

GREENGO V4 GPIO PROPERTIES

General purpose input

A General purpose input can trigger three types of events. The event type is set with the *func* property.

Func	Description
Talk	If this input is on its <i>not</i> normal state the talk of the set channel is triggered
Call	If this input is on its <i>not</i> normal state a call on the set channel is triggered
Cue	If this input is on its <i>not</i> normal state the set Cue command is sent to a (specified) channel

Dependant on the chosen function different options for the function can be set with the *option* property.

Func	Option	Description
Talk	Active	Answers the current active channels
Talk	Channel 1 - 32	Set the channel where the talk needs to be activated
Call	Channel 1 - 32	Set the channel where the call needs to be sent
Cue	Acknowledge	Send an acknowledge to the incoming cue
Cue	Send ATT Chn 1 - 32	Send an attention to one specific channel
Cue	Send Hold Chn 1 - 32	Send a hold signal to one specific channel
Cue	Send GO Chn 1 - 32	Send a GO signal to one specific channel

The *normally* state defines the not active state of the input. If set to NO (normally open) the event will be triggered when or as long as the input is closed.

General purpose output

A General purpose output can be triggered by four types of events. The event type is set with the *func* property. A event is always related to the User loaded on the *device or engine* it belongs to. **Note** for an MCX this is for the Main user, not for the extra Line in/out. On a full 4 wire interface port this is connected to the 4 wire port.

Func	Description
Active	An active channel will activate the output
Call	A Call will activate the output
Cue Receive	A received cue will activate the output
Talk	A <i>local</i> active talk will activate the output. local - on the engine the GPIO belongs to

Dependant on the chosen function different options for the function can be set with the *option* property

Func	Option	Description
Active	Any	If Any of the channels has the state <i>active</i> the output is triggered
Active	Channel 1 - 32	If the given channel has the state <i>active</i> the output is triggered
Call	Any	If Any of the channels receives a <i>call</i> the output is triggered
Call	Channel 1 - 32	If the given channel receives a <i>call</i> the output is triggered
Cue Receive	Hold	Output is active when a <i>Hold</i> is active on any channel
Cue Receive	Hold Blink	Output is blinking when a <i>Hold</i> is active on any channel
Cue Receive	Att	Output is active when an <i>Attention</i> is active on any channel
Cue Receive	Att Blink	Output is blinking when an <i>Attention</i> is active on any channel
Cue Receive	GO	Output is active when a <i>GO</i> is active on any channel
Cue Receive	Go Blink	Output is blinking when a <i>GO</i> is active on any channel
Cue Receive	Hold /Att Blink	Output is active when a <i>Hold</i> is active and blinking when an <i>Attention</i> is Active
Cue Receive	Hold Blink /Att	Output is blinking when a <i>Hold</i> is active and active when an <i>Attention</i> is active
Cue Receive	Hold /GO	Output is active when a <i>Hold or GO</i> is active on any channel
Cue Receive	Att / GO	Output is active when an <i>Attention or GO</i> is active on any channel

The normally state defines the not active state of the output. if set to NO (normally open) the output will close when the event is occurring.

GPIO pinout

pin	Function
Pin 1	+5v Capable off sourcing 200mA
Pin 2	Input 1 Switch to ground to activate input 1
Pin 3	Input 2 Switch to ground to activate input 1
Pin 4	Output 1+ High side of open collector capable of 5mA
Pin 5	Output 2+ High side of open collector capable of 5mA
Pin 6	Ground 1 General purpose ground
Pin 7	Ground 2 General purpose ground
Pin 8	Output 1- Low side of open collector capable of 5mA
Pin 9	Output 2- Low side of open collector capable of 5mA