00467335
DET_PrerecordedMessagesCorrupt	0x00467337
DET_NetworkChangeDiagEvent	0x00467339
DET_DemoteToBackup	0x0046733A
DET_InControl	0x0046733B
DET_Amp48VAFault	0x00467400
DET_Amp48VBFault	0x00467401
DET_AmpChannelFault	0x00467402
DET_AmpShortCircuitLineAFault	0x00467405
DET_AmpShortCircuitLineBFault	0x00467406
DET_EoIFailureLineAFault	0x00467407
DET_EoIFailureLineBFault	0x00467408
DET_Fan1Fault	0x00467409
DET_Fan2Fault	0x0046740a
DET_GroundShortFault	0x0046740b
DET_OverheatFault	0x0046740c
DET_UnitResetFault	0x0046740d
DET_IncompatibleFirmware	0x0046740e
DET_PoESupplyFault	0x0046740f
DET_PowerSupplyAFault	0x00467410
DET_PowerSupplyBFault	0x00467411

Constant name	Value
DET_ExternalPowerFault	0x00467412
DET_DcAux1Fault	0x00467413
DET_DcAux2Fault	0x00467414
DET_BatteryShortFault	0x00467415
DET_BatteryRiFault	0x00467416
DET_BatteryOverheatFault	0x00467417
DET_BatteryFloatChargeFault	0x00467418
DET_MainsAbsentChargerFault	0x00467419
DET_MainsAbsentPSU1Fault	0x0046741a
DET_BackupAbsentPSU1Fault	0x0046741b
DET_DcOut1PSU1Fault	0x0046741c
DET_DcOut2PSU1Fault	0x0046741d
DET_AudioLifelinePSU1Fault	0x0046741e
DET_AccSupplyPSU1Fault	0x0046741f
DET_MainsAbsentPSU2Fault	0x00467420
DET_BackupAbsentPSU2Fault	0x00467421
DET_DcOut1PSU2Fault	0x00467422
DET_DcOut2PSU2Fault	0x00467423
DET_AudioLifelinePSU2Fault	0x00467424
DET_AccSupplyPSU2Fault	0x00467425
DET_MainsAbsentPSU3Fault	0x00467426
DET_BackupAbsentPSU3Fault	0x00467427
DET_DcOut1PSU3Fault	0x00467428
DET_DcOut2PSU3Fault	0x00467429
DET_AudioLifelinePSU3Fault	0x0046742a
DET_AccSupplyPSU3Fault	0x0046742b
DET_AmpAcc18VFault	0x0046742c
DET_AmpSpareInternalFault	0x0046742d
DET_AmpChannelOverloadFault	0x0046742e

Constant name	Value
DET_PowerMainsSupplyFault	0x0046742f
DET_PowerBackupSupplyFault	0x00467430
DET_ChargerSupplyVoltageTooLowFault	0x00467431
DET_BatteryOvervoltageFault	0x00467432
DET_BatteryUndervoltageFault	0x00467433
DET_MediaClockFault	0x00467434
DET_ChargerFault	0x00467435
DET_Amp20VFault	0x00467436
DET_AmpPsuFault	0x00467437
DET_NetworkLatencyFault	0x00467438
DET_SynchronizationFault	0x00467439
DET_AudioDelayFault	0x0046743a
DET_InternalPowerFault	0x0046743b
DET_InternalCommunicationFault	0x0046743c
DET_VoIPFault	0x0046743d
DET_RemoteOutputFault	0x0046743e
DET_RemoteOutputLoopFault	0x0046743f
DET_RemoteOutputConfigurationFault	0x00467440
DET_LicenseFault	0x00467441
DET_RemoteSystemFault	0x00467442
DET_RemoteMainPowerFault	0x00467443
DET_RemoteBackupPowerFault	0x00467444
DET_RemoteGroundFault	0x00467445
DET_RemoteFault	0x00467446
DET_PowerSupplyFault	0x00467447
DET_StackedSwitchMismatchFault	0x00467448
DET_RedundantDataPathFault	0x00467449
DET_ControlOutputLineFault	0x0046744A

## 9.4 Message Types

The message types (command, response and notification messages) as used within the PRAESENSA system are represented by the Message type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	Value
MESSAGETYPE_OIP_Login	0x00447002
MESSAGETYPE_OIP_StopCall	0x00447004
MESSAGETYPE_OIP_AbortCall	0x00447005
MESSAGETYPE_OIP_AddToCall	0x00447006
MESSAGETYPE_OIP_RemoveFromCall	0x00447007
MESSAGETYPE_OIP_AckAllFaults	0x00447008
MESSAGETYPE_OIP_ResetAllFaults	0x00447009
MESSAGETYPE_OIP_AckEvacAlarm	0x0044700a
MESSAGETYPE_OIP_SetSubscriptionAlarm	0x0044700d
MESSAGETYPE_OIP_SetSubscriptionResources	0x0044700e
MESSAGETYPE_OIP_GetNcoVersion	0x0044700f
MESSAGETYPE_OIP_IncrementBgmVolume	0x00447010
MESSAGETYPE_OIP_DecrementBgmVolume	0x00447011
MESSAGETYPE_OIP_SetBgmVolume	0x00447012
MESSAGETYPE_OIP_AddBgmRouting	0x00447013
MESSAGETYPE_OIP_RemoveBgmRouting	0x00447014
MESSAGETYPE_OIP_SetBgmRouting	0x00447015
MESSAGETYPE_OIP_SetSubscriptionBgmRouting	0x00447016
MESSAGETYPE_OIP_ReportFault	0x00447017
MESSAGETYPE_OIP_ResolveFault	0x00447018
MESSAGETYPE_OIP_AckFault	0x00447019
MESSAGETYPE_OIP_ResetFault	0x0044701a
MESSAGETYPE_OIP_SetSubscriptionEvents	0x0044701b
MESSAGETYPE_OIP_Response	0x0044701c
MESSAGETYPE_OIP_ResponseCallId	0x0044701d
MESSAGETYPE_OIP_ResponseGetNcoVersion	0x0044701e

Constant name	Value
MESSAGETYPE_OIP_ResponseReportFault	0x0044701f
MESSAGETYPE_OIP_ResponseProtocolError	0x00447020
MESSAGETYPE_OIP_NotifyAlarm	0x00447022
MESSAGETYPE_OIP_NotifyCall	0x00447023
MESSAGETYPE_OIP_NotifyResources	0x00447024
MESSAGETYPE_OIP_NotifyBgmRouting	0x00447025
MESSAGETYPE_OIP_NotifyDiagEvent	0x00447026
MESSAGETYPE_OIP_KeepAlive	0x00447027
MESSAGETYPE_OIP_StartCreatedCall	0x00447029
MESSAGETYPE_OIP_GetZoneNames	0x0044702a
MESSAGETYPE_OIP_GetZoneGroupNames	0x0044702b
MESSAGETYPE_OIP_GetMessageNames	0x0044702c
MESSAGETYPE_OIP_GetChimeNames	0x0044702d
MESSAGETYPE_OIP_GetAudioInputNames	0x0044702e
MESSAGETYPE_OIP_GetBgmChannelNames	0x0044702f
MESSAGETYPE_OIP_GetConfigId	0x00447030
MESSAGETYPE_OIP_SetSubscriptionBgmVolume	0x00447031
MESSAGETYPE_OIP_ResponseConfigId	0x00447032
MESSAGETYPE_OIP_ResponseNames	0x00447033
MESSAGETYPE_OIP_NotifyBgmVolume	0x00447034
MESSAGETYPE_OIP_IncrementBgmChannelVolume	0x00447035
MESSAGETYPE_OIP_DecrementBgmChannelVolume	0x00447036
MESSAGETYPE_OIP_CancelAll	0x00447038
MESSAGETYPE_OIP_CancelLast	0x00447039
MESSAGETYPE_OIP_ToggleBgmRouting	0x0044703A
MESSAGETYPE_OIP_ResetEvacAlarmEx	0x0044703B
MESSAGETYPE_OIP_SetSubscriptionResourceFaultState	0x0044703C
MESSAGETYPE_OIP_NotifyResourceFaultState	0x0044703D
MESSAGETYPE_OIP_CreateCallEx2	0x0044703E

Constant name	Value
MESSAGE_TYPE_OIP_ActivateVirtualControllInput	0x0044703F
MESSAGE_TYPE_OIP_DeactivateVirtualControllInput	0x00447040
MESSAGE_TYPE_OIP_SetSubscriptionUnitCount	0x00447041
MESSAGE_TYPE_OIP_SetSubscriptionVirtualControllInputs	0x00447042
MESSAGE_TYPE_OIP_GetVirtualControllInputNames	0x00447043
MESSAGE_TYPE_OIP_NotifyUnitCount	0x00447044
MESSAGE_TYPE_OIP_NotifyVirtualControllInputState	0x00447045
MESSAGE_TYPE_OIP_GetConfiguredUnits	0x00447046
MESSAGE_TYPE_OIP_GetConnectedUnits	0x00447047
MESSAGE_TYPE_OIP_ResponseUnits	0x00447048
MESSAGE_TYPE_OIP_CreateCallEx3	0x00447049
MESSAGE_TYPE_OIP_GetProtocolVersion	0x0044704A
MESSAGE_TYPE_OIP_ResponseGetProtocolVersion	0x0044704B

### 9.5 Event originator Message Types

The originator message types as used within the PRAESENSA system are represented by the originator-message type. The type is mapped upon a UINT basic type as described in §3.4.3.1. The valid values used within this type are described in the table below.

Constant name	value
OIEOT_NoEventOriginator	0x00477002
OIEOT_UnitEventOriginator	0x00477003
OIEOT_OpenInterfaceEventOriginator	0x00477004
OIEOT_ControllInputEventOriginator	0x00477005
OIEOT_AudioOutputEventOriginator	0x00477006
OIEOT_AudioInputEventOriginator	0x00477007
OIEOT_UserEventOriginator	0x00477009
OIEOT_NetworkEventOriginator	0x0047700A
OIEOT_StackedUnitEventOriginator	0x0047700B
OIEOT_ControlOutputEventOriginator	0x0047700C

## 10. ERROR CODES

Responses returned upon a remote function request contain an error field. In this chapter an overview is given of the possible errors and their hexadecimal values.

Remote Function Services Error code	Value
<b>ERROR_OK</b> The command message is executed successfully.	0X00000000
<b>ERROR_INVALID_PARAMETERS</b> If one of the parameters is wrong, this error code is returned.	0X0044E000
<b>ERROR_INTERNAL</b> The PRAESENSA system cannot fulfill the command due to an internal error.	0X0044E001
<b>ERROR_INVALID_MESSAGE_LENGTH</b> The overall message length of the data is too small (below 8 bytes) or too large (above 128 Kbytes).	0X0044E002
<b>ERROR_UNEXPECTED_COMMAND_TYPE</b> The message cannot be used, since the message-type is not a known command by the PRAESENSA system.	0X0044E003
<b>ERROR_TOO_MUCH_UNMARSHAL_DATA</b> Parsing of the message was done, but conform the length information, there is still data left in the message. The message length does not match the content. The message is not accepted.	0X0044E004
<b>ERROR_MUST_LOGIN_FIRST</b> Command received before the user is logged in.	0X0044E005
<b>ERROR_INVALID_MESSAGE_TYPE</b> The message cannot be used, since the message-type is not known by the PRAESENSA system.	0x0044E006
<b>ERROR_STRING_TOO_LONG</b> The length of a string is too long (above 64 Kbytes). Related to a string in a message, but message length within boundaries.	0X0044E007
<b>ERROR_UNEXPECTED_END</b> Parsing of the message goes beyond the end of the message. Sum of the element lengths greater than the message length.	0X0044E008
<b>ERROR_CALL_NO_LONGER_EXISTS</b> The given callId belongs to a call that, even though it was created (but not yet started via the Open Interface), no longer exists. Successive use of this callId will result in ERROR_INVALID_PARAMETERS.	0X0044E009





## **PART 2 – OPEN INTERFACE LIBRARY**

This part 2 of the Open Interface programming instructions describes the Open Interface Library of the PRAESENSA system.

---

## 11. INTRODUCTION

### 11.1 Purpose

The purpose of this document is to describe the usage of the PRAESENSA Open Interface protocol version V10.0 based on a C# and .NET Framework implementation.

### 11.2 Scope

This user manual describes the use of the open interface in combination with C# and .NET Framework. To understand this document, knowledge is expected on the following issues:

- The C# programming language and its development environment.
- The PRAESENSA system and its installation.

This document is intended for users, who want to use the PRAESENSA Open Interface into their application.

The user of this document cannot derive any rights from this document regarding the programming interface. Extensions and improvements on the Open Interface can be implemented when new versions of PRAESENSA are introduced.

### 11.3 Definitions, Acronyms and Abbreviations

DNS	Domain Name System
OI	Open Interface
PA	Public address

### 11.4 References

This reference must be used for this document: **UM\_OPENINF**

UG_PRAESENSA	User guide PRAESENSA system
UG_OPENINF_PRAESENSA	Native communication interface of the PRAESENSA system

### 11.5 Summary

Chapter 12 describes the principles of controlling the PRAESENSA application using the Open Interface.

Chapter 13 describes the constants, methods and events present on the Open Interface.

Chapter 14 provides a Visual Basic example where most of the functions described are used.

## 12. APPLICATION CONTROL OVERVIEW

### 12.1 Principle

The PRAESENSA system is a public address system to perform calls to various areas in a building. Each area, called a zone, is reached by means of one or more amplifiers and is given a name. Multiple areas (zones) can be grouped into a zone-group.

Special calls are identified within the PRAESENSA system as emergency calls. These calls can be triggered by e.g. a fire alarm system. These emergency alarm calls contain mostly repeated pre-recorded messages and put the system into a special (emergency) state. The system remains in this state until an operator acknowledges and resets the emergency state. Besides the normal calls, the PRAESENSA system monitors itself and reports any faults found in the system.

To perform a PA call, the following main information needs to be passed to the PRAESENSA system:

- The routing, a collection of zone names and/or zone Group names.
- The priority of the call.
- [Optional] A starting chime name to trigger the listeners that a call is starting.
- [Optional] A set of pre-recorded messages to be played.
- [Optional] A live speech section, where the operator can do his/her spoken message. The microphone is identified by means of the name of an audio input.
- [Optional] An ending chime to notify the termination of the call.

Note that most of the inputs are optional, but at least one of the optional elements must be defined to trigger a valid call.

Upon subscription for diagnostic events, the system first sends all available events as present in the PRAESENSA system, followed by the new and updated events.

#### 12.1.1 Limitations

Some of the type definitions described in section 13.2 are currently not supported and should not be used.

- Only partial calls are supported. Setting the output handling to anything other than `OICOH_PARTIAL` when creating a call will result in a parameter error.
- Only immediate calls are supported. Setting the call timing to anything other than `OICTM_IMMEDIATE` when creating a call will result in a parameter error.
- Call stacking is supported in PRAESENSA release 2.00 and newer. Note that the PRA-LSCRF license is required to use the call stacking function.

### 12.2 Referencing the library

Before the library can be used within your C# application, you need to add a reference to the library. This can be done in the Visual Studio development environment, using the Project→Add References... menu entry.

In the Add Reference dialog, select Assemblies, Extensions and then select `OpenInterfaceNetLibrary` (if present). When not present, select the browse button and select the file `OpenInterfaceNetLibrary.dll` in the installed location.

**NOTE:** The `OpenInterfaceNetLibrary` DLL targets .NET Framework 4.8.

## 12.3 Library usage in C#

After the reference addition, C# knows the methods and events of the PRAESENSA open interface. The application can call the method on the library and the PRAESENSA system will send events to the application.

Before the library can be used the following directive should be added.

```
using Bosch.PRAESENSA.OpenInterface;
```

To use the library, a client object needs to be constructed.

```
OpenInterfaceNetClient client = new OpenInterfaceNetClient();
```

## 12.4 Catching errors

Problems detected during a call to the PRAESENSA system will be reported by means of TOIErrorCode return codes. If no errors are reported, the functions return TOIErrorCode.OIERROR\_OK.

The following code sample shows the use of a TOIErrorCode code to catch failures.

```
string ip = "192.168.53.100";  
string username = "user";  
string password = "password";  
  
TOIErrorCode ec = client.Connect(ip, username, password);  
if (ec == TOIErrorCode.OIERROR_OK)  
{  
    // Continue as usual  
}  
else  
{  
    // Handle and/or report error  
}
```

Explanation about error codes can be found in section 13.2.2.

---

## 13. INTERFACE DEFINITION

### 13.1 Introduction

This chapter describes the various remote methods available on the PRAESENSA open interface.

#### 13.1.1 Method and Event explanation

The descriptions of the methods and the events contain a brief function explanation and the declaration of the method/event. Further the following items can be present, depending on the content of the method/event:

- **Parameters:**  
A description of the parameters to be passed to the interface method.
- **Return value:**  
A description of the return value returned by the interface method.
- **Related event types:**  
A list of types, whereby the described function is operational. When called for other type the Open Interface shall generate an exception.
- **Error codes:**  
A list of error codes, which can be thrown during the execution of the interface method. See §13.2.2 for a description of the error codes.

### 13.2 Enumeration type definitions

Within the library various enumeration types and constants are defined to prevent the use of magic (non-explaining) numbers.

#### 13.2.1 OpenInterfaceConstants

UNDEFINED\_CALLID = UINT\_MAX:

Standard indication for a call identifier to which no call is associated.

#### 13.2.2 TIOErrorCode

The TIOErrorCode type represents the error values, which can be returned by the Open Interface functions. The error values have the following meaning:

OIERROR\_OK:

The Open Interface function has successfully executed.

OIERROR\_ALREADY\_LOGGED\_IN:

The Open Interface is already logged in to a PRAESENSA system. Disconnect from the PRAESENSA system and try again.

OIERROR\_BAD\_CREDENTIALS:

The Open Interface could not complete the connection, because the username and/or the password is incorrect.

OIERROR\_INTERNAL\_ERROR:

The PRAESENSA system detected an internal error during the processing of the command. Check the PRAESENSA System configuration. If persistent, contact PRAESENSA customer services.

**OIERROR\_INVALID\_PARAMETERS:**

Indications that one or more parameters passed to the method do not match the configured names present in the connected PRAESENSA system or that a passed value is out of range. Strings are considered to be invalid when their length exceeds 15000 characters.

**OIERROR\_NO\_CONNECTION:**

The Open Interface connection to the PRAESENSA system is not established.

**OIERROR\_NOT\_REGISTERED:**

A command was received via the Open Interface before the user is logged in. Call the Connect method first and try again.

**OIERROR\_UNABLE\_TO\_MAKE\_CONNECTION:**

The Open Interface could not complete the connection, due to problems of the link to the PRAESENSA system.

**OIERROR\_FUNCTION\_NOT\_SUPPORTED\_BY\_SERVER:**

The PRAESENSA system controller does not support the function called. In general this means that there is a protocol version mismatch. The added functions to the open interface between the two versions cannot be executed.

**OIERROR\_CALL\_NO\_LONGER\_EXISTS:**

The given callId belongs to a call that, even though it was created (but not yet started via the Open Interface), no longer exists. Successive use of this callId will result in OIERROR\_INVALID\_PARAMETERS.

**OIERROR\_NO\_RESPONSE\_RECEIVED:**

No answer was received after 15000 ms. Check the connection and try again.

**OIERROR\_PROTOCOL\_ERROR\_UNEXPECTED\_END:**

Parsing of the response goes beyond the end of the message. Sum of the element lengths is greater than the message length. In general this means that there is a protocol version mismatch.

### 13.2.3 TOIAlarmType

The TOIAlarmType type defines the type of alarm

**OIAT\_EVAC:**

Indicates that the alarm is of type evac.

**OIAS\_FAULT:**

Indicates that the alarm is of type fault.

### 13.2.4 TOIAlarmState

The TOIAlarmState type defines the values returned when an alarm occurs.

**OIAS\_ACTIVE:**

Indicates that the alarm state is active.

**OIAS\_ACKNOWLEDGED:**

Indicates that an alarm situation is present and that the alarm state has been acknowledged

**OIAS\_INACTIVE:**

Indicates that no alarm situation is present.

**13.2.5 TOICallPriority**

The TOICallPriority type gives the various sub-ranges for the call priority. The actual value of the call priority depends whether the call is a background music call, a normal call or an emergency call. The emergency call can only be created when emergency control (in the system controller configuration) is enabled. For each sub-range the minimum and maximum value is given as constant. Calls with higher priority proceeds / overrules calls with lower priority.

**OI\_MIN\_PRIORITY\_BGM = 0:**

Represents the minimum background music priority value.

**OI\_MAX\_PRIORITY\_BGM = 31:**

Represents the maximum background music priority value.

**OI\_MIN\_PRIORITY\_CALL = 32:**

Represents the minimum normal call priority value.

**OI\_MAX\_PRIORITY\_CALL = 223:**

Represents the maximum normal call priority value.

**OI\_MIN\_PRIORITY\_ALARM = 224:**

Represents the minimum emergency call priority value.

**OI\_MAX\_PRIORITY\_ALARM = 255:**

Represents the maximum emergency call priority value.

**13.2.6 TOICallState**

The TOICallState type defines the values returned when the state of a running call changes. Together with the call states, a callId is passed, which identifies the associated call.

**OICS\_START:**

Indicates that the mentioned call has started.

**OICS\_STARTCHIME:**

Indicates that the mentioned call is busy with its starting chime.

**OICS\_MESSAGES:**

Indicates that the mentioned call is busy playing the specified messages for the call.

**OICS\_LIVESPEECH:**

Indicates that the mentioned call is in the live speech phase. The operator of the call can now speak.

**OICS\_ENDCHIME:**

Indicates that the mentioned call is busy with its ending chime.

**OICS\_END:**

Indicates that the mentioned call has ended. The callId is no longer valid after this notification.

**OICS\_ABORT:**

Indicates that the mentioned call has been aborted by either the user or



another call started with a higher priority. The callId is after this notification no longer valid.

**OICS\_IDLE:**

Indicates that the mentioned call is known by the system, but not (yet) operational. Note that a call can become idle when the call loses all his resources (BGM call).

**OICS\_REPLAY:**

Indicates that the mentioned call is waiting for available resources and/or replaying the recorded call

### 13.2.7 TOICallStopReason

The TOICallStopReason type defines possible stop and abort reasons for a stopped call. This type is returned as a property by the StopReason getter supplied in the DET\_CallEndDiagEventV2 event type The getter Aborted indicates whether the call is stopped or an aborted call. When a call ends naturally, the value will be OICSR\_ORIGINATOR.

**OICSR\_ORIGINATOR:**

Indicates that the call was ended by the originator.

**OICSR\_RESOURCE\_LOST:**

Indicates that resource(s) used by the ended call were lost or overruled.

**OICSR\_SYSTEM:**

Indicates that the ended call was stopped by the system.

**OICSR\_STOPCOMMAND:**

Indicates that the ended call was stopped by a stop command.

**OICSR\_UNKNOWN:**

Indicates that the aborted call was stopped for an undefined reason.

### 13.2.8 TOICallResetReason

The TOICallResetReason type defines possible reasons for a reset call. This type is returned as a property by the ResetReason getter supplied in the DET\_CallResetDiagEvent event type

**OICRR\_RESOURCE\_LOST:**

Indicates that resource(s) used by the reset call were lost or overruled.

**OICRR\_SYSTEM:**

Indicates that the call was reset by the system.

**OICRR\_UNKNOWN:**

Indicates that the call was reset for an undefined reason.

### 13.2.9 TOIResourceState

The TOIResourceState type defines the values returned when the state of resources (read zone groups, zones or control outputs) present in the PRAESENSA system changes.

OIRS\_FREE:

Indicates that the resource is free to be used in a call.

OIRS\_INUSE:

Indicates that the resource is in use by a running call.

### 13.2.10 TOIRResourceFaultState

The TOIRResourceFaultState type defines the values returned for the fault state when the state of resources (read zone groups or zones) present in the PRAESENSA system changes.

OIRS\_OK

Indicates that no fault is present for the resource that affects the audio distribution of that resource.

OIRS\_FAULT:

Indicates that a fault is present for the resource that affects the audio distribution of that resource.

### 13.2.11 TOIVirtualControllInputDeactivation

The TOIVirtualControllInputDeactivation type defines the behavior of the running action when deactivating a virtual control input.

OIVCI\_STOP:

Stop the running action gracefully.

OIVCI\_ABORT:

Abort the running action immediately.

### 13.2.12 TOIVirtualControllInputState

The TOIVirtualControllInputState type defines the values returned when the state of virtual control inputs change.

OIVCIS\_ACTIVE:

Indicates that the control input is in the active state (associated action running). During the time the action is aborting (gracefully) the control input remains in the active state until the action has completed.

OIVCIS\_INACTIVE:

Indicates that the control input is in the inactive state (associated action not running).

### 13.2.13 TOIDiagEventType

The TOIDiagEventType type defines the type of event passed through the open interface. It identifies the events and the associated members for that event.

Note that newer versions of PRAESENSA will most likely send newer (other) types. The application should check and report this so it can be adapted to the new situation.

#### 13.2.13.1 Call Diagnostic Event-Group Event-types

OIDET\_CallStartV2:

Indicates that the diagnostic event represents the start of a call in the PRAESENSA system.

**OIDET\_CallEndV2:**

Indicates that the diagnostic event represents the end (or abort) of a call in the PRAESENSA system.

**OIDET\_CallChangeResourceV2:**

Indicates that the diagnostic event represents a change in routing of a running call. The diagnostic event indicates whether zones are added to the routing or removed from the routing.

**OIDET\_CallTimeoutV2:**

This diagnostic event indicates that a stacked call has reached its time-out point and implies that the call has been unable to reach all required zones. The diagnostic event provides the unreached zones.

**OIDET\_CALLRESTART:**

Indicates that the diagnostic events represents the restart of a call in the PRAESENSA system.

**OIDET\_CALLRESET**

Indicates that the diagnostic events represents a reset of a call in the PRAESENSA system. A reset indicates that the call will be restarted.

**13.2.13.2 General Diagnostic Event-Group Event-types****OIDET\_EvacAcknowledge:**

Indicates that the diagnostic event represents that the system emergency state is acknowledged.

**OIDET\_EvacReset:**

Indicates that the diagnostic event represents that the system emergency state is reset.

**OIDET\_EvacSet:**

Indicates that the diagnostic event represents that the system emergency state is set (activated).

**OIDET\_UnitConnect:**

Indicates that the diagnostic event represents that a unit has connected to or disconnected from the PRAESENSA system.

**OIDET\_SCStartup:**

Indicates that the diagnostic event represents that the PRAESENSA system has started.

**OIDET\_OpenInterfaceConnect:**

Indicates that the diagnostic event represents that a remote system has connected to the PRAESENSA system using the open interface.

**OIDET\_OpenInterfaceDisconnect:**

Indicates that the diagnostic event represents that a remote system has disconnected from the PRAESENSA system using the open interface.

**OIDET\_OpenInterfaceConnectFailed:**

Indicates that the diagnostic event represents that a remote system has attempted to connect to the PRAESENSA system using the open interface but failed.

- OIDET\_CallLoggingSuspended:**  
Indicates that call logging has been suspended because of a logging queue overflow.
- OIDET\_CallLoggingResumed:**  
Indicates that call logging has been resumed.
- OIDET\_UserLogIn:**  
Indicates that the diagnostic event represents that a user has logged in..
- OIDET\_UserLogOut:**  
Indicates that the diagnostic event represents that a user has logged out..
- OIDET\_UserLogInFailed:**  
Indicates that the diagnostic event represents that a login attempt has failed.
- OIDET\_BackupPowerModeStart:**  
Indicates that the backup power mode has started. This event is only generated when backup power mode (in the system settings) has been configured **not** to generate a fault event.
- OIDET\_BackupPowerModeEnd:**  
Indicates that the backup power mode has ended. This event is only generated when backup power mode (in the system settings) has been configured **not** to generate a fault event.
- OIDET\_ConfigurationRestored:**  
Indicates that the backup has been restored. It also indicates which parts of the configuration are restored (configuration, security settings, messages).
- OIDET\_DemoteToBackup:**  
Indicates that the current duty controller in a redundant system detected a critical fault and demoted itself to backup.
- OIDET\_InControl:**  
Indicates that a call station in a group is now in control.

### 13.2.13.3 Fault Diagnostic Event-Group Event-types

Amplifier specific faults contain the Severity property (see chapter §13.5.4 for a description of the fault event classes). The severity can either be high or low. If the severity is high, the fault aggregates to a zone fault in the PRAESENSA system. This indicates that audio routing is not possible for (a part of) that zone.

- OIDET\_AudioPathSupervision:**  
Indicates that the diagnostic event represents detection of an audio-path failure.
- OIDET\_MicrophoneSupervision:**  
Indicates that the diagnostic event represents detection of microphone failure. Note that this diagnostic event only applies to a call station.
- OIDET\_ControlInputLineFault:**  
Indicates that the diagnostic event represents detection of a control input line failure.
- OIDET\_CallStationExtension:**  
Indicates that the diagnostic event represents a mismatch between the

number of configured call station extensions and the number of detected call station extensions.

**OIDET\_ConfigurationFile:**

Indicates that the diagnostic event represents detection of a missing or corrupt configuration file.

**OIDET\_ConfigurationVersion:**

Indicates that the diagnostic event represents a mismatch between the configuration file version and the required configuration file version. The configuration file requires conversion.

**OIDET\_IllegalConfiguration:**

Indicates that the diagnostic event represents an inconsistency within the active configuration file: internal references between configuration items could not be verified.

**OIDET\_PrerecordedMessagesNames:**

Indicates that the diagnostic event represents a mismatch between the configured (and used) prerecorded message-names and the detected prerecorded message-names.

**OIDET\_PrerecordedMessagesCorrupt:**

Indicates that the diagnostic event represents one or more prerecorded messages in the PRAESENSA system is corrupt and cannot be used.

**OIDET\_UnitMissing:**

Indicates that the diagnostic event represents a missing configured unit.

**OIDET\_UnitReset:**

Indicates that the diagnostic event represents detection that a unit has restarted.

**OIDET\_UserInjectedFault:**

Indicates that the diagnostic event represents a fault injected by a user or remote system.

**OIDET\_NoFaults:**

Special event type that does not represent an actual fault, but is used to indicate that there are no existing fault events on the storage of the PRAESENSA system.

**OIDET\_ZoneLineFault:**

Indicates that the diagnostic event represents that a Zone Line Fault that is injected by a remote system by triggering configured control input.

**OIDET\_NetworkChangeDiagEvent:**

Indicates that the diagnostic event represents that there was a change in the network (broken links between devices).

**OIDET\_IncompatibleFirmware:**

Indicates that the diagnostic event represents that a device contains incompatible firmware and cannot be used in the PRAESENSA system.

**OIDET\_Amp48VAFault:**

This diagnostic event indicates the loss of 48V A supply for the amplifier. Severity is high if DET\_Amp48VBFault is also reported.

**OIDET\_Amp48VBFault:**

This diagnostic event indicates the loss 48V B supply. Severity is high if DET\_Amp48VAFault is also reported.

**OIDET\_AmpChannelFault:**

This diagnostic event indicates a channel fault internally in the amplifier. If not used already, the spare channel takes over the functionality of the channel. Severity is high if the spare channel is already in use.

**OIDET\_AmpShortCircuitLineAFault:**

This diagnostic event indicates for the amplifier channel the hardware short detection is triggered or the output voltage is too low due to a short on line A.

**OIDET\_AmpShortCircuitLineBFault:**

This diagnostic event indicates for the amplifier channel the hardware short detection is triggered or the output voltage is too low due to a short on line B.

**OIDET\_AmpAcc18VFault:**

This diagnostic event indicates failure of the amplifier lifeline power supply. The severity is not used.

**OIDET\_AmpSpareInternalFault:**

This diagnostic event indicates an internal failure in the amplifier spare channel and can no longer be used. Severity is always high.

**OIDET\_AmpChannelOverloadFault:**

This diagnostic event indicates for the amplifier channel an output overload has occurred.

**OIDET\_AmpEolFailureLineAFault:**

This diagnostic event indicates that the end-of-line device for the amplifier channel on line A is disconnected (the end-of-line pilot tone is not present).

**OIDET\_AmpEolFailureLineBFault:**

This diagnostic event indicates that the end-of-line device for the amplifier channel on line B is disconnected (the end-of-line pilot tone is not present).

**OIDET\_GroundShortFault:**

This diagnostic event indicates that a ground fault is signaled by the amplifier hardware.

**OIDET\_OverheatFault:**

This diagnostic event indicates that amplifier hardware is overheated. All channels are disabled and severity is always high.

**OIDET\_PowerMainsSupply:**

Indicates that the diagnostic event represents detection of loss of mains power for a Multifunction Power Supply.

**OIDET\_PowerBackupSupply:**

Indicates that the diagnostic event represents detection of loss of the backup power supply for a Multifunction Power Supply.

**OIDET\_MainsAbsentPSU1Fault:**

This diagnostic event indicates absence of the output 1 mains power. The number matches the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_MainsAbsentPSU2Fault:**

This diagnostic event indicates absence of the output 2 mains power. The number matches the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_MainsAbsentPSU3Fault:**

This diagnostic event indicates absence of the output 3 mains power. The number matches the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_BackupAbsentPSU1Fault:**

This diagnostic event indicates absence of the output 1 12V DC backup power. The number matches the screening at the back-panel of the multifunction power supply.

**OIDET\_BackupAbsentPSU2Fault:**

This diagnostic event indicates absence of the output 2 12V DC backup power. The number matches the screening at the back-panel of the Multifunction power supply.

**OIDET\_BackupAbsentPSU3Fault:**

This diagnostic event indicates absence of the output 3 12V DC backup power. The number matches the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_DcOut1PSU1Fault:**

This diagnostic event indicates a missing 48V DC output for connector 1A. The numbers match the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_DcOut2PSU1Fault:**

This diagnostic event indicates a missing 48V DC output for connector 1B. The numbers match the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_DcOut1PSU2Fault:**

This diagnostic event indicates a missing 48V DC output for connector 2A. The numbers match the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_DcOut2PSU2Fault:**

This diagnostic event indicates a missing 48V DC output for connector 2B. The numbers match the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_DcOut1PSU3Fault:**

This diagnostic event indicates a missing 48V DC output for connector 3A. The numbers match the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_DcOut2PSU3Fault:**

This diagnostic event indicates a missing 48V DC output for connector 3B. The numbers match the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_AudioLifelinePSU1Fault:**

This diagnostic event indicates a wiring problem in the ACC connector with the lifeline analog audio signal for output 1. The number matches the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_AudioLifelinePSU2Fault:**

This diagnostic event indicates a wiring problem in the ACC connector with the lifeline analog audio signal for output 2. The number matches the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_AudioLifelinePSU3Fault:**

This diagnostic event indicates a wiring problem in the ACC connector with the lifeline analog audio signal for output 3. The number matches the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_AccSupplyPSU1Fault:**

This diagnostic event indicates a missing 10 to 18V at the ACC connector for output 1. The number matches the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_AccSupplyPSU2Fault:**

This diagnostic event indicates a missing 10 to 18V at the ACC connector for output 2. The number matches the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_AccSupplyPSU3Fault:**

This diagnostic event indicates a missing 10 to 18V at the ACC connector for output 3. The number matches the screening at the back-panel of the Multifunction Power Supply .

**OIDET\_Fan1Fault:**

This diagnostic event indicates that fan 1 in the Multifunction Power Supply is broken.

**OIDET\_Fan2Fault:**

This diagnostic event indicates that fan 2 in the Multifunction Power Supply is broken.

**OIDET\_DcAux1Fault:**

This diagnostic event indicates the absence of 24V DC aux 1 voltage of the Multifunction Power Supply. The number matches the screening at the back-panel of the device.

**OIDET\_DcAux2Fault:**

This diagnostic event indicates the absence of 24V DC aux 2 voltage of the Multifunction Power Supply. The number matches the screening at the back-panel of the device.

**OIDET\_BatteryShortFault:**

This diagnostic event indicates a short in the external battery of the Multifunction Power Supply.

**OIDET\_BatteryRiFault:**

This diagnostic event indicates a Ri fault for the connected battery of the Multifunction Power Supply. This fault depends on the configured battery capacity in the PRAESENSA system if a fault is reported.



**OIDET\_BatteryOverheatFault:**

This diagnostic event indicates that the temperature of the connected battery of the Multifunction Power Supply is not in correct working range

**OIDET\_BatteryFloatChargeFault:**

This diagnostic event indicates that the battery of the Multifunction Power Supply is most likely broken. The charger enters a float state when the State of Charge (SoC) is 100%. In this state a low charge current is expected just to compensate the self-discharge of the battery. When the charge current is very high the battery is probably broken and therefore the fault is reported. The charger is suspended for safety reasons.

**OIDET\_MainsAbsentChargerFault:**

This diagnostic event indicates that the mains converter for the charger is defect which prevents charging the battery correctly.

**OIDET\_PoESupplyFault:**

This diagnostic event indicates that a mismatch is detected the number of Power over Ethernet connections to the call station and the number of expected Power Over Ethernet inputs configured in the PRAESENSA system.

**OIDET\_PowerSupplyAFault:**

This diagnostic event indicates that the power supply input A level on the system controller is not within range. The fault is only reported if the power supply input is configured to be supervised in the PRAESENSA system.

**OIDET\_PowerSupplyBFault:**

This diagnostic event indicates that the power supply input B level on the system controller is not within range. The fault is only reported if the power supply input is configured to be supervised in the PRAESENSA system.

**OIDET\_ExternalPowerFault:**

This diagnostic event indicates that the PRAESENSA system is now in backup power mode. This event is only generated when backup power mode (in the system settings) has been configured to generate a fault event.

**OIDET\_ChargerSupplyVoltageTooLowFault:**

This diagnostic event indicates that the charger supply voltage is too low which prevents charging the battery correctly.

**OIDET\_BatteryOvervoltageFault:**

This diagnostic event indicates that the internal charger is defect and is switched off for safety reasons.

**OIDET\_BatteryUndervoltageFault:**

This diagnostic event indicates that there is an undervoltage situation when mains is absent. The battery is too empty to operate on.

**OIDET\_MediaClockFault:**

This diagnostic event indicates there are one or more devices that failed to lock to PTP for a longer period of time.

**OIDET\_ChargerFault**

This diagnostics event indicates an internal charger fault which prevents charging the battery correctly.

#### OIDET\_Amp20VFault

This diagnostic event indicates the failure of the power convertor for the controller section of the amplifier.

#### OIDET\_AmpPsuFault

This diagnostic event indicates the failure of the power convertor for the audio section of the amplifier.

#### OIDET\_NetworkLatencyFault

This diagnostic event indicates that an audio flow gets interrupted by network delay and network jitter.

#### OIDET\_SynchronizationFault

This diagnostic event indicates that the configuration synchronization between a standby controller and the duty controller of a redundant system failed.

#### OIDET\_AudioDelayFault

This diagnostic event indicates that DDR audio issues occurred on the amplifier.

#### OIDET\_InternalPowerFault

This diagnostic event indicates that one of the voltages on the powerlines in the MPS are out of bound.

#### OIDET\_InternalCommunicationFault

This diagnostic event indicates that one or several boards in the MPS are not responding.

#### OIDET\_VoIPFault

This diagnostic event indicates that VoIP calls using SIP and the PABX are no longer possible due to configuration- or connectivity issues.

#### OIDET\_RemoteOutputFault

This diagnostic event indicates there is a remote audio output fault on the remote system device.

#### OIDET\_RemoteOutputLoopFault

This diagnostic event indicates that a loop is detected for a remote audio output. A loop is defined as a remote audio output which is linked to a zone group on a system controller which contains remote audio outputs that are linked back to one or more zone groups located on the originating system controller.

#### OIDET\_RemoteOutputConfigurationFault

This diagnostic event indicates that an invalid remote zone group name is configured for the remote audio output.

#### OIDET\_LicenseFault

This diagnostic event indicates that there is insufficient license of a specific license type.

#### OIDET\_RemoteSystemFault

This diagnostic event indicates that a system fault is detected on another remote system controller.

#### OIDET\_RemoteMainPowerFault

This diagnostic event indicates that a main power fault is detected on another remote system controller.

#### OIDET\_RemoteBackupPowerFault

This diagnostic event indicates that a backup power fault is detected on another remote system controller.

#### OIDET\_RemoteGroundFault

This diagnostic event indicates that a ground fault is detected on another remote system controller.

#### OIDET\_RemoteFault

This diagnostic event indicates that a fault is detected on another remote system controller.

#### OIDET\_PowerSupplyFault

This diagnostics event indicates that is a power fault detected on a device

#### OIDET\_StackedSwitchMismatchFault

This diagnostics event indicates that there is a mismatch between the number of detected switches in a “stacked switch” and number configured.

#### OIDET\_RedundantDataPathFault

This diagnostics event indicates that the interconnection between the stacked Cisco IE5000 switches is not redundant.

#### OIDET\_ControlOutputLineFault

Indicates that the diagnostic event represents detection of a control output line failure..

### 13.2.14 TOIDiagEventGroup

The TOIDiagEventGroup type divides each event into groups. Each event belongs to maximum one group. The groups are used to divide the event generation. The group-type is used for subscription of the events. The relation between the groups and the event-types is given in section 13.2.11, presented as sub-sections.

#### OIDEG\_CALLEVENTGROUP:

Indicates that the diagnostic event is related to call events.

#### OIDEG\_GENERALEVENTGROUP:

Indicates that the diagnostic event represents a general event.

#### OIDEG\_FAULTEVENTGROUP:

Indicates that the diagnostic event represents a fault event. Faults have a state and can be acknowledged, resolved or reset.

#### OIDEG\_UNKNOWNDIAGEVENTGROUP = UINT\_MAX:

Indicates that the diagnostic event couldn't be grouped in one of the groups above.

### 13.2.15 TOIEventOriginatorType

The TOIEventOriginatorType type represents the various types of the originators that generated the received event.

OIEOT\_NOEVENTORIGINATOR = 0x00477002:

Indicates that the event originator is not known.

OIEOT\_UNITEVENTORIGINATOR = 0x00477003:

Indicates that the event originator is a unit.

OIEOT\_OPENINTERFACEEVENTORIGINATOR = 0x00477004:

Indicates that the event originator is a system connected to the open interface of the PRAESENSA system.

OIEOT\_CONTROLINPUTEVENTORIGINATOR = 0x00477005:

Indicates that the event originator is a control-input.

OIEOT\_AUDIOOUTPUTEVENTORIGINATOR = 0x00477006:

Indicates that the event originator is an audio-output.

OIEOT\_AUDIOINPUTEVENTORIGINATOR = 0x00477007:

Indicates that the event originator is an audio input.

OIEOT\_USEREVENTORIGINATOR = 0x00477009:

Indicates that the event originator is a user.

OIEOT\_NETWORKEVENTORIGINATOR = 0x0047700A:

Indicates that the event originator represents a network connection. Used for user login events.

OIEOT\_STACKEDUNITEVENTORIGINATOR = 0x0047700B:

Indicates that the event originator is a sub-unit of a composite unit. Used for stacked Cisco switches.

OIEOT\_CONTROLOUTPUTEVENTORIGINATOR = 0x0047700C:

Indicates that the event originator is a control-output.

### 13.2.16 TOIDiagEventState

The TOIDiagEventState type represents the state of the fault-group diagnostic events. Other diagnostic event-types always will have the state RESET.

OIDES\_NEW:

Indicates that the diagnostic event is added to the system.

OIDES\_ACKNOWLEDGED:

Indicates that the diagnostic fault event is acknowledged.

OIDES\_RESOLVED:

Indicates that the diagnostic fault event is resolved.

OIDES\_RESET:

Indicates that the diagnostic fault event is reset.

### 13.2.17 TOIActionType

The TOIActionType type represents the action done on the Fault-type events. Other diagnostic event-types always received the action type NEW or REMOVED.

**OIACT\_NEW:**

Indicates that the Diagnostic event is added to the system.

**OIACT\_ACKNOWLEDGED:**

Indicates that the Diagnostic event is acknowledged (fault events only).

**OIACT\_RESOLVED:**

Indicates that the Diagnostic event is resolved (fault events only).

**OIACT\_RESET:**

Indicates that the Diagnostic event is reset (fault events only).

**OIACT\_UPDATED:**

Indicates that the Diagnostic event is updated (additional information is added to an existing event)

**OIACT\_REMOVED:**

Indicates that the Diagnostic event is removed from the system.

**OIACT\_EXISTING:**

The specified diagnostic event is already present in the PRAESENSA System. This action type is passed for each diagnostic event already present on the storage of the PRAESENSA System after subscription for the events.

**OIACT\_EXISTING\_LAST:**

The specified diagnostic event is already present on the PRAESENSA System storage and it is the last present event sent, or there are actually no fault events present on the storage of the PRAESENSA System, in which case the specified diagnostic event is of type OIDET\_NOFAULTS.

### 13.2.18 TOICallOutputHandling

Describes how calls behave on routing availability.

**OICOH\_PARTIAL:**

Partial calls are calls that proceed even in case not all required zones are available.

**OICOH\_NON\_PARTIAL:**

Not supported in the PRAESENSA system.

**OICOH\_STACKED:**

Stacked calls are calls that extend partial calls with replays to previously unavailable zones. Supported in the PRAESENSA system release 2.10 and newer. Note that the PRA-LSCRF license is required to use the stacked call function.

### 13.2.19 TOICallStackingMode

Describes when recorded calls replay. A stacked call or a stacked call waits for each zone to become available for replay.

**OICSM\_WAIT\_FOR\_ALL:**

Wait with replay for all zones to become available

**OICSM\_WAIT\_FOR\_EACH:**

Start a replay for each zone to become available

### 13.2.20 TOICallTiming

Indicates the way the call must be handled.

OICTM\_IMMEDIATE:

Broadcast to the selected zones and zone groups when the call is started.

OICSM\_TIME\_SHIFTED:

Broadcast to the selected zones and zone groups when the original call is finished to prevent audio feedback during live speech. Supported in the PRAESENSA system in release 2.00 and newer. Note the PRA-LSCRF license is required to use the time-shifted function.

OICSM\_MONITORED:

Broadcast when the call is not cancelled within 2 seconds after the monitoring phase has finished. Not supported in the PRAESENSA system.

## 13.3 Methods

### 13.3.1 Connect

Make a connection with a system controller. A connection is required before other methods can be used. The connection is done using the port number 9401 (non-secure) or 9403 (secure).

For secure connections, TLS 1.2 is used. The certificate supplied by the system controller is automatically accepted without validation.

```
TOIErrorCode Connect(string hostnameOrIP, string username, string password, bool
secure = true)
```

**Parameters:**

hostnameOrIP	IP address of the system controller, format “127.0.0.1” or the DNS name of the PRAESENSA system controller.
username	Name of the user as defined during the “User Management” configuration of the PRAESENSA system.
password	Password of the user.
secure	Use a secure connection. True by default.

**Return value:**

Error code indicating success or failure.

### 13.3.2 Disconnect

Gracefully terminates a connection with the system controller. After a successful call to this function it is no longer possible to use functions of the open interface.

```
TOIErrorCode Disconnect()
```

**Return value:**

Error code indicating success or failure.

### 13.3.3 GetNcoVersion

Retrieves the software release of the system controller.

TOIErrorCode **GetNcoVersion**(out string release)

**Parameters:**

release	Software release of the system controller
---------	---

**Return value:**

Error code indicating success or failure.

### 13.3.4 GetProtocolVersion

Retrieves the protocol version of the Open Interface as major.minor. This is not the software version of the PRAESENSA system.

TOIErrorCode **GetProtocolVersion**(out int major, out int minor)

**Parameter**

major	Major version number of the Open Interface protocol
minor	Minor version number of the Open Interface protocol

**Error codes:**

Error code indicating success or failure.

### 13.3.5 CreateCallEx2

Create (but do not start) a call with the given parameters.

TOIErrorCode **CreateCallEx2**(List<string> routing, uint priority, TOICallOutputHandling outputHandling, TOICallStackingMode stackingMode, uint stackingTimeout, string startchime, string endchime, bool livespeech, string audioinput, List<string> messages, uint repeat, TOICallTiming callTiming, string preMonitorDest, uint liveSpeechAttenuation, uint startChimeAttenuation, uint endChimeAttenuation, uint messageAttenuation, out uint callId)

**Parameters:**

routing	List of names of zone groups, zones and/or control outputs. The routing is formatted as a comma separated set of resource names.
priority	The priority of the call. See §13.2.5 for the value range definitions. When emergency control (in the system controller configuration) is disabled and the call priority is in the emergency call priority range (from 224 to 255) then this method will return a parameter error.

outputHandling	<p>Whether the call is partial or stacked. There are two possible values: OICOH_PARTIAL and OICOH_STACKED.</p> <p>Partial calls are calls that proceed even in case not all required zones are available. Stacked calls are calls that extend partial calls with replays to previously unavailable zones. Stacked calls are only available within the business call priority range. This means that stacking emergency and BGM priority calls is not possible.</p>
stackingMode	<p>Whether a stacked call waits for all zones to become available or a stacked call waits for each zone to become available for replay. There are two possible values: OICSM_WAIT_FOR_ALL and OICSM_WAIT_FOR_EACH. This parameter is ignored when outputHandling is set to OICOH_PARTIAL.</p>
stackingTimeout	<p>Amount of seconds for a stacked call to wait for available resources. The time-out countdown is started at the moment the original call has ended. The accepted range is 1 to 3600 seconds; the value OICST_INFINITE is used to wait infinitely. This parameter is ignored when outputHandling is set to OICOH_PARTIAL.</p>
startChime	The name of the start chime.
endChime	The name of the end chime.
liveSpeech	Whether or not the call has a live speech phase. True = live speech, False = no live speech.
audioInput	Name of the audio Input (only used when live speech is true).
messages	List of names of prerecorded messages. The messages parameter is formatted as a comma separated set of message names.
repeat	<p>How many times the messages should be repeated. Value can be:</p> <ul style="list-style-type: none"> <li>-1: Repeat infinity.</li> <li>0: Play Message once.</li> <li>1 ... 32767: Repeat count.</li> </ul> <p>Note that the value 1 indicates one repeat, so the message is played twice.</p>



callTiming	Indicates the way the call must be handled. There are three possible values: OICTM_IMMEDIATE, OICTM_TIME_SHIFTED and OICTM_MONITORED. An immediate call will be broadcast to the selected zones and zone groups when the call is started. A time shifted call will be broadcast to the selected zones and zone groups when the original call is finished to prevent audio feedback during live speech. A monitored call will broadcast when it is not cancelled within 2 seconds after the monitoring phase has finished.
preMonitorDest	The destination zone of the pre-monitor phase of a pre-monitored call. When the call is not pre-monitored, this value is ignored. This parameter is ignored when callTiming is set to OICTM_IMMEDIATE or OICTM_TIME_SHIFTED.
liveSpeechAttenuation	The attenuation to be used for the audio input during the live speech phase. Range: 0..60 dB.
startChimeAttenuation	The attenuation to be used for the chime generator during the start chime phase. Range: 0..60 dB.
endChimeAttenuation	The attenuation to be used for the chime generator during the end chime phase. Range: 0..60 dB.
messageAttenuation	The attenuation to be used for the message generator during the prerecorded message phase. Range: 0..60 dB.
callId	Unique identification of the call (only valid when return value is OIERROR_OK)

**Return value:**

Error code indicating success or failure.

**13.3.6 CreateCallEx3**

Create (but do not start) a call with the given parameters.

```
TOIErrorCode CreateCallEx3(List<string> routing, uint priority, TOICallOutputHandling
outputHandling, TOICallStackingMode stackingMode, uint stackingTimeout,
string startchime, string endchime, bool livespeech, string audioinput,
List<string> messages, uint repeat, TOICallTiming callTiming, string
preMonitorDest, uint liveSpeechAttenuation, uint startChimeAttenuation, uint
endChimeAttenuation, uint messageAttenuation, bool restartCall, out uint callId)
```

**Parameters:**

routing	List of names of zone groups, zones and/or control outputs.
priority	The priority of the call. See §13.2.5 for the value range definitions. When emergency control (in the

	system controller configuration) is disabled and the call priority is in the emergency call priority range (from 224 to 255) then this method will return a parameter error.
outputHandling	Whether the call is partial or stacked. There are two possible values: OICOH_PARTIAL and OICOH_STACKED.  Partial calls are calls that proceed even in case not all required zones are available. Stacked calls are calls that extend partial calls with replays to previously unavailable zones. Stacked calls are only available within the business call priority range. This means that stacking emergency and BGM priority calls is not possible.
stackingMode	Whether a stacked call waits for all zones to become available or a stacked call waits for each zone to become available for replay. There are two possible values: OICSM_WAIT_FOR_ALL and OICSM_WAIT_FOR_EACH. This parameter is ignored when outputHandling is set to OICOH_PARTIAL.
stackingTimeout	Amount of seconds for a stacked call to wait for available resources. The time-out countdown is started at the moment the original call has ended. The accepted range is 1 to 3600 seconds; the value OICST_INFINITE is used to wait infinitely. This parameter is ignored when outputHandling is set to OICOH_PARTIAL.
startChime	The name of the start chime.
endChime	The name of the end chime.
liveSpeech	Whether or not the call has a live speech phase. True = live speech, False = no live speech.
audioInput	Name of the audio Input (only used when live speech is true).
messages	List of names of prerecorded messages. The messages parameter is formatted as a comma separated set of message names.
repeat	How many times the messages should be repeated. Value can be:  -1: Repeat infinity. 0: Play Message once.

1 ... 32767: Repeat count.

Note that the value 1 indicates one repeat, so the message is played twice.

callTiming	Indicates the way the call must be handled. There are three possible values: OICTM_IMMEDIATE, OICTM_TIME_SHIFTED and OICTM_MONITORED. An immediate call will be broadcast to the selected zones and zone groups when the call is started. A time shifted call will be broadcast to the selected zones and zone groups when the original call is finished to prevent audio feedback during live speech. A monitored call will broadcast when it is not cancelled within 2 seconds after the monitoring phase has finished.
preMonitorDest	The destination zone of the pre-monitor phase of a pre-monitored call. When the call is not pre-monitored, this value is ignored. This parameter is ignored when callTiming is set to OICTM_IMMEDIATE or OICTM_TIME_SHIFTED.
liveSpeechAttenuation	The attenuation to be used for the audio input during the live speech phase. Range: 0..60 dB.
startChimeAttenuation	The attenuation to be used for the chime generator during the start chime phase. Range: 0..60 dB.
endChimeAttenuation	The attenuation to be used for the chime generator during the end chime phase. Range: 0..60 dB.
messageAttenuation	The attenuation to be used for the message generator during the prerecorded message phase. Range: 0..60 dB.
restartCall	Indication if the call should be restarted after an interruption.
callId	Unique identification of the call (only valid when return value is OIERROR_OK).

**Return value:**

Error code indicating success or failure

### 13.3.7 StartCreatedCall

Start a previously created call. If the call was started successfully, call state update events for this call will be sent via the Open Interface.

TOIErrorCode **StartCreatedCall**(uint callId)



**TOIErrorCode AddToCall**(uint callId, List<string> resources)

**Parameters:**

callId	Unique identification of the call, returned from CreateCallEx2 or CreateCallEx3.
resources	List of names of zone groups, zones and/or control outputs to be added to the call. A comma separates each name in the routing list.

**Return value:**

Error code indicating success or failure.

### 13.3.13 RemoveFromCall

Removes resources from the running call.

**TOIErrorCode RemoveFromCall**(uint callId, List<string> resources)

**Parameters:**

callId	Unique identification of the call, returned from CreateCallEx2 or CreateCallEx3.
resources	List of names of zone groups, zones and/or control outputs to be removed from the call. A comma separates each name in the routing list.

**Return value:**

Error code indicating success or failure.

### 13.3.14 ReportFault

Reports a fault diagnostics event in the system. The fault will be reported as a DET\_UserInjectedFault.

**TOIErrorCode ReportFault**(string faultname, out uint eventId)

**Parameters:**

faultname	Textual representation of the fault to be reported.
eventId	Identification of the diagnostic fault event reported (only valid when return value is OIERROR_OK).

**Return value:**

Error code indicating success or failure.

### 13.3.15 ResolveFault

Resolve a specific diagnostic fault event. The received eventId of the ReportFault function or a diagnostic event should be used as parameter.

**TOIErrorCode ResolveFault**(uint eventId)

**Parameters:**

eventId Identification of the diagnostic fault event, received by the ReportFault function.

**Return value:**

Error code indicating success or failure.

**13.3.16 AckFault**

Acknowledge a specific diagnostic fault event. Because the fault alarm depends on the states of all fault events, this function can possibly acknowledge the system fault alarm state (in case it was the last non-acknowledged fault). If the fault alarm changes state, this will indicate an alarm state change using the AlarmUpdate event.

```
TOIErrorCode AckFault(uint eventId)
```

**Parameters:**

eventId Identification of the diagnostic fault event.

**Return value:**

Error code indicating success or failure.

**13.3.17 ResetFault**

Reset a specific diagnostic fault event. Because the fault alarm depends on the states of all fault events, this function can possibly reset the system fault alarm state (in case it was the last non-reset fault). If the fault alarm changes state, this will indicate an alarm state change using the AlarmUpdate event.

```
TOIErrorCode ResetFault(uint eventId)
```

**Parameters:**

eventId Identification of the diagnostic fault event.

**Return value:**

Error code indicating success or failure.

**13.3.18 AckAllFaults**

Acknowledges all fault events. Because the fault alarm depends on the states of all fault events, this will also acknowledge the fault alarm. If the fault alarm changes state, this will indicate an alarm state change using the AlarmUpdate event.

```
TOIErrorCode AckAllFaults()
```

**Return value:**

Error code indicating success or failure.

**13.3.19 ResetAllFaults**

Resets all fault events. Because the fault alarm depends on the state of all fault events, this can possibly reset the fault alarm, dependent whether the faults are resolved. If the

fault alarm changes state, this will indicate an alarm state change using the AlarmUpdate event.

TOIErrorCode **ResetAllFaults()**

**Return value:**

Error code indicating success or failure.

### 13.3.20 AckEvacAlarm

Acknowledges the emergency alarm. If the emergency alarm changes state, this will indicate an alarm state change using the AlarmUpdate event. When emergency control (in the system controller configuration) is disabled, then this method will return a parameter error.

TOIErrorCode **AckEvacAlarm()**

**Return value:**

Error code indicating success or failure.

### 13.3.21 ResetEvacAlarmEx

Resets the emergency alarm. If the emergency alarm changes state, this will indicate an alarm state change using the AlarmUpdate event. When emergency control (in the system controller configuration) is disabled, then this method will return a parameter error.

TOIErrorCode **ResetEvacAlarmEx**(bool bAbortEvacCalls)

**Parameters:**

bAbortEvacCalls

Whether or not currently running evacuation priority calls must be aborted. true = abort running evacuation priority calls, false = do not abort running evacuation priority calls.

**Return value:**

Error code indicating success or failure.

### 13.3.22 AckFaultAlarm

Acknowledges the emergency alarm. If the fault alarm changes state, this will indicate an alarm state change using the AlarmUpdate event.

TOIErrorCode **AckFaultAlarm()**

**Return value:**

Error code indicating success or failure.

### 13.3.23 ResetFaultAlarm

Resets the fault alarm. If the fault alarm changes state, this will indicate an alarm state change using the AlarmUpdate event.

TOIErrorCode **ResetFaultAlarm()**

**Return value:**

Error code indicating success or failure.





TOIErrorCode **GetZoneGroupNames**(out List<string> names)

**Parameters:**

names List of zone group names.

**Return value:**

Error code indicating success or failure.

### 13.3.29 GetZoneNames

Retrieve the list of configured zone names. When the zone group parameter is empty all zone names are returned otherwise the zone names in that zone group are returned.

TOIErrorCode **GetZoneNames**(string sZoneGroupName, out List<string> names)

**Parameters:**

sZoneGroupName The zone group to get the names of (empty string for all zones).

names The names of the zones

**Return value:**

Error code indicating success or failure.

### 13.3.30 GetConfigId

Retrieve the configuration identifier from the PRAESENSA system. This is a number which is increased each time the configuration is saved.

TOIErrorCode **GetConfigId**(out uint configId)

**Parameters:**

configId Configuration identifier.

**Return value:**

Error code indicating success or failure.

### 13.3.31 SetSubscriptionResources

Subscribe or unsubscribe the Open Interface client to resource (read zone groups or zones) state updates of particular resources. Only when a subscription is set for a resource, resource state updates will be sent for that resource. When a subscription is set for a resource, the ResourceState event will be used with the current state of that resource.

It is not possible to subscribe to control outputs. No updated will be triggered for these resources.

TOIErrorCode **SetSubscriptionResources**(bool bSub, List<string> resources)

**Parameters:**

bSub	Whether to subscribe or unsubscribe. true = subscribe, false = unsubscribe.
resources	List of names of zone groups and/or zones. A comma separates each name in the routing list. Resources already having the subscription state are ignored.

**Return value:**

Error code indicating success or failure.

**13.3.32 SetSubscriptionResourcesFaultState**

Subscribes or unsubscribes to resource (read zone groups or zones) fault state notifications of particular resources for faults that affect the audio distribution of that zone or zone group. Only when a subscription is set for a resource, resource fault state notifications are sent for that resource. When a subscription is set for a resource, the ResourceFaultState event will be used with the current state of that resource.

```
TOIErrorCode SetSubscriptionResourcesFaultState(bool bSub, List<string>
resources)
```

**Parameters:**

bSub	Whether to subscribe or unsubscribe. true = subscribe, false = unsubscribe.
resources	List of names of zone groups and/or zones. A comma separates each name in the routing list. Resources already having the subscription state are ignored. Subscription for control output resources is not allowed.

**Return value:**

Error code indicating success or failure.

**13.3.33 SetSubscriptionBgmVolume**

Subscribes or unsubscribes the client to BGM volume updates. Only when a subscription is set for a BGM channel, BGM volume updates will be sent for that BGM zone. When a subscription is set for a BGM zone, the BgmVolumeChanged event will be used with the current volume of that BGM channel.

```
TOIErrorCode SetSubscriptionBgmVolume(bool bSub, List<string> resources)
```

**Parameters:**

bSub	Whether to subscribe or unsubscribe. true = subscribe, false = unsubscribe.
resources	List of BGM channel names.

**Return value:**

Error code indicating success or failure.

### 13.3.34 SetSubscriptionBgmRouting

Subscribes or unsubscribes the client to BGM routing updates. Only when a subscription is set for a BGM channel, BGM routing updates will be sent for that BGM channel. When a subscription is set for a BGM channel the BgmRoutingChanged event will be used with the current routing of that BGM channel.

In case the BGM channel is not active due to a missing audio input in the configuration then no subscription can be set and OIERROR\_INTERNAL\_ERROR is returned.

TOIErrorCode **SetSubscriptionBgmRouting**(bool bSub, string channel)

**Parameters:**

bSub	Whether to subscribe or unsubscribe. true = subscribe, false = unsubscribe.
channel	name of the BGM channel.

**Return value:**

Error code indicating success or failure.

### 13.3.35 SetSubscriptionEvents

Subscribe or unsubscribe the Open Interface client to diagnostic event updates. Only when a subscription is set for an event group and there are events, diagnostic event updates will be sent for that group. When a subscription is set for an event group, the DiagEventNotification event will be used with the diagnostic event for that group.

TOIErrorCode **SetSubscriptionEvents**(bool bSubscribe, TOIDiagEventGroup eventGroup)

**Parameters:**

bSub	Whether to subscribe or unsubscribe. true = subscribe, false = unsubscribe.
eventGroup	Group identification of the diagnostic events. The associated event-types for each group is represented in §13.2.14.

**Return value:**

Error code indicating success or failure.

### 13.3.36 SetSubscriptionAlarm

Subscribe or unsubscribe the client to fault or evac alarm state updates. Only when a subscription is set for the fault alarm, fault alarm state updates will be sent. When a subscription is set for an alarm type, the AlarmUpdate event will be used with the alarm state for that alarm type.

TOIErrorCode **SetSubscriptionAlarm**(TOIAlarmType alarmType, bool bSub)

**Parameters:**

alarmType	Alarm type to subscribe or unsubscribe to. The associated alarm type is represented in §13.2.3.
bSub	Whether to subscribe or unsubscribe. true = subscribe, false = unsubscribe.

**Return value:**

Error code indicating success or failure.

**13.3.37 SetSubscriptionUnitCount**

Subscribe or unsubscribe the Open Interface client to connected unit count updates. Only when a subscription is set for the unit count, unit count updates will be sent. When a subscription is set, the UnitCountChanged event will be used with the current number of connected units.

TOIErrorCode **SetSubscriptionUnitCount**(bool bSub)

**Parameters:**

bSub	Whether to subscribe or unsubscribe. true = subscribe, false = unsubscribe.
------	---

**Return value:**

Error code indicating success or failure.

**13.3.38 IncrementBgmVolume**

Increments the BGM volume of routing with 3 dB. Note: The BGM volume in a zone cannot exceed the configured maximum BGM volume.

TOIErrorCode **IncrementBgmVolume**(List<string> resources)

**Parameters:**

resources	List of names of zone groups and/or zones.
-----------	--

**Return value:**

Error code indicating success or failure.

**13.3.39 DecrementBgmVolume**

Decrements the BGM volume of routing with 3 dB. Note: The BGM volume in a zone cannot drop below the configured minimum BGM volume.

TOIErrorCode **DecrementBgmVolume**(List<string> resources)

**Parameters:**

resources	List of names of zone groups and/or zones.
-----------	--

**Return value:**

Error code indicating success or failure.

### 13.3.40 IncrementBgmChannelVolume

Increments the BGM volume of a channel with 3 dB. Note: The BGM volume in a zone cannot exceed the configured maximum BGM volume.

TOIErrorCode **IncrementBgmChannelVolume**(string channelName)

**Parameters:**

channelName                      BGM channel name

**Return value:**

Error code indicating success or failure.

### 13.3.41 DecrementBgmChannelVolume

Decrements the BGM volume of a channel with 3 dB. Note: The BGM volume in a zone cannot drop below the configured minimum BGM volume.

TOIErrorCode **DecrementBgmChannelVolume**(string channelName)

**Parameters:**

channelName                      BGM channel name

**Return value:**

Error code indicating success or failure.

### 13.3.42 SetBgmVolume

Sets the BGM volume of routing. Note: The BGM volume in a zone cannot exceed the configured maximum BGM volume or drop below the configured minimum BGM volume, except if the mute value (-96 dB) is used.

TOIErrorCode **SetBgmVolume**(int volume, List<string> resources)

**Parameters:**

volume                              Volume to set. Value range: 0 .. -96 (dB). Use -96 (dB) to mute the BGM.

resources                            List of names of zone groups and/or zones.

**Return value:**

Error code indicating success or failure.

### 13.3.43 AddBgmRouting

Adds a routing to a BGM channel. Either all specified routing is added or, in case of an error, no routing at all.

TOIErrorCode **AddBgmRouting**(string channel, List<string> resources)

**Parameters:**

channel	Name of the BGM channel.
resources	List of names of zone groups and/or zones.

**Return value:**

Error code indicating success or failure.

**13.3.44 RemoveBgmRouting**

Removes routing from a BGM channel. Either all specified routing is removed or, in case of an error, no routing at all.

```
TOIErrorCode RemoveBgmRouting(string channel, List<string> resources)
```

**Parameters:**

channel	Name of the BGM channel.
resources	List of names of zone groups and/or zones.

**Return value:**

Error code indicating success or failure.

**13.3.45 ToggleBgmRouting**

Toggles routing in a BGM channel. When none of names in the specified routing are part the BGM channel, all specified routing is added, else all supplied routing is removed or, in case of an error, the current routing of the BGM channel remains unchanged.

```
TOIErrorCode ToggleBgmRouting(string channel, List<string> resources)
```

**Parameters:**

channel	Name of the BGM channel.
resources	List of names of zone groups and/or zones.

**Return value:**

Error code indicating success or failure.

**13.3.46 SetBgmRouting**

Sets the routing of a BGM channel. Either replaces the current routing of a BGM channel with all specified routing or, in case of an error, the current routing of the BGM channel remains unchanged.

```
TOIErrorCode SetBgmRouting(string channel, List<string> resources)
```

**Parameters:**

channel	Name of the BGM channel.
resources	List of names of zone groups and/or zones.

**Return value:**

Error code indicating success or failure.

**13.3.47 ActivateVirtualControllInput**

Activate a virtual control input. If the virtual control input is already active then activating it again will not have any effect.

```
TOIErrorCode ActivateVirtualControllInput(string virtualControllInput)
```

**Parameters:**

virtualControllInput	Name of the virtual control input to activate.
----------------------	--

**Return value:**

Error code indicating success or failure.

**13.3.48 DeactivateVirtualControllInput**

Deactivate a virtual control input. If the virtual control input is already inactive then deactivating it again will not have any effect.

```
TOIErrorCode DeactivateVirtualControllInput(string virtualControllInput,  
TOIVirtualControllInputDeactivation deactivationType)
```

**Parameters:**

virtualControllInput	Name of the virtual control input to deactivate.
deactivationType	Specifier how the associated action should be deactivated (see §13.2.11).

**Return value:**

Error code indicating success or failure.

**13.3.49 SetSubscriptionVirtualControllInputs**

Subscribe or unsubscribe the Open Interface client to virtual control input state updates. Only when a subscription is set for the virtual control input state, virtual control input state updates will be sent. When a subscription is set, the VirtualControllInputStateChanged event will be used with the current state of the virtual control inputs.

```
TOIErrorCode SetSubscriptionVirtualControllInputs(bool bSubscription, List<string>  
virtualControllInputs)
```

**Parameters:**

bSubscription	Whether to subscribe or unsubscribe. true = subscribe, false = unsubscribe.
virtualControllInputs	List of names of virtual control inputs.

**Return value:**

Error code indicating success or failure.

### 13.3.50 GetVirtualControlInputNames

Retrieve the configured virtual control input names.

```
TOIErrorCode GetVirtualControlInputNames(out List<string> names)
```

**Parameters:**

names List with the names of virtual control input names.

**Return value:**

Error code indicating success or failure.

### 13.3.51 GetConfiguredUnits

Retrieve the list of configured units (along with the host name) from the PRAESENSA system. Only the units that are enabled are returned.

```
TOIErrorCode GetConfiguredUnits(out List<string> units)
```

**Parameters:**

names List of unit names. Formatted as name(host name)

**Return value:**

Error code indicating success or failure.

### 13.3.52 GetConnectedUnits

Retrieve the list of connected units (along with the host name) from the PRAESENSA system. Only the units that are configured, enabled and connected with the correct software release (units that can be controlled) are returned.

```
TOIErrorCode GetConnectedUnits(out List<string> units)
```

**Parameters:**

names List of unit names. Formatted as name(host name)

**Return value:**

Error code indicating success or failure.

## 13.4 Events

Apart from enabling the subscription in the system controller by calling to corresponding subscription method, the application needs to attach an event handler to the event. The following example shows how to handle events.

**NOTE:** Make sure to attach the event handler before enabling the subscription as enabling a subscription will trigger an initial fetch of the data from the system controller.

```
static void Main(string[] args)
{
    OpenInterfaceNetClient client = new OpenInterfaceNetClient();

    string ip = "192.168.53.100";
    string username = "user";
```



```

string password = "password";

TOIErrorCode ec = client.Connect(ip, username, password);
if (ec != TOIErrorCode.OIERROR_OK)
{
    return;
}

List<string> resources = new List<string>();
resources.Add("Zone 1");
resources.Add("Zone 2");

// Attach the event handler to the event
client.BgmVolumeChanged += OnBgmVolumeChanged;

// Set the subscription in the system controller
client.SetSubscriptionBgmVolume(true /*bSub*/, resources);
}

private static void OnBgmVolumeChanged(object sender,
    OIBgmVolumeChangedEventArgs e)
{
    // Handle the event
}

```

### 13.4.1 ConnectionBroken

Will be called when the connection with the system controller is broken (closed by other means than Disconnect()). When this function is called, it is necessary to make a new connection and set all subscriptions again.

```
event EventHandler ConnectionBroken;
```

Note that this event is also triggered when the PRAESENSA System detects a message transmission buffer overflow due to too slow reception by the application.

### 13.4.2 CallStateChanged

Indicates the state of a call has changed.

```
event EventHandler<OICallStateChangedEventArgs> CallStateChanged
```

Where the event argument OICallStateChangedEventArgs consists of:

CallId	Unique identification of the call.
State	State of the call. See §13.2.6 for the definitions of the call states.

### 13.4.3 ResourceStateChanged

Indication that a resource state has changed.

```
event EventHandler<OIResourceStateEventArgs> ResourceStateChanged
```

Where the event argument `OIResourceStateEventArgs` consists of:

Resources	List of names of zone groups and/or zones.
CallId	Unique identification of the call (when state is activated).
Priority	Priority of the call using the resource (when state is activated). See §13.2.5 for the priority value ranges.
State	State of the resource. See §13.2.6 for the definitions of the resource states.

Note that when a zone-group is partial occupied by a call, the state of that zone-group is marked as occupied (`OIRS_INUSE`). Only when all zones in the zone-group are free, the state of the zone-group is marked free (`OIRS_FREE`).

#### 13.4.4 ResourceFaultStateChanged

Indicates that a resource state has changed.

```
event EventHandler<OIResourceFaultStateChangedEventArgs> ResourceFaultStateChanged
```

Where the event argument `OIResourceFaultStateChangedEventArgs` consists of:

Resources	List of names of zone groups and/or zones. A comma separates each name in the routing list.
FaultState	Fault state for faults that affect the audio distribution of these zone or zone group resources.

Note that when a zone-group has a fault in one of its zones then that zone group is marked as in fault (`OIRS_FAULT`).

#### 13.4.5 BgmRoutingChanged

Indication that a BGM routing has changed.

```
event EventHandler<OIBgmRoutingChangedEventArgs> BgmRoutingChanged
```

Where the event argument `OIBgmRoutingChangedEventArgs` consists of:

Channel	Name of the BGM channel.
Routing	List of names of zone groups, zones and/or control outputs.
Added	Whether the routing was added (true) or removed (false).

#### 13.4.6 BgmVolumeChanged

Indication that BGM volume has changed.

```
event EventHandler<OIBgmVolumeChangedEventArgs> BgmVolumeChanged
```

Where the event argument <code>OIBgmVolumeChangedEventArgs</code> consists of:	
Routing	Name of the BGM zone.
Volume	The new volume of the zone.

### 13.4.7 AlarmUpdate

Indication of alarm state change.

```
event EventHandler<OIArmStateChangedEventArgs> AlarmUpdate
```

Where the event argument <code>OIArmStateChangedEventArgs</code> consists of:	
State	State of the fault alarm. See §13.2.4 for the definitions of the fault alarm states.

### 13.4.8 UnitCountChanged

Indication of unit count change

```
event EventHandler<OIUnitCountChangedEventArgs> UnitCountChanged
```

Where the event argument <code>OIUnitCountChangedEventArgs</code> consists of:	
UnitCount	The number of connected units

### 13.4.9 DiagEventNotification

Will be called when a diagnostic event is logged inside the system controller. See chapter 4.1 for use of the `diagEvent`.

```
event EventHandler<OIDiagEventEventArgs> DiagEventNotification
```

Where the event argument <code>OIDiagEventEventArgs</code> consists of:	
ActionType	Action done on the event. See §13.2.17 for the definitions of the action types.
Event	Reference to a <code>DiagEvent</code> object.

### 13.4.10 VirtualControlInputStateChanged

Will be called when the state of one or more virtual control inputs changes.

```
event EventHandler<OIVirtualControlInputStateChangedEventArgs>  
VirtualControlInputStateChanged
```

Where the event argument <code>OIVirtualControlInputStateChangedEventArgs</code> consists of:	
VirtualControlInputs	List of names of virtual control inputs that have changed state. A comma separates each name in the list.
State	State of the virtual control inputs. See §13.2.12 for the definitions of the virtual input contact states.

## 13.5 DiagEvent Classes

The following chapter describes the derived DiagEvent classes and corresponding properties available. The derived DiagEvent classes are annotated with the ClassIdAttribute. This attribute contains the ClassId which corresponds with the TOIDiagEventType described in §13.2.13. The ClassId should be used to cast the DiagEvent base class to the correct derived class, as shown in the example below.

```
private static void OnDiagEventNotification(object sender, OIIdiagEventEventArgs e)
{
    DiagEvent diagEvent = e.Event;
    TOIDiagEventType eventType = (TOIDiagEventType)diagEvent.ClassId;

    switch (eventType)
    {
        case TOIDiagEventType.OIDET_UserInjectedFault:
            DET_UserInjectedFault userInjectedFaultDiagEvent =
                (DET_UserInjectedFault)diagEvent;
            string description = userInjectedFaultDiagEvent.ErrorDescription;
            break;
        default:
            break;
    }
}
```

### 13.5.1 DiagEvent

Base class for all DiagEvents.

**Properties:**

TOIDiagEventGroup EventGroup	The group this event belongs to. See §13.2.14 for the definitions of the event groups.
uint EventId	Unique identification id.
DateTime AddTimeStamp	Time the event was created.
DateTime AcknowledgeTimeStamp	Time the event was acknowledged.
DateTime ResolveTimeStamp	Time the event was resolved.
DateTime ResetTimeStamp	Time the event was reset.
EventOriginator AddEventOriginator	The originator that added the event. See §13.6 for the class definitions.
EventOriginator AcknowledgeEventOriginator	The originator that acknowledged the event. See §13.6 for the class definitions.
EventOriginator ResolveEventOriginator	The originator that resolved the event. See §13.6 for the class definitions.

EventOriginator  
ResetOriginator

The originator that reset the event. See §13.6 for the class definitions.

### 13.5.2 GeneralEvent

Base class for all general events. Derived from DiagEvent. This class is empty and does not have any properties.

#### 13.5.2.1 DET\_EvacAcknowledge

ClassId: TOIDiagEventType.OIDET\_EvacAcknowledge.

Derived from GeneralEvent. This class is empty and does not have any properties.

#### 13.5.2.2 DET\_EvacReset

ClassId: TOIDiagEventType.OIDET\_EvacReset.

Derived from GeneralEvent. This class is empty and does not have any properties.

#### 13.5.2.3 DET\_EvacSet

ClassId: TOIDiagEventType.OIDET\_EvacSet.

Derived from GeneralEvent. This class is empty and does not have any properties.

#### 13.5.2.4 DET\_UnitConnect

ClassId: TOIDiagEventType.OIDET\_UnitConnect.

Derived from GeneralEvent. This class is empty and does not have any properties.

#### 13.5.2.5 DET\_DemoteToBackup

ClassId: TOIDiagEventType.OIDET\_DemoteToBackup.

Derived from GeneralEvent. This class is empty and does not have any properties.

#### 13.5.2.6 DET\_SCStartup

ClassId: TOIDiagEventType.OIDET\_SCStartup.

Derived from GeneralEvent. This class is empty and does not have any properties.

#### 13.5.2.7 DET\_OpenInterfaceConnect

ClassId: TOIDiagEventType.OIDET\_OpenInterfaceConnect.

Derived from GeneralEvent. This class is empty and does not have any properties.

#### 13.5.2.8 DET\_OpenInterfaceDisconnect

ClassId: TOIDiagEventType.OIDET\_OpenInterfaceDisconnect.

Derived from GeneralEvent. This class is empty and does not have any properties.

#### 13.5.2.9 DET\_OpenInterfaceConnectFailed

ClassId: TOIDiagEventType.OIDET\_OpenInterfaceConnectFailed.

Derived from GeneralEvent. This class is empty and does not have any properties.

#### 13.5.2.10 DET\_CallLoggingSuspended

ClassId: TOIDiagEventType.OIDET\_CallLoggingSuspended.

Derived from GeneralEvent. This class is empty and does not have any properties.

**13.5.2.11 DET\_CallLoggingResumed**

ClassId: TOIDiagEventType.OIDET\_CallLoggingResumed.

Derived from GeneralEvent. This class is empty and does not have any properties.

**13.5.2.12 DET\_UserLogIn**

ClassId: TOIDiagEventType.OIDET\_UserLogIn.

Derived from GeneralEvent. This class is empty and does not have any properties.

**13.5.2.13 DET\_UserLogOut**

ClassId: TOIDiagEventType.OIDET\_UserLogOut.

Derived from GeneralEvent. This class is empty and does not have any properties.

**13.5.2.14 DET\_UserLogInFailed**

ClassId: TOIDiagEventType.OIDET\_UserLogInFailed.

Derived from GeneralEvent. This class is empty and does not have any properties.

**13.5.2.15 DET\_BackupPowerModeStart**

ClassId: TOIDiagEventType.OIDET\_BackupPowerModeStart.

Derived from GeneralEvent. This class is empty and does not have any properties.

**13.5.2.16 DET\_BackupPowerModeEnd**

ClassId: TOIDiagEventType.OIDET\_BackupPowerModeEnd.

Derived from GeneralEvent. This class is empty and does not have any properties.

**13.5.2.17 DET\_ConfigurationRestored**

ClassId: TOIDiagEventType.OIDET\_ConfiguredRestored.

Derived from GeneralEvent.

**Properties:**

bool ConfigurationSettingsRestored	Indication if configuration settings are restored
bool SecuritySettingsRestored	Indication if security settings are restored.
bool MessagesRestored	Indication if messages are restored. Not supported (yet) in the PRAESENSA system.

**13.5.2.18 DET\_InControl**

ClassId: TOIDiagEventType.OIDET\_InControl.

Derived from GeneralEvent.

**Properties:**

string CallStationGroupName	Name of the group this call station belongs to.
-----------------------------	---

**13.5.3 CallDiagEventV2**

Base class for all call events. Derived from DiagEvent.

**Properties:**

uint CallId	Id of the call.
-------------	-----------------

**13.5.3.1 DET\_CallStartDiagEventV2**

ClassId: TOIDiagEventType.OIDET\_CallStartV2.

Derived from CallDiagEventV2.

**Properties:**

string AudioInput	Audio input of the call.
string StartChime	Configured start chime name.
string EndChime	Configured end chime name.
bool LiveSpeech	Indicates if live speech is used.
string MessageNames	Comma separated string of messages.
string OutputNames	List of names of zones used in the call. A comma separates each name in the routing list.
uint Priority	Call priority.
uint MessageRepeat	Number of message repeats configured.
uint OriginalCallId	Call id of the original call in case this is a replay.
TOICallOutputHandling OutputHandling	Call output handling. See §13.2.18.
TOICallTiming CallTiming	Call timing. See §13.2.20.

**13.5.3.2 DET\_CallEndDiagEventV2**

ClassId: TOIDiagEventType.OIDET\_CallEndV2.

Derived from CallComplete.

**Properties:**

TOICallState StateCompleted	Call state at which the call has ended. See §13.2.6.
bool Aborted	Indicates if the call was aborted.
TOICallStopReason StopReason	Reason the call was stopped. See §13.2.7.

**13.5.3.3 DET\_CallChangeResourceDiagEventV2**

ClassId: TOIDiagEventType.OIDET\_CallChangeResourceV2.

Derived from CallDiagEventV2.

**Properties:**

string Removed	List of names of zones removed from the call. A comma separates each name in the routing list.
string Added	List of names of zones added to the call. A comma separates each name.

#### 13.5.3.4 DET\_CallTimeoutDiagEventV2

ClassId: TOIDiagEventType.OIDET\_CallTimeoutV2.

Derived from CallDiagEventV2.

##### **Properties:**

string Unreached	Comma separated string of unreached resources.
------------------	--

#### 13.5.3.5 DET\_CallRestartDiagEvent

ClassId: TOIDiagEventType.OIDET\_CallRestart.

Derived from DET\_CallStartDiagEventV2.

##### **Properties:**

string Unreached	Comma separated string of unreached resources.
------------------	--

#### 13.5.3.6 DET\_CallResetDiagEvent

ClassId: TOIDiagEventType.OIDET\_CallReset.

Derived from CallComplete.

##### **Properties:**

TOICallState StateCompleted	Call state at which the call has ended. See §13.2.6.
TOICallResetReason ResetReason	Reason the call is reset. See §13.2.8.

### 13.5.4 FaultEvent

Base class for all fault events. Derived from DiagEvent. This class is empty and does not have any properties.

#### 13.5.4.1 DET\_AudioPathSupervision

ClassId: TOIDiagEventType.OIDET\_AudioPathSupervision.

Derived from FaultEvent. This class is empty and does not have any properties.

#### 13.5.4.2 DET\_MicrophoneSupervision

ClassId: TOIDiagEventType.OIDET\_MicrophoneSupervision.

Derived from FaultEvent. This class is empty and does not have any properties.



**13.5.4.3 DET\_ControlInputLineFault**

ClassId: TOIDiagEventType.OIDET\_ControlInputLineFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.4 DET\_CallStationExtension**

ClassId: TOIDiagEventType.OIDET\_CallStationExtension.

Derived from FaultEvent.

**Properties:**

uint NumberConfigured	Number of configured extensions.
uint NumberConnected	Number of connected extensions.

**13.5.4.5 DET\_ConfigurationFile**

ClassId: TOIDiagEventType.OIDET\_ConfigurationFile.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.6 DET\_ConfigurationVersion**

ClassId: TOIDiagEventType.OIDET\_ConfigurationVersion.

Derived from FaultEvent.

**Properties:**

string Expected	Expected configuration version.
string Loaded	Loaded configuration version.

**13.5.4.7 DET\_IllegalConfiguration**

ClassId: TOIDiagEventType.OIDET\_IllegalConfiguration.

Derived from FaultEvent.

**Properties:**

uint ErrorCode	Code of the illegal configuration error. Not used at the moment, currently filled with the value '0'.
----------------	---

**13.5.4.8 DET\_PrerecordedMessagesNames**

ClassId: TOIDiagEventType.OIDET\_PrerecordedMessagesNames.

Derived from FaultEvent.

**Properties:**

string MissingNames	Comma separated string with the missing messages.
---------------------	---

**13.5.4.9 DET\_PrerecordedMessagesCorrupt**

ClassId: TOIDiagEventType.OIDET\_PrerecordedMessagesCorrupt.

Derived from FaultEvent.

**Properties:**

string CorruptNames	Comma separated string with the corrupt messages.
---------------------	---

**13.5.4.10 DET\_UnitMissing**

ClassId: TOIDiagEventType.OIDET\_UnitMissing.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.11 DET\_UnitReset**

ClassId: TOIDiagEventType.OIDET\_UnitReset.

Derived from FaultEvent.

**Properties:**

string ChipType	Processor type which caused the unit reset.
-----------------	---

**13.5.4.12 DET\_UserInjectedFault**

ClassId: TOIDiagEventType.OIDET\_UserInjectedFault.

**Properties:**

string ErrorDescription	User injected error description.
-------------------------	----------------------------------

**13.5.4.13 DET\_NoFaults**

ClassId: TOIDiagEventType.OIDET\_NoFaults.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.14 DET\_ZoneLineFault**

ClassId: TOIDiagEventType.OIDET\_ZoneLineFault.

Derived from FaultEvent.

**Properties:**

string ZoneNames	Comma separated string with zone names for which the fault occurred.
string ControlInputName	Control input name which is configured for the zone line fault.

**13.5.4.15 DET\_NetworkChange**

ClassId: TOIDiagEventType.OIDET\_NetworkChangeDiagEvent.

Derived from FaultEvent.

**Properties:**

uint NrOfNetworkChanges	Number of network changes.
TNetworkChangeData[] NetworkChanges	Detailed information about network changes.

Where the TNetworkChangeData consists of:

string LocalPortId	The port ID of the local device.
string LocalSystemName	The name of the local device as configured in the PRAESENSA system.
string RemotePortId	The port ID of the remote device.
string RemoteSystemName	The name of the remote device as configured in the PRAESENSA system.

#### 13.5.4.16 DET\_IncompatibleFirmware

ClassId: TOIDiagEventType.OIDET\_IncompatibleFirmware.

Derived from FaultEvent.

##### **Properties:**

string Current	Current firmware in the device.
string Expected	Expected firmware the device should contain.

#### 13.5.4.17 DET\_Amp48VAFault

ClassId: TOIDiagEventType.OIDET\_Amp48VAFault.

Derived from FaultEvent.

##### **Properties:**

Severity Severity	Severity of the fault. LOW = 0, HIGH = 1.
-------------------	---

#### 13.5.4.18 DET\_Amp48VBFault

ClassId: TOIDiagEventType.OIDET\_Amp48VBFault.

Derived from FaultEvent.

##### **Properties:**

Severity Severity	Severity of the fault. LOW = 0, HIGH = 1.
-------------------	---

#### 13.5.4.19 DET\_AmpChannelFault

ClassId: TOIDiagEventType.OIDET\_AmpChannelFault.

Derived from FaultEvent.

##### **Properties:**

Severity Severity	Severity of the fault. LOW = 0, HIGH = 1.
-------------------	---

#### 13.5.4.20 DET\_AmpShortCircuitLineAFault

ClassId: TOIDiagEventType.OIDET\_AmpShortCircuitLineAFault.

Derived from FaultEvent.

##### **Properties:**

---

Severity Severity Severity of the fault. LOW = 0, HIGH = 1.

#### 13.5.4.21 DET\_AmpShortCircuitLineBFault

ClassId: TOIDiagEventType.OIDET\_AmpShortCircuitLineBFault.

Derived from FaultEvent.

**Properties:**

Severity Severity Severity of the fault. LOW = 0, HIGH = 1.

#### 13.5.4.22 DET\_AmpAcc18VFault

ClassId: TOIDiagEventType.OIDET\_AmpAcc18VFault.

Derived from FaultEvent.

**Properties:**

Severity Severity Severity of the fault. LOW = 0, HIGH = 1.

#### 13.5.4.23 DET\_AmpSpareInternalFault

ClassId: TOIDiagEventType.OIDET\_AmpSpareInternalFault.

Derived from FaultEvent.

**Properties:**

Severity Severity Severity of the fault. LOW = 0, HIGH = 1.

#### 13.5.4.24 DET\_AmpChannelOverloadFault

ClassId: TOIDiagEventType.OIDET\_AmpChannelOverloadFault.

Derived from FaultEvent.

**Properties:**

Severity Severity Severity of the fault. LOW = 0, HIGH = 1.

#### 13.5.4.25 DET\_EolFailureLineAFault

ClassId: TOIDiagEventType.OIDET\_EolFailureLineAFault.

Derived from FaultEvent.

**Properties:**

Severity Severity Severity of the fault. LOW = 0, HIGH = 1.

#### 13.5.4.26 DET\_EolFailureLineBFault

ClassId: TOIDiagEventType.OIDET\_EolFailureLineBFault.

Derived from FaultEvent.

**Properties:**

Severity Severity Severity of the fault. LOW = 0, HIGH = 1.

**13.5.4.27 DET\_GroundShortFault**

ClassId: TOIDiagEventType.OIDET\_GroundShortFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.28 DET\_OverheatFault**

ClassId: TOIDiagEventType.OIDET\_OverheatFault.

Derived from FaultEvent.

**Properties:**

Severity Severity                      Severity of the fault. LOW = 0, HIGH = 1.

**13.5.4.29 DET\_PowerMainsSupply**

ClassId: TOIDiagEventType.OIDET\_PowerMainsSupply.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.30 DET\_PowerBackupSupply**

ClassId: TOIDiagEventType.OIDET\_PowerBackupSupply.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.31 DET\_MainsAbsentPSU1Fault**

ClassId: TOIDiagEventType.OIDET\_MainsAbsentPSU1Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.32 DET\_MainsAbsentPSU2Fault**

ClassId: TOIDiagEventType.OIDET\_MainsAbsentPSU2Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.33 DET\_MainsAbsentPSU3Fault**

ClassId: TOIDiagEventType.OIDET\_MainsAbsentPSU3Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.34 DET\_BackupAbsentPSU1Fault**

ClassId: TOIDiagEventType.OIDET\_BackupAbsentPSU1Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.35 DET\_BackupAbsentPSU2Fault**

ClassId: TOIDiagEventType.OIDET\_BackupAbsentPSU2Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.36 DET\_BackupAbsentPSU3Fault**

ClassId: TOIDiagEventType.OIDET\_BackupAbsentPSU3Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.37 DET\_DcOut1PSU1Fault**

ClassId: TOIDiagEventType.OIDET\_DcOut1PSU1Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.38 DET\_DcOut2PSU1Fault**

ClassId: TOIDiagEventType.OIDET\_DcOut2PSU1Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.39 DET\_DcOut1PSU2Fault**

ClassId: TOIDiagEventType.OIDET\_DcOut1PSU2Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.40 DET\_DcOut2PSU2Fault**

ClassId: TOIDiagEventType.OIDET\_DcOut2PSU2Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.41 DET\_DcOut1PSU3Fault**

ClassId: TOIDiagEventType.OIDET\_DcOut1PSU3Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.42 DET\_DcOut2PSU3Fault**

ClassId: TOIDiagEventType.OIDET\_DcOut2PSU3Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.43 DET\_AudioLifelinePSU1Fault**

ClassId: TOIDiagEventType.OIDET\_AudioLifelinePSU1Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.44 DET\_AudioLifelinePSU2Fault**

ClassId: TOIDiagEventType.OIDET\_AudioLifelinePSU2Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.45 DET\_AudioLifelinePSU3Fault**

ClassId: TOIDiagEventType.OIDET\_AudioLifelinePSU3Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.46 DET\_AccSupplyPSU1Fault**

ClassId: TOIDiagEventType.OIDET\_AccSupplyPSU1Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.47 DET\_AccSupplyPSU2Fault**

ClassId: TOIDiagEventType.OIDET\_AccSupplyPSU2Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.48 DET\_AccSupplyPSU3Fault**

ClassId: TOIDiagEventType.OIDET\_AccSupplyPSU3Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.49 DET\_Fan1Fault**

ClassId: TOIDiagEventType.OIDET\_Fan1Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.50 DET\_Fan2Fault**

ClassId: TOIDiagEventType.OIDET\_Fan2Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.51 DET\_DcAux1Fault**

ClassId: TOIDiagEventType.OIDET\_DcAux1Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.52 DET\_DcAux2Fault**

ClassId: TOIDiagEventType.OIDET\_DcAux2Fault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.53 DET\_BatteryShortFault**

ClassId: TOIDiagEventType.OIDET\_BatteryShortFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.54 DET\_BatteryRiFault**

ClassId: TOIDiagEventType.OIDET\_BatteryRiFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.55 DET\_BatteryOverheatFault**

ClassId: TOIDiagEventType.OIDET\_BatteryOverheatFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.56 DET\_BatteryFloatChargeFault**

ClassId: TOIDiagEventType.OIDET\_BatteryFloatChargeFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.57 DET\_MainsAbsentChargerFault**

ClassId: TOIDiagEventType.OIDET\_MainsAbsentChargerFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.58 DET\_PoESupplyFault**

ClassId: TOIDiagEventType.OIDET\_PoESupplyFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.59 DET\_PowerSupplyAFault**

ClassId: TOIDiagEventType.OIDET\_PowerSupplyAFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.60 DET\_PowerSupplyBFault**

ClassId: TOIDiagEventType.OIDET\_PowerSupplyBFault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.61 DET\_ExternalPowerFault**

ClassId: TOIDiagEventType.OIDET\_ExternalPowerFault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.62 DET\_ChargerSupplyVoltageTooLowFault**

ClassId: TOIDiagEventType.OIDET\_ChargerSupplyVoltageTooLowFault

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.63 DET\_BatteryOvervoltageFault**

ClassId: TOIDiagEventType.OIDET\_BatteryOvervoltageFault

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.64 DET\_BatteryUndervoltageFault**

ClassId: TOIDiagEventType.OIDET\_BatteryUndervoltageFault

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.65 DET\_MediaClockFault**

ClassId: TOIDiagEventType.OIDET\_MediaClockFault

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.66 DET\_ChargerFault**

ClassId: TOIDiagEventType.OIDET\_ChargerFault

Derived from FaultEvent. This class is empty and does not have any properties.

#### **13.5.4.67 DET\_Amp20VFault**

ClassId: TOIDiagEventType.OIDET\_Amp20VFault.

Derived from FaultEvent.

##### ***Properties:***

Severity Severity                      Severity of the fault. LOW = 0, HIGH = 1.

#### **13.5.4.68 DET\_AmpPsuFault**

ClassId: TOIDiagEventType.OIDET\_AmpPsuFault.

Derived from FaultEvent.

##### ***Properties:***

Severity Severity                      Severity of the fault. LOW = 0, HIGH = 1.

#### **13.5.4.69 DET\_NetworkLatencyFault**

ClassId: TOIDiagEventType.OIDET\_NetworkLatencyFault.

Derived from FaultEvent.

##### ***Properties:***



Severity Severity

Severity of the fault. LOW = 0, HIGH = 1.

#### 13.5.4.70 DET\_SynchronizationFault

classId: TOIDiagEventType.OIDET\_SynchronizationFault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### 13.5.4.71 DET\_AudioDelayFault

ClassId: TOIDiagEventType.OIDET\_AudioDelayFault.

Derived from FaultEvent.

##### **Properties:**

Severity Severity

Severity of the fault. LOW = 0, HIGH = 1.

#### 13.5.4.72 DET\_InternalPowerFault

classId: TOIDiagEventType.OIDET\_InternalPowerFault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### 13.5.4.73 DET\_InternalCommunicationFault

ClassId: TOIDiagEventType.OIDET\_InternalCommunicationFault.

Derived from FaultEvent.

##### **Properties:**

String Board

String separated list of boards with a fault

#### 13.5.4.74 DET\_VoipFault

ClassId: TOIDiagEventType.OIDET\_VoipFault.

Derived from FaultEvent.

#### 13.5.4.75 DET\_RemoteOutputFault

ClassId: TOIDiagEventType.OIDET\_RemoteOutputFault.

Derived from FaultEvent.

##### **Properties:**

Severity Severity

Severity of the fault. LOW = 0, HIGH = 1.

#### 13.5.4.76 DET\_RemoteOutputLoopFault

ClassId: TOIDiagEventType.OIDET\_RemoteOutputLoopFault.

Derived from FaultEvent.

##### **Properties:**

String

Name of the remote zone group

remoteZoneGroupName

**13.5.4.77 DET\_RemoteOutputConfigurationFault**

ClassId: TOIDiagEventType.OIDET\_RemoteOutputConfigurationFault.

Derived from FaultEvent.

**Properties:**

String	Name of the remote zone group
remoteZoneGroupName	

**13.5.4.78 DET\_LicenseFault**

ClassId: TOIDiagEventType.OIDET\_LicenseFault.

Derived from FaultEvent.

**Properties:**

License LicenseType	Type of the license. Subsystem = 0
---------------------	------------------------------------

**13.5.4.79 DET\_RemoteSystemFault**

ClassId: TOIDiagEventType.OIDET\_RemoteSystemFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.80 DET\_RemoteMainPowerFault**

ClassId: TOIDiagEventType.OIDET\_RemoteMainPowerFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.81 DET\_RemoteBackupPowerFault**

ClassId: TOIDiagEventType.OIDET\_RemoteBackupPowerFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.82 DET\_RemoteGroundFault**

ClassId: TOIDiagEventType.OIDET\_RemoteGroundFault.

Derived from FaultEvent. This class is empty and does not have any properties.

**13.5.4.83 DET\_RemoteFault**

ClassId: TOIDiagEventType.OIDET\_RemoteFault.

Derived from FaultEvent. This class is empty and does not have any properties.

#### 13.5.4.84 DET\_PowerSupplyFault

ClassId: TOIDiagEventType.OIDET\_PowerSupplyFault

Derived from FaultEvent. This class is empty and does not have any properties.

#### 13.5.4.85 DET\_StackedSwitchMismatchFault

ClassId: TOIDiagEventType.OIDET\_StackedSwitchMismatchFault

Derived from FaultEvent. This class is empty and does not have any properties.

#### 13.5.4.86 DET\_RedundantDataPathFault

ClassId: TOIDiagEventType.OIDET\_RedundantDataPathFault

Derived from FaultEvent. This class is empty and does not have any properties.

#### 13.5.4.87 DET\_ControlOutputLineFault

ClassId: TOIDiagEventType.OIDET\_ControlOutputLineFault.

Derived from FaultEvent. This class is empty and does not have any properties.

### 13.6 EventOriginator classes

The following chapter describes the derived EventOriginator classes and corresponding properties available. The derived DiagEvent classes are annotated with the ClassIdAttribute. This attribute contains the ClassId which corresponds with the TOIEventOriginatorType described in §13.2.15. The ClassId should be used to cast the EventOriginator base class to the correct derived class, as shown in the example below.

```
private static void OnDiagEventNotification(object sender, OIEventEventArgs e)
{
    DiagEvent diagEvent = e.Event;
    EventOriginator addEventOriginator = diagEvent.AddEventOriginator;

    TOIEventOriginatorType originatorType =
        (TOIEventOriginatorType)addEventOriginator.ClassId;
    switch (originatorType)
    {
        case TOIEventOriginatorType.OIEOT_UserEventOriginator:
            UserEventOriginator userEventOriginator =
                (UserEventOriginator)addEventOriginator;
            string unitName = userEventOriginator.UnitName;
            break;
    }
}
```

#### 13.6.1 EventOriginator

Base class for all EventOriginators. This class is empty and does not have any properties

**13.6.1.1 NoEventOriginator**

ClassId: OIEOT\_NoEventOriginator. Event originator indicating there is no event originator.

Derived from EventOriginator. This class is empty and does not have any properties.

**13.6.1.2 UnitEventOriginator**

ClassId: OIEOT\_UnitEventOriginator. Event originator indicating the event is originated by a unit.

Derived from EventOriginator.

**Properties:**

string UnitName	Name of the unit.
-----------------	-------------------

**13.6.1.3 OpenInterfaceEventOriginator**

ClassId: OIEOT\_OpenInterfaceEventOriginator. Event originator indicating the event is originated by an open interface client.

Derived from EventOriginator.

**Properties:**

string TcpIpDeviceName	Device name as configured in the PRAESENSA system.
uint IpAddress	IP address of the client, in the form of "127.0.0.1".
ushort PortNumber	TCP-port number of the device on the network.
string Username	User name of the client logged into the PRAESENSA system.

**13.6.1.4 ControllInputEventOriginator**

ClassId: OIEOT\_ControllInputEventOriginator. Event originator indicating the event is originated by a control input on a unit.

Derived from EventOriginator.

**Properties:**

string OriginatorName	Name of the control input as configured in the PRAESENSA system.
-----------------------	--

**13.6.1.5 AudioOutputEventOriginator**

ClassId: OIEOT\_AudioOutputEventOriginator. Event originator indicating the event is originated by an audio output on a unit.

Derived from EventOriginator. This class is empty and does not have any properties.

**13.6.1.6 AudiInputEventOriginator**

ClassId: OIEOT\_AudiInputEventOriginator. Event originator indicating the event is originated by an audio input on a unit.

Derived from EventOriginator. This class is empty and does not have any properties.

### 13.6.1.7 UserEventOriginator

ClassId: OIEOT\_UserEventOriginator. Event originator indicating a user action performed on the system.

Derived from EventOriginator.

**Properties:**

string OriginatorName	Name of the user as configured in the PRAESENSA system.
-----------------------	---

### 13.6.1.8 NetworkEventOriginator

ClassId: OIEOT\_NetworkEventOriginator. Event originator indicating the event is originated by a network connection. Used for user login events.

Derived from EventOriginator.

**Properties:**

uint IpAddress	IP address of the client, in the form of “127.0.0.1”.
ushort PortNumber	TCP-port number of the device on the network.
string Username	The user name of the originator network connection.

### 13.6.1.9 StackedUnitEventOriginator

ClassId: OIEOT\_StackedUnitEventOriginator. Event originator indicating the event is originated by a sub-unit of a composite unit. Used for stacked Cisco switches.

Derived from UnitEventOriginator.

**Properties:**

byte stackId	Id of the sub-unit, in case of stacked Cisco switches this can be a value from 1 to 4
--------------	---

### 13.6.1.10 ControlOutputEventOriginator

ClassId: OIEOT\_ControlOutputEventOriginator. Event originator indicating the event is originated by a control output on a unit.

Derived from EventOriginator.

**Properties:**

string OriginatorName	Name of the control output as configured in the PRAESENSA system.
-----------------------	---

## 14. EXAMPLES

### 14.1 Interface usage

In the example code below a simple C# .NET application is pre-coded, containing a single form, where a subset of the functions mentioned above or present. This example could help you as a starting point for application development based on the Open Interface .NET library

Most of the fields used in the form have self-explaining names.

#### Form layout

#### Form Code

```
using Bosch.PRAESENSA.OpenInterface;
using System;
using System.Collections.Generic;
using System.Linq;
using System.Windows.Forms;

namespace OpenInterfaceNetExample
{
    /// <summary>
    /// This class implements an example with which it is possible
    /// to execute some actions in a PRAESENSA system using the Open Interface.
    /// It also shows how events generated by the system can be monitored.
    /// Only a part of the available functionality is used. Other functionality
    /// can be used in similar ways as shown in this example.
    /// This example uses the PRAESENSA Open Interface .NET library.
    /// There is only limited error checking.
    /// </summary>
    /// <remarks>This is only an example! Do not use it in real systems.</remarks>
    public partial class OIExample : Form
    {
```

```

private OpenInterfaceNetClient m_client;

public OIExample()
{
    InitializeComponent();

    Console.SetOut(new ListBoxWriter(lb_Console));

    // Instantiate the OpenInterfaceNetClient and add the event handlers
    m_client = new OpenInterfaceNetClient();
    m_client.ConnectionBroken += OnConnectionBroken;
    m_client.DiagEventNotification += OnDiagEventNotification;
}

/// <summary>
/// Function that is called when the Open Interface connection between the client
/// and the system controller is broken.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void OnConnectionBroken(object sender, EventArgs e)
{
    Console.WriteLine("Connect broken reported (remote)");
}

/// <summary>
/// Function that is called when a new diagnostic event is logged in the PRAESENSA system.
/// In order for this function to be called the client must be connected to the system controller
/// and subscribed to at least one event group (call, general or fault).
/// </summary>
/// <param name="sender">Indicates who raised the event..</param>
/// <param name="e">Diagnostic event logged in the system.</param>
private void OnDiagEventNotification(object sender, OI DiagEventEventArgs e)
{
    Console.WriteLine("EventId = {0}, action = {1}, event = {2}", e.Event.EventId, e.ActionType, e.Event.ToString());
}

/// <summary>
/// Function that is called when the connect button is clicked.
/// It will connect the client to the system controller using the parameters
/// defined by the user. Only when connected can other functionality be used.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_Connect_Click(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.Connect(tb_IpAddress.Text, tb_UserName.Text, tb_Password.Text, true
/*secure*/);
    if (ec == TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Connected to: {0}", tb_IpAddress.Text);
    }
    else
    {
        Console.WriteLine("Failed to connect: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the disconnect button is clicked.
/// It will disconnect the client from the system controller.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_Disconnect_Click(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.Disconnect();
    if (ec == TOIErrorCode.OIERROR_OK)

```

```

    {
        Console.WriteLine("Disconnected");
    }
    else
    {
        Console.WriteLine("Failed to disconnect: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the call create button is clicked.
/// It will create a call using the parameters defined by the user and
/// the returned call ID is stored.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_CallCreate_Click(object sender, EventArgs e)
{
    uint callId = 0;
    List<string> routing = tb_Routing.Text.Split(new char[] { ',' }).ToList();
    List<string> messages = tb_Messages.Text.Split(new char[] { ',' }).ToList();

    TOIErrorCode ec = m_client.CreateCallEx2(routing,
        Convert.ToUInt32(tb_Priority.Text),
        TOICallOutputHandling.OICOH_PARTIAL,
        TOICallStackingMode.OICSM_WAIT_FOR_ALL,
        0,
        tb_StartChime.Text,
        tb_EndChime.Text,
        cb_LiveSpeech.Checked,
        tb_AudioInput.Text,
        messages,
        Convert.ToUInt32(tb_RepeatCnt.Text),
        TOICallTiming.OICTM_IMMEDIATE,
        "",
        0, 0, 0, 0,
        out callId);

    if (ec == TOIErrorCode.OIERROR_OK)
    {
        tb_CallId.Text = callId.ToString();
    }
    else
    {
        Console.WriteLine("Failed to create call: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the call start button is clicked.
/// This will start the call that is created earlier.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_CallStart_Click(object sender, EventArgs e)
{
    uint callId = Convert.ToUInt32(tb_CallId.Text);

    TOIErrorCode ec = m_client.StartCreatedCall(callId);
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to start call: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the call stop button is clicked.
/// This will stop the call that was started earlier.

```



```

/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_CallStop_Click(object sender, EventArgs e)
{
    uint callId = Convert.ToUInt32(tb_CallId.Text);

    TOIErrorCode ec = m_client.StopCall(callId);
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to stop call: {0}", ec);
    }

    tb_CallId.Text = "";
}

/// <summary>
/// Function that is called when the call abort button is clicked.
/// This will abort the call that was started earlier.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_CallAbort_Click(object sender, EventArgs e)
{
    uint callId = Convert.ToUInt32(tb_CallId.Text);

    TOIErrorCode ec = m_client.AbortCall(callId);
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to abort call: {0}", ec);
    }

    tb_CallId.Text = "";
}

/// <summary>
/// Function that is called when the emergency acknowledge button is clicked.
/// This will acknowledge the evac alarm (if present).
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_EmergencyAck_Click(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.AckEvacAlarm();
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to acknowledge evac alarm: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the emergency reset button is clicked.
/// This will reset the evac alarm and abort all running evac calls.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_EmergencyReset_Click(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.ResetEvacAlarmEx(true /*bAbortEvacCalls*/);
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to reset evac alarm: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the all faults acknowledge button is clicked.
/// This will acknowledge all fault events in the system.

```

```

/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_AllFaultsAck_Click(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.AckAllFaults();
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to acknowledge all faults: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the all faults reset button is clicked.
/// This will reset all fault events in the system.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_AllFaultsReset_Click(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.ResetAllFaults();
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to reset all faults: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the report fault button is clicked.
/// This will trigger a UserInjectedFault event in the system with the
/// description provided by the user.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_ReportFault_Click(object sender, EventArgs e)
{
    uint eventId = 0;

    TOIErrorCode ec = m_client.ReportFault(tb_UserFault.Text, out eventId);
    if (ec == TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Fault reported, eventId: {0}", eventId);
    }
    else
    {
        Console.WriteLine("Failed to report fault: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the fault acknowledge button is clicked.
/// This will acknowledge a single fault in the system.
/// The user should provide the fault ID.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_FaultAck_Click(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.AckFault(Convert.ToUInt32(tb_EventId.Text));
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to acknowledge fault: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the fault resolve button is clicked.
/// This will resolve a single fault in the system.

```

```

/// The user should provide the fault ID.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_FaultResolve_Click(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.ResolveFault(Convert.ToUInt32(tb_EventId.Text));
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to resolve fault: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the fault reset button is clicked.
/// This will reset a single fault in the system.
/// The user should provide the fault ID.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void btn_FaultReset_Click(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.ResetFault(Convert.ToUInt32(tb_EventId.Text));
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to reset fault: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the call events checkbox is clicked.
/// This will either subscribe or unsubscribe from call events.
/// Call events are handled by <see cref="OnDiagEventNotification(object, OIEventEventArgs)"/>.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void cb_CallEvents_CheckedChanged(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.SetSubscriptionEvents(cb_CallEvents.Checked,
        TOIEventGroup.OIEventGroup);
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to (un)subscribe to/from call events: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the general events checkbox is clicked.
/// This will either subscribe or unsubscribe from general events.
/// General events are handled by <see cref="OnDiagEventNotification(object, OIEventEventArgs)"/>.
/// </summary>
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void cb_GeneralEvents_CheckedChanged(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.SetSubscriptionEvents(cb_GeneralEvents.Checked,
        TOIEventGroup.OIEventGroup);
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to (un)subscribe to/from general events: {0}", ec);
    }
}

/// <summary>
/// Function that is called when the fault events checkbox is clicked.
/// This will either subscribe or unsubscribe from fault events.
/// Fault events are handled by <see cref="OnDiagEventNotification(object, OIEventEventArgs)"/>.
/// </summary>

```

```
/// <param name="sender">Indicates who raised the event.</param>
/// <param name="e">Parameters of the event (not used).</param>
private void cb_FaultEvents_CheckedChanged(object sender, EventArgs e)
{
    TOIErrorCode ec = m_client.SetSubscriptionEvents(cb_FaultEvents.Checked,
        TOIDiagEventGroup.OIDEG_FAULTEVENTGROUP);
    if (ec != TOIErrorCode.OIERROR_OK)
    {
        Console.WriteLine("Failed to (un)subscribe to/from fault events: {0}", ec);
    }
}
}
```

**Bosch Security Systems B.V.**

Torenallee 49

5617 BA Eindhoven

Netherlands

**[www.boschsecurity.com](http://www.boschsecurity.com)**

© Bosch Security Systems B.V., 2024

**Building solutions for a better life**

202407020848