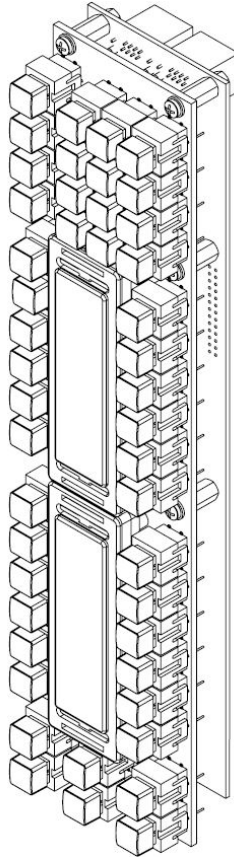


# TELOS VSET CONSOLE CONTROLLER

For use with Telos Vx, Hx6, and iQ6 Systems



## USER MANUAL

**For use with:**

Telos VX, VX Prime, VX Prime+, VX Enterprise, Telos Hx6 Six-Line POTS Talkshow  
System, Telos iQ6 Six-Line POTS Telco Gateway

Metalwork not included



TelosAlliance.com

## User Warnings and Cautions

The installation and service instructions in this manual are for use by qualified personnel only. To avoid electric shock, do not perform any servicing other than that contained in the operating instructions unless you are qualified to do so. Refer all servicing to qualified personnel

This instrument has an autoranging line voltage input. Ensure the power voltage is within the specified range of 100-240VAC. The ~ symbol, if used, indicates an alternating current supply.



This symbol, wherever it appears, alerts you to the presence of uninsulated, dangerous voltage inside the enclosure – voltage which may be sufficient to constitute a risk of shock.



This symbol, wherever it appears, alerts you to important operating and maintenance instructions. Read the manual.

### CAUTION: HAZARDOUS VOLTAGES

The instrument power supply incorporates an internal fuse. Hazardous voltages may still be present on some of the primary parts even when the fuse has blown. If fuse replacement is required, replace fuse only with same type and value for continued protection against fire.

### WARNING:

The product's power cord is the primary disconnect device. The socket outlet should be located near the device and easily accessible. The unit should not be located such that access to the power cord is impaired. If the unit is incorporated into an equipment rack, an easily accessible safety disconnect device should be included in the rack design.

To reduce the risk of electrical shock, do not expose this product to rain or moisture. This unit is for indoor use only.

This equipment requires the free flow of air for adequate cooling. Do not block the ventilation openings on the rear and sides of the unit. Failure to allow proper ventilation could damage the unit or create a fire hazard. Do not place the units on a carpet, bedding, or other materials that could interfere with any panel ventilation openings.

If the equipment is used in a manner not specified by the manufacturer, the protection provided by the equipment may be impaired.

## **USA CLASS A COMPUTING DEVICE INFORMATION TO USER.**

### **WARNING:**

This equipment generates, uses, and can radiate radio-frequency energy. If it is not installed and used as directed by this manual, it may cause interference to radio communication. This equipment complies with the limits for a Class A computing device, as specified by FCC rules, part 15, subpart j, which are designed to provide reasonable protection against such interference when this type of equipment is operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference. If it does, the user will be required to eliminate the interference at the user's expense. Note: objectionable interference to TV or radio reception can occur if other devices are connected to this device without the use of shielded interconnect cables. FCC rules require the use of shielded cables.

### **CANADA WARNING:**

"This digital apparatus does not exceed the Class A limits for radio noise emissions set out in the radio interference regulations of the Canadian department of communications."

"Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques (de Class A) prescrites dans le règlement sur le brouillage radioélectrique édicté par le ministère des communications du Canada."

### **CE CONFORMANCE INFORMATION:**

This device complies with the requirements of the EEC council directives:

- ♦ 93/68/EEC (CE MARKING)
- ♦ 73/23/EEC (SAFETY – LOW VOLTAGE DIRECTIVE)
- ♦ 89/336/EEC (ELECTROMAGNETIC COMPATIBILITY)

Conformity is declared to those standards: EN50081-1, EN50082-1.

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All versions, claims of compatibility, trademarks, etc. of hardware and software products not made by The Telos Alliance which are mentioned in this manual or accompanying material are informational only. The Telos Alliance makes no endorsement of any particular product for any purpose, nor claims any responsibility for operation or accuracy. We reserve the right to make improvements or changes in the products described in this manual which may affect the product specifications, or to revise the manual without notice.

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Patent information can be found at [www.TelosAlliance.com/legal](http://www.TelosAlliance.com/legal)

### Updates

Telos VSet Console Controller features and operations are determined largely by software. The Telos Alliance strives to provide the most stable and feature-rich software available. We encourage you to check for software updates from time to time by visiting our website or by contacting us directly.

### Feedback

We welcome feedback on any aspect of our products or this manual. In the past, many good ideas from users have made their way into software revisions or new products. Please contact us with your comments or suggestions.

## **We support you...**

### **By Phone/Fax**

You may reach our Telos Support Team in emergencies by calling +1 216-622-0247. For billing questions or other non-emergency technical questions, call +1 216-241-7225 between 9:00 AM to 5:00 PM USA Eastern Time, Monday through Friday.

### **By Email.**

Non-emergency technical support is available at [Support@TelosAlliance.com](mailto:Support@TelosAlliance.com).

### **By Web**

The Telos Web site has a variety of information that may be useful for product selection and support. The URL is <https://www.TelosAlliance.com/Telos> .

## **SERVICE**

You must contact Telos Alliance before returning any equipment for factory service. We will need your unit's serial number, located on the back of the unit. We will issue a return authorization number, which must be written on the exterior of your shipping container. Please do not include cables or accessories unless specifically requested by the Technical Support Engineer. Be sure to adequately insure your shipment for its replacement value. Packages without proper authorization may be refused. US customers, please contact Telos Alliance Technical Support at +1-216-622-0247. All other customers should contact local representative to make arrangements for service.

## Warranty



For the latest Telos Alliance warranty, visit: [telosalliance.com/warranty](https://telosalliance.com/warranty)

## Register your product

Register your product today to get the full benefits of our warranty, support, and product updates. [telosalliance.com/product-registration/](https://telosalliance.com/product-registration/)

## The Telos Alliance

1241 Superior Ave. Cleveland, OH 44114 USA  
+1 (216) 241-7225

## For Telos Support:

24/7 telephone: +1 (216) 622-0247  
Email: [support@telosalliance.com](mailto:support@telosalliance.com)  
Web: [telosalliance.com/support-request](https://telosalliance.com/support-request)

## Table of Contents

### Table of Contents

Notices and Cautions . . . . .	II
We support you . . . . .	V
Warranty . . . . .	VI
The Most Exciting and Engaging Audio Experiences . . . . .	IX
<b>1 Module Anatomy</b>	<b>1</b>
<b>2 Module Assembly</b>	<b>2</b>
Re-assembly Instructions . . . . .	4
<b>3 Installation</b>	<b>5</b>
Before You Begin... . . . .	5
Connect Your VSet . . . . .	5
Assign an IP Address . . . . .	7
Connect to the Telos System . . . . .	8
Select Studio. . . . .	9
Select Show (Vx Only) . . . . .	9
<b>4 User Operation</b>	<b>10</b>
Talent and Producer Modes . . . . .	10
Line Status Display . . . . .	10
Line Button Columns . . . . .	11
Hold Button . . . . .	12
Drop Button . . . . .	12
Lock . . . . .	12
Next Button . . . . .	12
Block All. . . . .	13
Numeric Keypad . . . . .	13
Hx6 & iQ6 . . . . .	14
Vx Engine . . . . .	14
Take it Easy . . . . .	15

<b>5</b>	<b>Menu Button</b>	<b>16</b>
	Menu Button . . . . .	16
	Call History . . . . .	16
	Address Book . . . . .	16
	Select Show (Vx Only) . . . . .	16
	Status and About . . . . .	16
	Setup Menu . . . . .	17
	VSet Gateway . . . . .	17
	HTTP Server . . . . .	17
	Telnet Server . . . . .	17
	Reset to Factory . . . . .	17
	Test Mode . . . . .	17
	Engine Setup Menu. . . . .	18
	Engine IP . . . . .	18
	Vx Engine List. . . . .	18
	User and Password . . . . .	18
	Select Studio . . . . .	18
	User Preferences Menu . . . . .	19
	Auto Hold . . . . .	19
	Lockless Mode . . . . .	19
	Auto Dial Timeout . . . . .	19
	Brightness . . . . .	19
<b>6</b>	<b>Web Graphical User Interface</b>	<b>20</b>
	The Default login. . . . .	21
	Screenshot . . . . .	21
	Config. . . . .	21
	Firmware Upgrade and Version . . . . .	22
	User Password . . . . .	22
	Syslog Server Configuration . . . . .	22
<b>A</b>	<b>Appendix A</b>	<b>23</b>



# Creating the Most Exciting and Engaging Audio Experiences Imaginable

**Congratulations on your new Telos Alliance product!**

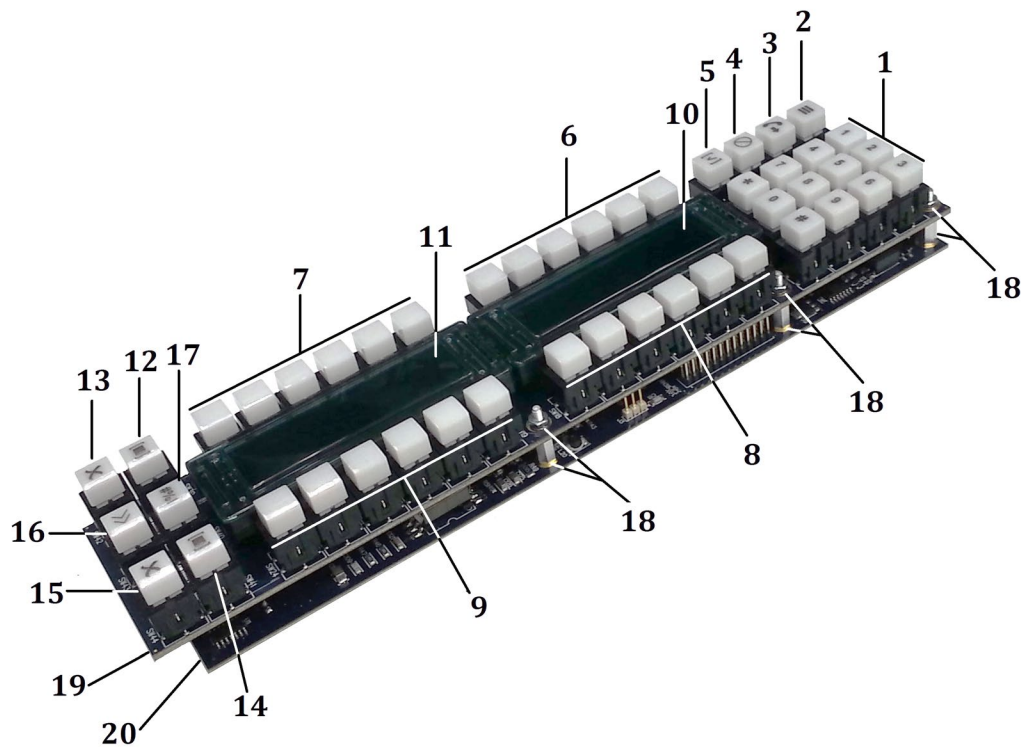
The gang here at Telos is committed to shaping the future of audio by delivering innovative, intuitive solutions that inspire our customers to create the most exciting and engaging audio experiences imaginable.

We're grateful that you have chosen audio tools from Telos® Systems, Omnia® Audio, Axia® Audio, Linear Acoustic®, 25-Seven Systems®, and Minnetonka Audio®. We're here to help you make your work truly shine. We hope that you enjoy your Telos Alliance product for many years to come and won't hesitate to let us know if we can help in any way.

**The Telos Alliance**



# 1 Module Anatomy



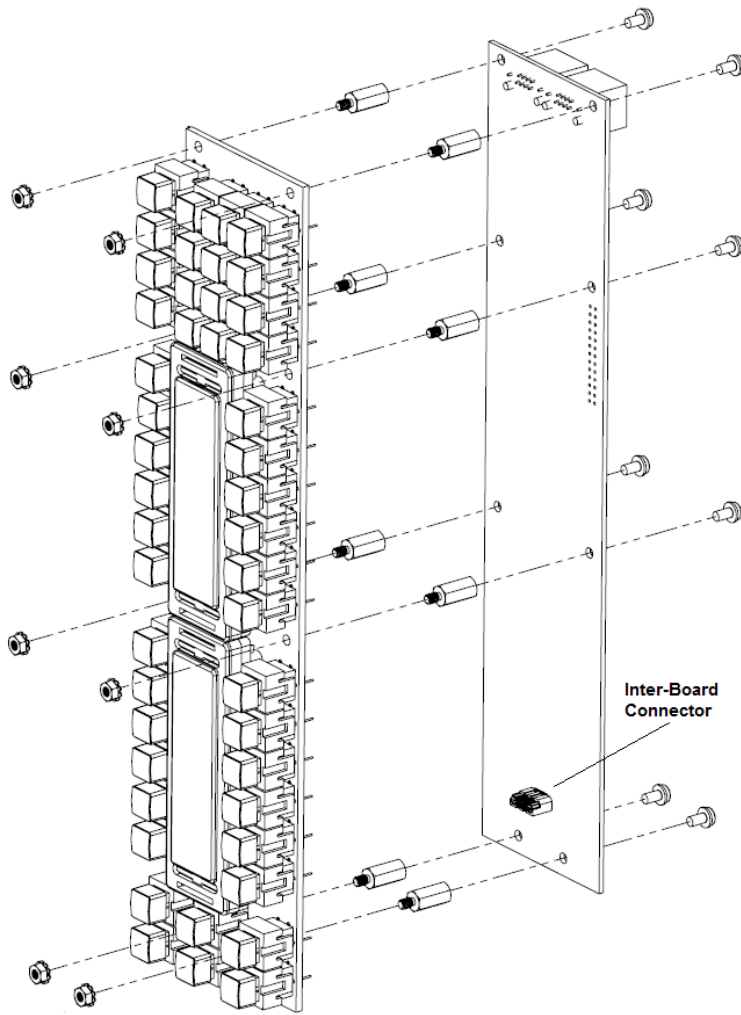
- |                                 |                                     |
|---------------------------------|-------------------------------------|
| 1. Number Keypad                | 11. Bottom Display                  |
| 2. Menu Button                  | 12. Left Hold Button                |
| 3. Hook-Flash / Transfer Button | 13. Left Drop Button                |
| 4. Block All Button             | 14. Right Hold Button               |
| 5. Screen Hold Button           | 15. Right Drop Button               |
| 6. Left Line 1-6 Buttons        | 16. Next Button                     |
| 7. Left Line 7-12 Buttons       | 17. User Dump GPIO Button           |
| 8. Right Line 1-6 Buttons       | 18. Standoffs & Nuts (for assembly) |
| 9. Right Line 7-12 Buttons      | 19. Switch Board                    |
| 10. Top Display                 | 20. Main CPU Board                  |

# 2

## Module Assembly

**Please Note:** The VSet Drop-in console module is designed to be retrofitted into non-Axia consoles, therefore the metalwork is not supplied by Telos and may vary between manufacturers. Some dimensional drawings are included in the Appendix of this manual. If needed, 3D \*.step files can be provided to aid the design of the metalwork to be used.

**Because this module is without a grounded enclosure, it can be damaged by static electricity. Please be sure to take precautionary measures to avoid electrostatic discharge while assembling and disassembling the module. Grounding to the module is done via the screws, standoffs, and nuts holding the module together. These must be connected to the console's grounding system, preferably via the metalwork.**



## Disassembly Instructions

In order to install the metalwork, the module will first need to be disassembled.

Before disassembling the module, be sure that all Ethernet cables and PoE are disconnected. Also be sure that the environment is static free.

Start by locating the inter-board connector which is found behind the Drop, Hold, Next and Dump buttons.

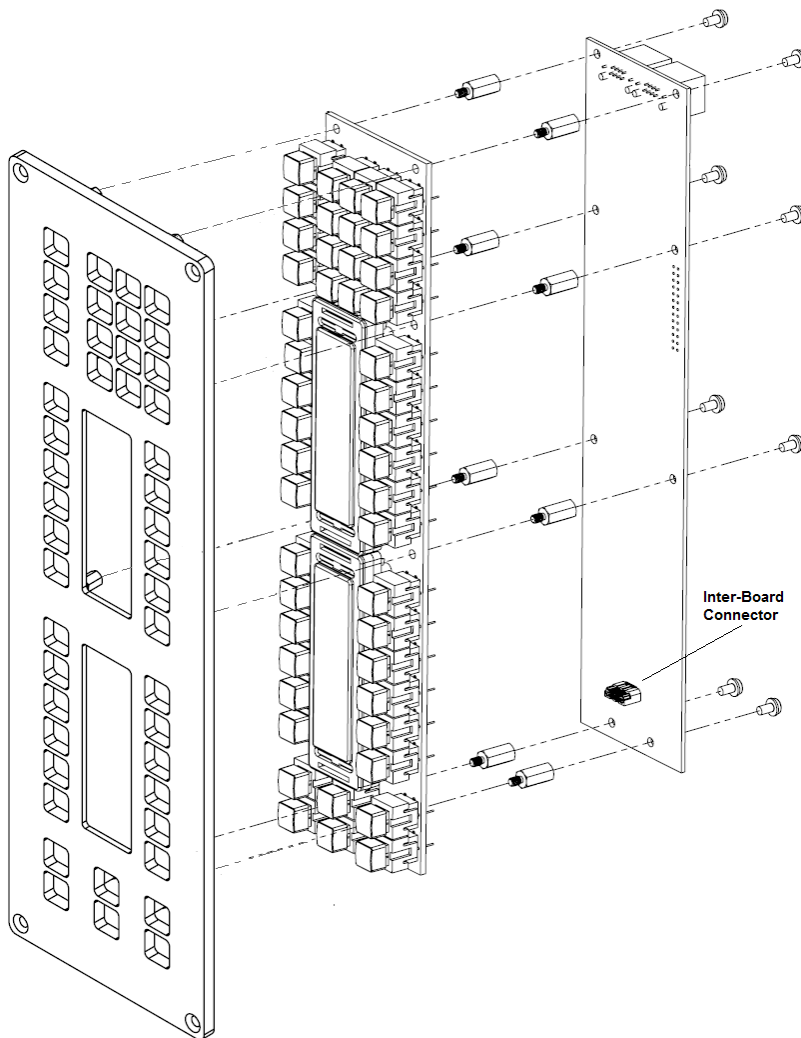
Proceed by removing the 8 screws from the rear of the CPU board. Once these screws are removed, great care must be taken to separate the boards without damaging the inter-board connector or its traces.

### ATTENTION:

**Do not allow the boards to shift or twist once the screws are removed!!**

inter-board connector will disconnect and the boards will separate. Once the PCBs are separated, continue by removing the 8 standoffs and hex nuts from the switchboard.

With one finger, pry the boards apart from the bottom of the module. The



## Re-assembly Instructions

Depending on the mounting application for the module, the screws, standoffs, and nuts can be reconfigured as needed. However, it is critical that the board to board spacing be maintained at 12mm when fully assembled to allow for proper connection of the inter-board connector. The diagram below shows metalwork that has been manufactured with PEMs or standoffs mounted to the rear of the panel.

In this configuration, start by fastening the metalwork to the switchboard using the 8 hex standoffs that were removed earlier.

Once a proper fit is established and the standoffs are tight, align the inter-board connectors on the switchboard and the CPU board and snap them together.

**ATTENTION:** Once the inter-board connectors have been snapped together, great care must be taken to not allow the boards to shift or twist. This will damage the connectors and the traces rendering the module unusable.

Continue by fastening the CPU board to the switchboard with the 8 machine screws that were removed earlier.

If through holes for screws are drilled into the metalwork instead of PEMs, the 8 supplied hex standoffs and nuts can be reversed and fastened to the CPU board. Longer M3 screws and sleeves will be needed to maintain the 18mm total spacing between the top surface of the metalwork and the switchboard. Also, if the thickness of the metalwork needs to exceed 1.59mm to match that of the console, mortises or pockets will need to be cut into the rear of the panel to allow for proper protrusion of the OLED displays. See additional drawings in the appendix.

# 3

## Installation

### Before You Begin...

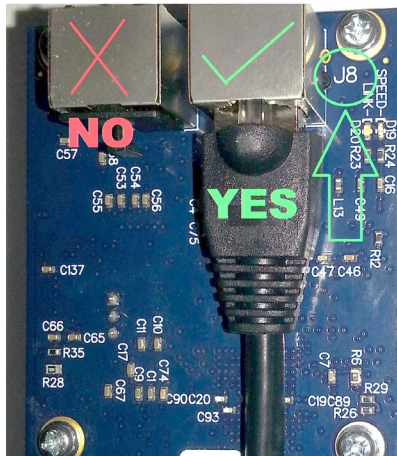
Your new Telos VSet controller is designed for fast, intuitive control of Telos Vx Engine, iQ6, and Hx6 Talkshow Systems. Please configure your Telos phone system according the instructions in the User Manual before connecting your VSet to the network.

VSets receive 48-volt power through their Ethernet connection, allowing PoE (Power over Ethernet) to be supplied by Ethernet switches equipped to provide it. Note that this uses 15.4 watts of your switch's PoE power. If your Ethernet switch does not have PoE capability, please use an in-line PoE injector. A PoE injector is also required for non-switched direct connections to the Hx6 Digital Talkshow System.

### Connect Your VSet



First, determine whether your system's Ethernet switch provides PoE. If so, connect one end of the supplied Ethernet cable to one of your switch's PoE-enabled ports, and the other to the right hand RJ-45 (J8).



If your switch does not have PoE capability, connect an in-line PoE Injector to the switch via the Data In jack. Connect the RJ45 jack named J8 to the Data & Power Out jack and plug the injector into an AC power outlet.

A direct, non-switched connection between the Hx6 and a VSet is possible without use of a cross-over cable. Standard Ethernet cables from the Hx6 between the PoE power supply and both the Hx6 and VSet are acceptable.

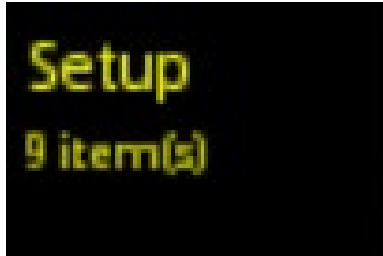
The LED indicators near the VSet connection port (J8) should show solid green (good connection); the yellow LED should be flashing, indicating data flow. After a few seconds, the VSet's LCD screens will light. If they do not, check the connection of the PoE Injector and / or Ethernet cable.

#### IMPORTANT:

**Please be sure to connect PoE to J8 only. Connecting PoE to J2 will damage the CPU board and void your warranty.**



## Assign an IP Address



**Note:**

In factory default configurations, the IP addresses between a VSet and an Hx6 should default to directly compatible settings.

Press the Menu Button and find the **Setup** option. Press the Line button next to **Setup**. This will take you to the VSet Setup Menu.



Press the Left Line Key next to **VSet IP Address** and use the number keypad to enter an available IP address. When the IP address is entered, press the line key to the left of the **Vset IP Address** again to save.

**IMPORTANT:**

The Star (\*) Key is used to enter a dot (.) and the Pound (#) key is used to enter a Backspace.

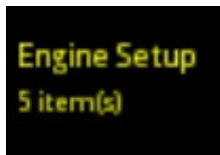
Then press the Left Line Key next to **VSet Netmask** and use the number keypad to enter the subnet mask for the network. Press the line key to the left of the **VSet Netmask** again to save the subnet mask.

**Note:**

**Do not assign a Gateway address unless directed to do so by Telos Support.**

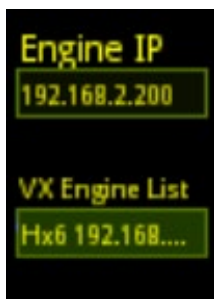
Press the Menu Button to save settings and exit.

## Connect to the Telos System



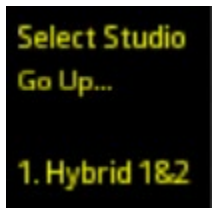
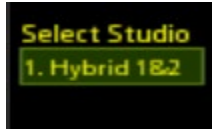
Press the Menu Button and find the **Engine Setup** option.

Press the Line Button next to **Engine Setup**.



Press the Line Button next to **Vx Engine List** to select from the list of Vx Engines and/or talkshow systems installed on your network -OR- press the line button next to **Engine IP** and manually key in the IP address of the Telos hybrid or Vx Engine you wish to connect to the VSet. The star key is “.” and the pound (#) key is backspace. Press the left line key next to **Engine IP** to save the IP address. If the login information of the system has been changed, enter it into the User and Password fields. Default Username is *user* and there is no password.

## Select Studio



From the Engine Setup Menu, press the left line key next to **Select Studio**. Select the correct Studio from the Vx Engine or hybrid. Do this by pressing on the corresponding Line number button.

The Hx6 and iQ6 systems are only capable of managing one studio. Therefore the only choice is Hybrid 1&2

## Select Show (Vx Only)



Since the VX Engine is a multi-studio, multi-show system, once the Studio is selected, you may need to select the Show. Press the Menu Button to enter the Main Menu and press the left line key next to the item for **Select Show**. Press the left line key next to the desired show. Once the Show is selected, the available lines will show as available on the VSet's display (s).

After this step, your VSet is ready to control calls.

**Deselect Show** logs the controller out of the current show. This is necessary sometimes when performing maintenance to the Vx System Configuration.

# 4 User Operation

## Talent and Producer Modes

Because the VSet Drop-In Console Module is meant to be the board operator's interface, the controller is permanently set to Talent Mode. This means that all lines selected from the line columns will be sent to the corresponding hybrid and that there is no means for screening calls in Producer mode like on the VSet6 or VSet12 phone-sets.

With the VSet6 and VSet12, certain functions work differently in "Talent" versus "Producer" mode. Therefore, it is important that your staff understand the difference between these two modes and that the drop-in module is Talent Mode ONLY!

## Line Status Display

On the Home Screen, each phone line has a portion of the display that shows symbols and info about the line such as status and Caller ID:



... The Line is ready for incoming or outgoing calls



... The Line is ringing



... The Line is On Fader 1



... The Line is On Fader 2



... The Line is Locked on Fader 1



... The Line is Locked on Fader 2



... The Line is on Hold



... The Line is on Screened Hold and will be seized when NEXT >> is pressed



... The Line is ready for ENBLOC Dialing --- more on that later.



... The Line is in use elsewhere, perhaps in another studio. Shhhh...



... The Line is Blocked

## Line Button Columns

Each line has 2 associated buttons to the left and to the right of the OLED displays. Pressing a left line button puts that line on Hybrid 1. Pressing the right line button puts that line on Hybrid 2. If a call is already on the air, pressing the button a second time locks the line, or if already locked, unlocks it. Lines that are locked cannot be dropped or placed on hold. Not to worry, we've made it difficult to accidentally drop a call. A locked or unlocked call can be placed on the opposite Hybrid at any time by pressing the button from the corresponding column.

The line buttons also have LED lamps within them to provide status indication for the lines in addition to the Line Status Display. These lamps follow standard 1A2 protocol:

<b>Left &amp; Right ON:</b>	<b>Line is in use elsewhere or is blocked</b>
<b>Left ON:</b>	<b>Line is in use locally and is on Hybrid 1</b>
<b>Right ON:</b>	<b>Line is in use locally and is on Hybrid 2</b>
<b>Both blink 500ms ON, 500ms OFF:</b>	<b>Line is ringing in</b>
<b>Both wink 750ms ON, 250ms OFF:</b>	<b>Line is on HOLD or SCREENED HOLD</b>
<b>Both columns OFF:</b>	<b>Line is idle or unavailable</b>

## Hold Button

Holds a line that is “off hook” and unlocked. If more than one line is on, unlocked, and in the same column, then all of those lines will be held.

When a call is on hold, the caller will be able to hear the audio that is sent to the POH input of the system. Selecting that line from either column will take the call out of hold and place it on the corresponding hybrid.

## Drop Button

This button drops all calls in a column that are active and unlocked. There are separate drop buttons for the left and right line columns.

## Lock

Normally, placing a call on the hybrid causes any others on the same hybrid to be dropped. If you need to conference two or more calls on the same hybrid, you can use the lock function. Press an already on-air line button to lock it. The OLED display will show that the line has been locked. Pressing the button again unlocks the line. Locked calls remain on-the hybrid until they are unlocked. The Drop and Hold buttons have no effect on a locked line. A call can be switched from one hybrid to the other without unlocking the line. Simply press line button on the opposite column and the call will stay locked as it switches to the other hybrid.

## Next Button

This button puts the “next” call on Hybrid 1. The NEXT priority is as follows:

1. Longest waiting screened hold
2. Longest waiting hold
3. Longest ringing-in

The Producer VSet can manually override these and assign priority as desired.

When the Next button is used to take a new call, if the current call is not locked, it will be dropped when the new call is placed on the hybrid. If the line is locked, the new call will be added to the hybrid by the Next button.

## Block All

Pressing this button will cause all inactive and ringing lines to be dropped and blocked from handling any calls. Calls on-air, on the handset, on hold and the fixed lines will not be affected. The usual application for this function is to let you prevent early callers from getting in on contests until after you've made the announcement and released the lines to accept calls.

### HOT TIP:

**As you may know, there have been several lawsuits regarding the “fairness” of radio contests. By consistently activating the Busy All feature before announcing a contest, your staff will reduce the liability for the station.**

When block all mode is selected, as lines become available, they will automatically “go busy.” Pressing Block All again will release the lines and allow incoming and outgoing calls.

When Block All is active, the Block All button will illuminate on the VSet Console Module. On other VSet Phone-sets in the same studio, a small letter ‘B’ will appear in the upper right hand corner of the main screen.

### Note:

**Block All will affect any lines that are shared between studios. So if a you are seeing a blocked line on a VSet that is not in Block All mode, odds are there is a studio in the building that has Block All active.**

## Numeric Keypad

This section is used for dialing out either on the handset or on air. The VSet operates differently depending on which system it is connected to.

### PRO TIP:

**The DTMF “Touch Tones” used by telephones can be easily decoded. When dialing on the air, do not enter private numbers or passwords without first turning off the hybrid’s audio on your console or this private information will be broadcast.**

## Hx6 & iQ6

When the VSet is used with the Hx6 or the iQ6, the VSet will operate like a normal POTS phone. When a line is selected, dial tone will be heard. When a number is dialed it will be dialed in real time with DTMF tones.

When the last digit is entered, you will either hear ring-back, busy, or re-order tone (or dead air followed by the operator error message if you didn't enter enough correct digits). Hopefully, if you hear ring-back tone, it doesn't last for too long and the correct party answers. On with the show!

## Vx Engine

When the VSet is used with the Vx Engine, the VSet will operate like a VoIP phone and ENBLOC dialing is used. When a line is selected, no dial tone is heard and the line will not be seized until the call is executed.

While a number is being composed, the digits will appear in the line info field. During this time, the selected line is blocked and all other VSets on the network will display the Line as 'in-use' to avoid glare and unwanted interruptions.

After a number is entered, the Pound (#) key initiates the connection, similar to a cell-phone. After pressing the Pound (#) key, you will not hear any DTMF tones, just a short pause and your call will be completed, presuming you entered the correct digits. There is a timeout function to execute the send command after a predetermined amount of time after the last digit is dialed. See the Preferences section.

With ENBLOC dialing, you have the opportunity to correct any dialing mistakes by dropping the line and starting over before executing the call and sending audio to the console. The keypad works during an active call to generate DTMF tones for use with voice mail, automated attendants, and being obnoxious on the air.

### CURIOSITY NOTE:

**We don't know why the condition of picking up a line which was about to ring and getting an incoming call instead of dial tone is called "Glare." Perhaps it's because of the looks air staff give engineers when this happens too often! If you find out, be sure to let us know.**



## Take it Easy

We've built a lot of flexibility into the Vx system to support all the sophisticated things you might want to do. But you don't have to use all the fancy-pants stuff when you don't need it and a simpler subset will do.

In the simplest case, when you are a talent supported by a producer, you could just use the NEXT and DROP buttons. You press the NEXT button to take calls in the sequence determined by your producer and you press the DROP button when you are finished with your last call and you want to stop taking more.

One step up would have you pressing the Line buttons to select the calls you want, one at a time. Again, when you are finished taking calls, you would press DROP. You could use the left column Line buttons to talk with callers on the handset.

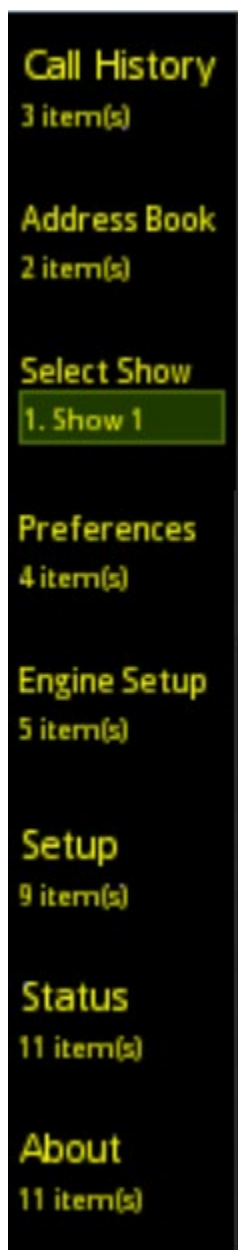
At the next level, you would use either the Lock function or the dual hybrid capability to take calls.

One recommended application for the dual hybrid function is the "expert caller" scenario where you are interviewing an expert caller (a doctor and so forth) and you would like to do some Q&A with other callers. Using the right line column, simply lock the expert on Hybrid 2 and use the left column or the Next button to take the other calls. The expert caller will never be dropped by accident and will never hear the sync burst when new calls are taken.

# 5

## Menu Button

### Menu Button



Pressing the Menu Button sends you to the main menu screen. This is where you will find all of the features and functions that do not appear on the main screen because they will not be used as often. After pressing the Menu Button, the menu screen will appear on the display and the Menu Button will illuminate.

Selections from the menus are made using the corresponding line keys to the left of the items in the display.

### Call History

Select this item and you will be presented with a call history for the talkshow system to which the module is connected. The Call History will include out-bound, in-bound, and missed calls from all VSets connected to the same system. This list is cleared when the main talkshow system is rebooted or if the call history is cleared within the talkshow system.

### Address Book

The address book in the VSet is set within the talkshow system to which the module is connected. Please refer to the manual for your Vx or Hx/iQ system for entering numbers into the phone book.

### Select Show (Vx Only)

This item allows you to recall a show configuration that has been set up and stored within the Vx Engine. Because they are single show systems, there is no show preset function with the Hx6 and iQ6. For more info about setting up a show, please consult the Vx Engine Manual.

### Status and About

These two menu items will display information about the local VSet, that's the one in front of you.

The Status Screen will tell you things that are happening inside your VSet in real time. This screen can be used for diagnostics and general information about your VSet on the network.

The About Screen is the about screen. It tells you *about* the VSet, software, talkshow system, etc. Give it a look.

## Setup Menu



Here is where all of the network settings regarding the VSet reside. The IP address assigned to the VSet will be entered into the VSet IP Address field and the Subnet mask will be entered into the VSet Netmask field. When the IP is entered, press the corresponding left line key to accept the entered IP address. If this is not done, selecting another field will force the IP/Subnet to revert to the previously entered value.

### VSet Gateway

Do not enter a value for VSet Gateway unless instructed to do so by Telos Support.

### HTTP Server

Enabling the HTTP Server function allows you to access the VSet's web GUI from any computer connected to the network by typing the VSet's IP address into a web browser. If you don't want to allow people to access the web GUI to make changes, disable this function. More on this later.

### Telnet Server

Enabling the Telnet Server function allows you to access the VSet using telnet services such as Pathfinder or Putty for control and diagnostics. Disable this if your Studio does not use Pathfinder for control automation and to keep unauthorized users from accessing the telnet port.

### Reset to Factory

This does exactly what you think it might. Once you select this option, there is no turning back. All parameters will have to be reset. Use this as a last resort.

### Test Mode

This is an advanced diagnostic system for advanced users. Multiple presses of the Test Mode key will put the module into a standalone hardware test mode. There are tests for keyboard function, OLED display function and LED function. Follow the on-display instructions to navigate test mode.

## Engine Setup Menu

Here is where you will find all of the settings regarding the Telos system to which you want the VSet to communicate. After initial setup, there will be very few adjustments you may need to make to these settings.

### Engine IP



Use this input field to tell the VSet with which Telos system to connect. If there are multiple Talkshow Systems on the network (Nx 6/12, iQ6, Hx6, or Vx Engine), you can manually dial the IP for the system you want into this field. Once the IP is entered, press the line key to the left of Engine IP to accept the IP. If the line key is not pressed, the IP will revert to the previous entry when the next field is selected.

### Vx Engine List

If you just can't remember the IP addresses of all the talkshow systems on your network, not to worry. When this menu item is selected, the VSet will display all of the compatible Talkshow Systems that are available on the network with their IP addresses. Select a system by using the soft keys or by pressing the line button to the left of the system to which you wish to connect.

### User and Password

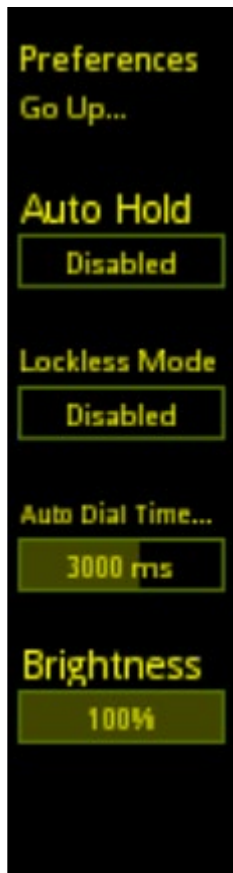
The VSet needs to log itself into the system in order to communicate. In these two fields you will enter the user name and password for the Talkshow system to which you want the VSet to connect. The factory default user-name is: user and there is no password, so leave the password field blank. To change the user name and password, please refer to the manual for the talkshow system with which you are working.

### Select Studio

Use this item to select the Studio for the VSet. Hx6 and iQ6 is only capable of handling one Studio. In this case, the studio is Hybrid 1&2. For info on setting up a Studio in Vx, please refer to the Vx Engine Manual.

## User Preferences Menu

Within this menu you will find parameters that dictate how the VSet and the connected talk-show system will operate.



### Auto Hold

This menu item enables or disables the Auto Hold function for the studio. When enabled, a call will automatically be answered and placed on hold by the talkshow system. When a call comes in, the caller will hear POH until the call is picked up. When Auto Hold is disabled, the incoming call will ring in as usual. This is a global setting and all connected VSet Phone Sets will display a small letter “H” in the upper right hand corner of the screen when Auto Hold is enabled.

### Lockless Mode

This feature turns off the Call Lock function to allow the VSet’s On-Air Line Buttons to operate more like an office phone. With this function enabled, you will be able to seize and drop calls from the Line Buttons instead of using the Drop button.

#### BEWARE:

**With Lockless Mode DISABLED, an on-air call is locked with the second push of the Line Button. With Lockless Mode ENABLED, an on-air call will be dropped with the second push of the Line Button. So if you have On-Airs who are used to office phones, use this feature. If you have On-Airs who are used to the previous Telos Phone Systems, do not use this feature. You have been warned!**

### Auto Dial Timeout

Use this menu item to control how long of a delay is desired before executing a call after the last digit is dialed. Remember that the Vx uses the SIP standard ENBLOC dialing plan which requires the push of a send button. On this controller, the pound (#) key is used as the “send” button. This timeout will allow the user to dial using the old POTS method and the send command will be executed after this amount of time.

### Brightness

This item controls the brightness of the OLED display on the VSet controller.

# 6

## Web Graphical User Interface

### Screenshot

Take screenshot (png):

Notice: Screenshot will open in the same window.

### Config

Backup config (xml):

Restore config (\*.xml):  No file selected.

Notice: Network configuration, e.g. IP address, is **not** saved in the config and will not be restored.

### Firmware Upgrade

Firmware image:  No file selected.

Notice: Firmware will be uploaded to **inactive** bank.

### Firmware Version

Bank 1 <input checked="" type="radio"/>	<b>ver. 1.2.1-r12364 (build Mon Oct 20 10:16:18 2014) (active)</b>
Bank 2 <input type="radio"/>	ver. 1.2.0-r11629 (build Tue Sep 17 13:09:10 2013)

Warning: System **will** reboot after changing active bank.

### User password

New password:

Repeat new password:

Notice: Password length must be less than 32 characters.

### Syslog Server Configuration

Syslog Server IP:

Notice: Syslog Server IP must be a valid IP address.

The Web GUI can be viewed with a browser on a computer on the same network as the VSet and its hybrid / Vx Engine.

With HTTP Server enabled on the VSet, key the IP address of the VSet into a web browser and you will be asked to log into the VSet.

## The Default login is:

User Name: user

Password:

## Screenshot

This button will load the current VSet display onto the browser for troubleshooting and diagnostics. Just copy and paste.

## Config

Use this function to backup the configuration of the VSet. This makes it easy to reload settings into the VSet if it happens to forget what it's supposed to do, or if you replace the VSet.

Once the VSet is all set and ready to go, click the Backup Button. This will allow you to save an XML file to your computer. To load a configuration file, click the Browse button and select the appropriate XML file. The file will display in the config section to confirm. Once you have confirmed the file, click Restore.

**Note: The network configuration, i.e. IP address and net mask, will not be saved in the config file, therefore cannot be restored. You will have to enter those manually using the steps in the Installation chapter of this manual.**

## Firmware Upgrade and Version

The time may come to update the firmware inside the VSet. Firmware updates fix problems that may exist and improve on functionality in general.

The first step is to get the new firmware onto your PC. This will usually be via a download from the Telos website or an email attachment from Telos customer support. The file will have the extension \*.vspk. When the firmware is available on your PC, click the Browse Button to locate it, and then click Upgrade to load it into the inactive bank on the VSet.

Once the software loads into the VSet, it is now necessary to reboot the VSet into the new firmware. To do this, click on the inactive bank's radio button in the Firmware Version section of the GUI, and after confirming that this bank has the new firmware on it, click Change Bank.

The VSet will reboot and when it comes back to life, it will be running the new firmware. To verify, you can look at the very top of the GUI and read the software version and build date. If you are still not convinced, you can press the Menu Button on the VSet and navigate to the About Screen.

### IMPORTANT:

**DO NOT run the software on your computer. The software is meant to run on the VSet. So if you have your browser set to automatically run downloaded files, turn it off for this process.**

## User Password

Here is where you will enter and confirm a new password for the web GUI. The default is no password, blank. All current Telos default passwords are blank. So if a new password is created, you must remember it, or else you will not be able to log back into the GUI.

If the password is changed and forgotten, it can be reset to blank by resetting the VSet to factory defaults. To do this navigate to Menu / Setup / Reset to Factory.

## Syslog Server Configuration

The VSet will communicate to a network logging system or a Syslog. If your studio network has a Syslog server and you want the VSet to appear in the logs, enter its IP address here.



# A

## Appendix A

In this section you will find miscellaneous information about the VSet Drop-In Console Controller. Please note that the metal work for this controller is not supplied by Telos. Therefore we can supply measured drawings, CAD, and 3D drawings for you to forward to the fabricator.

The following drawings are provided as a convenience for customers that are designing custom installs. These are basic starting assemblies that will need to be modified per installation to assure correct stack-up and fit. The Telos Alliance assumes no liability for incorrect fit into custom installs. Nor does The Telos Alliance claim to understand the exact fit and compliance requirements for any custom installation that they are not directly involved.

Grounding to the module should be done via the metalwork itself. The machine screws, standoffs, and nuts holding the module together make contact with the ground plane of the module and must be a part of the console's grounding scheme. Additional ground wires can be run from these locations to a star ground location inside the console, for example.

There are 8 sets of screws and standoffs holding the circuit boards together and to the metalwork. All 8 of these connections must provide a path to ground via the console metalwork. Proper masking for paint must be considered so that the metalwork does not "float."

Damage due to improper grounding is not covered under the Telos standard factory warranty.

To obtain additional drawings, contact Telos Technical Support by emailing [support@telosalliance.com](mailto:support@telosalliance.com).

